

Using the 8-Bit Parallel Slave Port

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INTRODUCTION

PIC16C64/74 microcontrollers from Microchip Technology Inc. can be interfaced with ease into a multi-microprocessor environment using its built-in Parallel Slave Port (PSP). With their very high operating speeds (cycle times as low as 200 ns with a clock rate of 20 MHz), and an array of on-chip peripherals, these microcontrollers make ideal smart interfaces to the real world.

IMPLEMENTATION

PORTD operates as an 8-bit wide Parallel Slave Port, with PORTE providing the control signals. In parallel slave mode, PORTD is asynchronously readable and writable by the external world through the chip select ($\overline{RE2}/\overline{CS}$), Read ($\overline{RE0}/\overline{RD}$), and Write ($\overline{RE1}/\overline{WR}$) control inputs.

In order to use the Parallel Slave Port, the data direction bits in the TRISE register corresponding to \overline{RD} , \overline{WR} , and \overline{CS} (TRISE<2:0>) must be configured as inputs (set = 1) and control bit PSPMODE (TRISE<4>) must be set.

The port pins are connected to two 8-bit latches, one for data output (from the PIC16CXXX) and one for data input. The PIC16CXXX sends data by writing to the output latch, and receives data by reading the input latch (note that the input and output latches are at the same address). In PSP mode the TRISD register is ignored, since the external device connected to the slave port controls the direction of data flow.

When the external device performs either a read or a write operation to the PIC16CXXX, interrupt flag, PSPIF (PIR1<7>), will be set and the processor interrupted if bit PSPIE (PIE1<7>) is set and interrupts are enabled (enable bits GIE and PEIE, (INTCON<7:6>) set). When the interrupt is serviced, bit PSPIF must be cleared by software.

The read-only status flag bit IBF, Input Buffer Full (TRISE<7>), is set if a received word is waiting to be read. Bit IBF is cleared upon read of the input buffer latch. If another word is received prior to the first being read, status flag bit IBOV (TRISE<5>) is set. Bit IBOV can be cleared by software.

The Output Buffer Full status bit, OBF (TRISE<6>), is set if a word written to PORTD latch is waiting to be read by the external bus.

When not in Parallel Slave Port mode the IBF and OBF bits are cleared. If flag bit IBOV was previously set, however, it must be cleared by software.

Note that the following registers are for a PIC16C74 and not all peripherals are available on the PIC16C64.

TABLE 1: SUMMARY OF PARALLEL SLAVE PORT REGISTERS

Register Name	Function	Address	Power-on Reset Value
PORTD	Parallel slave port Read/Write Data	08h	xxxx xxxx
TRISD	PORTD data direction register	88h	1111 1111
PORTE	Read/Write/Chip Select signals	09h	---- -xxx
TRISE	Control bits for PORTD slave port	89h	0000 -111
INTCON	peripheral and global interrupt enable bits	0Bh	0000 000x
PIR1	Interrupt register (PSPIF bit)	0Ch	0000 0000
PIE1	Interrupt Enable register (PSPIE bit)	8Ch	0000 0000

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TABLE 2: PORTE FUNCTIONS

Name	Bit#	Buffer Type	Function
RE0/ \overline{RD} /AN5	bit0	ST/TTL ⁽¹⁾	Input/output port pin or read control input in parallel slave port mode or analog input: RD 1 = Not a read operation 0 = Read operation. Reads PORTD register (if chip selected)
RE1/ \overline{WR} /AN6	bit1	ST/TTL ⁽¹⁾	Input/output port pin or write control input in parallel slave port mode or analog input: \overline{WR} 1 = Not a write operation 0 = Write operation. Writes PORTD register (if chip selected)
RE2/ \overline{CS} /AN7	bit2	ST/TTL ⁽¹⁾	Input/output port pin or chip select control input in parallel slave port mode or analog input: \overline{CS} 1 = Device is not selected 0 = Device is selected

Legend: ST = Schmitt Trigger input TTL = TTL input

Note 1: Input buffers are Schmitt Triggers when in I/O mode and TTL buffers when in Parallel Slave Port Mode.

FIGURE 1: TRISE REGISTER

R-0	R-0	R/W-0	R/W-0	U-0	R/W-1	R/W-1	R/W-1
IBF	OBF	IBOV	PSPMODE	—	Bit2	Bit1	Bit0
					bit0		
bit7							

R = Readable bit
W = Writable bit
U = Unimplemented bit, read as '0'
-n = Value at POR reset

bit 7: **IBF**: Input Buffer Full Status bit
1 = A word has been received and waiting to be read by the CPU
0 = No word has been received

bit 6: **OBF**: Output Buffer Full Status bit
1 = The output buffer still holds a previously written word
0 = The output buffer has been read

bit 5: **IBOV**: Input Buffer Overflow Detect bit (in microprocessor mode)
1 = A write occurred when a previously input word has not been read (must be cleared in software)
0 = No overflow occurred

bit 4: **PSPMODE**: Parallel Slave Port Mode Select bit
1 = Parallel slave port mode
0 = General purpose I/O mode

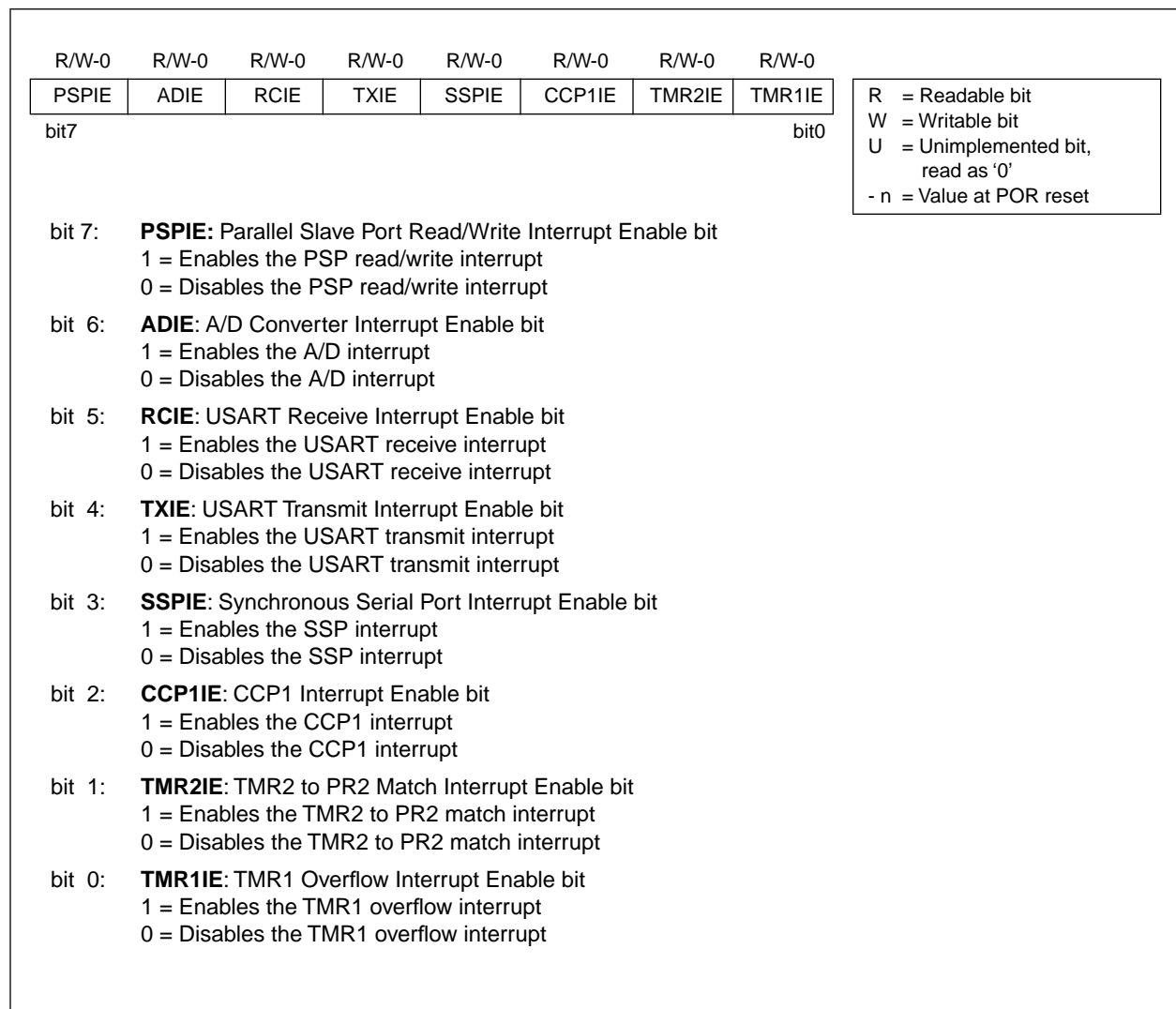
bit 3: **Unimplemented**: Read as '0'

