

Set/Clear Bits for a Unidirectional Latch

APPLICATION NOTE MI-AN-021

Summary

The following software allows the use of Set and Clear bits with an unidirectional latch.

Description

This app note allows the use of SET.BITS and CLEAR.BITS with an unidirectional latch using the protopal pin F as a chip select for the latch. The

standard SET.BITS and CLEAR.BITS involves a READ/MODIFY/WRITE. Since the unidirectional latch cannot be read, the value of the latch needs to be kept elsewhere so that it can be read and modified. This code uses a variable to represent the latch (like a shadow). Every time the latch is changed, this variable must also be changed. Therefore, C! and C@ should not be used with the latch, instead use C!.PALF and C@.PALF.

```
F4
      CONSTANT
                   PAL. F
                                      \ page for PAL pin F
INTEGER: PAL. F. OUTPUT
                                      \ shadow memory for PAL F
: C!. PALF (byte to send to latch -- )
                                \ sends a byte to output latch & shadow memory
      DUP
                                        duplicate byte for latch & shadow memory
      O PAL. F C!
                                      \ writes byte to the port
      TO PAL. F. OUTPUT
                                      \ writes byte to shadow memory
  C@. PALF ( -- latch value )
                                      \ reads the shadow memory
      PAL. F
                                      \ puts value in shadow memory on stack
 SET. BITS. PAL ( mask -- )
                                      \ sets bits on latch using a mask
      PAL. F. OUTPUT OR
                                      \ sets bits
                                      \ sends byte to latch & shadow memory
      C!. PALF
: CLEAR. BITS. PAL ( mask -- )
                                      \ clears bits on latch using a mask
      FF XOR
PAL. F. OUTPUT AND
                                      ∖ complement mask using XOR
                                      ∖ AND¹s mask with latch value
      C!. PALF
                                      \ sends byte to latch & shadow memory
 INIT. PAL. F
                    ( -- )
                                      \ user initialization PAL latch
      0 C!. PALF
                                      \ initializes latch to 0
```

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Mosaic Industries

5437 Central Ave Suite 1, Newark, CA 94560 Telephone: (510) 790-8222

Fax: (510) 790-0925