For i = 1 To 10
Gosub nextchar
Serout 0,M2400,[7]
count = count * 2
Next i
Dtmfout 1,[1,2,3,4]
Il2read cont,addr,[idata]
If PORTA.1 = 0 Then process
  slip = count + 1
  loop

PicBasic Pro Compiler
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PicBasic Pro Compiler

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1. Introduction

The PicBasic Pro Compiler (or PBP) is our next-generation programming language that makes it even quicker and easier 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.

The PicBasic Pro Compiler is “BASIC Stamp II like” and has most of the libraries and functions of both the BASIC Stamp I and II. Being a true compiler, programs execute much faster and may be longer than their Stamp equivalents.

PBP is not quite as compatible with the BASIC Stamps as our original PicBasic Compiler is with the BS1. Decisions were made that we hope improve the language overall. One of these was to add a real IF..THEN..ELSE..ENDIF instead of the IF..THEN (GOTO) of the Stamps. These differences are spelled out later in this manual.

PBP defaults to create files that run on a PIC16F84-04/P 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, as well as oscillators of frequencies other than 4MHz, may be used with the PicBasic Pro Compiler.

1.1. The PICmicro MCUs

The PicBasic Pro Compiler produces code that may be programmed into a wide variety of PICmicro microcontrollers having from 8 to 84 pins and various on-chip features including A/D converters, hardware timers and serial ports.

The current version of the PicBasic Pro Compiler supports all the Microchip Technology PICmicro MCUs, including the 12-bit core, 14-bit core and both 16-bit core series, the PIC17Cxxx and PIC18Xxxx devices, as well as the Micromint PicStics. Limited support has been added for PICmicro MCUs based on the original 12-bit core. Support is limited as the 12-bit core PICmicro MCUs have a limited set of resources including a smaller stack and smaller code page size. See the README.TXT file for the very latest PICmicro MCU support list.
For general purpose PICmicro MCU development using the PicBasic Pro Compiler, the PIC16F628, 16F84, 16F876, 16F877, 18F252 and 18F452 are the current PICmicro MCUs of choice. These microcontrollers use flash technology to allow rapid erasing and reprogramming to speed program debugging. With the click of the mouse in the programming software, the flash PICmicro MCU can be instantly erased and then reprogrammed again and again. Other PICmicro MCUs in the PIC12C5xx, 12C67x, 14C000, 16C4xx, 16C5x, 16C55x, 16C6xx, 16C7xx, 16C9xx, 17Cxxx and 18Cxxx 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 PIC16F628, 16F84, 16F87x and 18Fxxx devices also contain between 64 and 1024 bytes of non-volatile data 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 Pro 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 a flash PICmicro MCU 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 F for contact information.

1.2. About This Manual

This manual cannot be a full treatise on the BASIC language. It describes the PicBasic Pro 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. Try a few simple commands to see how they work. Or start with the examples and then build on them.
The next section of this manual covers installing the PicBasic Pro 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 Pro 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 - the inner workings of the compiler.

1.3. Sample Programs

Example programs to help get you started can be found in the SAMPLES subdirectory. Additional example programs can be found in the sample programs section of the microEngineering Labs, Inc. website.
2. Getting Started

2.1. Software Installation

The PicBasic Pro files are compressed into a self-extracting file on the diskette. They must be uncompresssed to your hard drive before use. This can be done in DOS or Windows. To uncompress the files from DOS, create a subdirectory on your hard drive called PBP or another name of your choosing by typing:

```md
PBP
```

at the DOS prompt. Change to the directory:

```cd
PBP
```

Assuming the distribution diskette is in drive a:, uncompress the files into the PBP subdirectory:

```a:\pbpxxx -d
```

where `xxx` is the version number of the compiler on the disk. Don’t forget the `-d` option on the end of the command. This ensures that the proper subdirectories within PBP are created.

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

Make sure that FILES and BUFFERS are set to at least 50 in your `CONFIG.SYS` file. Depending on how many FILES and BUFFERS are already in use by your system, allocating an even larger number may be necessary.

To install PicBasic Pro from Windows, run `A:\INSTALL.BAT` from the Run box in the Windows Start menu.

See the `README.TXT` file on the diskette for more information on uncompressing the files. Also read the `README.TXT` file that is uncompressed to the PBP subdirectory on your hard drive for the latest PicBasic Pro Compiler information.
2.2. Your First Program

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

The sequence of events goes something like this:

First 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 Windows and Windows95/98) may be substituted. The source file name should (but isn’t required to) end with 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 copy it from the SAMPLES subdirectory included with the PicBasic Pro Compiler. The file is named BLINK.BAS. The BASIC source file should be created in or moved to the same directory where the PBP.EXE file is located.

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

loop: High PORTB.0 ‘ Turn on LED
    Pause 500 ‘ Delay for .5 seconds

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

    Goto loop ‘ Go back to loop and blink LED forever

End
Once you are satisfied that the program you have written will work flawlessly, you can execute the PicBasic Pro Compiler by entering `PBP` 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:

```
PBP 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 (PM) 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 writing an entire 100,000 line monolith all at once and then trying to debug it from end to end.

If you don’t tell it otherwise, the PicBasic Pro Compiler defaults to creating code for the PIC16F84. To compile code for PICmicro MCUs other than the PIC16F84, 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 PIC16F877, compile it using the command:

```
PBP -p16f877 blink
```

### 2.3. Program That MCU

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

The PicBasic Pro 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 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. Using an AC adapter instead of batteries is highly recommended.)

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.

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, select the PICmicro MCU you will be programming. Next, 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. 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 Pro 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 PIC16F84 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.

### 2.4. 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.

### 2.5. 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 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 by 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, as they turn on and off 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 mind.

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.

2.5.1. PICmicro MCU Specific Issues

It is imperative that you read the Microchip data sheet for the PICmicro MCU device you are using. Some devices have features that can interfere with expected pin operations. The PIC16C62x and 16F62x 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 line:

\[
\text{CMCON} = 7
\]

near the front of your program.

Any PICmicro MCU with analog inputs, such as the PIC16C7xx, PIC16F87x and PIC12C67x series devices, will come up in analog mode. You must set them to digital if that is how you intend to use them:

\[
\text{ADCON1} = 7
\]

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 drain 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.

Some PICmicro MCUs, such as the PIC16F627, 628, 873, 874, 876 and 877, allow low-voltage programming. This function takes over one of the PORTB pins and can cause the device to act erratically if this pin is not pulled low. It is best to make sure that low-voltage programming is not enabled at the time the PICmicro MCU is programmed.

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 before you use it, or use a PicBasic Pro command that does it for you. Once again, review the PICmicro MCU data sheets to become familiar with the idiosyncrasies of a particular part.

There is no data direction (TRIS) register for PORTA on PIC17Cxxx devices. Therefore, commands that rely on the TRIS register for their operation, such as I2CRead and I2CWrite, may not be used on PORTA.

The name of the port pins on the PIC12C5xx, 12CE5xx, 12C67x and 12CE67x devices is GPIO. The name for the TRIS register is TRISIO.

$$\begin{align*}
\text{GPIO.0} & = 1 \\
\text{TRISIO} & = \%101010
\end{align*}$$

On the PIC12C5xx and 12CE5xx devices, pin GPIO.2 is forced to an input regardless of the setting of the TRIS register. To allow this pin to be used as a standard I/O pin, add the following line to the beginning of the program:

$$\text{OPTION_REG.5} = 0$$

As hinted at above, the name of the OPTION register on all PICmicro MCUs is OPTION_REG.

Certain PICmicro MCUs have on-chip non-volatile data storage implemented like an I2C interfaced serial EEPROM. \texttt{READ} and \texttt{WRITE} will not work on devices with on-chip I2C interfaced serial EEPROM like the PIC12CE51x, 12CE67x and 16CE62x parts. Use the \texttt{I2CREAD} and \texttt{I2CWRITE} instructions instead.

Some PICmicro MCUs, notably the PIC12C671, 672, 12CE673 and 674, have on-chip RC oscillators. These devices contain an oscillator.
calibration factor in the last location of code space. The on-chip oscillator may be fine-tuned by acquiring the data from this location and moving it into the OSCCAL register. Two `DEFINEs` have been created to perform this task automatically each time the program starts:

```plaintext
Define OSCCAL_1K 1  ' Set OSCCAL for 1K device
Define OSCCAL_2K 1  ' Set OSCCAL for 2K device
```

Add one of these 2 `DEFINE` s near the beginning of the PicBasic Pro program to perform the setting of OSCCAL.

If a UV erasable device has been erased, the value cannot be read from memory. If one of these `DEFINE` s is used on an erased part, it will cause the program to loop endlessly. To set the OSCCAL register on an erased part, near the beginning of the program, add the line:

```plaintext
OSCCAL = $a0    ' Set OSCCAL register to $a0
```

The $a0 is merely an example. The part would need to be read before it is erased to obtain the actual OSCCAL value for that particular device.

PicBasic Pro will automatically load the OSCCAL value for the PIC12C5xx and 12CE51x devices, if it is available. It is unnecessary to use the above `DEFINE`s with these devices.

Please see the Microchip data sheets for more information on OSCCAL and any of the other PICmicro MCU registers.

### 2.5.2. PicBasic and BASIC Stamp Compatiblity

There are some differences between the standard PicBasic Compiler, the BASIC Stamps and the PicBasic Pro Compiler. See section 10 for information on these differences.

### 2.5.3. Code Crosses Page Boundary Messages

Many PICmicro MCUs contain code space memory that is segmented into 512, 2K or 8K word pages. As large files are compiled and then assembled, they may start to use more than the first page. As each page is used, PM, the assembler, will issue a message that the code is
crossing a particular boundary. This is normal and no cause for alarm. PBP will make sure to take care of most of the issues for you.

The only thing that you must be aware of is the **BRANCH** instruction. If a **BRANCH** tries to access a label on the other side of a boundary, it will not work properly. **BRANCHL** should be used instead. It can address labels in any code page.

### 2.5.4. Out of Memory Errors

Compiling large PicBasic Pro source code files can tax the memory of the PC running the compiler. If an Out of Memory error is issued and the FILES and BUFFERS are set as recommended, an alternate version of PBP can be used. PBPW.EXE has been compiled to make use of all of the memory available to Windows 95, 98, ME, NT, 2000 and XP. You must, of course, be running in a DOS shell from one of these 32-bit Windows environments or be within Microchip’s MPLAB or another Windows IDE. To execute the Windows version from the DOS command line, simply substitute PBPW for PBP.

```
PBPW blink
```

### 2.6. 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.

#### 2.6.1. 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 like “Turn on the Battery Low LED” might be a lot more useful.
A block of comments at the beginning of the program and before each section of code 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. 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.

2.6.2. Pin and Variable Names

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:

```plaintext
BattLED var PORTB.0 ' Low battery LED
level var byte ' Variable will contain the battery level

If level < 10 Then ' If batt level is low
    High BattLED ' Turn on the LED
Endif
```

2.6.3. 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.

2.6.4. GOTO

Try not to use too many GOTOS. While GOTOS may be 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 Pro Compiler can be invoked from the DOS command line using the following command format:

```
PBP Options Filename
```

Zero or more `Options` can be used to modify the manner in which PBP compiles the specified file. `Options` begin with either a minus (−) or a forward slash (/). The character following the minus or slash 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 and no spaces may occur within an `Option`.

Multiple `Options` may be used at the same time. For example the command line:

```
PBP -p16c71 -ampasm blink
```

will cause the file `BLINK.BAS` to be compiled using MPASM as the assembler and targeted for a PIC16C71 processor.

The first item not starting with a minus is assumed to be the `Filename`. If no extension is specified, 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 PBP are placed in the current directory.

By default, PBP automatically launches the assembler (`PM.EXE`) if the compilation has no errors. PBP expects to find `PM.EXE` in the same directory as `PBP.EXE`. If the compilation has errors or the `-s` option is used, the assembler is not launched.

If PBP is invoked with no parameters or filename, a brief help screen is displayed.
### 3.2. Options

<table>
<thead>
<tr>
<th>Option</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>A</strong></td>
<td>Use a different Assembler</td>
</tr>
<tr>
<td><strong>C</strong></td>
<td>Insert source lines as Comments into assembler file</td>
</tr>
<tr>
<td><strong>E</strong></td>
<td>Output errors to a file</td>
</tr>
<tr>
<td><strong>H (?)</strong></td>
<td>Display Help screen</td>
</tr>
<tr>
<td><strong>L</strong></td>
<td>Use a different Library file</td>
</tr>
<tr>
<td><strong>O</strong></td>
<td>Pass Option to assembler</td>
</tr>
<tr>
<td><strong>P</strong></td>
<td>Specify target Processor</td>
</tr>
<tr>
<td><strong>S</strong></td>
<td>Skip execution of assembler when done</td>
</tr>
<tr>
<td><strong>V</strong></td>
<td>Verbose mode</td>
</tr>
<tr>
<td><strong>Z</strong></td>
<td>Add source level debugging information</td>
</tr>
</tbody>
</table>

#### 3.2.1. Option –A

PBP has the capability to use either PM, which is included with PBP, or Microchip’s MPASM as its assembler. To specify MPASM (which must be acquired from Microchip), use `-ampasm` on the command line:

```
PBP -ampasm filename
```

If no assembler is specified on the command line, PM is used. See the section on assembly language programming for more information.

#### 3.2.2. Option –C

The –c option causes PBP to insert the PicBasic Pro source file lines as comments into the assembly language source file. This can be useful as a debugging tool or learning tool as it shows the PicBasic Pro instruction followed by the assembly language instructions it generates.

```
PBP -c filename
```
3.2.3. **Option \(-E\)**

The \(-E\) option causes PBP to send all the errors to a file, `filename.er`.

\[
\text{PBP} \ -e \ \text{filename}
\]

3.2.4. **Option \(-H\) or \(-?\)**

The \(-H\) or \(-?\) option causes PBP to display a brief help screen. This help screen is also displayed if no option and filename is specified on the command line.

3.2.5. **Option \(-L\)**

The \(-L\) option lets you select the library used by PicBasic Pro. This option is generally unnecessary as the default library file is set in a configuration file for each microcontroller. For more information on PicBasic Pro libraries, see the advanced sections later in this manual.

\[
\text{PBP} \ -lpbpps2 \ \text{filename}
\]

This example tells PBP to compile `filename` using the PicStic2 library.

3.2.6. **Option \(-O\)**

The \(-O\) option causes the letters following it to be passed to the assembler on its command line as options.

The PICmicro Macro Assembler's manual on disk contains information on the assembler and its options.

\[
\text{PBP} \ -o1 \ \text{filename}
\]

This example tells PBP to generate a `filename.lst` file after a successful compilation.

More than one \(-O\) option may be passed to the assembler at a time.
3.2.7. Option \(-P\)

If not told otherwise, PBP compiles programs for the PIC16F84. If the program requires a different processor as its target, its name must be specified on the command line use the \(-P\) option.

For example, if the desired target processor for the PBP program is a PIC16F877, the command line should look something like the following:

    PBP -p16F877 filename

3.2.8. Option \(-s\)

Normally, when PBP successfully compiles a program, it automatically launches the assembler. This is done to convert the assembler output of PBP to a .HEX file. The \(-s\) option prevents this, leaving PBP’s output in the generated .ASM file.

Since \(-s\) prevents the assembler from being invoked, options that are simply passed to the assembler using the \(-o\) command line switch are effectively overridden.

    PBP -s filename

3.2.9. Option \(-v\)

The \(-v\) option turns on PBP’s verbose mode which presents more information during program compilation.

    PBP -v filename

3.2.10. Option \(-z\)

The \(-z\) option tells PBPW to add source level simulation and debugging information to the files that are generated during compilation. For an example of how to use this within MPLAB, see the README.TXT file.

    PBP -z filename
4. PicBasic Pro Basics

4.1. Identifiers

An identifier is, quite simply, a name. Identifiers are used in PBP for line labels and variable 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, PBP only recognizes the first 31.

4.2. Line Labels

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

\begin{verbatim}
here:  Serout 0,N2400, ["Hello, World!",13,10]
Goto here
\end{verbatim}

4.3. Variables

Variables are where temporary data is stored in a PicBasic Pro program. They are created using the \texttt{VAR} keyword. Variables may be bits, bytes or words. Space for each variable is automatically allocated in the microcontroller’s RAM by PBP. The format for creating a variable is as follows:

\begin{verbatim}
Label  VAR  Size{.Modifiers}
\end{verbatim}

\textit{Label} is any identifier, excluding keywords, as described above. \textit{Size} is \texttt{BIT}, \texttt{BYTE} or \texttt{WORD}. Optional \textit{Modifiers} add additional control over how the variable is created and are listed in the table in the Aliases section. Some examples of creating variable are:

\begin{verbatim}
dog  VAR  byte
cat  VAR  bit
w0   VAR  word
\end{verbatim}
There are no predefined user variables in PicBasic Pro. For compatibility sake, two files have been provided that create the standard variables used with the BASIC Stamps: BS1DEFS.BAS and BS2DEFS.BAS. To use one of these files, add the line:

```
Include “bs1defs.bas”
```

or

```
Include “bs2defs.bas”
```
	near the top of the PicBasic Pro program. These files contain numerous VAR statements that create all of the BASIC Stamp variables and pin definitions.

However, instead of using these “canned” files, we recommend you create your own variables using names that are meaningful to you.

The number of variables available depends on the amount of RAM on a particular device and the size of the variables and arrays. PBP reserves approximately 24 RAM locations for its own use. It may also create additional temporary variables for use in sorting out complex equations.

### 4.4. Aliases

VAR can also be used to create an alias (another name) for a variable. This is most useful for accessing the innards of a variable.

```
fido  VAR  dog  ‘ fido is another name for dog
b0    VAR  w0.byte0  ‘ b0 is the first byte of word w0
b1    VAR  w0.byte1  ‘ b1 is the second byte of word w0
flea  VAR  dog.0  ‘ flea is bit0 of dog
```

The variable modifiers may also be used as part of variables in a statement:

```
b = w0.byte0
OPTION_REG.7 = 0
```
### Modifier Description

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIT0 or 0</td>
<td>Create alias to bit 0 of byte or word</td>
</tr>
<tr>
<td>BIT1 or 1</td>
<td>Create alias to bit 1 of byte or word</td>
</tr>
<tr>
<td>BIT2 or 2</td>
<td>Create alias to bit 2 of byte or word</td>
</tr>
<tr>
<td>BIT3 or 3</td>
<td>Create alias to bit 3 of byte or word</td>
</tr>
<tr>
<td>BIT4 or 4</td>
<td>Create alias to bit 4 of byte or word</td>
</tr>
<tr>
<td>BIT5 or 5</td>
<td>Create alias to bit 5 of byte or word</td>
</tr>
<tr>
<td>BIT6 or 6</td>
<td>Create alias to bit 6 of byte or word</td>
</tr>
<tr>
<td>BIT7 or 7</td>
<td>Create alias to bit 7 of byte or word</td>
</tr>
<tr>
<td>BIT8 or 8</td>
<td>Create alias to bit 8 of word</td>
</tr>
<tr>
<td>BIT9 or 9</td>
<td>Create alias to bit 9 of word</td>
</tr>
<tr>
<td>BIT10 or 10</td>
<td>Create alias to bit 10 of word</td>
</tr>
<tr>
<td>BIT11 or 11</td>
<td>Create alias to bit 11 of word</td>
</tr>
<tr>
<td>BIT12 or 12</td>
<td>Create alias to bit 12 of word</td>
</tr>
<tr>
<td>BIT13 or 13</td>
<td>Create alias to bit 13 of word</td>
</tr>
<tr>
<td>BIT14 or 14</td>
<td>Create alias to bit 14 of word</td>
</tr>
<tr>
<td>BIT15 or 15</td>
<td>Create alias to bit 15 of word</td>
</tr>
<tr>
<td>BYTE0 or LOWBYTE</td>
<td>Create alias to low byte of word</td>
</tr>
<tr>
<td>BYTE1 or HIGHBYTE</td>
<td>Create alias to high byte of word</td>
</tr>
</tbody>
</table>

### 4.5. Arrays

Variable arrays can be created in a similar manner to variables.

\[ \text{Label VAR Size[Number of elements]} \]

*Label is any identifier, excluding keywords, as described above. Size is \text{BIT, BYTE or WORD}. Number of elements is how many array locations is desired. Some examples of creating arrays are:*

\[
\begin{align*}
\text{sharks VAR byte[10]} \\
\text{fish VAR bit[8]}
\end{align*}
\]
The first array location is element 0. In the `fish` array defined above, the elements are numbered `fish[0]` to `fish[7]` yielding 8 elements in total.

Because of the way arrays are allocated in memory, there are size limits for each type:

<table>
<thead>
<tr>
<th>Size</th>
<th>Maximum Number of elements</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIT</td>
<td>256</td>
</tr>
<tr>
<td>BYTE</td>
<td>96*</td>
</tr>
<tr>
<td>WORD</td>
<td>48*</td>
</tr>
</tbody>
</table>

* Processor dependent. See the section on memory allocation for more information.

Arrays must fit entirely within one RAM bank on most PICmicro MCUs. They may not span RAM banks on 12-bit, 14-bit or 17Cxxx devices. (Arrays may span banks on 18Xxxx devices. Byte- and word-sized arrays are only limited in length by the amount of memory.) The compiler will assure that arrays will fit in memory before successfully compiling.

### 4.6. Constants

Named constants may be created in a similar manner to variables. It can be more convenient to use a constant name instead of a constant number. If the number needs to be changed, it may be changed in only one place in the program; where the constant is defined. Variable data cannot be stored in a constant.

```
Label CON  Constant expression
```

Some examples of constants are:

```
mice CON 3
traps CON mice * 1000
```
4.7. Symbols

`SYMBOL` provides yet another method for aliasing variables and constants. It is included for BS1 compatibility. `SYMBOL` cannot be used to create a variable. Use `VAR` to create a variable.

```plaintext
SYMBOL lion = cat ' cat was previously created using VAR
SYMBOL mouse = 1 ' Same as mouse CON 1
```

4.8. Numeric Constants

PBP 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.

```plaintext
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, see below).

```plaintext
"A" ' ASCII value for decimal 65
"d" ' ASCII value for decimal 100
```

4.9. String Constants

PBP 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 PBP commands have this handling built-in).

```plaintext
Lcdout "Hello" ' Output String (Short for "H","e","l","l","o")
```

Strings are usually treated as a list of individual character values.
4.10. Ports and Other Registers

All of the PICmicro MCU registers, including the ports, can be accessed just like any other byte-sized variable in PicBasic Pro. This means that they can be read from, written to or used in equations directly:

```plaintext
PORTA = %01010101 ' Write value to PORTA
anyvar = PORTB & $0f ' Isolate lower 4 bits of PORTB and place result into anyvar
```

4.11. Pins

Pins may be accessed in a number of different ways. The best way to specify a pin for an operation is to simply use its PORT name and bit number:

```plaintext
PORTB.1 = 1 ' Set PORTB, bit 1 to a 1
```

To make it easier to remember what a pin is used for, it may be assigned a name using the **VAR** command. In this manner, the name may then be used in any operation:

```plaintext
led Var PORTA.0 ' Rename PORTA.0 as led
High led ' Set led (PORTA.0) high
```

For compatibility with the BASIC Stamp, pins used in PicBasic Pro Compiler commands may also be referred to by a number, 0 - 15. This number references different physical pins on the PICmicro MCU hardware ports dependent on how many pins the microcontroller has.

<table>
<thead>
<tr>
<th>No. PICmicro MCU Pins</th>
<th>0 - 7</th>
<th>8 - 15</th>
</tr>
</thead>
<tbody>
<tr>
<td>8-pin</td>
<td>GPIO*</td>
<td>GPIO*</td>
</tr>
<tr>
<td>18-pin</td>
<td>PORTB</td>
<td>PORTA*</td>
</tr>
<tr>
<td>28-pin (except 14C000)</td>
<td>PORTB</td>
<td>PORTC</td>
</tr>
<tr>
<td>28-pin (14C000)</td>
<td>PORTC</td>
<td>PORTD</td>
</tr>
<tr>
<td>40-pin</td>
<td>PORTB</td>
<td>PORTC</td>
</tr>
</tbody>
</table>

*GPIO and PORTA do not have 8 I/O pins.*
If a port does not have 8 pins, such as PORTA, only the pin numbers that exist may be used, i.e. 8 - 12. Using pin numbers 13 - 15 will have no discernable effect.

This pin number, 0 - 15, has nothing to do with the physical pin number of a PICmicro MCU. Depending on the particular PICmicro MCU, pin number 0 could be physical pin 6, 21 or 33, but in each case it maps to PORTB.0 (or GPIO.0 for 8-pin devices, or PORTC.0 for a PIC14C000).

Pins may be referenced by number (0 - 15), name (e.g. Pin0, if BS1DEFS.BAS or BS2DEFS.BAS is included or you have defined them yourself), or full bit name (e.g. PORTA.1). Any pin or bit of the microcontroller can be accessed using the latter method.

The pin names (i.e. Pin0) are not automatically included in your program. In most cases, you would define pin names as you see fit using the VAR command:

```
led Var PORTB.3
```

However, two definition files have been provided to enhance BASIC Stamp compatibility. The files BS1DEFS.BAS or BS2DEFS.BAS may be included in the PicBasic Pro program to provide pin and bit names that match the BASIC Stamp names.

```
Include “bs1defs.bas”
or
Include “bs2defs.bas”
```

BS1DEFS.BAS defines Pins, B0–B13, W0–W6 and most of the other BS1 pin and variable names.

BS2DEFS.BAS defines Ins, Outs, B0–B25, W0–W12 and most of the other BS2 pin and variable names.

When a PICmicro MCU powers-up, all of the pins are set to input. To use a pin as an output, the pin or port must be set to an output or a command must be used that automatically sets a pin to an output.

To set a pin or port to an output (or input), set its TRIS register. Setting a TRIS bit to 0 makes its corresponding port pin an output. Setting a TRIS bit to 1 makes its corresponding port pin an input. For example:
TRISA = %00000000  ' Or TRISA = 0
sets all the PORTA pins to outputs.

TRISB = %11111111  ' Or TRISB = 255
sets all the PORTB pins to inputs.

TRISC = %10101010
Sets all the even pins on PORTC to outputs, and the odd pins to inputs. Individual bit directions may be set in the same manner.

TRISA.0 = 0
sets PORTA, pin 0 to an output. All of the other pin directions on PORTA are unchanged.

The BASIC Stamp variable names Dirs, Dirh, Dirl and Dir0-Dir15 are not defined and should not be used with the PicBasic Pro Compiler. TRIS should be used instead, but has the opposite state of Dirs.

This **does not** work in PicBasic Pro:

    Dir0 = 1  ' Doesn’t set pin PORTB.0 to output

Do this instead:

    TRISB.0 = 0  ' Set pin PORTB.0 to output

or simply use a command that automatically sets the pin direction.

### 4.12. Comments

A PBP comment starts with either the **REM** keyword, the single quote ('') or the semi-colon (;). All following characters on this line are ignored.

Unlike many BASICS, **REM** is a unique keyword and not an abbreviation for REMark. Thus, variables names may begin with **REM** (although **REM** itself is not valid).
4.13. Multi-statement Lines

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

\[
\begin{align*}
W2 &= W0 \\
W0 &= W1 \\
W1 &= W2
\end{align*}
\]

is the same as:

\[
W2 = W0 : W0 = W1 : W1 = W2
\]

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

4.14. Line-extension Character

The maximum number of characters that may appear on one PBP line is 256. Longer statements may be extended to the next line using the line-extension character (\_) at the end of each line to be continued.

\[
\text{Branch B0, [label0, label1, label2, \_} \\
\text{\_label3, label4]}
\]

4.15. INCLUDE

Other BASIC source files may be added to a PBP program by using INCLUDE. You may have standardized subroutines, definitions or other files that you wish to keep separate. The Stamp and serial mode definition files are examples of this. These files may be included in programs when they are necessary, but kept out of programs where they are not needed.

The included file’s source code lines are inserted into the program exactly where the INCLUDE is placed.

\[
\text{INCLUDE "modedefs.bas"}
\]
4.16. DEFINE

Some elements, like the clock oscillator frequency and the LCD pin locations, are predefined in PBP. **DEFINE** allows a PBP program to change these definitions, if desired.

**DEFINE** may be used to change the predefined oscillator value, the **DEBUG** pins and baud rate and the LCD pin locations, among other things.

These definitions must be in all upper case, exactly as shown. If not, the compiler may not recognize them. No error message will be produced for **DEFINES** the compiler does not recognize.

See the appropriate sections of the manual for specific information on these definitions. A complete list of **DEFINES** is shown in Appendix B.

```
DEFINE OSC 4
  ' Oscillator speed in MHz: 3(3.58) 4 8 10 12
  16 20 24 25 32 33 40
```

4.17. Math Operators

Unlike the BASIC Stamp, the PicBasic Pro Compiler performs all math and comparison operations in full hierarchal order. This means that there is precedence to the operators. Multiplies and divides are performed before adds and subtracts, for example. To ensure the operations are carried out in the order you would like, use parenthesis to group the operations:

```
A = (B + C) * (D - E)
```

All math operations are unsigned and performed with 16-bit precision.
<table>
<thead>
<tr>
<th>Math Operators</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td>Addition</td>
</tr>
<tr>
<td>−</td>
<td>Subtraction</td>
</tr>
<tr>
<td>*</td>
<td>Multiplication</td>
</tr>
<tr>
<td>**</td>
<td>Top 16 Bits of Multiplication</td>
</tr>
<tr>
<td>*/</td>
<td>Middle 16 Bits of Multiplication</td>
</tr>
<tr>
<td>/</td>
<td>Division</td>
</tr>
<tr>
<td>//</td>
<td>Remainder (Modulus)</td>
</tr>
<tr>
<td>&lt;&lt;</td>
<td>Shift Left</td>
</tr>
<tr>
<td>&gt;&gt;</td>
<td>Shift Right</td>
</tr>
<tr>
<td>ABS</td>
<td>Absolute Value*</td>
</tr>
<tr>
<td>COS</td>
<td>Cosine</td>
</tr>
<tr>
<td>DCD</td>
<td>2n Decode</td>
</tr>
<tr>
<td>DIG</td>
<td>Digit</td>
</tr>
<tr>
<td>DIV32</td>
<td>31-bit x 15-bit Divide</td>
</tr>
<tr>
<td>MAX</td>
<td>Maximum*</td>
</tr>
<tr>
<td>MIN</td>
<td>Minimum*</td>
</tr>
<tr>
<td>NCD</td>
<td>Encode</td>
</tr>
<tr>
<td>REV</td>
<td>Reverse Bits</td>
</tr>
<tr>
<td>SIN</td>
<td>Sine</td>
</tr>
<tr>
<td>SQR</td>
<td>Square Root</td>
</tr>
<tr>
<td>&amp;</td>
<td>Bitwise AND</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>^</td>
<td>Bitwise Exclusive OR</td>
</tr>
<tr>
<td>~</td>
<td>Bitwise NOT</td>
</tr>
<tr>
<td>&amp;/</td>
<td>Bitwise NOT AND</td>
</tr>
<tr>
<td></td>
<td>/</td>
</tr>
<tr>
<td>^/</td>
<td>Bitwise NOT Exclusive OR</td>
</tr>
</tbody>
</table>

*Implementation differs from BASIC Stamp.
4.17.1. Multiplication

PBP performs unsigned 16-bit x 16-bit multiplication. The ‘*’ operator returns the lower 16 bits of the 32-bit internal result. This is the typical multiplication found in most programming languages. The ‘**’ operator returns the upper 16 bits of the 32-bit internal result. These two operators can be used in conjunction to perform 16-bit x 16-bit multiplication that produces 32-bit results.

\[
\begin{align*}
W1 &= W0 \times 1000 \quad \text{‘Multiply value in W0 by 1000 and place the result in W1'} \\
W2 &= W0 \times 1000 \quad \text{‘Multiply W0 by 1000 and place the high order 16 bits (which may be 0) in W2'}
\end{align*}
\]

The ‘*/’ operator returns the middle 16 bits of the 32-bit internal result.

\[
\begin{align*}
W3 &= W1 \times W0 \quad \text{‘Multiply W1 by W0 and place the middle 16 bits in W3'}
\end{align*}
\]

4.17.2. Division

PBP performs unsigned 16-bit x 16-bit division. The ‘/’ operator returns the 16-bit result. The ‘//’ operator returns the remainder. This is sometimes referred to as the modulus of the number.

\[
\begin{align*}
W1 &= W0 / 1000 \quad \text{‘Divide value in W0 by 1000 and place the result in W1'} \\
W2 &= W0 // 1000 \quad \text{‘Divide value in W0 by 1000 and place the remainder in W2'}
\end{align*}
\]

4.17.3. Shift

The ‘<<’ and ‘>>’ operators shift a value left or right, respectively, 0 to 15 times. The newly shifted-in bits are set to 0.

\[
\begin{align*}
B0 &= B0 << 3 \quad \text{‘Shifts B0 left 3 places (same as multiply by 8')} \\
W1 &= W0 >> 1 \quad \text{‘Shifts W0 right 1 position and places result in W1 (same as divide by 2')} \\
\end{align*}
\]

32
4.17.4. ABS

ABS returns the absolute value of a number. If a byte is greater than 127 (high bit set), ABS will return 256 - value. If a word is greater than 32767 (high bit set), ABS will return 65536 - value.

\[ B1 = \text{ABS} \ B0 \]

4.17.5. COS

COS returns the 8-bit cosine of a value. The result is in two’s complement form (i.e. -127 to 127). It uses a quarter-wave lookup table to find the result. Cosine starts with a value in binary radians, 0 to 255, as opposed to the usual 0 to 359 degrees.

\[ B1 = \text{COS} \ B0 \]

4.17.6. DCD

DCD returns the decoded value of a bit number. It changes a bit number (0 - 15) into a binary number with only that bit set to 1. All other bits are set to 0.

\[ B0 = \text{DCD} \ 2 \quad \text{\small\texttt\{Sets B0 to \texttt{\%00000100}\}} \]

4.17.7. DIG

DIG returns the value of a decimal digit. Simply tell it the digit number (0 - 4 with 0 being the rightmost digit) you would like the value of, and voila.

\[ \begin{align*}
  B0 &= 123 \quad \text{\small\texttt\{Set B0 to 123\}} \\
  B1 &= B0 \text{ DIG} \ 1 \quad \text{\small\texttt\{Sets B1 to 2 (digit 1 of 123)\}} 
\end{align*} \]

4.17.8. DIV32

PBPs multiply (*) function operates as a 16-bit x 16-bit multiply yielding a 32-bit internal result. However, since the compiler only supports a maximum variable size of 16 bits, access to the result had to happen in 2 steps: \( c = b \ast a \) returns the lower 16 bits of the multiply while \( d = b \ast \ast a \)
returns the upper 16 bits. There was no way to access the 32-bit result as a unit.

In many cases it is desirable to be able to divide the entire 32-bit result of the multiply by a 16-bit number for averaging or scaling. A new function has been added for this purpose: **DIV32**. **DIV32** is actually limited to dividing a 31-bit unsigned integer (max 2147483647) by a 15-bit unsigned integer (max 32767). This should suffice in most circumstances.

As the compiler only allows a maximum variable size of 16 bits, **DIV32** relies that a multiply was just performed and that the internal compiler variables still contain the 32-bit result of the multiply. No other operation may occur between the multiply and the **DIV32** or the internal variables may be altered, destroying the 32-bit multiplication result.

This means, among other things, that **ON INTERRUPT** must be **DISABLEd** from before the multiply until after the **DIV32**. If **ON INTERRUPT** is not used, there is no need to add **DISABLE** to the program. Interrupts in assembler should have no effect on the internal variables so they may be used without regard to **DIV32**.

The following code fragment shows the operation of **DIV32**:

```plaintext
a Var Word
b Var Word
c Var Word
dummy Var Word

b = 500
c = 1000

Disable ' Necessary if On Interrupt used
dummy = b * c ' Could also use ** or */
a = DIV32 100

Enable ' Necessary if On Interrupt used
```

This program assigns b the value 500 and c the value 1000. When multiplied together, the result would be 500000. This number exceeds the 16-bit word size of a variable (65535). So the dummy variable contains only the lower 16 bits of the result. In any case, it is not used
by the **DIV32** function. **DIV32** uses variables internal to the compiler as the operands.

In this example, **DIV32** divides the 32-bit result of the multiplication b * c by 100 and stores the result of this division, 5000, in the word-sized variable a.

### 4.17.9. MAX and MIN

**MAX** and **MIN** returns the maximum and minimum, respectively, of two numbers. It is usually used to limit numbers to a value.

\[
\begin{align*}
B1 &= B0 \text{ MAX } 100 & \text{' Set } B1 \text{ to the larger of } B0 \\
&\quad \text{ and } 100 \text{ (} B1 \text{ will be between } 100 \text{ & 255)}
\end{align*}
\]

\[
\begin{align*}
B1 &= B0 \text{ MIN } 100 & \text{' Set } B1 \text{ to the smaller of } B0 \\
&\quad \text{ and } 100 \text{ (} B1 \text{ can’t be bigger than 100)}
\end{align*}
\]

### 4.17.10. NCD

**NCD** returns the priority encoded bit number (1 - 16) of a value. It is used to find the highest bit set in a value. It returns 0 if no bit is set.

\[
\begin{align*}
B0 &= \text{ NCD } \%01001000 & \text{' Sets } B0 \text{ to 7}
\end{align*}
\]

### 4.17.11. REV

**REV** reverses the order of the lowest bits in a value. The number of bits to be reversed is from 1 to 16.

\[
\begin{align*}
B0 &= \%10101100 \text{ REV } 4 & \text{' Sets } B0 \text{ to } \%00000011
\end{align*}
\]

### 4.17.12. SIN

**SIN** returns the 8-bit sine of a value. The result is in two’s complement form (i.e. -127 to 127). It uses a quarter-wave lookup table to find the result. Sine starts with a value in binary radians, 0 to 255, as opposed to the usual 0 to 359 degrees.

\[
\begin{align*}
B1 &= \text{ SIN } B0
\end{align*}
\]
4.17.13. SQR

SQR returns the square root of a value. Since PicBasic Pro only works with integers, the result will always be an 8-bit integer no larger than the actual result.

\[ B0 = \text{SQR} \text{ W1} \] ' Sets B0 to square root of W1


Bitwise operators act on each bit of a value in boolean fashion. They can be used to isolate bits or add bits into a value.

\[
\begin{align*}
B0 &= B0 \& \%00000001 \quad \text{' Isolate bit 0 of B0} \\
B0 &= B0 \mid \%00000001 \quad \text{' Set bit 0 of B0} \\
B0 &= B0 ^ \%00000001 \quad \text{' Flip state of bit 0 of B0}
\end{align*}
\]

4.18. Comparison Operators

Comparison operators are used in IF..THEN statements to compare one expression with another. These comparisons are unsigned. They cannot be used to check if a number is less than 0.

<table>
<thead>
<tr>
<th>Comparison Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>= or ==</td>
<td>Equal</td>
</tr>
<tr>
<td>&lt;&gt; or !=</td>
<td>Not Equal</td>
</tr>
<tr>
<td>&lt;</td>
<td>Less Than</td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater Than</td>
</tr>
<tr>
<td>&lt;=</td>
<td>Less Than or Equal</td>
</tr>
<tr>
<td>&gt;=</td>
<td>Greater Than or Equal</td>
</tr>
</tbody>
</table>

If \( i > 10 \) Then loop

4.19. Logical Operators

Logical operators differ from bitwise operations. They yield a true/false result from their operation. Values of 0 are treated as false. Any other value is treated as true. They are mostly used in conjunction with the
comparison operators in an `IF .. THEN` statement. The operators supported are:

<table>
<thead>
<tr>
<th>Logical Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>AND</code> or <code>&amp;&amp;</code></td>
<td>Logical AND</td>
</tr>
<tr>
<td><code>OR</code> or `</td>
<td></td>
</tr>
<tr>
<td><code>XOR</code> or <code>^^</code></td>
<td>Logical Exclusive OR</td>
</tr>
<tr>
<td><code>NOT</code> or <code>!</code></td>
<td>Logical NOT</td>
</tr>
<tr>
<td><code>ANDNOT</code></td>
<td>Logical NAND</td>
</tr>
<tr>
<td><code>ORNOT</code></td>
<td>Logical NOR</td>
</tr>
<tr>
<td><code>XORNOT</code></td>
<td>Logical NXOR</td>
</tr>
</tbody>
</table>

If `(A == \text{big}) \text{ AND } (B > \text{mean})$ Then run

Be sure to use parenthesis to tell PBP the exact order you want the operations to be performed.
5. PicBasic Pro Statement Reference

@ Insert one line of assembly language code.
ADCIN Read on-chip analog to digital converter.
ASM..ENDASM Insert assembly language code section.
BRANCH Computed GOTO (equiv. to ON..GOTO).
BRANCHL BRANCH out of page (long BRANCH).
BUTTON Debounce and auto-repeat input on specified pin.
CALL Call assembly language subroutine.
CLEAR Zero all variables.
CLEARWDT Clear (tickle) Watchdog Timer.
COUNT Count number of pulses on a pin.
DATA Define initial contents of on-chip EEPROM.
DEBUG Asynchronous serial output to fixed pin and baud.
DEBUGIN Asynchronous serial input from fixed pin and baud.
DISABLE Disable ON DEBUG and ON INTERRUPT processing.
DISABLE DEBUG Disable ON DEBUG processing.
DISABLE INTERRUPT Disable ON INTERRUPT processing.
DISABLED INTERRUPT Disable ON INTERRUPT processing.
DTMFOUT Produce touch-tone frequencies on a pin.
EEPROM Define initial contents of on-chip EEPROM.
ENABLE Enable ON DEBUG and ON INTERRUPT processing.
ENABLE DEBUG Enable ON DEBUG processing.
ENABLE INTERRUPT Enable ON INTERRUPT processing.
END Stop program execution and enter low power mode.
ERASECODE Erase block of code memory.
FOR..NEXT Repeatedly execute statements in a loop.
FREQOUT Produce 1 or 2 frequencies on a pin.
GOSUB Call BASIC subroutine at specified label.
GOTO Continue execution at specified label.
HIGH Make pin output high.
HPWM Output hardware pulse width modulated pulse train.
HSERIN Hardware asynchronous serial input.
HSEROUT Hardware asynchronous serial output.
I2CREAD Read from I²C device.
I2CWRITE Write to I²C device.
IF..THEN..ELSE..ENDIF Conditionally execute statements.
INPUT Make pin an input.
LCDIN Read from LCD RAM.
LCDOUT Display characters on LCD.
{LET} Assign result of an expression to a variable.
<table>
<thead>
<tr>
<th>Command</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>LOOKDOWN</td>
<td>Search constant table for value.</td>
</tr>
<tr>
<td>LOOKDOWN2</td>
<td>Search constant / variable table for value.</td>
</tr>
<tr>
<td>LOOKUP</td>
<td>Fetch constant value from table.</td>
</tr>
<tr>
<td>LOOKUP2</td>
<td>Fetch constant / variable value from table.</td>
</tr>
<tr>
<td>LOW</td>
<td>Make pin output low.</td>
</tr>
<tr>
<td>NAP</td>
<td>Power down processor for short period of time.</td>
</tr>
<tr>
<td>ON DEBUG</td>
<td>Execute BASIC debug monitor.</td>
</tr>
<tr>
<td>ON INTERRUPT</td>
<td>Execute BASIC subroutine on an interrupt.</td>
</tr>
<tr>
<td>OWIN</td>
<td>One-wire input.</td>
</tr>
<tr>
<td>OWOUT</td>
<td>One-wire output.</td>
</tr>
<tr>
<td>OUTPUT</td>
<td>Make pin an output.</td>
</tr>
<tr>
<td>PAUSE</td>
<td>Delay (1mSec resolution).</td>
</tr>
<tr>
<td>PAUSEUS</td>
<td>Delay (1uSec resolution).</td>
</tr>
<tr>
<td>PEEK</td>
<td>Read byte from register.</td>
</tr>
<tr>
<td>PEEKCODE</td>
<td>Read byte from code space.</td>
</tr>
<tr>
<td>POKE</td>
<td>Write byte to register.</td>
</tr>
<tr>
<td>POKECODE</td>
<td>Write byte to code space at device programming time.</td>
</tr>
<tr>
<td>POT</td>
<td>Read potentiometer on specified pin.</td>
</tr>
<tr>
<td>PULSIN</td>
<td>Measure pulse width on a pin.</td>
</tr>
<tr>
<td>PULSOUT</td>
<td>Generate pulse on a pin.</td>
</tr>
<tr>
<td>PWM</td>
<td>Output pulse width modulated pulse train to pin.</td>
</tr>
<tr>
<td>RANDOM</td>
<td>Generate pseudo-random number.</td>
</tr>
<tr>
<td>RCTIME</td>
<td>Measure pulse width on a pin.</td>
</tr>
<tr>
<td>READ</td>
<td>Read byte from on-chip EEPROM.</td>
</tr>
<tr>
<td>READCODE</td>
<td>Read word from code memory.</td>
</tr>
<tr>
<td>RESUME</td>
<td>Continue execution after interrupt handling.</td>
</tr>
<tr>
<td>RETURN</td>
<td>Continue at statement following last GOSUB.</td>
</tr>
<tr>
<td>REVERSE</td>
<td>Make output pin an input or an input pin an output.</td>
</tr>
<tr>
<td>SELECT CASE</td>
<td>Compare a variable with different values.</td>
</tr>
<tr>
<td>SERIN</td>
<td>Asynchronous serial input (BS1 style).</td>
</tr>
<tr>
<td>SERIN2</td>
<td>Asynchronous serial input (BS2 style).</td>
</tr>
<tr>
<td>SEROUT</td>
<td>Asynchronous serial output (BS1 style).</td>
</tr>
<tr>
<td>SEROUT2</td>
<td>Asynchronous serial output (BS2 style).</td>
</tr>
<tr>
<td>SHIFTIN</td>
<td>Synchronous serial input.</td>
</tr>
<tr>
<td>SHIFTOUT</td>
<td>Synchronous serial output.</td>
</tr>
<tr>
<td>SLEEP</td>
<td>Power down processor for a period of time.</td>
</tr>
<tr>
<td>SOUND</td>
<td>Generate tone or white-noise on specified pin.</td>
</tr>
<tr>
<td>STOP</td>
<td>Stop program execution.</td>
</tr>
<tr>
<td>SWAP</td>
<td>Exchange the values of two variables.</td>
</tr>
<tr>
<td>TOGGLE</td>
<td>Make pin output and toggle state.</td>
</tr>
<tr>
<td>USBIN</td>
<td>USB input.</td>
</tr>
<tr>
<td>USBINIT</td>
<td>Initialize USB.</td>
</tr>
<tr>
<td>USBOUT</td>
<td>USB output.</td>
</tr>
<tr>
<td>Keyword</td>
<td>Description</td>
</tr>
<tr>
<td>--------------</td>
<td>--------------------------------------------------</td>
</tr>
<tr>
<td>WHILE . . WEND</td>
<td>Execute statements while condition is true.</td>
</tr>
<tr>
<td>WRITE</td>
<td>Write byte to on-chip EEPROM.</td>
</tr>
<tr>
<td>WRITECODE</td>
<td>Write word to code memory.</td>
</tr>
<tr>
<td>XIN</td>
<td>X-10 input.</td>
</tr>
<tr>
<td>XOUT</td>
<td>X-10 output.</td>
</tr>
</tbody>
</table>
5.1. @

@ Statement

When used at the beginning of a line, @ provides a shortcut for inserting one assembly language Statement into your PBP program. You can use this shortcut to mix assembly language code with PicBasic Pro statements.

```plaintext
i Var byte
rollme Var byte

For i = 1 To 4
    @ rlf _rollme, F ; Rotate byte left once
Next i
```

The @ shortcut can also be used to include assembly language routines in another file. For example:

```plaintext
@ Include “fp.asm”
```

@ resets the register page to 0 before executing the assembly language instruction. The register page should not be altered using @.

See the section on assembly language programming for more information.
5.2. ADCIN

**ADCIN Channel,Var**

Read the on-chip analog to digital converter *Channel* and store the result in *Var*. While the ADC registers can be accessed directly, **ADCIN** makes the process a little easier.

Before **ADCIN** can be used, the appropriate TRIS register must be set to make the desired pins inputs. ADCON1 also needs to be set to assign the desired pins to analog inputs and in some cases to set the result format and clock source. See the Microchip data sheets for more information on these registers and how to set them for the specific device.

Depending on the device, it may have an 8-, 10- or 12-bit ADC. The high bit of ADCON1 controls whether the result is left or right justified. In most cases, 8-bit results should be left justified (ADCON1.7 = 0) and 10- and 12-bit results should be right justified (ADCON1.7 = 1).

Several **DEFINES** may also be used. The defaults are shown below:

```plaintext
DEFINE ADC_BITS 8       ' Set number of bits in result (8, 10 or 12)
DEFINE ADC_CLOCK 3      ' Set clock source (rc = 3)
DEFINE ADC_SAMPLEUS 50  ' Set sampling time in microseconds
```

**ADC_SAMPLEUS** is the number of microseconds the program waits between setting the *Channel* and starting the analog to digital conversion. This is the sampling time. The minimum number of microseconds usable is determined by the minimum time for **PAUSEUS**. See its section for this information.

```plaintext
TRISA = 255             ' Set PORTA to all input
ADCON1 = 0              ' PORTA is analog
**ADCIN** 0, B0         ' Read channel 0 to B0
```
5.3. ASM..ENDASM

The **ASM** and **ENDASM** instructions tell PBP that the code between these two lines is in assembly language and should not be interpreted as PicBasic Pro statements. You can use these two instructions to mix assembly language code with PicBasic Pro statements.

The maximum size for an assembler text section is 8K. This is the maximum size for the actual source, including comments, not the generated code. If the text block is larger than this, you must break it into multiple **ASM**..**ENDASM** sections or simply include it in a separate file.

**ASM** resets the register page to 0. You must ensure that the register page is reset to 0 before **ENDASM**, if the assembly language code has altered it.

See the section on assembly language programming for more information.

```
ASM
    bsf PORTA, 0 ; Set bit 0 on PORTA
    bcf PORTB, 0 ; Clear bit 0 on PORTB
ENDASM
```
5.4. BRANCH

**BRANCH** Index, [Label{, Label...}]

BRANCH causes the program to jump to a different location based on a variable index. This is similar to On..Goto in other BASICs.

Index selects one of a list of Labels. Execution resumes at the indexed Label. For example, if Index is zero, the program jumps to the first Label specified in the list, if Index is one, the program jumps to the second Label, and so on. If Index is greater than or equal to the number of Labels, no action is taken and execution continues with the statement following the **BRANCH**. Up to 255 (256 for PIC18Xxxx) Labels may be used in a **BRANCH**.

For 12- and 14-bit core and PIC17Cxxx devices, Label must be in the same code page as the **BRANCH** instruction. If you cannot be sure they will be in the same code page, use **BRANCHL** below.

For PIC18Xxxx devices, the Label must be within 1K of the **BRANCH** instruction as it uses a relative jump. If the Label is out of this range, use **BRANCHL**.

```
  BRANCH B4, [dog, cat, fish]
  ' Same as:
  '   If B4=0 Then dog (goto dog)
  '   If B4=1 Then cat (goto cat)
  '   If B4=2 Then fish (goto fish)
```
5.5. BRANCHL

BRANCHL  Index,[Label{,Label...}]

BRANCHL (BRANCH long) works very similarly to BRANCH in that it causes the program to jump to a different location based on a variable index. The main differences are that it can jump to a Label that is in a different code page than the BRANCHL instruction for 12- and 14-bit core and PIC17Cxxx devices, or further away than 1K for PIC18Xxxx devices and that it generates code that is about twice the size as code generated by the BRANCH instruction. If you are sure the labels are in the same page as the BRANCH instruction or if the microcontroller does not have more than one code page, using BRANCH instead of BRANCHL will minimize memory usage.

Index selects one of a list of Labels. Execution resumes at the indexed Label. For example, if Index is zero, the program jumps to the first Label specified in the list, if Index is one, the program jumps to the second Label, and so on. If Index is greater than or equal to the number of Labels, no action is taken and execution continues with the statement following the BRANCHL. Up to 127 (256 for PIC18Xxxx) Labels may be used in a BRANCHL.

BRANCHL  B4,[dog,cat,fish]
'  Same as:
'    If B4=0 Then dog (goto dog)
'    If B4=1 Then cat (goto cat)
'    If B4=2 Then fish (goto fish)
5.6. BUTTON

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

Read *Pin* and optionally perform debounce and auto-repeat. *Pin* is automatically made an input. *Pin* may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

- **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).
- **BVar**: Byte-sized variable used internally for delay/repeat countdown. It must be initialized to 0 prior to use and not used elsewhere in the program.
- **Action**: State of button to act on (0 if not pressed, 1 if pressed).
- **Label**: Execution resumes at this label if *Action* is true.

```plaintext
' Goto notpressed if button not pressed on Pin2
BUTTON PORTB.2,0,100,10,B2,0,notpressed
```

**BUTTON** needs to be used within a loop for auto-repeat to work properly.
**BUTTON** accomplishes debounce by delaying program execution for a period of milliseconds to wait for the contacts to settle down. The default debounce delay is 10ms. To change the debounce to another value, use **DEFINE**:

```
' Set button debounce delay to 50ms
DEFINE BUTTON_PAUSE 50
```

Be sure that **BUTTON_PAUSE** is all in upper case. The maximum delay for 12-bit core devices is 65ms.

In general, it is easier to simply read the state of the pin in an **IF .. THEN** than to use the **BUTTON** command as follows:

```
If PORTB.2 = 1 Then notpressed
```

Example program:

```
INCLUDE "modedefs.bas"  ' Include serial modes

SO Con 0  ' Define serial output pin
Bpin Con 2  ' Define Button input pin
B0 Var Byte

B0 = 0  ' Zero Button working buffer

loop: BUTTON Bpin,1,10,5,B0,0,notp  ' Check button (skip if not pressed)
     Serout SO,N2400,["Press",13,10]  ' Indicate button pressed

notp: Serout SO,N2400,[#B0,13,10]  ' Show working variable

     Pause 100  ' Wait a little
     Goto loop  ' Do it forever
```
5.7. CALL

CALL  Label

Execute the assembly language subroutine named Label.

GOSUB is normally used to execute a PicBasic Pro subroutine. The main difference between GOSUB and CALL is that with CALL, Label’s existence is not checked until assembly time. Using CALL, a Label in an assembly language section can be accessed that is otherwise inaccessible to PBP.

See the section on assembly language programming for more information on CALL.

CALL pass  ‘ Execute assembly language subroutine named _pass
5.8. CLEAR

CLEAR

Set all RAM registers to zero.

CLEAR zeroes all the RAM registers in each bank. This will set all variables, including the internal system variables (but not PICmicro MCU hardware registers) to zero. This is not automatically done when a PBP program starts as it is on a BASIC Stamp. In general, the variables should be initialized in the program to an appropriate state rather than using CLEAR.

CLEAR  ' Clear all variables to 0
5.9. CLEARWDT

CLEARWDT

Clear (tickle) the Watchdog Timer.

The Watchdog Timer is used in conjunction with the SLEEP and NAP instructions to wake the PICmicro MCU after a certain period of time. Assembler instructions (clrwdt) to keep the Watchdog Timer from timing out under normal circumstances and resetting the PICmicro MCU are automatically inserted at appropriate places throughout the program.

CLEARWDT allows the placement of additional clrwdt instructions in the program.

```
CLEARWDT  ' Clear Watchdog Timer
```

A DEFINE can be used to remove all of the clrwdt instructions the compiler automatically adds:

```
DEFINE NO_CLRWDT 1  ' Don’t insert CLRWDTS
```
5.10. COUNT

\[ \text{COUNT \hspace{1em} Pin, Period, Var} \]

Count the number of pulses that occur on \( \text{Pin} \) during the \( \text{Period} \) and stores the result in \( \text{Var} \). \( \text{Pin} \) is automatically made an input. \( \text{Pin} \) may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

The resolution of \( \text{Period} \) is in milliseconds. It tracks the oscillator frequency based on the defined \text{OSC}.

\text{COUNT} \text{ checks the state of } \text{Pin} \text{ in a tight loop and counts the low to high transitions. With a 4MHz oscillator it checks the pin state every 20us. With a 20MHz oscillator it checks the pin state every 4us. From this, it can be determined that the highest frequency of pulses that can be counted is 25KHz with a 4MHz oscillator and 125KHz with a 20MHz oscillator, if the frequency has a 50% duty cycle (the high time is the same as the low time).}

\begin{verbatim}
' Count # of pulses on Pin1 in 100 milliseconds
COUNT PORTB.1, 100, W1

' Determine frequency on a pin
COUNT PORTA.2, 1000, W1 ' Count for 1 second
Serout PORTB.0, N2400, [W1]
\end{verbatim}
5.11. DATA

\{Label\} DATA \{@Location,\}Constant\{,Constant...\}

Store constants in on-chip non-volatile EEPROM when the device is first programmed. If the optional Location value is omitted, the first DATA statement starts storing at address 0 and subsequent statements store at the following locations. If the Location value is specified, it denotes the starting location where these values are stored. An optional Label (not followed by a colon) can be assigned to the starting EEPROM address for later reference by the program.

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

DATA only works with microcontrollers with on-chip EEPROM such as the PIC16F84, PIC16C84 and the PIC16F87x series. It will not work on devices with on-chip I2C interfaced serial EEPROM like the 12CE67x and 16CE62x parts. Since EEPROM is non-volatile memory, the data will remain intact even if the power is turned off.

The data is stored in the EEPROM space only once at the time the microcontroller is programmed, not each time the program is run. WRITE can be used to set the values of the on-chip EEPROM at runtime. READ is used to retrieve these stored DATA values at runtime.

\`
'd Store 10, 20 and 30 starting at location 4
DATA @4,10,20,30

'd Assign a label to a word at the next location
dlabel DATA word $1234 ' Stores $34, $12

'd Skip 4 locations and store 10 0s
DATA (4),0(10)
\`
5.12. DEBUG

DEBUG Item{,Item...}

Send one or more Item s to a predefined pin at a predefined baud rate in standard asynchronous format using 8 data bits, no parity and 1 stop bit (8N1). The pin is automatically made an output.

If a pound sign (#) precedes an Item, the ASCII representation for each digit is sent serially. DEBUG (on all devices except 12-bit core) also supports the same data modifiers as SEROUT2. Refer to the section on SEROUT2 for this information.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>{I}{S}BIN{1..16}</td>
<td>Send binary digits</td>
</tr>
<tr>
<td>{I}{S}DEC{1..5}</td>
<td>Send decimal digits</td>
</tr>
<tr>
<td>{I}{S}HEX{1..4}</td>
<td>Send hexadecimal digits</td>
</tr>
<tr>
<td>REP c\n</td>
<td>Send character c repeated n times</td>
</tr>
<tr>
<td>STR ArrayVar{\n}</td>
<td>Send string of n characters</td>
</tr>
</tbody>
</table>

DEBUG is one of several built-in asynchronous serial functions. It is the smallest and fastest of the software generated serial routines. It can be used to send debugging information (variables, program position markers, etc.) to a terminal program like Hyperterm. It can also be used anytime serial output is desired on a fixed pin at a fixed baud rate.

The serial pin and baud rate are specified using DEFINES:

```
' Set Debug pin port
DEFINE DEBUG_REG PORTB

' Set Debug pin bit
DEFINE DEBUG_BIT 0

' Set Debug baud rate
DEFINE DEBUG_BAUD 2400

' Set Debug mode: 0 = true, 1 = inverted
DEFINE DEBUG_MODE 1
```
**DEBUG** assumes a 4MHz oscillator when generating its bit timing. To maintain the proper baud rate timing with other oscillator values, be sure to **DEFINE** the **OSC** setting to any different oscillator value.

In some cases, the transmission rates of **DEBUG** instructions may present characters too quickly to the receiving device. A **DEFINE** adds character pacing to the serial output transmissions. This allows additional time between the characters as they are transmitted. The character pacing **DEFINE** allows a delay of up to 65,535 microseconds (65.535 milliseconds) between each character transmitted.

For example, to pause 1 millisecond between the transmission of each character:

```
DEFINE DEBUG_PACING 1000
```

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 may not require level converters. Rather, inverted TTL (**DEBUG_MODE 1**) may be used. A current limiting resistor is suggested (RS-232 is suppose to be short-tolerant).

![RS-232 Connector Diagram]

Send the text “B0=“ followed by the decimal value of B0 and a linefeed out serially

```
DEBUG "B0=",DEC B0,10
```
5.13. DEBUGIN

DEBUGIN \{Timeout, Label, \}[Item{, Item...}]

Receive one or more Items from a predefined pin at a predefined baud rate in standard asynchronous format using 8 data bits, no parity and 1 stop bit (8N1). The pin is automatically made an input.

An optional Timeout and Label may be included to allow the program to continue if a character is not received within a certain amount of time. Timeout is specified in 1 millisecond units. If the serial input pin stays idle during the Timeout time, the program will exit the DEBUGIN command and jump to Label.

DEBUGIN (on all devices except 12-bit core) supports the same data modifiers as SERIN2. Refer to the section on SERIN2 for this information.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIN{1..16}</td>
<td>Receive binary digits</td>
</tr>
<tr>
<td>DEC{1..5}</td>
<td>Receive decimal digits</td>
</tr>
<tr>
<td>HEX{1..4}</td>
<td>Receive upper case hexadecimal digits</td>
</tr>
<tr>
<td>SKIP n</td>
<td>Skip n received characters</td>
</tr>
<tr>
<td>STR ArrayVar\n{c}</td>
<td>Receive string of n characters optionally ended in character c</td>
</tr>
<tr>
<td>WAIT ( )</td>
<td>Wait for sequence of characters</td>
</tr>
<tr>
<td>WAITSTR ArrayVar\n</td>
<td>Wait for character string</td>
</tr>
</tbody>
</table>

DEBUGIN is one of several built-in asynchronous serial functions. It is the smallest and fastest of the software generated serial routines. It can be used to receive debugging information from a terminal program like Hyperterm. It can also be used anytime serial input is desired on a fixed pin at a fixed baud rate.

The serial pin and baud rate are specified using DEFINES:
` Set Debugin pin port
DEFINE DEBUGIN_REG PORTB

` Set Debugin pin bit
DEFINE DEBUGIN_BIT 0

` Set Debugin baud rate (same as Debug baud)
DEFINE DEBUG_BAUD 2400

` Set Debugin mode: 0 = true, 1 = inverted
DEFINE DEBUGIN_MODE 1

If any of these *DEFINE*s are not included in a program, the *DEBUGIN* port, pin or mode is set to the same values as they are for *DEBUG*. The *DEBUGIN* baud rate is always the same as *DEBUG*’s. It cannot be *DEFINED* differently.

*DEBUGIN* assumes a 4MHz oscillator when generating its bit timing. To maintain the proper baud rate timing with other oscillator values, be sure to *DEFINE* the *OSC* setting to any different oscillator value.

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 may not require level converters. Rather, inverted TTL (*DEBUGIN_MODE 1*) may be used. A current limiting resistor is necessary to dissipate the higher and sometimes negative RS-232 voltage.

```
Pin 3    Pin 5    Pin 7
22K      RS-232 TX
RS-232 GND
```

` ' Wait until the character “A” is received serially and put next character into B0
*DEBUGIN* [WAIT(“A”),B0]

` ' Skip 2 chars and grab a 4 digit decimal number
*DEBUGIN* [SKIP 2,DEC4 B0]

---

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5.14. DISABLE

DISABLE

DISABLE both debug and interrupt processing following this instruction. Interrupts can still occur but the BASIC interrupt handler in the PicBasic Pro program and the debug monitor will not be executed until an ENABLE is encountered.

DISABLE and ENABLE are pseudo-ops in that they give the compiler directions, rather than actually generate code. See ON DEBUG and ON INTERRUPT for more information.

DISABLE
myint: led = 1
Resume
Enable

' Disable interrupts in handler
' Turn on LED when interrupted
' Return to main program
' Enable interrupts after handler
5.15. DISABLE DEBUG

DISABLE DEBUG

DISABLE DEBUG processing following this instruction. The debug monitor will not be called between instructions until an ENABLE or ENABLE DEBUG is encountered.

DISABLE DEBUG and ENABLE DEBUG are pseudo-ops in that they give the compiler directions, rather than actually generate code. See ON DEBUG for more information.

DISABLE DEBUG  ` Disable debug monitor calls
5.16. DISABLE INTERRUPT

DISABLE INTERRUPT

DISABLE INTERRUPT processing following this instruction. Interrupts can still occur but the BASIC interrupt handler in the PicBasic Pro program will not be executed until an ENABLE or ENABLE INTERRUPT is encountered.

DISABLE INTERRUPT and ENABLE INTERRUPT are pseudoops in that they give the compiler directions, rather than actually generate code. See ON INTERRUPT for more information.

      DISABLE INTERRUPT  ` Disable interrupts in handler
     myint: led = 1      ` Turn on LED when interrupted
       Resume           ` Return to main program
       Enable Interrupt ` Enable interrupts after handler
5.17. DTMFOUT

**DTMFOUT** `Pin, {Onms, Offms,} [Tone{, Tone...}]`

Produce DTMF touch *Tone* sequence on *Pin*. *Pin* is automatically made an output. *Pin* may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

*Onms* is the number of milliseconds to sound each tone and *Offms* is the number of milliseconds to pause between each tone. If they are not specified, *Onms* defaults to 200ms and *Offms* defaults to 50ms.

*Tones* are numbered 0-15. Tones 0-9 are the same as on a telephone keypad. *Tone* 10 is the * key, *Tone* 11 is the # key and *Tones* 12-15 correspond to the extended keys A-D.

**DTMFOUT** uses **FREQOUT** to generate the dual tones. **FREQOUT** generates tones using a form of pulse width modulation. The raw data coming out of the pin looks pretty scary. Some kind of filter is usually necessary to smooth the signal to a sine wave and get rid of some of the harmonics that are generated:

![Filter Circuit Diagram](image)

**DTMFOUT** works best with a 20MHz or 40MHz oscillator. It can also work with a 10MHz oscillator and even at 4MHz, although it will start to get very hard to filter and be of fairly low amplitude. Any other frequency will cause **DTMFOUT** to generate a frequency that is a ratio of the actual oscillator used and 20MHz which will not be very useful for sending touch tones.

**DTMFOUT** is not supported on 12-bit core PICmicro MCUs due to RAM and stack constraints.

`' Send DTMF tones for 212 on Pin1
DTMFOUT PORTB.1, [2,1,2]`
5.18. EEPROM

**EEPROM** `{Location,}[Constant{,Constant...}]`

Store constants 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 denotes the starting 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 automatically added.

**EEPROM** only works with microcontrollers with on-chip EEPROM such as the PIC16F84, PIC16C84 and the PIC16F87x series. It will not work on devices with on-chip I2C interfaced serial EEPROM like the 12CE67x and 16CE62x parts. Since EEPROM is non-volatile memory, the data will remain intact even if the power is turned off.

The data is stored in the EEPROM space only once at the time the microcontroller is programmed, not each time the program is run. **WRITE** can be used to set the values of the on-chip EEPROM at runtime. **READ** is used to retrieve these stored **DATA** values at runtime.

```
' Store 10, 20 and 30 starting at location 4
EEPROM 4,[10,20,30]
```
5.19. ENABLE

ENABLE
disable debug and interrupt processing that was previously disabled following this instruction.

DISABLE and ENABLE are pseudo-ops in that they give the compiler directions, rather than actually generate code. See ON DEBUG and ON INTERRUPT for more information.

```plaintext
Disable
myint: led = 1
Resume
ENABLE
```

`' Disable interrupts in handler`  
`' Turn on LED when interrupted`  
`' Return to main program`  
`' Enable interrupts after handler`
5.20. ENABLE DEBUG

ENABLE DEBUG

ENABLE DEBUG processing that was previously DISABLEd following this instruction.

DISABLE DEBUG and ENABLE DEBUG are pseudo-ops in that they give the compiler directions, rather than actually generate code. See ON DEBUG for more information.

```
ENABLE DEBUG    ` Enable calls to the debug monitor
```
5.21. ENABLE INTERRUPT

**ENABLE INTERRUPT**

**ENABLE INTERRUPT** processing that was previously **DISABLEd** following this instruction.

**DISABLE INTERRUPT** and **ENABLE INTERRUPT** are pseudo-ops in that they give the compiler directions, rather than actually generate code. See **ON INTERRUPT** for more information.

```
Disable Interrupt ' Disable interrupts in handler
myint: led = 1 ' Turn on LED when interrupted
Resume ' Return to main program
**ENABLE INTERRUPT** ' Enable interrupts after handler
```
5.22. **END**

**END**

Stop program execution and enter low power mode. All of the I/O pins remain in their current state. **END** works by executing a Sleep instruction continuously in a loop.

An **END** or **STOP** or **GOTO** should be placed at the end of every program to keep it from falling off the end of memory and starting over.

**END**
5.23. ERASECODE

**ERASECODE** Block

Some flash PICmicro MCUs, like the PIC18Fxxx series, require a portion of the code space to be erased before it can be rewritten with **WRITECODE**. On these devices, an erase is performed a block at a time. An erase block may be 32 words (64 bytes) or another size, depending on the device. This size is usually larger than the write block size. See the Microchip data sheet for information on the size of the erase block for the particular PICmicro MCU you are using.

The first location of the block to be erased should be specified by **Block**. **Block** is a byte address from 0 to 65535, rather than a word address, for PIC18Fxxx devices. Be careful not to specify a **Block** that contains program code.

Flash program writes must be enabled in the configuration for the PICmicro MCU at device programming time for **ERASECODE** to be able to erase.

Using this instruction on devices that do not support block erase will cause a compilation error.

```
ERASECODE $100   ' Erase code block starting at location $100
```
5.24. FOR..NEXT

FOR Count = Start TO End \{STEP \{-\} Inc\} \{Body\}  NEXT \{Count\}

The FOR..NEXT loop allows programs to execute a number of statements (the Body) some number of times using a variable as a counter. 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, Count. Count 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 if “-” is specified) Count. If no STEP clause is defined, Count is incremented by one.
4) If Count has not passed End or overflowed the variable type, execution returns to Step 2.

If the loop needs to Count to more than 255, a word-sized variable must be used.

```
FOR i = 1 TO 10 ' Count from 1 to 10
  Serout 0,N2400,[#i," \"] ' Send each number to Pin0 serially
NEXT i ' Go back to and do next count
Serout 0,N2400,[10] ' Send a linefeed

FOR B2 = 20 TO 10 STEP -2 ' Count from 20 to 10 by 2
  Serout 0,N2400,[#B2," \"] ' Send each number to Pin0 serially
NEXT B2 ' Go back to and do next count
Serout 0,N2400,[10] ' Send a linefeed
```
5.25. **FREQOUT**

**FREQOUT** Pin, Onms, Frequency1[, Frequency2]

Produce the Frequency(s) on Pin for Onms milliseconds. Pin is automatically made an output. Pin may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

One or two different frequencies from 0 to 32767 Hertz may be produced at a time.

**FREQOUT** generates tones using a form of pulse width modulation. The raw data coming out of the pin looks pretty scary. Some kind of filter is usually necessary to smooth the signal to a sine wave and get rid of some of the harmonics that are generated:

```
I/O 1K     1K
     .1uf  .1uf
```

**FREQOUT** works best with a 20MHz or 40MHz oscillator. It can also work with a 10MHz oscillator and even at 4MHz, although it will start to get very hard to filter and be of fairly low amplitude. Any other frequency will cause **FREQOUT** to generate a frequency that is a ratio of the actual oscillator used and 20MHz.

**FREQOUT** is not supported on 12-bit core PICmicro MCUs due to RAM and stack constraints.

```
' Send 1KHz tone on Pin 1 for 2 seconds
FREQOUT PORTB.1, 2000, 1000

' Send 350Hz / 440Hz (Dial Tone) for 2 seconds
FREQOUT PORTB.1, 2000, 350, 440
```
5.26. GOSUB

GOSUB Label

Jump to the subroutine at Label saving its return address on the stack. Unlike GOTO, when a RETURN statement is reached, execution resumes with the statement following the last executed GOSUB statement.

An unlimited number of subroutines may be used in a program. Subroutines may also be nested. In other words, it is possible for a subroutine to call another subroutine. Such subroutine nesting must be restricted to no more than four levels deep (12 levels for 17Cxxx and 27 levels for 18Xxxx).

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
5.27. 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
5.28. HIGH

**HIGH Pin**

Make the specified Pin high. Pin is automatically made an output. Pin may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

```
HIGH 0  ' Make Pin0 an output and set it high (~5 volts)
HIGH PORTA.0  ' Make PORTA, pin 0 an output and set it high (~5 volts)
led var PORTB.0  ' Define LED pin
HIGH led  ' Make LED pin an output and set it high (~5 volts)
```

Alternatively, if the pin is already an output, a much quicker and shorter way (from a generated code standpoint) to set it high would be:

```
PORTB.0 = 1  ' Set PORTB pin 0 high
```
5.29. HPWM

**HPWM** Channel,Dutycycle,Frequency

Output a pulse width modulated pulse train using PWM hardware available on some PICmicro MCUs. It can run continuously in the background while the program is executing other instructions.

*Channel* specifies which hardware PWM channel to use. Some devices have 1, 2 or 3 PWM Channels. The Microchip data sheet for the particular device shows the fixed hardware pin for each *Channel*. For example, for a PIC16F877, *Channel 1* is CCP1 which is pin PORTC.2. *Channel 2* is CCP2 which is pin PORTC.1.

Some devices, such as the PIC18C452, have alternate pins that may be used for **HPWM**. The following **DEFINEs** allow using these pins:

```
DEFINE CCP1_REG PORTC ' Hpwm 1 pin port
DEFINE CCP1_BIT 2 ' Hpwm 1 pin bit
DEFINE CCP2_REG PORTC ' Hpwm 2 pin port
DEFINE CCP2_BIT 1 ' Hpwm 2 pin bit
```

*Dutycycle* specifies the on/off (high/low) ratio of the signal. It ranges from 0 to 255, where 0 is off (low all the time) and 255 is on (high) all the time. A value of 127 gives a 50% duty cycle (square wave).

*Frequency* is the desired frequency of the PWM signal. On devices with 2 channels, the *Frequency* must be the same on both channels. Not all frequencies are available at all oscillator settings. The highest frequency at any oscillator speed is 32767Hz. The lowest usable HPWM *Frequency* at each oscillator setting is shown in the following table:
The following `DEFINE` specifies which timer, 1 or 2, to use with PWM channel 2 and PWM channel 3 for the PIC17C7xx devices. The default is timer 1 if no `DEFINE` is specified.

<table>
<thead>
<tr>
<th>OSC</th>
<th>14-bit core and 18Xxxx</th>
<th>17Cxxx</th>
</tr>
</thead>
<tbody>
<tr>
<td>4MHz</td>
<td>245Hz</td>
<td>3907Hz</td>
</tr>
<tr>
<td>8MHz</td>
<td>489Hz</td>
<td>7813Hz</td>
</tr>
<tr>
<td>10MHz</td>
<td>611Hz</td>
<td>9766Hz</td>
</tr>
<tr>
<td>12MHz</td>
<td>733Hz</td>
<td>11719Hz</td>
</tr>
<tr>
<td>16MHz</td>
<td>977Hz</td>
<td>15625Hz</td>
</tr>
<tr>
<td>20MHz</td>
<td>1221Hz</td>
<td>19531Hz</td>
</tr>
<tr>
<td>24MHz</td>
<td>1465Hz</td>
<td>23438Hz</td>
</tr>
<tr>
<td>25MHz</td>
<td>1527Hz</td>
<td>24415Hz</td>
</tr>
<tr>
<td>33MHz</td>
<td>2015Hz</td>
<td>32227Hz</td>
</tr>
<tr>
<td>40MHz</td>
<td>2442Hz</td>
<td>na</td>
</tr>
</tbody>
</table>

The following `DEFINE` specifies which timer, 1 or 2, to use with PWM channel 2 and PWM channel 3 for the PIC17C7xx devices. The default is timer 1 if no `DEFINE` is specified.

```
DEFINE HPWM2_TIMER 1     ' Hpwm 2 timer select
DEFINE HPWM3_TIMER 1     ' Hpwm 3 timer select

HPWM 1,127,1000          ' Send a 50% duty cycle PWM signal at 1kHz
HPWM 1,64,2000           ' Send a 25% duty cycle PWM signal at 2kHz
```
5.30. HSERIN

**HSERIN** \{ParityLabel,\}{Timeout,Label,}[Item{,...}]\]

Receive one or more *Items* from the hardware serial port on devices that support asynchronous serial communications in hardware.

**HSERIN** is one of several built-in asynchronous serial functions. It can only be used with devices that have a hardware USART. See the device data sheet for information on the serial input pin and other parameters. The serial parameters and baud rate are specified using **DEFINES**:

```
' Set receive register to receiver enabled
DEFINE HSER_RCSTA 90h

' Set transmit register to transmitter enabled
DEFINE HSER_TXSTA 20h

' Set baud rate
DEFINE HSER_BAUD 2400

' Set SPBRG directly (normally set by HSER_BAUD)
DEFINE HSER_SPBRG 25
```

**HSER_RCSTA**, **HSER_TXSTA** and **HSER_SPBRG** simply set each respective PICmicro MCU register, RCSTA, TXSTA and SPBRG to the hexadecimal value **DEFINED**, once, at the beginning of the program. See the Microchip data sheet for the device for more information on each of these registers.

The TXSTA register BRGH bit (bit 2) controls the high speed mode for the baud rate generator. Certain baud rates at certain oscillator speeds require this bit to be set to operate properly. To do this, set **HSER_TXSTA** to 24h instead of 20h. See the Microchip data sheet for the hardware serial port baud rate tables and additional information.

**HSERIN** assumes a 4MHz oscillator when calculating the baud rate. To maintain the proper baud rate timing with other oscillator values, be sure to **DEFINE** the **OSC** setting to the new oscillator value.

An optional *Timeout* and *Label* may be included to allow the program to continue if a character is not received within a certain amount of time.
Timeout is specified in 1 millisecond units. If no character is received during the Timeout time, the program will exit the HSERIN command and jump to Label.

The serial data format defaults to 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7 data bits, odd parity, 1 stop bit) can be enabled using one of the following DEFINES:

```c
' Use only if even parity desired
DEFINE HSER_EVEN 1

' Use only if odd parity desired
DEFINE HSER_ODD 1
```

The parity setting, along with all of the other HSER DEFINES, affect both HERIN and HSEROUT.

An optional ParityLabel may be included in the statement. The program will continue at this location if a character with a parity error is received. It should only be used if parity is enabled using one of the preceding DEFINES.

As the hardware serial port only has a 2 byte input buffer, it can easily overflow if characters are not read from it often enough. When this happens, the USART stops accepting new characters and needs to be reset. This overflow error can be reset by toggling the CREN bit in the RCSTA register. A DEFINE can be used to automatically clear this error. However, you will not know that an error has occurred and characters may have been lost.

```c
DEFINE HSER_CLROERR 1
```

To manually clear an overrun error:

```c
RCSTA.4 = 0
RCSTA.4 = 1
```

Since the serial reception is done in hardware, it is not possible to set the levels to an inverted state to eliminate an RS-232 driver. Therefore a suitable driver should be used with HSERIN.

On devices with 2 hardware serial ports, HSERIN will only use the first port. The second port may be set up and read by accessing the
registers directly. Or a `DEFINE` may be added to tell `HSERIN` to use the second serial port instead of the first:

```plaintext
DEFINE HSER_PORT 2
```

`HSERIN` supports the same data modifiers that `SERIN2` does. Refer to the section on `SERIN2` for this information.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIN{1..16}</td>
<td>Receive binary digits</td>
</tr>
<tr>
<td>DEC{1..5}</td>
<td>Receive decimal digits</td>
</tr>
<tr>
<td>HEX{1..4}</td>
<td>Receive upper case hexadecimal digits</td>
</tr>
<tr>
<td>SKIP n</td>
<td>Skip n received characters</td>
</tr>
<tr>
<td>STR ArrayVar\n{\c}</td>
<td>Receive string of n characters optionally ended in character c</td>
</tr>
<tr>
<td>WAIT ( )</td>
<td>Wait for sequence of characters</td>
</tr>
<tr>
<td>WAITSTR ArrayVar{\n}</td>
<td>Wait for character string</td>
</tr>
</tbody>
</table>

`HSERIN` [B0,DEC W1]
5.31. HSEROUT

HSEROUT [Item{, Item...}]

Send one or more Items to the hardware serial port on devices that support asynchronous serial communications in hardware.

HSEROUT is one of several built-in asynchronous serial functions. It can only be used with devices that have a hardware USART. See the device data sheet for information on the serial output pin and other parameters. The serial parameters and baud rate are specified using DEFINES:

```plaintext
' Set receive register to receiver enabled
DEFINE HSER_RCSTA 90h

' Set transmit register to transmitter enabled
DEFINE HSER_TXSTA 20h

' Set baud rate
DEFINE HSER_BAUD 2400

' Set SPBRG directly (normally set by HSER_BAUD)
DEFINE HSER_SPBRG 25
```

HSER_RCSTA, HSER_TXSTA and HSER_SPBRG simply set each respective PICmicro MCU register, RCSTA, TXSTA and SPBRG to the hexadecimal value DEFINEd, once, at the beginning of the program. See the Microchip data sheet for the device for more information on each of these registers.

The TXSTA register BRGH bit (bit 2) controls the high speed mode for the baud rate generator. Certain baud rates at certain oscillator speeds require this bit to be set to operate properly. To do this, set HSER_TXSTA to 24h instead of 20h. See the Microchip data sheet for the hardware serial port baud rate tables and additional information.

HSEROUT assumes a 4MHz oscillator when calculating the baud rate. To maintain the proper baud rate timing with other oscillator values, be sure to DEFINE the OSC setting to the new oscillator value.
The serial data format defaults to 8N1, 8 data bits, no parity bit and 1 stop bit. 7E1 (7 data bits, even parity, 1 stop bit) or 7O1 (7 data bits, odd parity, 1 stop bit) can be enabled using one of the following *DEFINE*s:

```
' Use only if even parity desired
DEFINE HSER_EVEN  1
```

```
' Use only if odd parity desired
DEFINE HSER_ODD  1
```

The parity setting, along with all of the other *HSER DEFINE*s, affect both *HERIN* and *HSEROUT*.

Since the serial transmission is done in hardware, it is not possible to set the levels to an inverted state to eliminate an RS-232 driver. Therefore a suitable driver should be used with *HSEROUT*.

On devices with 2 hardware serial ports, *HSEROUT* will only use the first port. The second port may be set up and read by accessing the registers directly. Or a *DEFINE* may be added to tell *HSEROUT* to use the second serial port instead of the first:

```
DEFINE HSER_PORT 2
```

*HSEROUT* supports the same data modifiers that *SEROUT2* does. Refer to the section on *SEROUT2* for this information.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>{I}{S}BIN{1..16}</td>
<td>Send binary digits</td>
</tr>
<tr>
<td>{I}{S}DEC{1..5}</td>
<td>Send decimal digits</td>
</tr>
<tr>
<td>{I}{S}HEX{1..4}</td>
<td>Send hexadecimal digits</td>
</tr>
<tr>
<td>REP c\n</td>
<td>Send character c repeated n times</td>
</tr>
<tr>
<td>STR ArrayVar{\n}</td>
<td>Send string of n characters</td>
</tr>
</tbody>
</table>

```
' Send the decimal value of B0 followed by a linefeed out the hardware USART
HSEROUT  [DEC B0,10]
```
5.32. I2CREAD

**I2CREAD**  *DataPin, ClockPin, Control*, {Address,}  
 [Var{, Var...}] {, Label}

Send **Control** and optional **Address** bytes out the **ClockPin** and **DataPin** and store the byte(s) received into **Var**. *ClockPin* and *DataPin* may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

**I2CREAD** and **I2CWRITE** can be used to read and write data to a serial EEPROM with a 2-wire **I²C** interface such as the Microchip 24LC01B and similar devices. This allows data to be stored in external non-volatile memory so that it can be maintained even after the power is turned off. These commands operate in the **I²C** master mode and may also be used to talk to other devices with an **I²C** interface like temperature sensors and A/D converters.

For 12-bit core **PICmicro** MCUs only, the **I²C** clock and data pins are fixed at compile time by **DEFINEs**. They still must be specified in the **I2CREAD** statements, though this information is ignored by the compiler.

```
DEFINE I2C_SCL PORTA,1 ' For 12-bit core only
DEFINE I2C_SDA PORTA,0 ' For 12-bit core only
```

The upper 7 bits of the **Control** byte contain the control code along with chip select or additional address information, depending on the particular device. The low order bit is an internal flag indicating whether it is a read or write command and should be kept clear.

This format for the **Control** byte is different than the format used by the original **PicBasic** Compiler. Be sure to use this format with **PBP I²C** operations.

For example, when communicating with a 24LC01B, the control code is %1010 and the chip selects are unused so the **Control** byte would be %10100000 or $A0. Formats of **Control** bytes for some of the different parts follows:
<table>
<thead>
<tr>
<th>Device</th>
<th>Capacity</th>
<th>Control</th>
<th>Address size</th>
</tr>
</thead>
<tbody>
<tr>
<td>24LC01B</td>
<td>128 bytes</td>
<td>%1010xxx0</td>
<td>1 byte</td>
</tr>
<tr>
<td>24LC02B</td>
<td>256 bytes</td>
<td>%1010xxx0</td>
<td>1 byte</td>
</tr>
<tr>
<td>24LC04B</td>
<td>512 bytes</td>
<td>%1010xxb0</td>
<td>1 byte</td>
</tr>
<tr>
<td>24LC08B</td>
<td>1K bytes</td>
<td>%1010xbb0</td>
<td>1 byte</td>
</tr>
<tr>
<td>24LC16B</td>
<td>2K bytes</td>
<td>%1010bbb0</td>
<td>1 byte</td>
</tr>
<tr>
<td>24LC32B</td>
<td>4K bytes</td>
<td>%1010ddd0</td>
<td>2 bytes</td>
</tr>
<tr>
<td>24LC65</td>
<td>8K bytes</td>
<td>%1010ddd0</td>
<td>2 bytes</td>
</tr>
</tbody>
</table>

bbb = block select (high order address) bits  
ddd = device select bits  
xxx = don't care

The Address size sent (byte or word) is determined by the size of the variable that is used. If a byte-sized variable is used for the Address, an 8-bit address is sent. If a word-sized variable is used, a 16-bit address is sent. Be sure to use the proper sized variable for the device you wish to communicate with. Constants should not be used for the Address as the size can vary dependent on the size of the constant. Also, expressions should not be used as they can cause an improper Address size to be sent.

If a word-sized var is specified, 2 bytes are read and stored into the var high byte first, followed by the low byte. This order is different than the way variables are normally stored, low byte first.

A modifier, STR, may be included before the variable name. This can load an entire array (string) at once. If STR is specified, the following variable must be the name of a word or byte array, followed by a backslash (\) and a count:

```
a var byte[8]  
I2CREAD PORTC.4,PORTC.3,$a0,0,[STR a\8]
```

If a word-sized array is specified, the 2 bytes that comprise each element are read low byte first. This is the opposite of how simple
words are read and is consistent with the way the compiler normally stores word-sized variables.

If the optional *Label* is included, this label will be jumped to if an acknowledge is not received from the I²C device.

The I²C instructions can be used to access the on-chip serial EEPROM on the 12CExxx and 16CExxx devices. Simply specify the pin names for the appropriate internal lines as part of the I²C command and place the following `DEFINE` at the top of the program:

```
DEFINE I2CINTERNAL 1
```

For the 12CE67x devices, the data line is GPIO.6 and the clock line is GPIO.7. For the 16CE62x devices, the data line is EEINTF.1 and the clock line is EEINTF.2. See the Microchip data sheets for these devices for more information.

The timing of the I²C instructions is set so that standard speed devices (100kHz) will be accessible at clock speeds up to 8MHz. Fast mode devices (400kHz) may be used up to 20MHz. If it is desired to access a standard speed device at above 8MHz, the following `DEFINE` should be added to the program:

```
DEFINE I2C_SLOW 1
```

Because of memory and stack constraints, this `DEFINE` for 12-bit core PICmicro MCUs does not do anything. Low-speed (100 kHz) I²C devices may be used up to 4MHz. Above 4MHz, high-speed (400kHz) devices should be used.

Transfer on the I²C bus can be paused by the receiving device by its holding the clock line low (not supported on 12-bit core PICmicro MCUs). To enable this the following `DEFINE` should be added to the program:

```
DEFINE I2C_HOLD 1
```

The I²C clock and data lines should be pulled up to Vcc with a 4.7K resistor per the following schematic as they are both run in a bi-directional open-collector manner.
To make the I2C clock line bipolar instead of open-collector the following **DEFINE** may be added to the program:

```
DEFINE I2C_SCLOUT 1
```

```
addr var byte
cont con %10100000
addr = 17 ' Set address to 17
 ' Read data at address 17 into B2
I2CREAD PORTA.0,PORTA.1,cont,addr,[B2]
```

See the Microchip “Non-Volatile Memory Products Data Book” for more information on these and other devices that may be used with the **I2CREAD** and **I2CWRITE** commands.
5.33. I2CWRITE

```
I2CWRITE DataPin, ClockPin, Control, {Address,}
[Value{, Value...}] {, Label}
```

I2CWRITE sends Control and optional Address out the I²C ClockPin and DataPin followed by Value. ClockPin and DataPin may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

For 12-bit core PICmicro MCUs only, the I2C clock and data pins are fixed at compile time by DEFINES. They still must be specified in the I2CWRITE statements, though this information is ignored by the compiler.

```
DEFINE I2C_SCL PORTA,1 ' For 12-bit core only
DEFINE I2C_SDA PORTA,0 ' For 12-bit core only
```

The Address size sent (byte or word) is determined by the size of the variable that is used. If a byte-sized variable is used for the Address, an 8-bit address is sent. If a word-sized variable is used, a 16-bit address is sent. Be sure to use the proper sized variable for the device you wish to communicate with. Constants should not be used for the Address as the size can vary dependent on the size of the constant. Also, expressions should not be used as they can cause an improper Address size to be sent.

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 I2CREAD or I2CWRITE is attempted before the write is complete, the access will be ignored.

While a single I2CWRITE statement may be used to write multiple bytes at once, doing so may violate the above write timing requirement for serial EEPROMs. Some serial EEPROMS let you write multiple bytes into a single page before necessitating the wait. Check the data sheet for the specific device you are using for these details. The multiple byte write feature may also be useful with I²C devices other than serial EEPROMs that don’t have to wait between writes.
If a word-sized value is specified, 2 bytes are sent, high byte first, followed by the low byte. This order is different than the way variables are normally stored, low byte first.

A modifier, **STR**, may be included before the variable name. This can be used to write an entire array (string) at once and take advantage of a serial EEPROM's page mode. The data must fit into a single SEEPROM page. The page size is dependent on the particular SEEPROM device. If **STR** is specified, the following variable must be the name of a word or byte array, followed by a backslash (\) and a count:

```
a var byte[8]
   I2CWRITE PORTC.4, PORTC.3, $a0, 0, [STR a\8]
```

If a word-sized array is specified, the 2 bytes that comprise each element are written low byte first. This is the opposite of how simple words are written and is consistent with the way the compiler normally stores word-sized variables.

If the optional **Label** is included, this label will be jumped to if an acknowledge is not received from the I²C device.

The I²C instructions can be used to access the on-chip serial EEPROM on the 12CExxx and 16CExxx devices. Simply specify the pin names for the appropriate internal lines as part of the I²C command and place the following **DEFINE** at the top of the program:

```
DEFINE I2C_INTERNAL 1
```

For the 12CE67x devices, the data line is GPIO.6 and the clock line is GPIO.7. For the 16CE62x devices, the data line is EEINTF.1 and the clock line is EEINTF.2. See the Microchip data sheets for these devices for more information.

The timing of the I²C instructions is set so that standard speed devices (100kHz) will be accessible at clock speeds up to 8MHz. Fast mode devices (400kHz) may be used up to 20MHz. If it is desired to access a standard speed device at above 8MHz, the following **DEFINE** should be added to the program:

```
DEFINE I2C_SLOW  1
```
Because of memory and stack constraints, this `DEFINE` for 12-bit core PICmicro MCUs does not do anything. Low-speed (100 kHz) I2C devices may be used up to 4MHz. Above 4MHz, high-speed (400kHz) devices should be used.

Transfer on the I2C bus can be paused by the receiving device by holding the clock line low (not supported on 12-bit core PICmicro MCUs). To enable this the following `DEFINE` should be added to the program:

```
DEFINE I2C_HOLD 1
```

To make the I2C clock line bipolar instead of open-collector the following `DEFINE` may be added to the program:

```
DEFINE I2C_SCLOUT 1
```

See the `I2CREAD` command above for the rest of the story.

```
addr var byte
cont con %10100000

addr = 17 ' Set address to 17
' Send the byte 6 to address 17
I2CWRITE PORTA.0,PORTA.1,cont,addr,[6]
Pause 10 ' Wait 10ms for write to complete

addr = 1 ' Set address to 1
' Send the byte in B2 to address 1
I2CWRITE PORTA.0,PORTA.1,cont,addr,[B2]
Pause 10 ' Wait 10ms for write to complete
```
5.34. IF..THEN

\[
\text{IF } \text{Comp} \{\text{AND/OR} \ \text{Comp}...\} \ \text{THEN} \ \text{Label} \\
\text{IF } \text{Comp} \{\text{AND/OR} \ \text{Comp}...\} \ \text{THEN} \\
\text{ELSE} \\
\text{Statement...} \\
\text{ENDIF}
\]

Performs one or more comparisons. Each \text{Comp} term can relate a variable to a constant or other variable and includes one of the comparison operators listed previously.

\text{IF..THEN} evaluates the comparison terms for true or false. If it evaluates to true, the operation after the \text{THEN} is executed. If it evaluates to false, the operation after the \text{THEN} is not executed. Comparisons that evaluate to 0 are considered false. Any other value is considered true.

All comparisons are unsigned since PBP only supports unsigned types. \text{IF..THEN} cannot be used to check if a number is less than 0.

Be sure to use parenthesis to specify the order in which the operations should be tested. Otherwise, operator precedence will determine it for you and the result may not be as expected.

\text{IF..THEN} can operate in 2 manners. In one form, the \text{THEN} in an \text{IF..THEN} is essentially a GOTO. If the condition is true, the program will GOTO the label after the \text{THEN}. If the condition evaluates to false, the program will continue at the next line after the \text{IF..THEN}.

\begin{verbatim}
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
If PORTB.0 Then itson  ' If PORTB, pin 0 is high (1), jump to itson
If (B0 = 10) And (B1 = 20) Then loop
\end{verbatim}
In the second form, **IF . . THEN** can conditionally execute a group of Statements following the **THEN**. The Statements must be followed by an optional **ELSE** and **ENDIF** to complete the structure.

```
If B0 <> 10 Then
    B0 = B0 + 1
    B1 = B1 - 1
Endif

If B0 = 20 Then
    led = 1
Else
    led = 0
Endif
```
5.35. INPUT

**INPUT Pin**

Makes the specified *Pin* an input. *Pin* may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

```
INPUT 0 ' Make Pin0 an input
INPUT PORTA.0 ' Make PORTA, pin 0 an input
```

Alternatively, the pin may be set to an input in a much quicker and shorter way (from a generated code standpoint):

```
TRISB.0 = 1 ' Set PORTB, pin 0 to an input
```

All of the pins on a port may be set to inputs by setting the entire TRIS register at once:

```
TRISB = $11111111 ' Set all of PORTB to inputs
```
5.36. LCDIN

LCDIN {Address,} [Var{, Var...}]

Read LCD RAM at Address and store data to Var.

LCDs have RAM onboard that is used for character memory. Most LCDs have more RAM available that is necessary for the displayable area. This RAM can be written using the LCDOUT instruction. The LCDIN instruction allows this RAM to be read.

CG (character generator) RAM runs from address $40 to $7f. Display data RAM starts at address $80. See the data sheet for the specific LCD for these addresses and functions.

It is necessary to connect the LCD read/write line to a PICmicro MCU pin so that it may be controlled to select either a read (LCDIN) or write (LCDOUT) operation. Two DEFINEs control the pin address:

```
DEFINE LCD_RWREG PORTE ' LCD read/write pin port
DEFINE LCD_RWBIT 2 ' LCD read/write pin bit
```

See LCDOUT for information on connecting an LCD to a PICmicro MCU.

LCDIN [B0]
5.37. LCDOUT

**LCDOUT** Item{,Item...}

Display *Items* on an intelligent Liquid Crystal Display. PBP supports LCD modules with a Hitachi 44780 controller or equivalent. These LCDs usually have a 14- or 16-pin single- or dual-row header at one edge.

If a pound sign (#) precedes an *Item*, the ASCII representation for each digit is sent to the LCD. **LCDOUT** (on all devices except 12-bit core) can also use any of the modifiers used with **SEROUT2**. See the section on **SEROUT2** for this information.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>{I}{S}BIN{1..16}</td>
<td>Send binary digits</td>
</tr>
<tr>
<td>{I}{S}DEC{1..5}</td>
<td>Send decimal digits</td>
</tr>
<tr>
<td>{I}{S}HEX{1..4}</td>
<td>Send hexadecimal digits</td>
</tr>
<tr>
<td>REP c\n</td>
<td>Send character c repeated n times</td>
</tr>
<tr>
<td>STR ArrayVar\n</td>
<td>Send string of n characters</td>
</tr>
</tbody>
</table>

A program should wait for at least half a second before sending the first command to an LCD. It can take quite a while for an LCD to start up.

The LCD is initialized the first time any character or command is sent to it using **LCDOUT**. If it is powered down and then powered back up for some reason during operation, an internal flag can be reset to tell the program to reinitialize it the next time it uses **LCDOUT**:

```
FLAGS = 0
```

Commands are sent to the LCD by sending a $FE followed by the command. Some useful commands are listed in the following table:
<table>
<thead>
<tr>
<th>Command</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>$FE, 1</td>
<td>Clear display</td>
</tr>
<tr>
<td>$FE, 2</td>
<td>Return home</td>
</tr>
<tr>
<td>$FE, $0C</td>
<td>Cursor off</td>
</tr>
<tr>
<td>$FE, $0E</td>
<td>Underline cursor on</td>
</tr>
<tr>
<td>$FE, $0F</td>
<td>Blinking cursor on</td>
</tr>
<tr>
<td>$FE, $10</td>
<td>Move cursor left one position</td>
</tr>
<tr>
<td>$FE, $14</td>
<td>Move cursor right one position</td>
</tr>
<tr>
<td>$FE, $80</td>
<td>Move cursor to beginning of first line</td>
</tr>
<tr>
<td>$FE, $C0</td>
<td>Move cursor to beginning of second line</td>
</tr>
<tr>
<td>$FE, $94</td>
<td>Move cursor to beginning of third line</td>
</tr>
<tr>
<td>$FE, $D4</td>
<td>Move cursor to beginning of fourth line</td>
</tr>
</tbody>
</table>

Note that there are commands to move the cursor to the beginning of the different lines of a multi-line display. For most LCDs, the displayed characters and lines are not consecutive in display memory - there can be a break in between locations. For most 16x2 displays, the first line starts at $80 and the second line starts at $C0. The command:

```plaintext
LCDOUT $FE, $80 + 4
```

sets the display to start writing characters at the forth position of the first line. 16x1 displays are usually formatted as 8x2 displays with a break between the memory locations for the first and second 8 characters. 4-line displays also have a mixed up memory map, as shown in the table above.

See the data sheet for the particular LCD device for the character memory locations and additional commands..

```plaintext
LCDOUT $FE,1,“Hello”   ' Clear display and show "Hello"
LCDOUT $FE,$C0,“World” ' Jump to second line and show "World"
LCDOUT B0,#B1          ' Display B0 and decimal ASCII value of B1
```
The LCD may be connected to the PICmicro MCU using either a 4-bit bus or an 8-bit bus. If an 8-bit bus is used, all 8 bits must be on one port. If a 4-bit bus is used, the top 4 LCD data bits must be connected to either the bottom 4 or top 4 bits of one port. Enable and Register Select may be connected to any port pin. R/W may be tied to ground if the LCDIN command is not used.

PBP assumes the LCD is connected to specific pins unless told otherwise using DEFINEs. It assumes the LCD will be used with a 4-bit bus with data lines DB4 - DB7 connected to PICmicro MCU PORTA.0 - PORTA.3, Register Select to PORTA.4 and Enable to PORTB.3.

It is also preset to initialize the LCD to a 2 line display.

To change this setup, place one or more of the following DEFINEs, all in upper-case, at the top of your PicBasic Pro program:

```
' Set LCD Data port
DEFINE LCD_DREG PORTB
' Set starting Data bit (0 or 4) if 4-bit bus
DEFINE LCD_DBIT 4
' Set LCD Register Select port
DEFINE LCD_RSREG PORTB
' Set LCD Register Select bit
DEFINE LCD_RSBIT 1
' Set LCD Enable port
DEFINE LCD_EREG PORTB
' Set LCD Enable bit
DEFINE LCD_EBIT 0
' Set LCD bus size (4 or 8 bits)
DEFINE LCD_BITS 4
' Set number of lines on LCD
DEFINE LCD_LINES 2
' Set command delay time in us
DEFINE LCD_COMMANDUS 2000
' Set data delay time in us
DEFINE LCD_DATAUS 50
```

This setup will tell PBP a 2-line LCD is connected in 4-bit mode with the data bus on the top 4 bits of PORTB, Register Select on PORTB.1, and Enable on PORTB.0.

The following schematic shows one way to connect an LCD to a PICmicro MCU, using the defaults:
5.38. {LET}

{LET} Var = Value

Assign a Value to a Variable. The Value may be a constant, another variable or the result of an expression. Refer to the previous section on operators for more information. The keyword LET itself is optional.

LET B0 = B1 * B2 + B3
B0 = Sqr W1
5.39. LOOKDOWN

**LOOKDOWN** Search, [Constant{, Constant...}], Var

The **LOOKDOWN** statement searches a list of 8-bit *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, *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. Array variables with a variable index may not be used in **LOOKDOWN** although array variables with a constant index are allowed. Up to 255 (256 for PIC18Xxxx) constants are allowed in the list.

```
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
```
The `LOOKDOWN2` statement searches a list of `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, `Var` remains unchanged.

The optional parameter `Test` can be used to perform a test for other than equal to ("=") while searching the list. For example, the list could be searched for the first instance where the `Search` parameter is greater than the `Value` by using "\(>)\" as the `Test` parameter. If `Test` is left out, "\(=\)" is assumed.

The `Value` list can be a mixture of 8- and 16-bit numeric and string constants and variables. Each character in a string is treated as a separate constant equal to the character's ASCII value. Expressions may not be used in the `Value` list, although they may be used as the `Search` value.

Array variables with a variable index may not be used in `LOOKDOWN2` although array variables with a constant index are allowed. Up to 85 (256 for PIC18Xxxx) values are allowed in the list.

`LOOKDOWN2` generates code that is about 3 times larger than `LOOKDOWN`. If the search list is made up only of 8-bit constants and strings, use `LOOKDOWN`.

```
LOOKDOWN2 W0,[512,W1,1024],B0
LOOKDOWN2 W0,->[1000,100,10],B0
```
5.41. LOOKUP

LOOKUP Index,[Constant{,Constant...}],Var

The LOOKUP statement can be used to retrieve values from a table of 8-bit 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, 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. Array variables with a variable index may not be used in LOOKUP although array variables with a constant index are allowed. Up to 255 (256 for PIC18Xxxx) constants are allowed in the list.