bit 2: **Bit2**: Direction control bit for pin RE2/ \overline{CS} /AN7
1 = Input
0 = Output

bit 1: **Bit1**: Direction control bit for pin RE1/ \overline{WR} /AN6
1 = Input
0 = Output

bit 0: **Bit0**: Direction control bit for pin RE0/ \overline{RD} /AN5
1 = Input
0 = Output

FIGURE 2: PIE1 REGISTER



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FIGURE 3: PIR1 REGISTER

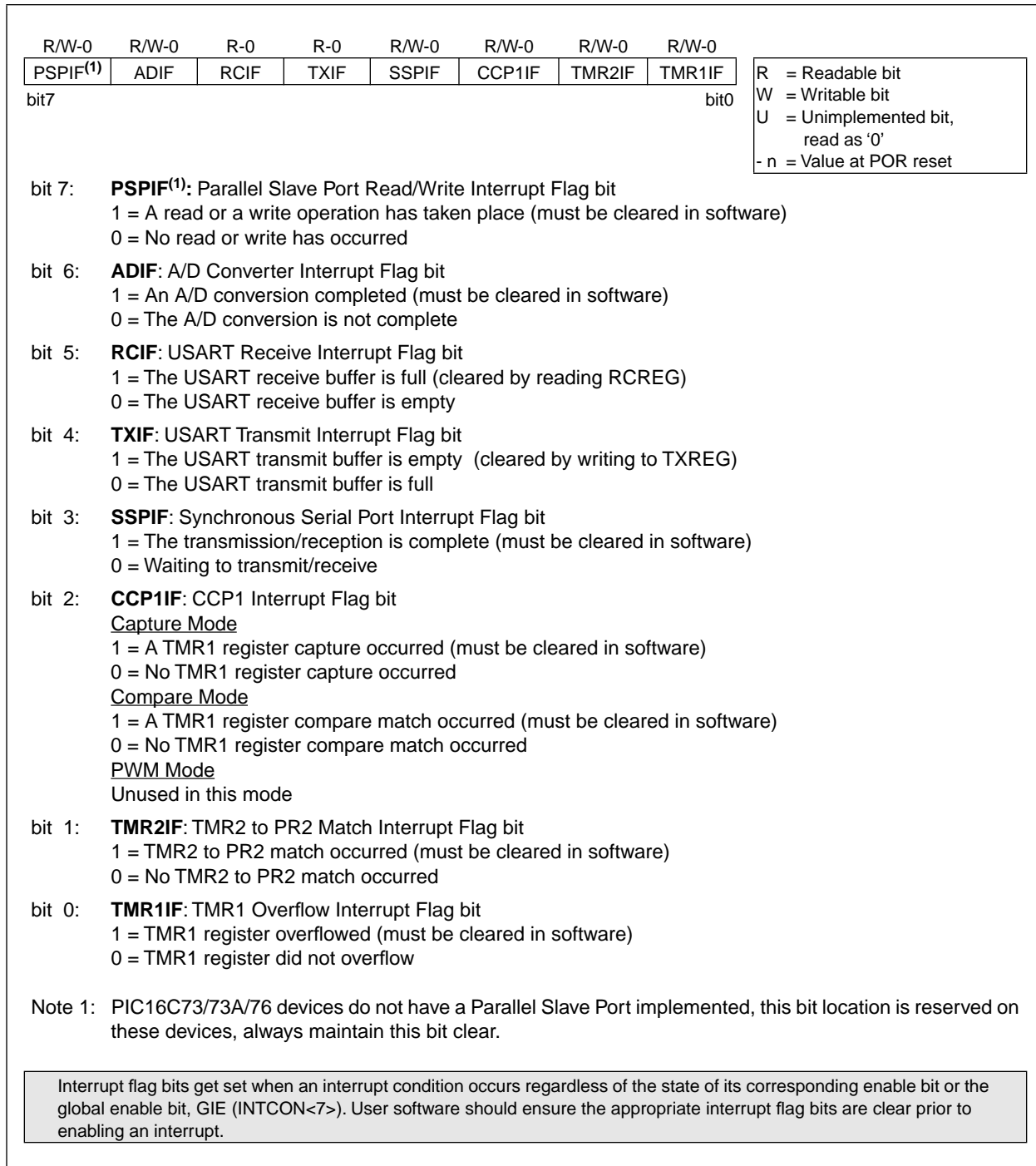


TABLE 3: INTCON REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-x
GIE	PEIE	TOIE	INTE	RBIE	TOIF	INTF	RBIF
							bit0
bit7							
<p>bit 7: GIE: Global Interrupt Enable bit 1 = Enables all un-masked interrupts 0 = Disables all interrupts</p> <p>bit 6: PEIE: Peripheral Interrupt Enable bit 1 = Enables all un-masked peripheral interrupts 0 = Disables all peripheral interrupts</p> <p>bit 5: TOIE: TMR0 Overflow Interrupt Enable bit 1 = Enables the TMR0 interrupt 0 = Disables the TMR0 interrupt</p> <p>bit 4: INTE: RB0/INT External Interrupt Enable bit 1 = Enables the RB0/INT external interrupt 0 = Disables the RB0/INT external interrupt</p> <p>bit 3: RBIE: RB Port Change Interrupt Enable bit 1 = Enables the RB port change interrupt 0 = Disables the RB port change interrupt</p> <p>bit 2: TOIF: TMR0 Overflow Interrupt Flag bit 1 = TMR0 register has overflowed (must be cleared in software) 0 = TMR0 register did not overflow</p> <p>bit 1: INTF: RB0/INT External Interrupt Flag bit 1 = The RB0/INT external interrupt occurred (must be cleared in software) 0 = The RB0/INT external interrupt did not occur</p> <p>bit 0: RBIF: RB Port Change Interrupt Flag bit 1 = At least one of the RB7:RB4 pins changed state (must be cleared in software) 0 = None of the RB7:RB4 pins have changed state</p>							

R = Readable bit
 W = Writable bit
 U = Unimplemented bit, read as '0'
 - n = Value at POR reset

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Please check the Microchip BBS for the latest version of the source code. Microchip's Worldwide Web Address: www.microchip.com; Bulletin Board Support: MCHIPBBS using CompuServe® (CompuServe membership not required).

