

Computer Corner

8085 A look at the software required to control an eight channel analog signal monitor.

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IN A PREVIOUS COLUMN, WE DESCRIBED the needs of the 8085 control system and the use of the I/O ports and programmable timer to form an eight channel analog monitor. The necessary initialization of the I/O ports was also discussed. Now we will discuss the software that is

necessary for proper operation of the system. It is assumed that the control process is very simple, perhaps just sensing only upper and lower limits of the analog signals.

The programmable timer within the 8155 generates an interrupt every 10 ms.

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RST75,  PUSHPSW      /SAVE REG A & FLAGS
        MVIA 020     /CLEAR INTERRUPT FLAG
        SIM
        MVIA 013     /RE-ENABLE INTERRUPTS
        SIM
        LDA SEC      /GET # OF LOOPS REMAINING
        DCRA 0       /DECREMENT IT BY ONE
        STA STA      /SAVE IT
        JNZ NOTYET  /IF NOT ZERO, DO ANOTHER LOOP
        NOTYET 0     /THROUGH THE INTERRUPT
        MVIA 144     /YES, IT'S ZERO, SO RESET THE SECOND
        STA STA      /COUNTER TO 100 (10 MSEC LOOPS)
        SEC 0        /STORE IT
        LDA BCDTIM   /GET THE TIME
        STC         /SET THE CARRY FLAG
        CMC         /COMPLEMENT IT TO CLEAR IT
        ADI 239     /ADD 239 = DECIMAL 99
        DAA        /DECIMAL ADJUST IT FOR A SUBTRACTION OF ONE
        STA STA      /OF ONE, AND THEN STORE IT
        BCDTIM 0
        JNZ NOTYET  /IF THE RESULT IS NOT ZERO, LOOP THROUGH
        NOTYET 0     /AGAIN

        /ADC SERVICE ROUTINE
        IN 201      /INPUT THE BCD DATA FROM THE SWITCHES
        STA STA      /UPDATE THE BCD TIME
        BCDTIM 0
        ADC, NOP    /THE ADC SERVICE STEPS GO HERE
        NOP
        NOP
        NOP
        NOTYET, POPPSW /ETC.
        RET         /RESTORE REG A & FLAGS
                /RETURN TO MAIN PROGRAM
    
```

FIG. 1

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or continue timing for another 1-second interval. A read/write memory location, SEC, is set aside that will be used to count the 100, 10-ms interrupts. Another location will be required to contain the number of seconds that must be delayed between sampling. Since the thumb-wheel-switch data will be entered in binary-coded decimal (BCD) format, you have to decide whether it will be processed in binary or BCD format. We have chosen to process it in BCD format to eliminate a BCD-to-binary code conversion process.

A typical timer control subroutine is shown in Fig. 1. Note that there are steps in this subroutine that clear the RST 7.5 flag and then re-evaluate the RST 7.5 interrupt mask. The information stored in location SEC and BCDTIM has also been used.

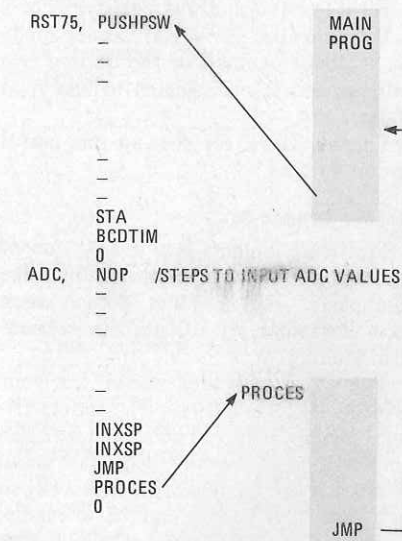


FIG. 2

In our example, it can take up to about 200 μ s to proceed through the steps shown, leaving 9800 μ s for the remaining program steps. If a slow A/D converter is used to acquire the eight samples, much of the 9800- μ s period would be gone, leaving little time in the interrupt-service subroutine before the next 10-ms interrupt occurs. If this happens, the interrupt-service subroutine is interrupted and the computer becomes interrupt-bound.

We suggest that you acquire the analog

data in the subroutine and then proceed to a data or control-processing section of the program that is outside of the interrupt-service subroutine. The control or processing of the program will be interrupted briefly every 10 ms, but it will have up to 1 second to process the old data. It has been assumed that the processing takes less than 1 second. The software example in Fig. 2 shows how the control processing software has been removed from the interrupt-service subroutine. There are other equally valid solutions to this problem. Remember, however, that when you do not intend to use a return address on the stack, you must increment the stack pointer twice to avoid loading the stack with useless information.

This application does not use the serial-in (SID) or serial-out (SOD) connections on the 8085. These connections could be used as a single line-control input and a single line-control output, respectively. They can also be used to serialize ASCII characters for output or to parallel the serial bit stream to reconstruct parallel data bytes. Thus, a software UART could be constructed very easily. R-E

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$\overline{EF}_2, \overline{EF}_3, \overline{EF}_4$). The flip-flop is reset when the status/output register is read.

The only portion of the interface we have not discussed is the clock—a simple 400-kHz RC oscillator operating between +5 volts and -4 volts, and the hold/reset circuits. The reset circuit is a TTL-to-MOS voltage converter since the reset, hold and oscillator pins are non-TTL inputs. The reset must be held low for at least eight oscillator periods as part of its power-on sequence (8 oscillator periods

equals 20 μ s). Thus, when the system is powered-up as part of the initialization routine, the reset is set for a minimum of 20 μ s, during which time the input-ready flip-flop is clocked three times. The first two times it is set, write an 80_{HEX} to the input port to clear the flip-flop; this is necessary because the hold is set each time the output ready occurs. When the third signal occurs, the NOM interface is ready for its first instruction. If it is not needed at this time, store a 40_{HEX} in the input port. The hold circuit is formed by a TTL-to-MOS voltage converter driven by a 2-input OR gate.

continued next month

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