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
5.42. **LOOKUP2**

```
LOOKUP2  Index,[Value{,Value...}],Var
```

The **LOOKUP2** statement can be used to retrieve entries from a table of Values. If `Index` is zero, `Var` is set to the first `Value`. If `Index` is one, `Var` is set to the second `Value`. And so on. If `Index` is greater than or equal to the number of entries in the list, and `Var` remains unchanged.

The `Value` list can be a mixture of 16-bit numeric and string constants and variables. Each character in a string is treated as a separate constant equal to the character's ASCII value. Expressions may not be used in the `Value` list, although they may be used as the `Index` value. Array variables with a variable index may not be used in **LOOKUP2** although array variables with a constant index are allowed. Up to 85 (256 for PIC18Xxxx) values are allowed in the list.

**LOOKUP2** generates code that is about 3 times larger than **LOOKUP**. If the `Value` list is made up of only 8-bit constants and strings, use **LOOKUP**.

```
LOOKUP2  B0,[256,512,1024],W1
```
5.43. LOW

**LOW** *Pin*

Make the specified *Pin* low. *Pin* is automatically made an output. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

```plaintext
LOW 0  ' Make Pin0 an output and set it low (0 volts)
LOW PORTA.0  ' Make PORTA, pin 0 an output and set it low (0 volts)
```

```plaintext
led var PORTB.0  ' Define LED pin
LOW led  ' Make LED pin an output and set it low (0 volts)
```

Alternatively, if the pin is already an output, a much quicker and shorter way (from a generated code standpoint) to set it low would be:

```plaintext
PORTB.0 = 0  ' Set PORTB, pin 0 low
```
5.44. NAP

**NAP Period**

Places the microcontroller into 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 can vary greatly from chip to chip and over temperature. Since **NAP** uses the Watchdog Timer, its timing is independent of the oscillator frequency.

<table>
<thead>
<tr>
<th>Period</th>
<th>Delay (Approx.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>18 milliseconds</td>
</tr>
<tr>
<td>1</td>
<td>36 milliseconds</td>
</tr>
<tr>
<td>2</td>
<td>72 milliseconds</td>
</tr>
<tr>
<td>3</td>
<td>144 milliseconds</td>
</tr>
<tr>
<td>4</td>
<td>288 milliseconds</td>
</tr>
<tr>
<td>5</td>
<td>576 milliseconds</td>
</tr>
<tr>
<td>6</td>
<td>1.152 seconds</td>
</tr>
<tr>
<td>7</td>
<td>2.304 seconds</td>
</tr>
</tbody>
</table>

**NAP 7**  `Low power pause for about 2.3 seconds`
5.45. ON DEBUG

ON DEBUG GOTO Label

ON DEBUG allows a debug monitor routine to be executed between each PicBasic Pro instruction.

The method by which this happens is similar to the method used by ON INTERRUPT GOTO. Once ON DEBUG GOTO is encountered, a call to the specified debug label is inserted before each PicBasic Pro instruction in the program. DISABLE DEBUG prevents the insertion of this call while ENABLE DEBUG resumes the insertion of the call.

A monitor routine may be written that is activated before each instruction. This routine can send data to an LCD or to a serial comm program. Any program information may be displayed or even altered in this manner. A small monitor program example is posted on our web site.

A word-sized system variable that resides in BANK0 is required to provide place to store the address the program was at before the monitor routine was called by ON DEBUG GOTO:

   DEBUG_ADDRESS VAR WORD BANK0 SYSTEM

An Additional byte-sized variable may be used to return the level of the current program stack:

   DEBUG_STACK VAR BYTE BANK0 SYSTEM

This level should never be greater than 4 for 12- and 14-bit core PICmicro MCUs, 12 for PIC17Cxxx devices or 27 for PIC18Xxxx devices in a PicBasic Pro program. The supplied variable will be incremented at each GOSUB and decremented at each RETURN. This variable should be set to 0 at the beginning of the program.

Adding this variable to a program does add overhead in that the value of the variable must be incremented and decremented at each GOSUB and RETURN.
5.46. ON INTERRUPT

**ON INTERRUPT GOTO** *Label*

**ON INTERRUPT** allows the handling of microcontroller interrupts by a PicBasic Pro subroutine.

There are 2 ways to handle interrupts using the PicBasic Pro Compiler. The first is to write an assembly language interrupt routine. This is the way to handle interrupts with the shortest latency and lowest overhead, but must contain only assembly language, not BASIC, code. This method is discussed under advanced topics in a later section.

The second method is to write a PicBasic Pro interrupt handler. This looks just like a PicBasic Pro subroutine but ends with a **RESUME**.

When an interrupt occurs, it is flagged. As soon as the current PicBasic Pro statement’s execution is complete, the program jumps to the BASIC interrupt handler at *Label*. Once the interrupt handler is complete, a **RESUME** statement sends the program back to where it was when the interrupt occurred, picking up where it left off.

**DISABLE** and **ENABLE** allow different sections of a PicBasic Pro program to execute without the possibility of being interrupted. The most notable place to use **DISABLE** is right before the actual interrupt handler. Or the interrupt handler may be placed before the **ON INTERRUPT** statement as the interrupt flag is not checked before the first **ON INTERRUPT** in a program.

Latency is the time it takes from the time of the actual interrupt to the time the interrupt handler is entered. Since PicBasic Pro statements are not re-entrant (i.e. you cannot execute another PicBasic Pro statement while one is being executed), there can be considerable latency before the interrupt routine is entered.

**PBP** will not enter the BASIC interrupt handler until it has finished executing the current statement. If the statement is a **PAUSE** or **SERIN**, it could be quite a while before the interrupt is acknowledged. The program must be designed with this latency in mind. If it is unacceptable and the interrupts must be handled more quickly, an assembly language interrupt routine must be used.
Overhead is another issue. **ON INTERRUPT** will add instructions before every statement to check whether or not an interrupt has occurred. **DISABLE** turns off the addition of these instructions. **ENABLE** turns it back on again. Usually the additional instructions will not be much of a problem, but long programs in small microcontrollers could suffer.

More than one **ON INTERRUPT** may be used in a program.

```plaintext
ON INTERRUPT GOTO myint ' Interrupt handler is myint
INTCON = %10010000 ' Enable RB0 interrupt

. . .

DISABLE ' Disable interrupts in handler
myint: led = 1 ' Turn on LED when interrupted
RESUME ' Return to main program
ENABLE ' Enable interrupts after handler
```

To turn off interrupts permanently (or until needed again) once **ON INTERRUPT** has been used, set INTCON to $80:

```plaintext
INTCON = $80
```
5.47. OUTPUT

**OUTPUT** *Pin*

Make the specified *Pin* an output. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

```
OUTPUT 0 ' Make Pin0 an output
OUTPUT PORTA.0 ' Make PORTA, pin 0 an output
```

Alternatively, the pin may be set to an output in a much quicker and shorter way (from a generated code standpoint):

```
TRISB.0 = 0 ' Set PORTB, pin 0 to an output
```

All of the pins on a port may be set to outputs by setting the entire TRIS register at once:

```
TRISB = %00000000 ' Set all of PORTB to outputs
```
5.48. OWIN

**OWN**  *Pin, Mode, [Item...]*

 Optionally send a reset pulse to a one-wire device and then read one or more bits or bytes of data from it, optionally ending with another reset pulse.

*Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

*Mode* specifies whether a reset is sent before and/or after the operation and the size of the data items, either bit or byte.

<table>
<thead>
<tr>
<th><em>Mode</em> bit number</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1 = send reset pulse before data</td>
</tr>
<tr>
<td>1</td>
<td>1 = send reset pulse after data</td>
</tr>
<tr>
<td>2</td>
<td>0 = byte-sized data, 1 = bit-sized data</td>
</tr>
</tbody>
</table>


*Item* is one or more variables or modifiers separated by commas. The allowable modifiers are **STR** for reading data into a byte array variable and **SKIP** for skipping a number of input values.

The **SKIP** and **STR** modifiers are not supported for the 12-bit core PICmicro MCUs because of RAM and stack size limits.

```
OWN PORTC.0,0,[STR temperature\2,SKIP 4, count_remain, count_per_c]
```

This statement would receive bytes from a one-wire device on PORTC pin 0 with no reset pulse being sent. It would receive 2 bytes and put them into the byte array temperature, skip the next 4 bytes and then read the final 2 bytes into separate variables.
5.49. **OWOUT**

**OWOUT** *Pin, Mode, [Item...]*

Optionally send a reset pulse to a one-wire device and then writes one or more bits or bytes of data to it, optionally ending with another reset pulse.

*Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

*Mode* specifies whether a reset is sent before and/or after the operation and the size of the data items, either bit or byte.

<table>
<thead>
<tr>
<th>Mode bit number</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1 = send reset pulse before data</td>
</tr>
<tr>
<td>1</td>
<td>1 = send reset pulse after data</td>
</tr>
<tr>
<td>2</td>
<td>0 = byte-sized data, 1 = bit-sized data</td>
</tr>
</tbody>
</table>


*Item* is one or more constants, variables or modifiers separated by commas. The allowable modifiers are STR for sending data from a byte array variable and REP for sending a number of repeated values.

The REP and STR modifiers are not supported for the 12-bit core PICmicro MCUs because of RAM and stack size limits.

**OWOUT** PORTC.0,1,[$cc,$be]

This statement would send a reset pulse to a one-wire device on PORTC pin 0 followed by the bytes $cc and $be.
5.50. PAUSE

PAUSE Period

Pause 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 microcontroller into low power mode. Thus, PAUSE consumes more power but is also much more accurate. It has the same accuracy as the system clock.

PAUSE assumes an oscillator frequency of 4MHz. If an oscillator other that 4MHz is used, PBP must be told using a DEFINE OSC command. See the section on speed for more information.

PAUSE 1000  ' Delay for 1 second
5.51. PAUSEUS

**PAUSEUS** *Period*

Pause the program for *Period* microseconds. *Period* is 16-bits, so delays can be up to 65,535 microseconds. Unlike the other delay functions (**NAP** and **SLEEP**), **PAUSEUS** doesn't put the microcontroller into low power mode. Thus, **PAUSEUS** consumes more power but is also much more accurate.

Because **PAUSEUS** takes a minimum number of cycles to operate, depending on the frequency of the oscillator, delays of less than a minimum number of microseconds are not possible using **PAUSEUS**. To obtain shorter delays, use an assembly language routine.

<table>
<thead>
<tr>
<th>OSC</th>
<th>Minimum delay</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 (3.58)</td>
<td>20us</td>
</tr>
<tr>
<td>4</td>
<td>24us</td>
</tr>
<tr>
<td>8</td>
<td>12us</td>
</tr>
<tr>
<td>10</td>
<td>8us</td>
</tr>
<tr>
<td>12</td>
<td>7us</td>
</tr>
<tr>
<td>16</td>
<td>5us</td>
</tr>
<tr>
<td>20</td>
<td>3us</td>
</tr>
<tr>
<td>24</td>
<td>3us</td>
</tr>
<tr>
<td>25*</td>
<td>2us</td>
</tr>
<tr>
<td>32*</td>
<td>2us</td>
</tr>
<tr>
<td>33*</td>
<td>2us</td>
</tr>
<tr>
<td>40**</td>
<td>2us</td>
</tr>
</tbody>
</table>

* PIC17Cxxx and PIC18Xxxx only.
** PIC18Xxxx only.

**PAUSEUS** assumes an oscillator frequency of 4MHz. If an oscillator other that 4MHz is used, PBP must be told using a **DEFINE** **OSC** command. See the section on speed for more information.

**PAUSEUS** 1000  ' Delay for 1 millisecond
5.52. PEEK

**PEEK** Address, Var

Read the microcontroller 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**.

If *Address* is a constant, the contents of this register number are placed into *Var*. If *Address* is the name of a special function register, e.g. PORTA, the contents of this register will be placed into *Var*. If *Address* is a RAM location, the value of the RAM location will first be read, then the contents of the register specified by that value will be placed into *Var*.

However, all of the PICmicro MCU registers can be and should be accessed without using **PEEK** and **POKE**. All of the PICmicro MCU registers are considered 8-bit variables by PicBasic Pro and may be used as you would any other byte-sized variable. They can be read directly or used directly in equations.

    B0 = PORTA                 ' Get current PORTA pin states to B0
5.53. PEEKCODE

**PEEKCODE** *Address, Var*

Read a value from the code space at the specified *Address* and store the result in *Var*.

**PEEKCODE** can be used to read data stored in the code space of a PICmicro MCU. It executes a call to the specified *Address* and places the returned value in *Var*. The specified location should contain a `retlw` and the data value. **POKECODE** may be used to store this value at the time the device is programmed.

**PEEKCODE** $3ff, OSCCAL  ' Get OSCCAL value for PIC12C671/12CE673

**PEEKCODE** $7ff, OSCCAL  ' Get OSCCAL value for PIC12C672/12CE674
5.54. POKE

POKE Address,Value

Write Value to the microcontroller register at the specified Address. Special PICmicro MCU features such as A/D converters and additional I/O ports may be written using POKE.

If Address is a constant, Value is placed into this register number. If Address is the name of a special function register, e.g. PORTA, Value will be placed into this register. If Address is a RAM location, the contents of the RAM location will first be read, then Value is placed into the register specified by those contents.

However, all of the PICmicro MCU registers can be and should be accessed without using PEEK and POKE. All of the PICmicro MCU registers are considered 8-bit variables by PicBasic Pro and may be used as you would any other byte-sized variable. They can be written directly or used directly in equations.

TRISA = 0  ' Set PORTA to all outputs
PORTA.0 = 1  ' Set PORTA bit 0 high
5.55. POKECODE

POKECODE Value{,Value...}

Store Values to the code space at the current program address at the
time the microcontroller is programmed.

POKECODE can be used to generate tables in the code space of the
PICmicro MCU. It generates a return with the data in W. This data can
be accessed using the PEEKCODE instruction.

An assembler Org can be used to set the origin location for data
storage. If it is not specified, data storage will be located immediately
after the last program instruction written.

To avoid interruption of program flow, POKECODE should be the last line
of your program. It should be place after the END or STOP command.

POKECODE 10, 20, 30  ' Store 10, 20, and 30
in code space

Generates:
retnw 10
retnw 20
retnw 30

@ org 7ffh  
POKECODE $94  
  ' Set origin to $7ff
  ' Set OSCCAL value for
  PIC12C672/12CE674

Generates:
org 7ffh
retnw 94h
5.56. POT

POT Pin, Scale, Var

Reads a potentiometer (or some other resistive device) on Pin. Pin may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

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 RC constants. For larger RC constants, Scale should be set low (a minimum value of one). For smaller RC 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 similar to the 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.

B0 Var Byte
scale Var Byte

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

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

calibrated:
    Serout 2,0, ["Scale= ", #scale,10,13]
Potentiometer wiring example:

![Potentiometer Circuit Diagram](picbasic-pro-compiler.png)
5.57. PULSIN

**PULSIN** *Pin, State, Var*

Measures pulse width 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*. 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 returned.

*Pin* is automatically made an input. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The resolution of **PULSIN** is dependent upon the oscillator frequency. If a 4MHz oscillator is used, the pulse width is returned in 10us increments. If a 20MHz oscillator is used, the pulse width will have a 2us resolution. Defining an **OSC** value has no effect on **PULSIN**. The resolution always changes with the actual oscillator speed.

**PULSIN** normally waits a maximum of 65535 counts before it determines there is no pulse. If it is desired to wait fewer counts before it stops looking for a pulse or the end of a pulse, a **DEFINE** can be added:

```
DEFINE PULSIN_MAX 1000
```

This **DEFINE** also affects **RCTIME** in the same manner.

```
' Measure high pulse on Pin4 stored in W3
PULSIN PORTB.4,1,W3
```
5.58. PULSOUT

PULSOUT Pin, Period

Generates a pulse on Pin of specified Period. The pulse is generated by toggling the pin twice, thus the initial state of the pin determines the polarity of the pulse. Pin is automatically made an output. Pin may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The resolution of PULSOUT is dependent upon the oscillator frequency. If a 4MHz oscillator is used, the Period of the generated pulse will be in 10us increments. If a 20MHz oscillator is used, Period will have a 2us resolution. Defining an OSC value has no effect on PULSOUT. The resolution always changes with the actual oscillator speed.

`Send a pulse 1mSec long (at 4MHz) to Pin5
PULSOUT PORTB.5, 100`
5.59. PWM

PWM Pin, Duty, Cycle

Outputs a pulse width modulated 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. Pin may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The Cycle time of PWM is dependent upon the oscillator frequency. If a 4MHz oscillator is used, each Cycle is about 5ms long. If a 20MHz oscillator is used, each Cycle is about 1ms in length. Defining an OSC value has no effect on PWM. The Cycle time always changes with the actual oscillator speed.

If you want continuous PWM output and the PICmicro MCU has PWM hardware, HPWM may be used instead of PWM.

Pin is made an output just prior to pulse generation and reverts to an input after generation stops. The PWM output on a pin looks like so much garbage, not a beautiful series of square waves. A filter of some sort is necessary to turn the signal into something useful. An RC circuit can be used as a simple D/A converter:

```
Pin 10K Analog Out
     +
     |   1uF
     =
```

PWM PORTB.7,127,100 ' Send a 50% duty cycle PWM signal out Pin7 for 100 cycles
Perform one iteration of pseudo-randomization on Var. Var should be a 16-bit variable. Array variables with a variable index may not be used in RANDOM although array variables with a constant index are allowed. Var is used both as the seed and to store the result. The pseudo-random algorithm used has a walking length of 65535 (only zero is not produced).

RANDOM W4  ' Randomize value in W4
5.61. RCTIME

**RCTIME Pin,State,Var**

**RCTIME** measures the time a *Pin* stays in a particular *State*. It is basically half a **PULSIN**. *Pin* is automatically made an input. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

**RCTIME** may be used to read a potentiometer (or some other resistive device). Resistance can be measured by discharging and timing the charge (or vice versa) of a capacitor through the resistor (typically 5K to 50K).

The resolution of **RCTIME** is dependent upon the oscillator frequency. If a 4MHz oscillator is used, the time in state is returned in 10us increments. If a 20MHz oscillator is used, the time in state will have a 2us resolution. Defining an **OSC** value has no effect on **RCTIME**. The resolution always changes with the actual oscillator speed.

If the pin never changes state, 0 is returned. **RCTIME** normally waits a maximum of 65535 counts before it determines there is no pulse change of state. If it is desired to wait fewer counts before it stops looking for this change, a **DEFINE** can be added:

```
DEFINE PULSIN_MAX 1000
```

This **DEFINE** also affects **PULSIN** in the same manner.

```
Low PORTB.3 ' Discharge cap to start
Pause 10 ' Discharge for 10ms
RCTIME PORTB.3,0,W0 ' Read potentiometer on Pin3
```
5.62. READ

**READ** Address, Var

Read a byte from the on-chip EEPROM at the specified *Address* and stores the result in *Var*. This instruction may only be used with a PICmicro MCU that has an on-chip EEPROM data area such as the PIC16F84, 16C84 and the 16F87x series.

**READ** will not work on devices with on-chip I2C interfaced serial EEPROM like the PIC12CE67x and 16CE62x parts. Use the **I2CREAD** instruction instead.

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

To read a word, each of the 2 bytes that make up the word must be read separately:

```
w    Var  Word
READ 0,w.BYTE0
READ 1,w.BYTE1
```
5.63. READCODE

**READCODE** Address, Var

Read the code at location Address into Var.

Some PIC16Fxxx and PIC18Xxxx devices allow program code to be read at run-time. This may be useful for additional data storage or to verify the validity of the program code.

For PIC16Fxxx devices, 14-bit-sized data can be read from word code space Addresses.

For PIC18Xxxx devices, byte or word-sized data can be read from byte code space Addresses between 0 and 65535.

The listing file may be examined to determine program addresses.

```
READCODE $100,w ' Put the code word at location $100 into W
```
5.64. RESUME

RESUME \{Label\}

Pick up where program left off after handling an interrupt. RESUME is similar to RETURN but is used at the end of a PicBasic Pro interrupt handler.

If the optional Label is used, program execution will continue at the Label instead of where it was when it was interrupted. In this case, any other return addresses on the stack will no longer be accessible.

See ON INTERRUPT for more information.

clockint: seconds = seconds + 1  \ ' Count time
      \ RESUME \ ' Return to program after interrupt

error: High errorled \ ' Turn on error LED
      \ RESUME restart \ ' Resume somewhere else
5.65. RETURN

RETURN

Return 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
5.66. REVERSE

**REVERSE** *Pin*

If *Pin* is an input, it is made an output. If *Pin* is an output, it is made an input. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

```
Output 4   ' Make Pin4 an output
REVERSE 4  ' Change Pin4 to an input
```
5.67. SELECT CASE

```
SELECT CASE  Var
    CASE  Expr1 {, Expr...}
        Statement...
    CASE  Expr2 {, Expr...}
        Statement...
    {CASE  ELSE
        Statement...
    }
END SELECT
```

CASE statements are sometimes easier to use than multiple IF..THENs. These statements are used to compare a variable with different values or ranges of values, and take action based on the value.

The Varible to be used in all of the comparisons is specified in the SELECT CASE statement. Each CASE is followed by the Statements to be executed if the CASE is true. IS may be used to specify a comparison other than equal to. If none of the CASEs are true, the Statements under the optional CASE ELSE statement are executed. An END SELECT closes the SELECT CASE.

```
SELECT CASE  x
    CASE  1
        y = 10
    CASE  2, 3
        y = 20
    CASE  IS > 5
        y = 100
    CASE  ELSE
        y = 0
END SELECT
```
5.68. SERIN

SERIN
Pin, Mode, [Timeout, Label,] {[Qual...],} {Item...}

Receive one or more Items on Pin in standard asynchronous format using 8 data bits, no parity and one stop bit (8N1). SERIN is similar to the BS1 Serin command with the addition of a Timeout. Pin is automatically made an input. Pin may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The Mode names (e.g. T2400) are defined in the file MODEDEFS.BAS. To use them, add the line:

   Include “modedefs.bas”

to the top of the PicBasic Pro program. BS1DEFS.BAS and BS2DEFS.BAS already includes MODEDEFS.BAS. Do not include it again if one of these files is already included. The Mode numbers may be used without including this file.

<table>
<thead>
<tr>
<th>Mode</th>
<th>Mode No.</th>
<th>Baud Rate</th>
<th>State</th>
</tr>
</thead>
<tbody>
<tr>
<td>T2400</td>
<td>0</td>
<td>2400</td>
<td>True</td>
</tr>
<tr>
<td>T1200</td>
<td>1</td>
<td>1200</td>
<td></td>
</tr>
<tr>
<td>T9600</td>
<td>2</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>T300</td>
<td>3</td>
<td>300</td>
<td></td>
</tr>
<tr>
<td>N2400</td>
<td>4</td>
<td>2400</td>
<td>Inverted</td>
</tr>
<tr>
<td>N1200</td>
<td>5</td>
<td>1200</td>
<td></td>
</tr>
<tr>
<td>N9600</td>
<td>6</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>N300</td>
<td>7</td>
<td>300</td>
<td></td>
</tr>
</tbody>
</table>

An optional Timeout and Label may be included to allow the program to continue if a character is not received within a certain amount of time. Timeout is specified in 1 millisecond units. If the serial input pin stays in the idle state during the Timeout time, the program will exit the SERIN command and jump to Label.
The list of data items to be received may be preceded by one or more qualifiers enclosed within brackets. **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 starts over (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 (#), **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.

**SERIN** assumes a 4MHz oscillator when generating its bit timing. To maintain the proper baud rate timing with other oscillator values, be sure to **DEFINE** the **OSC** setting to the new oscillator value.

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 (**N300..N9600**) 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
```
5.69. SERIN2

SERIN2 DataPin(\FlowPin), Mode, {ParityLabel,} {Timeout, Label,} [Item...]

Receive one or more Items on Pin in standard asynchronous format. SERIN2 is similar to the BS2 Serin command. DataPin is automatically made an input. The optional FlowPin is automatically made an output. DataPin and FlowPin may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The optional flow control pin, FlowPin, may be included to help keep data from overrunning the receiver. If it is used, FlowPin is automatically set to the enabled state to allow transmission of each character. This enabled state is determined by the polarity of the data specified by Mode.

Mode is used to specify the baud rate and operating parameters of the serial transfer. The low order 13 bits select the baud rate. Bit 13 selects parity or no parity. Bit 14 selects inverted or true level. Bit 15 is not used.

The baud rate bits specify the bit time in microseconds - 20. To find the value for a given baud rate, use the equation:

\[(1000000 / \text{baud}) - 20\]

Some standard baud rates are listed in the following table.

<table>
<thead>
<tr>
<th>Baud Rate</th>
<th>Bits 0 - 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>300</td>
<td>3313</td>
</tr>
<tr>
<td>600</td>
<td>1646</td>
</tr>
<tr>
<td>1200</td>
<td>813</td>
</tr>
<tr>
<td>2400</td>
<td>396</td>
</tr>
<tr>
<td>4800</td>
<td>188</td>
</tr>
<tr>
<td>9600*</td>
<td>84</td>
</tr>
<tr>
<td>19200*</td>
<td>32</td>
</tr>
</tbody>
</table>
*Oscillator faster than 4MHz may be required.

Bit 13 selects parity (bit 13 = 1) or no parity (bit 13 = 0). Normally, the serial transmissions are 8N1 (8 data bits, no parity and 1 stop bit). If parity is selected, the data is received as 7E1 (7 data bits, even parity and 1 stop bit). To receive odd parity instead of even parity, include the following `DEFINE` in the program:

```plaintext
DEFINE SER2_ODD 1
```

Bit 14 selects the level of the data and flow control pins. If bit 14 = 0, the data is received in true form for use with RS-232 drivers. If bit14 = 1, the data is received inverted. This mode can be used to avoid installing RS-232 drivers.

Some examples of `Mode` are: `Mode = 84` (9600 baud, no parity, true), `Mode = 16780` (2400 baud, no parity, inverted), `Mode = 27889` (300 baud, even parity, inverted). Appendix A shows more `Mode` examples.

If `ParityLabel` is included, this label will be jumped to if a character with bad parity is received. It should only be used if parity is selected (bit 13 = 1).

An optional `Timeout` and `Label` may be included to allow the program to continue if a character is not received within a certain amount of time. `Timeout` is specified in 1 millisecond units. If the serial input pin stays in the idle state during the `Timeout` time, the program will exit the `SERIN2` command and jump to `Label`.

A `DEFINE` allows the use of data bits other than 8 (or 7 with parity). `SER2_BITS` data bits may range from 4 bits to 8 (the default if no `DEFINE` is specified). Enabling parity uses one of the number of bits specified.

Defining `SER2_BITS` to 9 allows 8 bits to be read and written along with a 9th parity bit.

With parity disabled (the default):

```plaintext
DEFINE SER2_BITS 4  ' Set Serin2 and Serout2 data bits to 4
```
DEFINE SER2_BITS 5  ' Set Serin2 and Serout2 data bits to 5
DEFINE SER2_BITS 6  ' Set Serin2 and Serout2 data bits to 6
DEFINE SER2_BITS 7  ' Set Serin2 and Serout2 data bits to 7
DEFINE SER2_BITS 8  ' Set Serin2 and Serout2 data bits to 8 (default)

With parity enabled:

DEFINE SER2_BITS 5  ' Set Serin2 and Serout2 data bits to 4
DEFINE SER2_BITS 6  ' Set Serin2 and Serout2 data bits to 5
DEFINE SER2_BITS 7  ' Set Serin2 and Serout2 data bits to 6
DEFINE SER2_BITS 8  ' Set Serin2 and Serout2 data bits to 7 (default)
DEFINE SER2_BITS 9  ' Set Serin2 and Serout2 data bits to 8

SERIN2 supports many different data modifiers which may be mixed and matched freely within a single SERIN2 statement to provide various input formatting.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>BIN{1..16}</td>
<td>Receive binary digits</td>
</tr>
<tr>
<td>DEC{1..5}</td>
<td>Receive decimal digits</td>
</tr>
<tr>
<td>HEX{1..4}</td>
<td>Receive upper case hexadecimal digits</td>
</tr>
<tr>
<td>SKIP n</td>
<td>Skip n received characters</td>
</tr>
<tr>
<td>STR ArrayVar\n{c}</td>
<td>Receive string of n characters optionally ended in character c</td>
</tr>
<tr>
<td>WAIT ( )</td>
<td>Wait for sequence of characters</td>
</tr>
<tr>
<td>WAITSTR ArrayVar\n{c}</td>
<td>Wait for character string</td>
</tr>
</tbody>
</table>

1) A variable preceded by BIN will receive the ASCII representation of its binary value. For example, if BIN B0 is specified and “1000” is received, B0 will be set to 8.
2) A variable preceded by `DEC` will receive the ASCII representation of its decimal value. For example, if `DEC B0` is specified and “123” is received, B0 will be set to 123.

3) A variable preceded by `HEX` will receive the ASCII representation of its hexadecimal value. For example, if `HEX B0` is specified and “FE” is received, B0 will be set to 254.

4) `SKIP` followed by a count will skip that many characters in the input stream. For example, `SKIP 4` will skip 4 characters.

5) `STR` followed by a byte array variable, count and optional ending character will receive a string of characters. The string length is determined by the count or when the optional character is encountered in the input.

6) The list of data items to be received may be preceded by one or more qualifiers between parenthesis after `WAIT`. `SERIN2` 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 starts over (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.

7) `WAITSTR` can be used as `WAIT` above to force `SERIN2` to wait for a string of characters of an optional length before proceeding.

Once any `WAIT` or `WAITSTR` qualifiers are satisfied, `SERIN2` 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 `BIN, DEC` or `HEX`, then `SERIN2` converts a binary, decimal or hexadecimal 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 value is also discarded.

`BIN, DEC` and `HEX` may be followed by a number. Normally, these modifiers receive as many digits as are in the input. However, if a number follows the modifier, `SERIN2` will always receive that number of digits, skipping additional digits as necessary.

`SERIN2` assumes a 4MHz oscillator when generating its bit timing. To maintain the proper baud rate timing with other oscillator values, be sure
to **DEFINE** the **osc** setting to the new oscillator value. An oscillator speed faster than 4MHz may be required for reliable operation at 9600 baud and above.

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 (Mode bit 14 = 1) can be used. A current limiting resistor is suggested (RS-232 is suppose to be short-tolerant).

![Diagram of RS-232 connections](image)

**SERIN2** is not supported on 12-bit core PICmicro MCUs due to RAM and stack constraints.

```
' Wait until the character “A” is received serially on Pin1 and put next character into B0
SERIN2 1,16780,[WAIT(“A”),B0]

' Skip 2 chars and grab a 4 digit decimal number
SERIN2 PORTA.1,84,[SKIP 2,DEC4 B0]

SERIN2 PORTA.1\PORTA.0,84,100,tlabel,[WAIT(“x”, b0),STR ar]
```
5.70. 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 (8N1). **SEROUT** is similar to the BS1 Serout command. *Pin* is automatically made an output. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The *Mode* names (e.g. **T2400**) are defined in the file **MODEDEFS.BAS**. To use them, add the line:

```
Include "modedefs.bas"
```

to the top of the PicBasic Pro program. **BS1DEFS.BAS** and **BS2DEFS.BAS** already includes **MODEDEFS.BAS**. Do not include it again if one of these files is already included. The *Mode* numbers may be used without including this file.
### PicBasic Pro Compiler

<table>
<thead>
<tr>
<th>Mode</th>
<th>Mode No.</th>
<th>Baud Rate</th>
<th>State</th>
</tr>
</thead>
<tbody>
<tr>
<td>T2400</td>
<td>0</td>
<td>2400</td>
<td>Driven True</td>
</tr>
<tr>
<td>T1200</td>
<td>1</td>
<td>1200</td>
<td></td>
</tr>
<tr>
<td>T9600</td>
<td>2</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>T300</td>
<td>3</td>
<td>300</td>
<td></td>
</tr>
<tr>
<td>N2400</td>
<td>4</td>
<td>2400</td>
<td>Driven Inverted</td>
</tr>
<tr>
<td>N1200</td>
<td>5</td>
<td>1200</td>
<td></td>
</tr>
<tr>
<td>N9600</td>
<td>6</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>N300</td>
<td>7</td>
<td>300</td>
<td></td>
</tr>
<tr>
<td>OT2400</td>
<td>8</td>
<td>2400</td>
<td>Open True*</td>
</tr>
<tr>
<td>OT1200</td>
<td>9</td>
<td>1200</td>
<td></td>
</tr>
<tr>
<td>OT9600</td>
<td>10</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>OT300</td>
<td>11</td>
<td>300</td>
<td></td>
</tr>
<tr>
<td>ON2400</td>
<td>12</td>
<td>2400</td>
<td>Open Inverted*</td>
</tr>
<tr>
<td>ON1200</td>
<td>13</td>
<td>1200</td>
<td></td>
</tr>
<tr>
<td>ON9600</td>
<td>14</td>
<td>9600</td>
<td></td>
</tr>
<tr>
<td>ON300</td>
<td>15</td>
<td>300</td>
<td></td>
</tr>
</tbody>
</table>

* Open modes not supported on 12-bit core PICmicro MCUs.

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 ASCII representation of its decimal value. For example, if \( w_0 = 123 \), then \(#w_0 \) (or \#123) will send “1”, “2”, “3”.

SEROUT assumes a 4MHz oscillator when generating its bit timing. To maintain the proper baud rate timing with other oscillator values, be sure to DEFINE the OSC setting to the new oscillator value.
In some cases, the transmission rates of SEROUT instructions may present characters too quickly to the receiving device. A DEFINE adds character pacing to the serial output transmissions. This allows additional time between the characters as they are transmitted. The character pacing DEFINE allows a delay of 1 to 65,535 microseconds (.001 to 65.535 milliseconds) between each character transmitted.

For example, to pause 1 millisecond between the transmission of each character:

```
DEFINE CHAR_PACING 1000
```

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).

![RS-232 Level Converter Diagram]

```
SEROUT 0,N2400,[#B0,10] ' Send the ASCII value of B0 followed by a linefeed out Pin0 serially
```
5.71. SEROUT2

SEROUT2 DataPin{\FlowPin},Mode,{Pace,}
{Timeout,Label,}][Item...]

Send one or more Items to DataPin in standard asynchronous format. SEROUT2 is similar to the BS2 Serout command. DataPin is automatically made an output. The optional FlowPin is automatically made an input. DataPin and FlowPin may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

The optional flow control pin, FlowPin, may be included to help keep data from overrunning the receiver. If it is used, the serial data will not be sent until FlowPin is in the proper state. This state is determined by the polarity of the data specified by Mode.

An optional Timeout and Label may be included to allow the program to continue if the FlowPin does not change to the enabled state within a certain amount of time. Timeout is specified in units of 1 millisecond. If FlowPin stays disabled during the Timeout time, the program will exit the SEROUT2 command and jump to Label.

In some cases, the transmission rates of SEROUT2 instructions may present characters too quickly to the receiving device. It may not be desirable to use an extra pin for flow control. An optional Pace can be used to add character pacing to the serial output transmissions. This allows additional time between the characters as they are transmitted. The character pacing allows a delay of 1 to 65,535 milliseconds between each character transmitted.

Mode is used to specify the baud rate and operating parameters of the serial transfer. The low order 13 bits select the baud rate. Bit 13 selects parity or no parity. Bit 14 selects inverted or true level. Bit 15 selects whether it is driven or open.

The baud rate bits specify the bit time in microseconds - 20. To find the value for a given baud rate, use the equation:

\[
(1000000 / \text{baud}) - 20
\]

Some standard baud rates are listed in the following table.
**PicBasic Pro Compiler**

<table>
<thead>
<tr>
<th>Baud Rate</th>
<th>Bits 0 - 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>300</td>
<td>3313</td>
</tr>
<tr>
<td>600</td>
<td>1646</td>
</tr>
<tr>
<td>1200</td>
<td>813</td>
</tr>
<tr>
<td>2400</td>
<td>396</td>
</tr>
<tr>
<td>4800</td>
<td>188</td>
</tr>
<tr>
<td>9600*</td>
<td>84</td>
</tr>
<tr>
<td>19200*</td>
<td>32</td>
</tr>
</tbody>
</table>

*Oscillator faster than 4MHz may be required.

Bit 13 selects parity (bit 13 = 1) or no parity (bit 13 = 0). Normally, the serial transmissions are 8N1 (8 data bits, no parity and 1 stop bit). If parity is selected, the data is sent as 7E1 (7 data bits, even parity and 1 stop bit). To transmit odd parity instead of even parity, include the following **DEFINE** in the program:

```c
DEFINE SER2_ODD 1
```

Bit 14 selects the level of the data and flow control pins. If bit 14 = 0, the data is sent in true form for use with RS-232 drivers. If bit14 = 1, the data is sent inverted. This mode can be used to avoid installing RS-232 drivers.

Bit 15 selects whether the data pin is always driven (bit 15 = 0), or is open in one of the states (bit 15 = 1). The open mode can be used to chain several devices together on the same serial bus.

Some examples of Mode are: Mode = 84 (9600 baud, no parity, true, always driven), Mode = 16780 (2400 baud, no parity, inverted, driven), Mode = 60657 (300 baud, even parity, inverted, open). Appendix A shows more Mode examples.

A **DEFINE** allows the use of data bits other than 8 (or 7 with parity). **SER2_BITS** data bits may range from 4 bits to 8 (the default if no **DEFINE** is specified). Enabling parity uses one of the number of bits specified.
Defining SER2_BITS to 9 allows 8 bits to be read and written along with a 9th parity bit.

With parity disabled (the default):

```
DEFINE SER2_BITS 4  ' Set Serin2 and Serout2 data bits to 4
DEFINE SER2_BITS 5  ' Set Serin2 and Serout2 data bits to 5
DEFINE SER2_BITS 6  ' Set Serin2 and Serout2 data bits to 6
DEFINE SER2_BITS 7  ' Set Serin2 and Serout2 data bits to 7
DEFINE SER2_BITS 8  ' Set Serin2 and Serout2 data bits to 8 (default)
```

With parity enabled:

```
DEFINE SER2_BITS 5  ' Set Serin2 and Serout2 data bits to 4
DEFINE SER2_BITS 6  ' Set Serin2 and Serout2 data bits to 5
DEFINE SER2_BITS 7  ' Set Serin2 and Serout2 data bits to 6
DEFINE SER2_BITS 8  ' Set Serin2 and Serout2 data bits to 7 (default)
DEFINE SER2_BITS 9  ' Set Serin2 and Serout2 data bits to 8
```

SEROUT2 supports many different data modifiers which may be mixed and matched freely within a single SEROUT2 statement to provide various output formatting.

<table>
<thead>
<tr>
<th>Modifier</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>{I}{S}BIN{1..16}</td>
<td>Send binary digits</td>
</tr>
<tr>
<td>{I}{S}DEC{1..5}</td>
<td>Send decimal digits</td>
</tr>
<tr>
<td>{I}{S}HEX{1..4}</td>
<td>Send hexadecimal digits</td>
</tr>
<tr>
<td>REP c\n</td>
<td>Send character c repeated n times</td>
</tr>
<tr>
<td>STR ArrayVar{\n}</td>
<td>Send string of n characters</td>
</tr>
</tbody>
</table>
PicBasic Pro Compiler

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 BIN will send the ASCII representation of its binary value. For example, if B0 = 8, then BIN B0 (or BIN 8) will send “1000”.
4) A numeric value preceded by DEC will send the ASCII representation of its decimal value. For example, if B0 = 123, then DEC B0 (or DEC 123) will send “123”.
5) A numeric value preceded by HEX will send the ASCII representation of its hexadecimal value. For example, if B0 = 254, then HEX B0 (or HEX 254) will send “FE”.
6) REP followed by a character and count will repeat the character, count time. For example, REP “0”\4 will send “0000”.
7) STR followed by a byte array variable and optional count will send a string of characters. The string length is determined by the count or when a 0 character is encountered in the string.

BIN, DEC and HEX may be preceded or followed by several optional parameters. If any of them are preceded by an I (for indicated), the output will be preceded by either a “%”, “#” or “$” to indicate the following value is binary, decimal or hexadecimal.

If any are preceded by an S (for signed), the output will be sent preceded by a “-“ if the high order bit of the data is set. This allows the transmission of negative numbers. Keep in mind that all of the math and comparisons in PBP are unsigned. However, unsigned math can yield signed results. For example, take the case of B0 = 9 - 10. The result of DEC B0 would be “255”. Sending SDEC B0 would give “-1” since the high order bit is sent. So with a little trickery, the unsigned math of PBP can yield signed results.

BIN, DEC and HEX may also be followed by a number. Normally, these modifiers display exactly as many digits as are necessary, zero blanked (leading zeros are not sent). However, if a number follows the modifier, SEROUT2 will always send that number of digits, adding leading zeros as necessary. It will also trim of any extra high order digits. For example, BIN6 8 would send “001000” and BIN2 8 would send “00”.

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Any or all of the modifier combinations may be used at once. For example, \texttt{ISDEC4 B0}.

\texttt{SEROUT2} assumes a 4MHz oscillator when generating its bit timing. To maintain the proper baud rate timing with other oscillator values, be sure to \texttt{DEFINE} the \texttt{OSC} setting to the new oscillator value. An oscillator speed faster than 4MHz may be required for reliable operation at 9600 baud and above.

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 (\texttt{Mode bit 14 = 1}) can be used. A current limiting resistor is suggested (RS-232 is suppose to be short-tolerant).

![RS-232 Serial Interface Diagram](image)

\texttt{SEROUT2} is not supported on 12-bit core PICmicro MCUs due to RAM and stack constraints.

```
\' Send the ASCII value of B0 followed by a linefeed out Pin0 serially at 2400 baud
\texttt{SEROUT2 0,16780,[DEC B0,10]}
```

```
\' Send \texttt{“B0 =”} followed by the binary value of B0 out PORTA pin 1 serially at 9600 baud
\texttt{SEROUT2 PORTA.1,84,["B0=", IHEX4 B0]}
```
5.72.  SHIFTIN

**SHIFTIN**  *DataPin*, *ClockPin*, *Mode*, [ *Var{\Bits}...* ]

Clock *ClockPin*, synchronously shift in bits on *DataPin* and store the data received into *Var*. *ClockPin* and *DataPin* may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

\Bits optionally specifies the number of bits to be shifted in. If it is not specified, 8 bits are shifted in, independent of the variable type. The 
Bits shifted in are always the low order bits, regardless of the *Mode* used, LSB or MSB.

The *Mode* names (e.g. MSBPRE) are defined in the file MODEDEFS.BAS. To use them, add the line:

```
Include “modedefs.bas”
```

to the top of the PicBasic Pro program. BS1DEFS.BAS and BS2DEFS.BAS already includes MODEDEFS.BAS. Do not include it again if one of these files is already included. The *Mode* numbers may be used without including this file. Some *Modes* do not have a name.

For *Modes* 0-3, the clock idles low, toggles high to clock in a bit, and then returns low. For *Modes* 4-7, the clock idles high, toggles low to clock in a bit, and then returns high.
<table>
<thead>
<tr>
<th>Mode</th>
<th>Mode No.</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSBPRE</td>
<td>0</td>
<td>Shift data in highest bit first, Read data before sending clock. Clock idles low.</td>
</tr>
<tr>
<td>LSBPRE</td>
<td>1</td>
<td>Shift data in lowest bit first, Read data before sending clock. Clock idles low.</td>
</tr>
<tr>
<td>MSBPOST</td>
<td>2</td>
<td>Shift data in highest bit first, Read data after sending clock. Clock idles low.</td>
</tr>
<tr>
<td>LSBPOST</td>
<td>3</td>
<td>Shift data in lowest bit first, Read data after sending clock. Clock idles low.</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Shift data in highest bit first, Read data before sending clock. Clock idles high.</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Shift data in lowest bit first, Read data before sending clock. Clock idles high.</td>
</tr>
<tr>
<td></td>
<td>6</td>
<td>Shift data in highest bit first, Read data after sending clock. Clock idles high.</td>
</tr>
<tr>
<td></td>
<td>7</td>
<td>Shift data in lowest bit first, Read data after sending clock. Clock idles high.</td>
</tr>
</tbody>
</table>

The shift clock runs at about 50kHz, dependent on the oscillator. The active state is held to a minimum of 2 microseconds. A **DEFINE** allows the active state of the clock to be extended by an additional number of microseconds up to 65,535 (65.535 milliseconds) to slow the clock rate. The minimum additional delay is defined by the **PAUSEUS** timing. See its section for the minimum for any given oscillator. This **DEFINE** is not available on 12-bit core PICmicro MCUs.

For example, to slow the clock by an additional 100 microseconds:

```
DEFINE SHIFT_PAUSEUS 100
```
The following diagram shows the relationship of the clock to the data for the various modes:

```
SHIFTIN 0,1,MSBPRE,[B0,B1\4]
```
5.73. **SHIFTOUT**

**SHIFTOUT** \texttt{DataPin,ClockPin,Mode, [Var\{\backslash Bits\}...]} 

Synchronously shift out \texttt{Var} on \texttt{ClockPin} and \texttt{DataPin}. \texttt{ClockPin} and \texttt{DataPin} may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

\texttt{\backslash Bits} optionally specifies the number of bits to be shifted out. If it is not specified, 8 bits are shifted out, independent of the variable type. The \texttt{Bits} shifted out are always the low order bits, regardless of the \texttt{Mode} used, LSB or MSB. Up to 16 \texttt{Bits} can be shifted out of a single variable. If more than 16 \texttt{Bits} are required, multiple variables or constants may be included between the square brackets.

The \texttt{Mode} names (e.g. \texttt{LSBFIRST}) are defined in the file \texttt{MODEDEFS.BAS}. To use them, add the line:

\begin{quote}
\texttt{Include \char`\"modedefs.bas\char`\"}
\end{quote}

to the top of the PicBasic Pro program. \texttt{BS1DEFS.BAS} and \texttt{BS2DEFS.BAS} already includes \texttt{MODEDEFS.BAS}. Do not include it again if one of these files is already included. The \texttt{Mode} numbers may be used without including this file. Some \texttt{Modes} do not have a name.

For \texttt{Modes} 0-1, the clock idles low, toggles high to clock in a bit, and then returns low. For \texttt{Modes} 4-5, the clock idles high, toggles low to clock in a bit, and then returns high.

<table>
<thead>
<tr>
<th>\texttt{Mode}</th>
<th>\texttt{Mode No.}</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSBFIRST</td>
<td>0</td>
<td>Shift data out lowest bit first. Clock idles low.</td>
</tr>
<tr>
<td>MSBFIRST</td>
<td>1</td>
<td>Shift data out highest bit first. Clock idles low.</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>Shift data out lowest bit first. Clock idles high.</td>
</tr>
<tr>
<td></td>
<td>5</td>
<td>Shift data out highest bit first. Clock idles high.</td>
</tr>
</tbody>
</table>
The shift clock runs at about 50kHz, dependent on the oscillator. The active state is held to a minimum of 2 microseconds. A **DEFINE** allows the active state of the clock to be extended by an additional number of microseconds up to 65,535 (65.535 milliseconds) to slow the clock rate. The minimum additional delay is defined by the **PAUSEUS** timing. See its section for the minimum for any given oscillator. This **DEFINE** is not available on 12-bit core PICmicro MCUs.

For example, to slow the clock by an additional 100 microseconds:

```
DEFINE SHIFT_PAUSEUS 100
```

The following diagram shows the relationship of the clock to the data for the various modes:

```
SHIFTOUT 0,1,MSBFIRST,[B0,B1]
SHIFTOUT PORTA.1,PORTA.2,1,[wordvar\4]
SHIFTOUT PORTC.1,PORTB.1,4,[\$1234\16, $56]
```
5.74. SLEEP

SLEEP  Period

Place microcontroller into 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 so it is independent of the actual oscillator frequency. The granularity is about 2.3 seconds and may vary based on device specifics and temperature. This variance is unlike the BASIC Stamp. The change was necessitated because when the PICmicro MCU executes a Watchdog Timer reset, it resets many of the internal registers to predefined values. These values may differ greatly from what your program may expect. By running the SLEEP command uncalibrated, this issue is sidestepped.

SLEEP 60  ' Sleep for about 1 minute
5.75. **SOUND**

**SOUND** *Pin,[Note,Duration{,Note,Duration...}]*

Generates tone and/or white noise on the specified *Pin*. *Pin* is automatically made an output. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

*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). *Note* 1 is about 78.74Hz and *Note* 127 is about 10,000Hz.

*Duration* is 0-255 and determines how long the *Note* is played in about 12 millisecond increments. *Note* and *Duration* needn't be constants.

**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. The value of the capacitor should be determined based on the frequencies of interest and the speaker load. Piezo speakers can be driven directly.

```
SOUND PORTB.7,[100,10,50,10] ' Send 2 sounds consecutively to Pin7
```

![Diagram](image.png)
5.76. **STOP**

**STOP**

Stop program execution by executing an endless loop. This does not place the microcontroller into low power mode. The microcontroller is still working as hard as ever. It is just not getting much done.

```
STOP   \ Stop program dead in its tracks
```
5.77. **SWAP**

**SWAP**  *Variable,Variable*

Exchange the values between 2 variables. Usually, it is a tedious process to swap the value of 2 variables. **SWAP** does it in one statement without using any intermediate variables. It can be used with bit, byte and word variables. Array variables with a variable index may not be used in **SWAP** although array variables with a constant index are allowed.

```
temp = B0  ' Old way
B0 = B1
B1 = temp

SWAP  B0,B1  ' New way
```
5.78. TOGGLE

**TOGGLE** *Pin*

Invert the state of the specified *Pin*. *Pin* is automatically made an output. *Pin* may be a constant, 0 - 15, or a variable that contains a number 0 - 15 (e.g. B0) or a pin name (e.g. PORTA.0).

Low 0 " Start Pin0 as low
**TOGGLE** 0 " Change state of Pin0 to high
5.79. USBIN

**USBIN** Endpoint, Buffer, Countvar, Label

Get any available USB data for the *Endpoint* and place it in the *Buffer*. *Buffer* must be a byte array of suitable length to contain the data. *Countvar* will contain the number of bytes transferred to the buffer. *Label* will be jumped to if no data is available.

This instruction may only be used with a PICmicro MCU that has an on-chip USB port such as the PIC16C745 and PIC16C765.

The USB subdirectory contains the modified Microchip USB libraries as well as an example programs. USB programs requires several additional files to operate (which are in the USB subdirectory), some of which will require modification for your particular application. See the text file in the USB subdirectory for more information on the USB commands.

USB communications is much more complicated than synchronous (*SHIFTIN* and *SHIFTOUT*) and asynchronous (*SERIN*, *SEROUT* and so forth) communications. There is much more to know about USB operation that can possibly be described here. The USB information on the Microchip web site needs to be studied. Also, the book "USB Complete" by Jan Axelson may be helpful.

**USBIN** 1, buffer, cnt, idleloop
5.80. **USBINIT**

**USBINIT** needs to be one of the first statements in a program that uses USB communications. It will initialize the USB portion of the PICmicro MCU and wait until the USB bus is configured and enabled.

This instruction may only be used with a PICmicro MCU that has an on-chip USB port such as the PIC16C745 and PIC16C765.

The USB subdirectory contains the modified Microchip USB libraries as well as example programs. USB programs require several additional files to operate (which are in the USB subdirectory), some of which will require modification for your particular application. See the text file in the USB subdirectory for more information on the USB commands.

USB communications is much more complicated than synchronous (SHIFTIN and SHIFTOUT) and asynchronous (SERIN, SEROUT and so forth) communications. There is much more to know about USB operation that can possibly be described here. The USB information on the Microchip web site needs to be studied. Also, the book "USB Complete" by Jan Axelson may be helpful.

**USBINIT**
5.81. USBOUT

**USBOUT** Endpoint, Buffer, Count, Label

Take *Count* number of bytes from the array variable *Buffer* and send them to the USB *Endpoint*. If the USB buffer does not have room for the data because of a pending transmission, no data will be transferred and program execution will continue at *Label*.

This instruction may only be used with a PICmicro MCU that has an on-chip USB port such as the PIC16C745 and PIC16C765.

The USB subdirectory contains the modified Microchip USB libraries as well as an example programs. USB programs requires several additional files to operate (which are in the USB subdirectory), some of which will require modification for your particular application. See the text file in the USB subdirectory for more information on the USB commands.

USB communications is much more complicated than synchronous (**SHIFTIN** and **SHIFTOUT**) and asynchronous (**SERIN**, **SEROUT** and so forth) communications. There is much more to know about USB operation that can possibly be described here. The USB information on the Microchip web site needs to be studied. Also, the book "USB Complete" by Jan Axelson may be helpful.

**USBOUT** 1, buffer, 4, outloop
5.82. WHILE..WEND

WHILE Condition
    Statement...
WEND

Repeatedly execute Statements WHILE Condition is true. When the Condition is no longer true, execution continues at the statement following the WEND. Condition may be any comparison expression.

```
i = 1
WHILE i <= 10
    Serout 0,N2400,"No:","i,13,10"
i = i + 1
WEND
```
5.83. WRITE

**WRITE Address,Value**

Write byte Value to the on-chip 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 PIC16F84, 16C84 and the 16F87x series.

**WRITE** is used to set the values of the on-chip EEPROM at runtime. To set the values of the on-chip EEPROM at device programming-time, use the **DATA** or **EEPROM** statement.

Each **WRITE** is self-timed and takes about 10 milliseconds to execute on a PICmicro MCU.

If interrupts are used in a program, they must be turned off (masked, not **DISABLEd**) before executing a **WRITE**, and turned back on (if desired) after the write instruction is complete. An interrupt occurring during a **WRITE** may cause it to fail.

**WRITE** will not work on devices with on-chip I2C interfaced serial EEPROM like the PIC12CE67x and 16CE62x parts. Use the **I2CWRITE** instruction instead.

```
  WRITE 5,B0  ' Send value in B0 to EEPROM location 5
```

To write a word, each of the 2 bytes that make up the word must be written separately:

```
w Var Word
  WRITE 0,w.BYTE0
  WRITE 1,w.BYTE1
```
5.84. WRITECODE

**WRITECODE** Address, Value

Write Value to the code space at location Address.

Some PIC16Fxxx and PIC18Fxxx devices allow program code to be written at run-time. While writing self-modifying code can be a dangerous technique, it does allow non-volatile data storage above 64 - 256 bytes. One must be very careful not to write over active program memory.

The listing file may be examined to determine program addresses.

For PIC16Fxxx devices, 14-bit-sized data can be written to word code space Addresses.

For PIC18Fxxx devices, byte or word-sized data can be written to byte code space Addresses between 0 and 65535.

For block accessed devices, like the PIC16F877a and 18F452, a complete block must be written at once. This write block size is different for different PICmicro MCUs. See the Microchip data sheet for the particular device for information on the block size.

Additionally, some flash PICmicro MCUs, like the PIC18Fxxx series, require a portion of the code space to be erased before it can be rewritten with **WRITECODE**. See the section on **ERASECODE** for more information.

If interrupts are used in a program, they must be turned off (masked, not **DISABLE**d) before executing a **WRITECODE**, and turned back on (if desired) after the write instruction is complete. An interrupt occurring during a **WRITECODE** may cause it to fail.

Flash program writes must be enabled in the configuration for the PICmicro MCU at device programming time for **WRITECODE** to be able to write.

```
WRITECODE $100,w  ‘ Send value in W to code space location $100
```
5.85. XIN

XIN DataPin,ZeroPin,{Timeout,Label,}[Var{,...}]

Receive X-10 data and store the House Code and Key Code in Var.

XIN is used to receive information from X-10 devices that can send such information. X-10 modules are available from a wide variety of sources under several trade names. An interface is required to connect the microcontroller to the AC power line. The TW-523 for two-way X-10 communications is required by XIN. This device contains the power line interface and isolates the microcontroller from the AC line. Since the X-10 format is patented, this interface also covers the license fees.

DataPin is automatically made an input to receive data from the X-10 interface. ZeroPin is automatically made an input to received the zero crossing timing from the X-10 interface. Both pins should be pulled up to 5 volts with 4.7K resistors. DataPin and ZeroPin may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

An optional Timeout and Label may be included to allow the program to continue if X-10 data is not received within a certain amount of time. Timeout is specified in AC power line half-cycles (approximately 8.33 milliseconds).

XIN only processes data at each zero crossing of the AC power line as received on ZeroPin. If there are no transitions on this line, XIN will effectively wait forever.

If Var is word-sized, each House Code received is stored in the upper byte of the word. Each received Key Code is stored in the lower byte of the word. If Var is a byte, only the Key Code is stored.

The House Code is a number between 0 and 15 that corresponds to the House Code set on the X-10 module A through P.

The Key Code can be either the number of a specific X-10 module or the function that is to be performed by a module. In normal practice, first a command specifying the X-10 module number is sent, followed by a command specifying the function desired. Some functions operate on all modules at once so the module number is unnecessary. Hopefully,
later examples will clarify things. Key Code numbers 0-15 correspond to module numbers 1-16.

These Key Code numbers are different from the actual numbers sent and received by the X10 modules. This difference is to match the Key Codes in the BS2. To remove thisStamp translation, the following DEFINE may be used:

```
DEFINE XINXLAT_OFF 1
```

**XIN** is not supported on 12-bit core PICmicro MCUs due to RAM and stack constraints.

**XOUT** below lists the functions as well as the wiring information.

```
housekey Var Word

' Get X-10 data
loop: XIN PORTA.2,PORTA.0,[housekey]

' Display X-10 data on LCD
Lcdout $fe,i,"House=",#housekey.byte1,
  "Key=",#housekey.byte0

Goto loop ' Do it forever

' Check for X-10 data, go to nodata if none
XIN PORTA.2,PORTA.0,1,nodata,[housekey]
```
5.86. XOUT

\texttt{XOUT DataPin,ZeroPin,}  
\hspace{1cm} [\texttt{HouseCode\{KeyCode\{Repeat\}{,...}\}}]

Send \texttt{HouseCode} followed by \texttt{KeyCode}, \texttt{Repeat} number of times in X-10 format. If the optional \texttt{Repeat} is left off, 2 times (the minimum) is assumed. \texttt{Repeat} is usually reserved for use with the Bright and Dim commands.

\texttt{XOUT} is used to send control information to X-10 modules. These modules are available from a wide variety of sources under several trade names. An interface is required to connect the microcontroller to the AC power line. Either the PL-513 for send only, or the TW-523 for two-way X-10 communications are required. These devices contain the power line interface and isolate the microcontroller from the AC line. Since the X-10 format is patented, these interfaces also cover the license fees.

\texttt{DataPin} is automatically made an output to send data to the X-10 interface. \texttt{ZeroPin} is automatically made an input to received the zero crossing timing from the X-10 interface. It should be pulled up to 5 volts with a 4.7K resistor. \texttt{DataPin} and \texttt{ZeroPin} may be a constant, 0-15, or a variable that contains a number 0-15 (e.g. B0) or a pin name (e.g. PORTA.0).

\texttt{XOUT} only processes data at each zero crossing of the AC power line as received on \texttt{ZeroPin}. If there are no transitions on this line, \texttt{XOUT} will effectively wait forever.

\texttt{HouseCode} is a number between 0 and 15 that corresponds to the House Code set on the X-10 module A through P. The proper \texttt{HouseCode} must be sent as part of each command.

The \texttt{KeyCode} can be either the number of a specific X-10 module or the function that is to be performed by a module. In normal practice, first a command specifying the X-10 module number is sent, followed by a command specifying the function desired. Some functions operate on all modules at once so the module number is unnecessary. Hopefully, later examples will clarify things. \texttt{KeyCode} numbers 0-15 correspond to module numbers 1-16.
The KeyCode (function) names (e.g. unitOn) are defined in the file MODEDEFS.BAS. To use them, add the line:

```
Include "modedefs.bas"
```

to the top of the PicBasic Pro program. BS1DEFS.BAS and BS2DEFS.BAS already includes MODEDEFS.BAS. Do not include it again if one of these files is already included. The KeyCode numbers may be used without including this file.

<table>
<thead>
<tr>
<th>KeyCode</th>
<th>KeyCode No.</th>
<th>Operation</th>
</tr>
</thead>
<tbody>
<tr>
<td>unitOn</td>
<td>%10010</td>
<td>Turn module on</td>
</tr>
<tr>
<td>unitOff</td>
<td>%11010</td>
<td>Turn module off</td>
</tr>
<tr>
<td>unitsOff</td>
<td>%11100</td>
<td>Turn all modules off</td>
</tr>
<tr>
<td>lightsOn</td>
<td>%10100</td>
<td>Turn all light modules on</td>
</tr>
<tr>
<td>lightsOff</td>
<td>%10000</td>
<td>Turn all light modules off</td>
</tr>
<tr>
<td>bright</td>
<td>%10110</td>
<td>Brighten light module</td>
</tr>
<tr>
<td>dim</td>
<td>%11110</td>
<td>Dim light module</td>
</tr>
</tbody>
</table>

These KeyCode numbers are different from the actual numbers sent and received by the X10 modules. This difference is to match the Keycodes in the BS2. To remove this Stamp translation, the following DEFINE may be used:

```
DEFINE XOUTXLAT_OFF 1
```

XOUT is not supported on 12-bit core PICmicro MCUs due to RAM and stack constraints.

Wiring to the X-10 interfaces requires 4 connections. Output from the X-10 interface (zero crossing and receive data) are open-collector and require a pull up resistor of around 4.7K to 5 volts. Wiring tables for each interface is shown below:
### PL-513 Wiring

<table>
<thead>
<tr>
<th>Wire No.</th>
<th>Wire Color</th>
<th>Connection</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Black</td>
<td>Zero crossing output</td>
</tr>
<tr>
<td>2</td>
<td>Red</td>
<td>Zero crossing common</td>
</tr>
<tr>
<td>3</td>
<td>Green</td>
<td>X-10 transmit common</td>
</tr>
<tr>
<td>4</td>
<td>Yellow</td>
<td>X-10 transmit input</td>
</tr>
</tbody>
</table>

### TW-523 Wiring

<table>
<thead>
<tr>
<th>Wire No.</th>
<th>Wire Color</th>
<th>Connection</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Black</td>
<td>Zero crossing output</td>
</tr>
<tr>
<td>2</td>
<td>Red</td>
<td>Common</td>
</tr>
<tr>
<td>3</td>
<td>Green</td>
<td>X-10 receive output</td>
</tr>
<tr>
<td>4</td>
<td>Yellow</td>
<td>X-10 transmit input</td>
</tr>
</tbody>
</table>

```plaintext
house Var Byte
unit Var Byte

Include "modedefs.bas"

house = 0 ' Set house to 0 (A)
unit = 8 ' Set unit to 8 (9)
'Turn on unit 8 in house 0
XOUT PORTA.1,PORTA.0,[house\unit,house\unitOn]

'Turn off all the lights in house 0
XOUT PORTA.1,PORTA.0,[house\lightsOff]

'Blink light 0 on and off every 10 seconds
XOUT PORTA.1,PORTA.0,[house\0]

loop: XOUT PORTA.1,PORTA.0,[house\unitOn]
Pause 10000 ' Wait 10 seconds

XOUT PORTA.1,PORTA.0,[house\unitOff]
Pause 10000 ' Wait 10 seconds

Goto loop
```
6. Structure of a Compiled Program

PBP is designed to be easy to use. Programs can be compiled and run with little thought to PBP’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 files used and output generated by PBP and gives some idea of what is going on.

6.1. Target Specific Headers

Three target (PICmicro MCU) specific header files are used when a program is compiled. One is used by PBP, the other two are included for use by the assembler.

A file with the name of the microcontroller followed by the extension .BAS contains chip specific information needed by PBP. This includes the memory profile of the chip, which library it uses, and includes for the definition of the variables it needs. For the PIC16F84, the default microcontroller, the file is named 16F84.BAS.

A file with the name of the microcontroller followed by the extension .INC is included in the generated .ASM file to give the assembler information about the chip, including the default configuration parameters (oscillator mode, Watchdog Timer setting, etc.). For the PIC16F84, for example, the file is named 16F84.INC.

Finally, the assembler has its own include file that defines the addresses of the microcontroller registers. This file is usually named something on the order of M16F8x.INC and is in the INC subdirectory.

6.2. The Library Files

PBP includes a set of library files that contain all of the code and definition files for a particular group of microcontrollers. In the case of 14-bit core PICmicro MCUs, for example, these files start with the name PBPPIC14.

PBPPIC14.LIB contains all of the assembly language subroutines used by the compiler. PBPPIC14.MAC contains all of the macros that call
these subroutines. Most PicBasic Pro commands consist of a macro and, usually, an associated library subroutine.

PBPPIC14.RAM contains the **VAR** statements that allocate the memory needed by the library.

PIC14EXT.BAS contains the external definitions that tells PBP all of the 14-bit core PICmicro MCU register names.

### 6.3. PBP Generated Code

A PicBasic Pro compiled program is built in several stages. First PBP creates the .ASM file. It then builds a custom .MAC file that contains only the macros from the macro library that are used in the .ASM file. If everything is error free up to this point, it launches the assembler.

The assembler generates its own set of files. These include the .HEX final output file and possibly listing and debugging files.

### 6.4. .ASM File Structure

The .ASM file has a very specific structure. Things must be done in a particular order for everything to work out properly.

The first item placed in the file is an equate defining which assembler is to be used, followed by an **INCLUDE** to tell the assembler which microprocessor is the target and give it some basic information, such as the configuration data.

Next, all of the variable allocations and aliasing is listed. EEPROM initialization is next, if called for.

An **INCLUDE** for the macro file is then placed in the file, followed by an **INCLUDE** for the library subroutines.

Finally, the actual program code is incorporated. This program code is simply a list of macros that were generated from the PicBasic Pro lines.
7. Other PicBasic Pro Considerations

7.1. How Fast is Fast Enough?

By default, the PicBasic Pro 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 or higher.

PicBasic Pro programs may be run at clock frequencies other than 4MHz in a couple of different ways. The first is to simply use an oscillator other than 4MHz and don’t tell PBP. This can be a useful technique 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 microcontroller 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 .5 seconds with an 8MHz crystal before allowing program execution to continue.

The preferred technique is to use a different oscillator frequency and tell PBP of your intentions. This is done through the use of a `DEFINE`. `DEFINE`, as demonstrated in the `LCDOUT` command in a previous section, is used to tell PBP to use something other than its defaults.
Normally, PBP defaults to using a 4MHz oscillator. Adding the statement:

```
DEFINE OSC 8
```

near the beginning of the PicBasic Pro program tells PBP an 8MHz oscillator will be used instead. The acceptable oscillator definitions are:

<table>
<thead>
<tr>
<th>OSC</th>
<th>Minimum delay</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>20us</td>
</tr>
<tr>
<td>4</td>
<td>24us</td>
</tr>
<tr>
<td>8</td>
<td>12us</td>
</tr>
<tr>
<td>10</td>
<td>8us</td>
</tr>
<tr>
<td>12</td>
<td>7us</td>
</tr>
<tr>
<td>16</td>
<td>5us</td>
</tr>
<tr>
<td>20</td>
<td>3us</td>
</tr>
<tr>
<td>24</td>
<td>3us</td>
</tr>
<tr>
<td>25</td>
<td>2us</td>
</tr>
<tr>
<td>32</td>
<td>2us</td>
</tr>
<tr>
<td>33</td>
<td>2us</td>
</tr>
<tr>
<td>40</td>
<td>2us</td>
</tr>
</tbody>
</table>

* PIC17Cxxx and PIC18Xxxx only.
** PIC18Xxxx only.

Telling PBP the oscillator frequency allows it to compensate and produce the correct timing for `COUNT`, `DEBUG`, `DEBUGIN`, `DTMFOUT`, `FREQOUT`, `HPWM`, `HSERIN`, `HSEROUT`, `I2CREAD`, `I2CWRITE`, `LCDOUT`, `OWIN`, `OWOUT`, `PAUSE`, `PAUSEUS`, `SERIN`, `SERIN2`, `SEROUT`, `SEROUT2`, `SHIFTIN`, `SHIFTOUT`, `SOUND`, `XIN` and `XOUT`.

Changing the oscillator frequency may also be used to enhance the resolution of the `PULSIN`, `PULSOUT` and `RCTIME` 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.

### 7.2. Configuration Settings

As mentioned earlier, the default configuration settings for a particular device is set in the `.INC` file with the same name as the device, e.g. `16F84.INC`. These settings can be changed at the time the device is physically programmed.

The oscillator defaults to XT on most devices. This is the setting for the default 4MHz oscillator. If a faster oscillator is used, this setting must be changed to HS.

The Watchdog Timer is enabled by PBP. It is used, along with the TMR0 prescaler, to support the **NAP** and **SLEEP** instructions. If neither of the instructions are used in a program, the Watchdog Timer may be disabled and the prescaler used for something else.

Code Protect defaults to off but may be set to on when the device is physically programmed. Do not code protect a windowed device.

See the Microchip data sheet for the particular device for the configuration data specific to that part.

### 7.3. RAM Usage

In general it is not necessary to know how RAM is allocated by PBP in the microcontroller. PBP takes care of all the details so the programmer doesn’t have to. However there are times when this knowledge could be useful.

Variables are stored in the PICmicro MCU’s RAM registers. The first available RAM location is $0C for the PIC16F84 and some of the smaller PICmicro MCUs, and $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 microcontroller.

The variables are assigned to RAM sequentially in a particular order. The order is word arrays first (if any), followed by byte and bit arrays. Then space is allocated for words, bytes and finally individual bits. Bits are packed into bytes as possible. This order makes the best use of available RAM. (For PIC18Xxxx devices, arrays are allocated last.)

Arrays must fit into a single bank on most PICmicro MCUs. They may not cross a bank boundary. This effectively limits the length of an individual array. See the previous section on arrays for these limits.

You can suggest to PBP a particular bank to place the variable in:

```
penny VAR WORD BANK0
nickel VAR BYTE BANK1
```

If specific bank requests are made, those are handled first. If there is not enough room in a requested bank, the first available space is used and a warning is issued.

You can even set specific addresses for variables. In most cases, it is better to let PBP handle the memory mapping for you. But in some cases, such as storage of the \( W \) register in an interrupt handler, it is necessary to define a fixed address. This may be done in a similar manner to bank selection:

```
w_store VAR BYTE $20
```

Several system variables, using about 24 bytes of RAM, are automatically allocated by the compiler for use by library subroutines. These variables are allocated in the file `PBPPIC14.RAM` and must be in bank 0 (or bank A on PIC18Xxxx devices).

User variables are prepended with an underscore (\_) while system variables have no underscore so that they do not interfere with each other.

```
R0 VAR WORD SYSTEM
```

BASIC Stamp variables B0 - B25 and W0 - W12 are not automatically allocated. It is best to create your own variables using the `VAR`
instruction. However if you want these variables to be created for you, simply include the appropriate file, **BS1DEFS.BAS** or **BS2DEFS.BAS**, at the beginning of the PicBasic Pro program. These variables allocate space separate and apart from any other variables you may later create. This is different than the BS2 where using the canned variables and user created variables can get you into hot water.

Additional temporary variables may be generated automatically by the compiler to help it sort out equations. A listing of these variables, as well as the entire memory map, may be seen in the generated `.ASM` or `.LST` file.

If there is not enough RAM memory available for the variables, an unable to fit variable in memory error message will be issued.

**7.4. Reserved Words**

Reserved words are simply that - words that are reserved for use by the compiler and may not be defined as either variable names or labels. These reserved words may be the names of commands, pseudo-ops, variable types or the names of the PICmicro MCU registers.

The pseudo-ops, variable types and commands keywords are listed in their appropriate sections and in Appendix C. The names of the PICmicro MCU registers are defined in the file **PIC14EXT.BAS**. If the files **BS1DEFS.BAS**, **BS2DEFS.BAS** or **MODEDEFS.BAS** are included, the definitions inside essentially become reserved words and may not be redefined.

**7.5. Life After 2K**

Yes, there is life after 2K using the PicBasic Pro Compiler.

PICmicro MCUs have a segmented code space. PICmicro MCU instructions in 14-bit core parts 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.

PBP automatically sets these PCLATH bits for you. There are a few restrictions imposed, however. The PicBasic Pro library must fit entirely into page 0 of code space (the first half of page 0 for 12-bit core
devices). Normally this is not an issue as the library is the first thing in a PicBasic Pro program and the entire library is smaller than 2K. However, attention must be paid to this issue if additional libraries are used.

Assembly language interrupt handlers must also fit into page 0 of code space. Putting them at the beginning of the PicBasic Pro program should make this work. See the upcoming section on assembly language for more information.

The addition of instructions to set the PCLATH bits does add overhead to the produced code. PBP will set the PCLATH bits before any Call or Goto instruction on 12-bit core PICmicro MCUs with more than 512 words of code space, 14-bit core devices with more than 2K of code space and PIC17Cxxx devices with more than 8K of code space.

There are specific PicBasic Pro instructions to assist with the 2K issues. **BRANCHL** was created to allow branching to labels that may be further than 1K locations away on PIC18Xxxx devices or on the other side of a page boundary for all other devices. If the PICmicro MCU has only one code page of program space, **BRANCH** may be used as it takes up less space than **BRANCHL**. If the microcontroller has more than one page of code space, and you cannot be certain that **BRANCH** will always act within the same page, use **BRANCHL**.

The assembler may issue a warning that a page boundary has been crossed. This is normal and is there to suggest that you check for any **BRANCHes** that may cross a page boundary.

### 7.6. 12-Bit Core Considerations

Because of the architecture of the 12-bit core PICmicro MCUs, programs compiled for them by PBP will, in general, be larger and slower that programs compiled for the other PICmicro MCU families. In many cases, choosing a device from one of these other families will be more appropriate. However, many useful programs can be written and compiled for the 12-bit core devices.

The two main programming limitations that will most likely occur are running out of RAM memory for variables and running past the first 256 word limit for the library routines. These limitations have made it
necessary to eliminate some compiler commands and modify the operation of some others.

The compiler for 12-bit core PICmicro MCUs uses between 20 and 22 bytes of RAM for its internal variables, with additional RAM used for any necessary temporary variables. This RAM allocation includes a 4 level software stack so that the BASIC program can still nest *GOSUBs* up to 4 levels deep. Some PICmicro MCU devices only have 24 or 25 bytes of RAM so there is very little space for user variables on those devices. If the Unable to Fit Variable error message occurs during compilation, choose another PICmicro MCU with more general purpose RAM.

12-bit core PICmicro MCUs can call only into the first half (256 words) of a code page. Since the compiler’s library routines are all accessed by calls, they must reside entirely in the first 256 words of the PICmicro MCU code space. Many library routines, such as `I2CREAD`, are fairly large. It may only take a few routines to overrun the first 256 words of code space. If it is necessary to use more library routines that will fit into the first half of the first code page, it will be necessary to move to a 14- or 16-bit core PICmicro MCU instead of the 12-bit core device.
8. Assembly Language Programming

Assembly language routines can be a useful adjunct to a PicBasic Pro Compiler program. While in general most tasks can be done completely in BASIC, 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 Pro language and then sprinkle in a few lines of assembly code to increase the functionality. This additional code may be inserted directly into the PBP program or included as another file.

8.1. Two Assemblers - No Waiting

Upon execution, PBP first compiles the program into assembly language and then automatically launches an assembler. This converts the assembler output into the final .HEX file which can be programmed into a microcontroller.

Two different assemblers may be used with PBP: PM, our PICmicro Macro Assembler, and MPASM, Microchip’s assembler. PM is included with the compiler while MPASM must be obtained directly from Microchip via their web site or is included with their PICmicro MCU programmers.

There are benefits and drawbacks to using each assembler. PM is handy because it is included as part of PBP. It is also much faster than MPASM and can assemble much larger programs in DOS. PM includes an 8051-style instruction set that is more intuitive than the Microchip mnemonics. For complete information on the PICmicro Macro Assembler, see the PM.TXT file on disk.

MPASM, on the other hand, has the capability of creating a .COD file. This file contains additional information that can be very useful with simulators and emulators. MPASM is also more compatible with the wide variety of assembly language examples found on the web and in Microchip’s data books.
PBP defaults to using PM. To use MPASM with PBP, install all of the MPASM files into their own subdirectory. This subdirectory must also be in the DOS PATH.

MPASM may be used with PBP in two ways. If the command line option "-ampasm" is used, MPASM will be launched following compilation to complete the process. MPASM will display its own screen with its progress.

```
PBP -ampasm filename
```

Alternatively, the command line option "-amp" will launch MPASM in quiet mode and only display any errors. However, the launcher consumes additional memory that is therefore not available to MPASM.

```
PBP -amp filename
```

For maximum memory availability to MPASM, the command line option "-ampasm" should be used or the Windows version of MPASM, "-ampasmwin", should be used.

In any case, MPASM is not included with PBP and must be obtained from Microchip.

### 8.2. Programming in Assembly Language

PBP programs may contain a single line of assembly language preceded by an “at” symbol (@), or 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.

```
@ bsf PORTA,0

Asm
bsf STATUS,RP0
bcf TRISA,0
bcf STATUS,RP0

Endasm
```

The lines of assembly are copied verbatim into the assembly output file. This allows the PBP 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 PBP libraries.
notational conventions are similar to other commercial compilers and should come as no shock to programmers experienced enough to attempt in-line assembly.

All identifier names defined in a PBP 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.

Thus, any name defined in assembly starting with an underscore has the possibility of conflicting with a PBP generated symbol. If conflict is avoided, can these underscored assembly values be accessed from PBP? No. Remember, the underscored names generated by PBP 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 PBP, you must define the variables in PBP.

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

In assembly language the comment designator changes from the single quote (‘) in PicBasic Pro to a semicolon (;).