APPENDIX A: PIC16C64/74 PARALLEL SLAVE PORT

MPASM 01.40 Released

PSP64.ASM 1-16-1997 17:03:44

PAGE 1

```
LOC OBJECT CODE      LINE SOURCE TEXT
VALUE

00001 ;*****
00002 ;* 16C64/74 Parallel Slave port
00003 ;* This program demonstrates the Parallel Slave Port function of
00004 ;* the PIC16C64/74. The program is interrupt driven, when the PIC
00005 ;* is either read from or written to, an interrupt is generated. If
00006 ;* the interrupt was caused by a read, a register is incremented, and
00007 ;* the new count is placed in an output queue. If the interrupt was
00008 ;* caused by a write, the data is put on the Port B pins
00009 ;
00010 ; Program:          PSP64.ASM
00011 ; Revision Date:
00012 ;                1-15-97      Compatibility with MPASMWIN 1.40
00013 ;
00014 ;*****
00015 list p=16c64
00016 ERRORLEVEL -302
00017 ;
00018 include "p16c64.inc"
00019 LIST
00020 ; P16C64.INC Standard Header File, Ver. 1.01 Microchip Technology, Inc.
00238 LIST
00019
00020 ;Register definitions
00000020 00021 FLAGREG equ 20h ;Flag bit register
00000021 00022 OUTDATA equ 21h ;Output data
00000022 00023 INDATA equ 22h ;Input data
00000023 00024 COUNT equ 23h ;Count of times output register read
00025
00026 ;Bit definitions for flag register
00000000 00027 err equ 00h ;Error flag bit
00000001 00028 OUTRDY equ 01h ;Output data ready flag
00000002 00029 INFULL equ 02h ;Input data received flag
00030
0000 00031 org 0000h ;Reset Vector
0000 2806 00032 goto Start
00033
0005 00034 org 0005h ;Interrupt Vector
0005 2820 00035 goto Service_Int
00036
0006 00037 Start
0006 01A1 00038 clrf OUTDATA ;Clear data registers
0007 01A2 00039 clrf INDATA
0008 1683 00040 bsf STATUS,RP0 ;Select register Bank1
0009 3017 00041 movlw b'00010111' ;Set RD, WR, and CS as
000A 0089 00042 movwf TRISE ; inputs, Enable Parallel Slave port
000B 30FF 00043 movlw 0FFh
000C 0086 00044 movwf TRISB ;Set Port_B to all outputs
000D 3080 00045 movlw b'10000000' ;
000E 008C 00046 movwf PIE1 ;Enable Parallel Slave Port interrupt
000F 1283 00047 bcf STATUS,RP0 ;Select register Bank0
00048
0010 0821 00049 movf OUTDATA,W ;Set output Data in PORTD
0011 0088 00050 movwf PORTD
0012 30C0 00051 movlw b'11000000' ;Set GIE, PEIE (enable interrupts)
```

```

0013 008B      00052      movwf  INTCON
                00053
0014          00054 Loop
0014 1920      00055      btfsc  FLAGREG,INFULL ;Check if input data received
0015 2819      00056      goto   Checkout      ;No data ready, check output
0016 1120      00057      bcf    FLAGREG,INFULL ;Clear input data ready flag
0017 0822      00058      movf   INDATA,W      ;Get Input data
0018 0086      00059      movwf  PORTB      ;Output input data to Port_B
0019          00060 Checkout
0019 18A0      00061      btfsc  FLAGREG,OUTRDY ;Check if data output already
001A 2814      00062      goto   Loop          ;Not output yet, loop
001B 0AA3      00063      incf   COUNT, F      ;Increment output data
001C 0823      00064      movf   COUNT,W      ;Get output data
001D 00A1      00065      movwf  OUTDATA      ;Put data in output queue
001E 14A0      00066      bsf    FLAGREG,OUTRDY ;Set flag for interrupt routine
001F 2814      00067      goto   Loop
                00068
00069 ;*****
00070 ;*Interrupt Service Routine
00071 ;*      Inputs: FLAGREG - Flag register to/from the main routine:
