



Discrete Logic Replacement

Asynchronous Serial Transmit and Receive

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APPLICATION OPERATION

This brief is an Asynchronous Serial Transmit & Receive routine to communicate at speeds up to 115200 bps.

It requires two pins, one for TxD and another for RxD. EPROM usage equals 57 words; RAM usage equals 3 bytes and can be shared with other routines, since they are volatile. The baudrate timing is dependent on the number of instructions executed. For best BPS match, select a crystal like 3.6864 MHz. There is no support for interrupts. The main code has to poll the RxD pin for start bit Low. One suggestion is to receive a BREAK before the communication starts to let the firmware detect it and immediately call RxSerial to get the incoming bytes. If the protocol allows, the firmware may start the communication and you may not need the BREAK.

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APPENDIX A: SOURCE CODE

```
PROCESSOR      12C508
RADIX          HEX
LIST           C=132,N=0,X=OFF
TITLE          "Serial Communication routines"
NOEXPAND
LIST

;=====
; sio.asm
;=====
;
; (c) Copyright 1995, 1997 Jose Luiz Pinto Souto
;
;   Av. Almirante Lamego 748-D/504
;   88015-600, Florianopolis, SC, Brazil
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;
;   e-mail: souto@cryogen.com
;
; Contact me before using this code in commercial applications.
;
; Those routines were used to transmit and receive asynchronously at
; speeds up to 115200 bps and implemented in two commercial products.
; It depends on the CPU Crystal. I've been using the 3.57 MHz crystal
; for easy availability. For best BPS match try using the 3.6864 MHz
; crystal.
;
; I used it with PIC16C5x CPUs, and I had no interrupts to detect the start
; bit. But, to let the firmware know that Host wants to start sending bytes,
; I forced Host to send a BREAK for, let's say, 10 bytes-time to allow for the
; firmware main-loop detect it. After it, Host starts sending a block of
; bytes to firmware. No errors were reported. It Works.
; (In case you don't know how to force a break, try switching the Host speed
; to 600 bps {for 9600 comm.} and send one 0x00).
;
; The routines rely on the number of instructions to send and receive bits.
; In order to use other crystals, remember to recalculate the number of
; cycles necessary to your communication speeds.
;
; In this fragment, the routine is set @ 9600 bps w/a 3.57 MHz crystal.
;
; Any two unused ports may be used. This code fragment doesn't program
; the ports as _TxOUT:output & _RxIN:Input.
;
; Three bytes are used as scratch and may be shared with some other routines
; with a careful design.
;
;=====
; sio.asm
;=====

INCLUDE P12CXX.INC

; those Define numbers are only an example

#define      _TxOUT      PORTA,0
#define      _RxIN       PORTA,1

txBuf      EQU          0x08
rxBuf      EQU          0x09
idx        EQU          0x0A

;-----{ TxSerial }-----*
```

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```
; Function : Transmit a byte @ 9600 bps
;-----*
; Transmits 1 start bit Lo, 8 data bits & 1 stop bit Hi
; No parity implemented (up to you).
; Byte time = 1.040mS.
; Bit duration 93T = 104.038 uS (1.24% error w/3.57 Mhz crystal)
;
; At each shift right, a Hi bit is inserted in the transmit buffer. After 8
; data bits the stop bit Hi will be transmitted automatically since counter
; "idx" started with 10.
;
;
; Input      : W = byte to be transmitted
;
; Output     : byte transmitted by serial port
;
; Variables: txBuf,
;            rxBuf,
;            idx.
;
; Date      : 27/Jul/95 JLPS
; Revision  : 22/Nov/95 JLPS
; EPROM     : 22 words
;-----*

TxSerial:    movwf    txBuf            ; save byte to transmit
             movlw    d'10'
             movwf    idx            ; start counter w/10 bits

; start Tx_ing w/start bit Lo in carry

             clrc                ; Start bit = 0
             goto     TxB_2          ; skip the rrf

; Tx loop

TxB_1:       rrf          txBuf,f      ; 1T    bit0 -> Carry

TxB_2:       skpnc        TxB_4        ; 1/2T   Tx bit "0" ?
             goto     TxB_4          ; 2T    no, skip ("1")
             setc         TxB_4        ; 1T    set carry & waste 1T

; [93T]
; [0T] tx bit 0

             bcf         _TxOUT        ; 1T    TxD pin = 0
             movlw    d'28'          ; 1T    28 for 9600 match
             movwf    rxBuf          ; 1T    used as a scratch counter