```
  ' PicBasic Pro comment
  ; Assembly language comment
```

8.3. Placement of In-line Assembly

PBP statements execute in order of their appearance in the source. The organization of the code is as follows: Starting at location 0, the reset vector, PBP inserts some startup code followed by a jump to INIT. Next, the called-for library subroutines are stuffed in. At the end of the library is INIT, where any additional initialization is completed. Finally, at the label MAIN, the compiled PicBasic Pro statement code is added.
The first executable line that appears in the PicBasic Pro source is where the program starts execution. That statement literally appears in memory right behind the controller’s startup and library code, right after the MAIN label.

The tendency of programmers is to place their own library functions written using the in-line 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 PBP 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 PBP statements may mysteriously find themselves unintentionally executing assembly routines.

There are a couple of deciding factors as to where might be the best place to insert assembly language subroutines. If the entire program fits into one code page, place your assembly routines after your PBP code. If you need to terminate your program, explicitly place an END or STOP statement at the end of your code rather than floating off into space.

If the program is longer than one code page, it could make more sense to put the assembly language routines at the beginning of the PBP program. This should ensure them of being in the first code page so that you know where to find them. This is the way assembly language interrupt routines should be handled.

If the routines are placed at the front, you must include a GOTO (or JMP) around the code to the first executable PBP statement. See the section on interrupts for an example of this.

The actual code for the assembly language routines may be included in your program or in a separate file. If a routine is used by only one particular PicBasic Pro program, it would make sense to include the assembler code within the PBP source file. This routine can then be accessed using the CALL command.
If it is used by several different PBP programs, a separate file containing the assembly routines can simply be included at the appropriate place in the PicBasic Pro source:

```plaintext
Asm
   Include “myasm.inc”
Endasm
```

### 8.4. Another Assembly Issue

PICmicro MCU registers are banked. PBP keeps track of which register bank it is pointing to at all times. It knows if it is pointing to a TRIS register, for example, it needs to change the bank select bits before it can access a PORT.

It also knows to reset the bank select bits to 0 before making a Call or a Goto. It does this because it can’t know the state of the bank select bits at the new location. So anytime there is a change of locale or a label that can be called or jumped to, the bank select bits are zeroed.

It also resets the bank select bits before each **ASM** and the @ assembler shortcut. Once again, the assembler routine won’t know the current state of the bits so they are set to a known state. The assembler code must be sure to reset the bank select bits before it exits, if it has altered them.
9. 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 microcontroller 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 Pro program is off doing something else. (This particular usage would require a microcontroller with a hardware serial port.)

There are many ways to avoid using interrupts. Quickly polling a pin or register bit instead is usually fast enough to get the job done. Or you can check the value of an interrupt flag without actually enabling interrupts.

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

The PicBasic Pro Compiler has two different mechanisms to handle interrupts. The first is simply to write the interrupt handler in assembler and tack it onto the front of a PBP program. The second method is to use the PicBasic Pro statement on INTERRUPT. Each method will be covered separately, after we talk about interrupts in general.

9.1. Interrupts in General

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 hardware stack, which is only 8 deep on the 14-bit core devices to begin with.

The PicBasic Pro library routines can use up to 4 stack locations themselves. The remaining 4 (12 for PIC17Cxxx and 27 for PIC18Xxxx)
are reserved for **CALLs** and nested BASIC **GOSUBs**. You must make sure that your **GOSUBs** are only nested 3 (11 for PIC17Cxxx and 26 for PIC18Xxxx) 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 or **GOSUB** itself for example), you’ll need to have additional stack space available.

Once you have dealt with the stack issues, you need to enable the appropriate interrupts. This usually means setting the INTCON register. Set the necessary enable bits along with Global Interrupt Enable. For example:

```
INTCON = %10010000
```

enables the interrupt for RB0/INT. Depending on the actual interrupt desired, you may also need to set one of the PIE registers.

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.

Finally, select the best technique with which to handle your particular interrupts.

**9.2. Interrupts in BASIC**

The easiest way to write an interrupt handler is to write it in PicBasic Pro using the **ON INTERRUPT** statement. **ON INTERRUPT** tells PBP to activate its internal interrupt handling and to jump to your BASIC interrupt handler as soon as it can after receiving an interrupt. Which brings us the first issue.

Using **ON INTERRUPT**, when an interrupt occurs PBP simply flags the event and immediately goes back to what it was doing. It does not immediately vector to your interrupt handler. Since PBP statements are not re-entrant (PBP must finish the statement that is being executed before it can begin a new one) there could be considerable delay (latency) before the interrupt is handled.

As an example, lets say that the PicBasic Pro program just started execution of a **Pause 10000** when an interrupt occurs. PBP will flag
the interrupt and continue with the **PAUSE**. It could be up to 10 seconds later before the interrupt handler is executed. If it is buffering characters from a serial port, many characters will be missed.

To minimize the problem, use only statements that don’t take very long to execute. For example, instead of `Pause 10000`, use `Pause 1` in a long **FOR..NEXT** loop. This will allow PBP to complete each statement more quickly and handle any pending interrupts.

If interrupt processing needs to occur more quickly than can be provided by **ON INTERRUPT**, interrupts in assembly language should be used.

Exactly what happens when **ON INTERRUPT** is used is this: A short interrupt handler is placed at location 4 in the PICmicro MCU. This interrupt handler is simply a Return. What this does is send the program back to what it was doing before the interrupt occurred. It doesn’t require any processor context saving. What it doesn’t do is re-enable Global Interrupts as happens using an Retfie.

A Call to a short subroutine is placed before each statement in the PicBasic Pro program once an **ON INTERRUPT** is encountered. This short subroutine checks the state of the Global Interrupt Enable bit. If it is off, an interrupt is pending so it vectors to the users interrupt handler. If it is still set, the program continues with the next BASIC statement, after which, the GIE bit is checked again, and so forth.

When the **RESUME** statement is encountered at the end of the BASIC interrupt handler, it sets the GIE bit to re-enable interrupts and returns to where the program was before the interrupt occurred. If **RESUME** is given a label to jump to, execution will continue at that location instead. All previous return addresses will be lost in this case.

**DISABLE** stops PBP from inserting the Call to the interrupt checker after each statement. This allows sections of code to execute without the possibility of being interrupted. **ENABLE** allows the insertion to continue.

A **DISABLE** should be placed before the interrupt handler so that it will not keep getting restarted by checking the GIE bit.

If it is desired to turn off interrupts for some reason after **ON INTERRUPT** is encountered, you must not turn off the GIE bit. Turning off this bit tells
PBP an interrupt has happened and it will execute the interrupt handler forever. Instead set:

\[
\text{INTCON} = 80
\]

This disables all the individual interrupts but leaves the Global Interrupt Enable bit set.

### 9.3. Interrupts in Assembler

Interrupts in assembly language are a little 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, upon return from the interrupt, 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 compiler’s internal variables for storing the processor context. You cannot tell which variables are in use by the library routines at any given time.

You should create variables in the PicBasic Pro program for the express purpose of saving W, the STATUS register and any other register that may need to be altered by the interrupt handler. These variables should not be otherwise used in the BASIC program.

While it seems a simple matter to save W in any RAM register, it is actually somewhat more complicated. The problem occurs in that you have no way of knowing what register bank you are pointing to when the interrupt happens. If you have reserved a location in Bank0 and the current register pointers are set to Bank1, for example, you could overwrite an unintended location. Therefore you must reserve a RAM register location in each bank of the device at the same offset.
As an example, let's choose the 16C74(A). It has 2 banks of RAM registers starting at $20 and $A0 respectively. To be safe, we need to reserve the same location in each bank. In this case we will choose the first location in each bank. A special construct has been added to the `VAR` command to allow this:

```
wsave  var byte $20 system
wsavel var byte $a0 system
```

This instructs the compiler to place the variable at a particular location in RAM. In this manner, if the save of W "punches through" to another bank, it will not corrupt other data.

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.

The routine should end with an Retfie instruction to return from the interrupt and allow the processor to pick up where it left off in your PicBasic Pro program.

A good place to put the assembly language interrupt handler is at the very beginning of your PicBasic Pro program. A `GOTO` needs to be inserted before it to make sure it won't be executed when the program starts. See the example below for a demonstration of this.

If a 14-bit core PICmicro MCU has more than 2K of code space, an interrupt stub is automatically added that saves the W, STATUS and PCLATH registers into the variables wsave, ssave and psave, before going to your interrupt handler. Storage for these variables must be allocated in the BASIC program:

```
wsave  var byte $20 system
wsavel var byte $a0 system ' If device has RAM in bank1
wsave2 var byte $120 system ' If device has RAM in bank2
wsave3 var byte $1a0 system ' If device has RAM in bank3
ssave  var byte bank0 system
psave  var byte bank0 system
```
In any case, you must restore these registers at the end of your assembler interrupt handler. If the 14-bit core PICmicro MCU has 2K or less of code space, or it is a PIC18Xxxx device, the registers are not saved. Your interrupt handler must save and restore any used registers.

Finally, you need to tell PBP that you are using an assembly language interrupt handler and where to find it. This is accomplished with a `DEFINE`:

```plaintext
DEFINE INTHAND Label
```

`Label` is the beginning of your interrupt routine. PBP will place a jump to this `Label` at location 4 in the PICmicro MCU.

```plaintext
' Assembly language interrupt example
led   var PORTB.1
wsave var byte $20 system
ssave var byte bank0 system
psave var byte bank0 system

Goto start ' Skip around interrupt handler

' Define interrupt handler
define INTHAND myint

' Assembly language interrupt handler
asm
; Save W, STATUS and PCLATH registers
myint movwf wsave
  swapf STATUS, W
  clrf STATUS
  movwf ssave
  movf PCLATH, W
  movwf psave

; Insert interrupt code here
; Save and restore FSR if used
  bsf _led ; Turn on LED (for example)

; Restore PCLATH, STATUS and W registers
  movf psave, W
```

184
movwf PCLATH
swapf ssave, W
movwf STATUS
swapf wsave, F
swapf wsave, W
retfie
endasm

' PicBasic Pro program starts here
start: Low led  ' Turn LED off

' Enable interrupt on PORTB.0
INTCON = %10010000

loop: Goto loop  ' Wait here till interrupted
10. PicBasic Pro / PicBasic / Stamp Differences

 Compatibility is a two-edged sword. And then there is the pointy end. PicBasic Pro has made some concessions to usability and code size. Therefore we call it “BASIC Stamp like” rather than BASIC Stamp compatible. PBP has most of the BASIC Stamp I and II instruction set and syntax. However there are some significant differences.

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

 10.1. Execution Speed

 The largest potential problem is speed. Without the overhead of reading instructions from the serial EEPROM, many PBP 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 such as FOR...NEXT loops. Whenever possible, a program should use handshaking and other non-temporal synchronization methods. If delays are needed, statements specifically generating delays (PAUSE, PAUSEUS, NAP or SLEEP) should be used.

 10.2. Digital I/O

 Unlike the BASIC Stamp, PBP 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 (e.g. 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 though 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 PBP programs. This is a common problem for PICmicro MCU (and other microcontroller) programs and is one of the realities of programming hardware directly.

10.3. 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. PBP programs make use of the PIC's I/O coherency. The NAP and SLEEP instructions do not disturb the I/O pins.

10.4. Missing PC Interface

Since PBP 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 the Stamp's IDE running on a PC, there is no place to send debugging information. Debugging can still be accomplished by using one of the serial output instructions like DEBUG or SEROUT in conjunction with a terminal program running on the PC such as Hyperterm.

Without the PC to wake the PICmicro MCU from an END or STOP statement, it remains idle until /MCLR is lowered, an interrupt occurs or power is cycled.
10.5. No Automatic Variables

The PicBasic Pro Compiler does not automatically create any variables like B0 or W0. They must be defined using `VAR`. Two files are provided: `BS1DEFS.BAS` and `BS2DEFS.BAS` that will define the standard BS1 or BS2 variables. However, it is recommended that you assign your own variables with meaningful names rather than using either of these files.

10.6. No Nibble Variable Types

The BS2's nibble variable type is not implemented in the PicBasic Pro Compiler. As PBP allows many more variables than a BS2, simply change nibble variable types to bytes.

10.7. No DIRS

The BASIC Stamp variable names `Dirs`, `Dirh`, `Dirl` and `Dir0-Dir15` are not defined and should not be used with the PicBasic Pro Compiler. TRIS should be used instead, but has the opposite state of `Dirs`.

This **does not** work in PicBasic Pro:

```
Dir0 = 1  ' Doesn’t set pin PORTB.0 to output
```

Do this instead:

```
TRISB.0 = 0  ' Set pin PORTB.0 to output
```

or simply use a command that automatically sets the pin direction.

10.8. No Automatic Zeroing of Variables

The BASIC Stamp sets all the variables and registers to 0 when a program starts. This is not automatically done when a PBP program starts. In general, the variables should be initialized in the program to an appropriate state. Alternatively, `CLEAR` can be used to zero all the variables when a program starts.
10.9. Math Operators

Mathematical expressions in PBP have precedence of operation. This means they are not evaluated in strict left to right order as they are in the BASIC Stamp and original PicBasic Compiler. This precedence means that multiplication and division are done before adds and subtracts, for example.

Parenthesis should be used to group operations into the order in which they are to be performed. In this manner, there will be no doubt about the order of the operations.

The following table list the operators in hierarchal order:

<table>
<thead>
<tr>
<th>Highest Precedence</th>
</tr>
</thead>
<tbody>
<tr>
<td>()</td>
</tr>
<tr>
<td>NOT</td>
</tr>
<tr>
<td>~</td>
</tr>
<tr>
<td>-</td>
</tr>
<tr>
<td>SQR ABS DCD NCD COS SIN</td>
</tr>
<tr>
<td>*</td>
</tr>
<tr>
<td>**</td>
</tr>
<tr>
<td>*/</td>
</tr>
<tr>
<td>/</td>
</tr>
<tr>
<td>//</td>
</tr>
<tr>
<td>+</td>
</tr>
<tr>
<td>-</td>
</tr>
<tr>
<td>&lt;&lt;</td>
</tr>
<tr>
<td>&gt;&gt;</td>
</tr>
<tr>
<td>MIN</td>
</tr>
</tbody>
</table>
### PicBasic Pro Compiler

<table>
<thead>
<tr>
<th>Highest Precedence</th>
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<tbody>
<tr>
<td>MAX</td>
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<tr>
<td>REV</td>
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<td>&amp;</td>
</tr>
<tr>
<td>^</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>&amp;/</td>
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<tr>
<td>/</td>
</tr>
<tr>
<td>^/</td>
</tr>
<tr>
<td>&amp;&amp; AND</td>
</tr>
<tr>
<td>^ XOR</td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Lowest Precedence</th>
</tr>
</thead>
</table>

### 10.10. [ ] Versus ( )

PBP uses square brackets, [ ], in statements where parenthesis, ( ), were previously used. This is more in keeping with BASIC Stamp II syntax.

For example, the BS1 and original PicBasic Compiler **SEROUT** instruction looks something like:

```
Serout 0,T2400,(B0)
```

The PicBasic Pro Compiler **SEROUT** instruction looks like:

```
Serout 0,T2400,[B0]
```
Any instructions that previously used parenthesis in their syntax should be changed to include square brackets instead.

10.11. ABS

ABS works slightly differently than on the Stamp in that it will take the absolute value of a byte as well as a word.

10.12. DATA, EEPROM, READ and WRITE

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

The PIC16F84 (the default target for PBP programs), PIC16F83 and PIC16C84 have 64 bytes of on-chip EEPROM. PBP programs may use this for EEPROM operations and supports the Stamp's DATA, EEPROM, READ and WRITE commands.

To access off-chip non-volatile data storage, the I2CREAD and I2CWRITE instructions have been added. These instructions allow 2-wire communications with serial EEPROMs like Microchip Technology's 24LC01B.

READ and WRITE will not work on devices with on-chip I2C interfaced serial EEPROM like the PIC12CE67x and PIC16CE62x parts. Use the I2CREAD and I2CWRITE instructions instead.

10.13. DEBUG

DEBUG in PBP is not a special case of SEROUT as it is on the Stamps. It has its own much shorter routine that works with a fixed pin and baud rate. It can be used in the same manner to send debugging information to a terminal program or other serial device.

DEBUG sends serial data out on PORTB, pin 0 at 2400 baud, unless otherwise defined.

Question marks (?) in DEBUG statements are ignored. The modifier ASC? is not supported and should not be used.
10.14. FOR..NEXT

The BS2 automatically sets the direction of the **STEP** for a **FOR..NEXT** loop. If the ending value is smaller than the starting value and a **STEP** value is not specified, -1 is assumed. PicBasic Pro always defaults to 1 if a **STEP** value is not specified. If a **STEP** of -1 is desired to make the loop count backwards, it must be specified:

```
    For i = 10 To 1 Step -1
```

10.15. GOSUB and RETURN

Subroutines are implemented via the **GOSUB** and **RETURN** statements. User variable **W6** is used by the BS1 as a four nibble stack. Thus, Stamp programs may have up to 16 **GOSUBs** and subroutines can be nested up to four levels deep.

The PICmicro MCUs have Call and Return instructions as well as an eight level stack. PBP programs make use of these instructions and may use four levels of this stack, with the other four levels being reserved for library routines. Thus, **W6** is unused, subroutines may still be nested up to four levels deep (12 for PIC17Cxxx and 27 for PIC18Xxxx) and the number of **GOSUBs** is limited only by the PICmicro MCU's code space.

10.16. I2CREAD and I2CWRITE

The **I2CREAD** and **I2CWRITE** commands differ from the original PicBasic Compiler's **I2CIN** and **I2COUT** commands. The most obvious difference is that the data and clock pin numbers are now specified as part of the command. They are no longer fixed to specific pins.

The other difference is that the control byte format has changed. You no longer set the address size as part of the control byte. Instead, the address size is determined by the type of the address variable. If a byte-sized variable is used, an 8-bit address is sent. If a word-sized variable is used, a 16-bit address is sent.

10.17. IF..THEN
The BASIC Stamps and the original PicBasic compiler only allow a label to be specified after an `IF . . THEN`. PicBasic Pro additionally allows an `IF . . THEN . . ELSE . . ENDIF` construct as well as allowing actual code to be executed as a result of an `IF` or `ELSE`.

10.18. MAX and MIN

The `MAX` and `MIN` operator’s function have been altered somewhat from the way they work on the Stamp and the original PicBasic Compiler.

`MAX` will return the maximum of two values. `MIN` will return the minimum of two values. This corresponds more closely to most other BASICs and does not have the 0 and 65535 limit problems of the Stamp’s `MIN` and `MAX` instructions.

In most cases, you need only change `MIN` to `MAX` and `MAX` to `MIN` in your Stamp programs for them to work properly with PBP.

10.19. SERIN and SEROUT

`SERIN` and `SEROUT` use BS1 syntax. `SERIN2` and `SEROUT2` use BS2 syntax. A BS2 style timeout has been added to the `SERIN` command.

`SERIN` and `SEROUT` have been altered to run up to 9600 baud from the BS1 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.

10.20. SLEEP

PBP’s `SLEEP` command is based solely on the Watchdog Timer. It is not calibrated using the system clock oscillator. This change was necessitated by the effect Watchdog Timer resets have on the PICmicro MCU.

Whenever the PICmicro MCU was reset during `SLEEP` calibration, it altered the states of some of the internal registers. For smaller PICmicro MCUs with few registers, these registers could be saved.
before and restored after calibration resets. However, since PBP may be used on many different PICmicro MCUs with many registers that are altered upon reset, this save and restore proved to be too unwieldy.

Therefore **SLEEP** runs in an uncalibrated mode based strictly upon the accuracy of the Watchdog Timer. This ensures the stability of the PICmicro MCU registers and I/O ports. However, since the Watchdog Timer is driven by an internal R/C oscillator, its period can vary significantly based on temperature and individual chip variations. If greater accuracy is needed, **PAUSE**, which is not a low-power command, should be used.
Appendix A

Serin2/Serout2 Mode Examples

<table>
<thead>
<tr>
<th>Baud Rate</th>
<th>BIT 15 (Output)</th>
<th>BIT 14 (Conversion)</th>
<th>BIT 13 (Parity)</th>
<th>Mode Number</th>
</tr>
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<td>Driven</td>
<td>True</td>
<td>None</td>
<td>3313</td>
</tr>
<tr>
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<td>Even*</td>
<td>11505</td>
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<td>None</td>
<td>19697</td>
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<td>Inverted</td>
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<td>19200**</td>
<td>57376</td>
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</tbody>
</table>

*For odd parity, add: DEFINE SER2_ODD 1.

**Oscillator faster than 4MHz may be required.
Appendix B

Defines

DEFINE ADC_BITS 8 "Number of bits in Adcin result
DEFINE ADC_CLOCK 3 "ADC clock source (rc = 3)
DEFINE ADC_SAMPLEUS 50 "ADC sampling time in microseconds
DEFINE BUTTON_PAUSE 10 "Button debounce delay in ms
DEFINE CCP1_REG PORTC "Hpwm 1 pin port
DEFINE CCP1_BIT 2 "Hpwm 1 pin bit
DEFINE CCP2_REG PORTC "Hpwm 2 pin port
DEFINE CCP2_BIT 1 "Hpwm 2 pin bit
DEFINE CHAR_PACING 1000 "Serout character pacing in us
DEFINE DEBUG_REG PORTB "Debug pin port
DEFINE DEBUG_BIT 0 "Debug pin bit
DEFINE DEBUG_BAUD 2400 "Debug baud rate
DEFINE DEBUG_MODE 1 "Debug mode: 0 = True, 1 = Inverted
DEFINE DEBUG_PACING 1000 "Debug character pacing in us
DEFINE DEBUGIN_REG PORTB "Debugin pin port
DEFINE DEBUGIN_BIT 0 "Debugin pin bit
DEFINE DEBUGIN_MODE 1 "Debugin mode: 0 = True, 1 = Inverted
DEFINE HPWM2_TIMER 1 "Hpwm 2 timer select
DEFINE HPWM3_TIMER 1 "Hpwm 3 timer select
DEFINE HSER_BAUD 2400 "Hser baud rate
DEFINE HSER_SPBRG 25 "Hser spbrg init
DEFINE HSER_RCSTA 90h "Hser receive status init
DEFINE HSER_TXSTA 20h "Hser transmit status init
DEFINE HSER_EVEN 1 "Use only if even parity desired
DEFINE HSER_ODD 1 "Use only if odd parity desired
DEFINE HSER_CLROERR 1 "Automatically clear Hserin overflow errors
DEFINE HSER_PORT 1 "Hser port to use on devices with more than one
DEFINE I2C_HOLD 1 "Pause I2C transmission while clock held low
DEFINE I2C_INTERNAL 1 "Use for internal EEPROM on 16CExxx and 12CExxx
DEFINE I2C_SCLOUT 1 "Set serial clock bipolar instead of open-collector
DEFINE I2C_SLOW 1 'Use for >8MHz OSC with standard speed devices
DEFINE I2C_SCL PORTA,1 'For 12-bit core only
DEFINE I2C_SDA PORTA,0 'For 12-bit core only
DEFINE LCD_DREG PORTA 'LCD data port
DEFINE LCD_DBIT 0 'LCD data starting bit 0 or 4
DEFINE LCD_RSREG PORTA 'LCD register select port
DEFINE LCD_RSBIT 4 'LCD register select bit
DEFINE LCD_EREG PORTB 'LCD enable port
DEFINE LCD_EBIT 3 'LCD enable bit
DEFINE LCD_RWREG PORTE 'LCD read/write port
DEFINE LCD_RWBIT 2 'LCD read/write bit
DEFINE LCD_BITS 4 'LCD bus size 4 or 8
DEFINE LCD_LINES 2 'Number lines on LCD
DEFINE LCD_COMMANDUS 2000 'Command delay time in us
DEFINE LCD_DATAUS 50 'Data delay time in us
DEFINE LOADER_USED 1 'Bootloader is being used
DEFINE NO_CLRWDTS 1 'Don’t insert CLRWDTS
DEFINE OSC 4 'Oscillator speed in MHz: 3(3.58) 4 8 10 12 16 20 24 25 32 33 40
DEFINE OSCCAL_1K 1 'Set OSCCAL for 12C671/12CE673
DEFINE OSCCAL_2K 1 'Set OSCCAL for 12C672/12CE674
DEFINE PULSIN_MAX 65535 'Maximum Pulsin/ Rctime count
DEFINE SER2_BITS 8 'Set number of data bits for Serin2 and Serout2
DEFINE SER2_ODD 1 'Set odd parity for Serin2 and Serout2
DEFINE SHIFT_PAUSEUS 50 'Slow down the Shiftin and Shiftout clock
DEFINE USE_LFSR 1 'Use 18Xxxx LFSR instruction
DEFINE XINXLAT_OFF 1 'Don’t translate Xin commands to BS2 format
DEFINE XOUTXLAT_OFF 1 'Don’t translate Xout commands to BS2 format
# Appendix C

## Reserved Words

<table>
<thead>
<tr>
<th>ABS</th>
<th>BYTE</th>
<th>HSERIN</th>
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<tbody>
<tr>
<td>ADCIN</td>
<td>CALL</td>
<td>HSEROUT</td>
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<tr>
<td>AND</td>
<td>CASE</td>
<td>I2CREAD</td>
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<td>I2CWRITE</td>
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# Appendix D

## ASCII Table

### ASCII Control Characters

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Appendix E

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
CLR F f
CLR W
CLR WD T
COM F f, d
DEC F f, d
DECFSZ f, d
GOTO k
INCF f, d
INCFSZ f, d
IORLW k
IORWF f, d
MOV F f, d
MOV LW k
MOV W F f
NOP
OPTION*
RETFIE**
RETLW k
RETURN**
RLF f, d
RRF f, d
SLEEP
SUBLW** k
SUBWF f, d
SWAPF f, d
TRIS*
XORLW k
XORWF f, d

b - bit address
d - destination: 0 = w, 1 = f
f - register file address
k - literal constant
* 12-bit core only
** 14-bit core only
Appendix F

Contact Information

Technical support and sales may be reached at:

**microEngineering Labs, Inc.**
Box 60039
Colorado Springs CO 80960-0039
(719) 520-5323
(719) 520-1867 fax
http://www.melabs.com
email: support@melabs.com

PICmicro MCU data sheets and literature may be obtained from:

**Microchip Technology Inc.**
2355 W. Chandler Blvd.
Chandler AZ 85224-6199
(480) 792-7200
(480) 792-7277 fax
http://www.microchip.com
email: literature@microchip.com
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