00072 ;*                               Bit 1: OUTRDY - To Service_Int, indicates
00073 ;*                               data ready in output queue
00074 ;*
00075 ;*      OUTDATA - Output data queue
00076 ;*      PIR1 - Interrupt flag register
00077 ;*      TRISE - Parallel slave port flag register
00078 ;*      PORTD - Input data from slave port
00079 ;*
00080 ;*      Outputs:
00081 ;*      PORTD - Output data to slave port
00082 ;*      INDATA - Input data queue
00083 ;*      FLAGREG - Flag register to/from the main routine:
00084 ;*                               Bit 0: ERROR - From Service_Int, indicates
00085 ;*                               input buffer overflow
00086 ;*                               Bit 2: INFULL - From Service_Int, indicates
00087 ;*                               data received and in INDATA
00088 ;*****
00089 Service_Int
0020 1F8C      00090      btfss  PIR1,PSPIF    ;Test for Peripheral interrupt
0021 2832      00091      goto   Intout        ;Not a Peripheral interrupt, exit
0022 138C      00092      bcf    PIR1,PSPIF    ;Clear Peripheral interrupt
0023 1683      00093      bsf    STATUS,RP0    ;Select Bank1
0024 1F89      00094      btfss  TRISE,IBF     ;Check if input data ready
0025 282A      00095      goto   Notinput      ;No input, check output
0026 1283      00096      bcf    STATUS,RP0    ;Input ready, select Bank0
0027 1520      00097      bsf    FLAGREG,INFULL ;Set flag for main routine
0028 0808      00098      movf   PORTD,W      ;Get input data
0029 00A2      00099      movwf  INDATA      ;Put byte in input queue
002A          00100 Notinput
002A 1B09      00101      btfsc  TRISE,OBF     ;Check if output data read
002B 2832      00102      goto   Intout        ;Not read, exit
002C 1283      00103      bcf    STATUS,RP0    ;Select Bank0
002D 1CA0      00104      btfss  FLAGREG,OUTRDY ;Check if data in output queue
002E 2832      00105      goto   Intout        ;Output not read, exit
002F 0821      00106      movf   OUTDATA,W    ;Get data from queue
0030 0888      00107      movf   PORTD, F     ;Put data in output buffer
0031 10A0      00108      bcf    FLAGREG,OUTRDY ;Clear flag for main routine
0032          00109 Intout
0032 1683      00110      bsf    STATUS,RP0    ;Select Bank1
0033 1A89      00111      btfsc  TRISE,IBOV    ;Check input buffer overflow flag
0034 2837      00112      goto   Interror      ;If not clear, error
0035 1283      00113      bcf    STATUS,RP0    ;Select Bank0
0036 0009      00114      retfie ;Re-enable GIE and return
0037          00115 Interror
0037 1283      00116      bcf    STATUS,RP0    ;Select Bank0
0038 1420      00117      bsf    FLAGREG,err   ;Set error flag for main routine

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```
0039 0009          00118          retfie          ;Re-enable GIE and return
                  00119
                  00120          end
MEMORY USAGE MAP ('X' = Used, '-' = Unused)
```

```
0000 : X---XXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXXXXXXXXXX XXXXXXXXXXXX-----
```

All other memory blocks unused.

```
Program Memory Words Used:    54
Program Memory Words Free:  1994
```

```
Errors   :    0
Warnings :    0 reported,    0 suppressed
Messages :    0 reported,    6 suppressed
```

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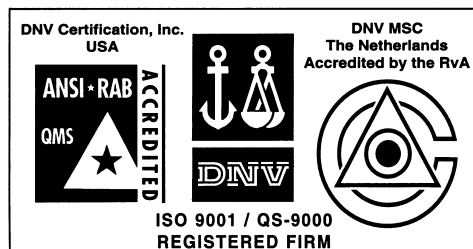
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