; [3T]

TxB_3:       decfsz    rxBuf,f          ; 1/2T
             goto     TxB_3          ; 2T

; [3T + 27*3T+2T] = [3T + 83T] = [86T] - bit 0
; [6T + 26*3T+2T] = [6T + 80T] = [86T] - bit 1

             decfsz    idx,f          ; 1/2T   tx all 10 bits ?
             goto     TxB_1          ; 2T    no, back

; [89T]
             return

; tx bit 1

; [93T]
; [0T]
```

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```
TxB_4:      bsf      _TxOUT          ; 1T      TxD pin = 1
            movlw    d'27'          ; 1T      27 for 9600 match
            movwf    rxBuf          ; 1T      used as a scratch counter
            nop       ; 1T          1T for match 93T
            goto     TxB_3          ; 2T      back

;-----{ RxSerial }-----*
; Function : Receive a byte @ a 9600 bps
;-----*
; Reads start bit LO, 8 data bits and the stop bit at 93T rate (9600 bps)
; No parity implemented (up to you).
; Byte time = 1.040mS.
; Bit time : 93T = 104.038 uS (1.24% error W/3.57 Mhz crystal)
;
; Check Start bit & and false start
;
; The timeout for the start bit is 4.3 mS.
;
; Input      : *
;
; Output     : Carry Set    - success
;              rxBuf,w      - data byte
;              Carry Clear  - timeout error or ou stop bit = 0.
;
; Variables: rxBuf,
;            txBuf,
;            idx.
;
; Date       : 27/Jul/95 JLPS
; Revision   : 25/Nov/95 JLPS (4,3ms)
; EPROM      : 35 words (can be 31 w/ just 1.43 mS timeout)
;-----*

RxSerial:    movlw    d'3'
            movwf    txBuf          ; timeout - 4.29 ms (3*1.43 mS)
            clrf     idx            ; timeout - 1.43 mS

; 5T (5,59uS) loop : wait for "start_bit low"

RxS_1:       btfss    _RxIN          ; 2/1T  Start bit Lo ?
            goto     RxS_2          ; 2T    yes, skip
            decfsz   idx,f          ; 1/2T  no, count time
            goto     RxS_1          ; 2T    back to hunt

; 255*5T+4T = 1279T (1430.8uS)

            decfsz   txBuf,f        ; 1/2T
            goto     RxS_1          ; 2T

; 2*(1279T+3T)+(1279T+2T) = 2*1279T+1281T = 3839T = 4294.65 uS

            clrc                     ; timeout
            return

; detect false start bit

RxS_2:       btfsc    _RxIN          ; 1/2T  still "0" ?
            goto     RxS_1          ; 2T    no, false start

; delay of [139.5T] = 1 & 1/2 bits (139T in fact)
; to start reading in the middle of each bit.
; we already wasted 5T after the start-bit

RxS_3:       movlw    d'43'          ; 1T    43 for 1 & 1/2 delay
```

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```
RxS_4:      movwf    idx            ; 1T
            decfsz  idx,f          ; 1/2T
            goto    RxS_4          ; 2T

            clrf     rxBuf         ; 1T    clear Rx buffer
            movlw   h'01'         ; 1T
            movwf   txBuf         ; 1T    mask to receive 9 bits
            clrc      ; 1T    carry starts w/"0"

; [5T+2T+(42*3T+2T)+4T] = [5T+2T+(126T+2T)+4T] = 139T

; bit reading loop @ 93T rate (attention:incoming bit in bit.1)

RxS_5:      bsf     txBuf,1        ; 1T    assume bit 1
            btfss   _RxIN         ; 1/2T   RxIN pin = "1" ?
            bcf     txBuf,1        ; 1T    no, bit "0"
            rrf     txBuf,f        ; 1T
            rrf     rxBuf,f        ; 1T
            movlw   d'28'         ; 1T    28 for 9600 match
            movwf   idx           ; 1T

; [7T]

RxS_6:      decfsz  idx,f          ; 1/2T
            goto    RxS_6          ; 2T

; [7T+(27*3T+2T)]=90T

            skpc      ; 1/2T   9 bits readed ?
            goto     RxS_5         ; 2T    no, back

; end of 9 bits

            rrf     txBuf,w        ; stop bit -> carry
            movfw   rxBuf         ; W <- rxBuf : data byte
            return

; That's All folks

END
```

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NOTES: