

```

; PortA free
;portb bit 1-3
;R/S = register select line
;R/S = 0 ensures that the data to the display will change the registers
;R/S = 1 writes the characters to the display
; PortB Bit0: RS
;
; Bit1: RW
; Bit2: E
;
; Bit6: incircuit programming
; Bit7: incircuit programming
;
; PortC Bit 0-7: Display
;
; PortD Bit 0-7: Keypad
; PortE free

#include <p16F887.inc>
__CONFIG __CONFIG1, _LVP_OFF & _FCMEN_OFF & _IESO_OFF & _BOR_OFF & _CPD_OFF & _CP_OFF &
_MCLRRE_OFF & _PWRTE_ON & _WDT_OFF & _INTRC_OSC_NOCLKOUT
__CONFIG __CONFIG2, _WRT_OFF & _BOR21V

        cblock      0x20

Delay
Delay2
Display
LastStableState
COUNT
        endc
e        equ 3
rw       equ 2
rs       equ 1
zero     equ 0
        org 0
Start:
        bsf        STATUS,RP0        ; select Register Bank 1
        movlw      0xFF
        movwf      TRISA              ; Make PortA all input
        movwf      TRISE              ; Make PortE all input
        clrf       TRISB              ; Make PORTB all output
        clrf       TRISC              ; Make Portc all output
        clrf       TRISD              ; Make Portd all output (für Tastatur, auf all input umstellen)
        MOVLW      B'00000111'        ;load value to configure optionreg
        MOVWF      OPTION_REG         ;configure timer 0, internal osci and prescale 256
        bsf        STATUS,RP1        ; select Register Bank 3
        movlw      0x1F
        movwf      ANSEL              ; PortA pins are all analog, PortE pins are digital
        movlw      0x00
        movwf      ANSELH             ; PortB pins are digital (important as RB0 is switch)
        bcf        STATUS,RP0        ; address Register Bank 0
        bcf        STATUS,RP1
        clrf       PORTD              ; init LEDs to all off
        clrf       PORTC
        clrf       PORTB
        clrf       PORTA
        clrf       COUNT
        clrf       TMR0

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;Display inititilisation
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
        CALL       DELAY1
        MOVLW      B'00111100'        ;Function set
        MOVWF      PORTC              ;bit 4-3 8bit data,two lines,5x7 dots display
        CALL       CLOCK
        CALL       DELAY1
wait1    BTFSC     PORTB,rw
        GOTO       wait1
        MOVLW      B'00001111'        ;Display on, curcor on, cursor flashing
        MOVWF      PORTC
        CALL       CLOCK
        CALL       DELAY1
wait2    BTFSC     PORTB,rw
        GOTO       wait2

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        MOVLW    B'00000001'      ;clear display, cursor on position top left
        MOVWF    PORTC
        CALL     CLOCK
        CALL     DELAY1
wait3    BTFSC    PORTB,rw
        GOTO     wait3
        MOVLW    B'00000110'      ;cursor auto increment
        MOVWF    PORTC
        CALL     CLOCK
        GOTO     write

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;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
;Subroutines;
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;3 delay

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DELAY3   CLRF    TMR0              ;start tmr0
LOOP1    movf    TMR0,w            ;tmr 0 into w
        sublw    .96
        BTFSS    STATUS,zero
        GOTO     LOOP1
        RETLW    0

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;1 delay

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DELAY1   CLRF    TMR0              ;start tmr0
LOOP2    MOVF    TMR0,w            ;read tmr0 into w
        SUBLW    .3
        BTFSS    STATUS,zero
        GOTO     LOOP2
        RETLW    0

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CLOCK    BSF     PORTB,e
        NOP
        BCF     PORTB,e
        NOP
        RETLW    0

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NUM0     MOVLW    6                  ;enables portb bit 1 and bit 2
        MOVWF    PORTB              ;E und RS enable
        MOVLW    B'00110000'
        MOVWF    PORTC
        CALL     CLOCK
        RETLW    0

```

```

NUM1     MOVLW    6                  ;enables portb bit 1 and bit 2
        MOVWF    PORTB              ;E und RS enable
        MOVLW    B'00110001'
        MOVWF    PORTC
        CALL     CLOCK
        RETLW    0

```

```

NUM2     MOVLW    6                  ;enables portb bit 1 and bit 2
        MOVWF    PORTB              ;E und RS enable
        MOVLW    B'00110010'
        MOVWF    PORTC
        CALL     CLOCK
        RETLW    0

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```

NUM3     MOVLW    6                  ;enables portb bit 1 and bit 2
        MOVWF    PORTB              ;E und RS enable
        MOVLW    B'00110011'
        MOVWF    PORTC
        CALL     CLOCK
        RETLW    0

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NUM4     MOVLW    6                  ;enables portb bit 1 and bit 2
        MOVWF    PORTB              ;E und RS enable
        MOVLW    B'00110100'
        MOVWF    PORTC
        CALL     CLOCK
        RETLW    0

```

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NUM5     MOVLW    6                  ;enables portb bit 1 and bit 2

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MOVWF PORTB          ;E und RS enable
MOVLW B'00110101'
MOVWF PORTC
CALL CLOCK
RETLW 0

NUM6 MOV LW 6          ;enables portb bit 1 and bit 2
MOVWF PORTB          ;E und RS enable
MOVLW B'00110110'
MOVWF PORTC
CALL CLOCK
RETLW 0

NUM7 MOV LW 6          ;enables portb bit 1 and bit 2
MOVWF PORTB          ;E und RS enable
MOVLW B'00110111'
MOVWF PORTC
CALL CLOCK
RETLW 0

NUM8 MOV LW 6          ;enables portb bit 1 and bit 2
MOVWF PORTB          ;E und RS enable
MOVLW B'00111000'
MOVWF PORTC
CALL CLOCK
RETLW 0

NUM9 MOV LW 6          ;enables portb bit 1 and bit 2
MOVWF PORTB          ;E und RS enable
MOVLW B'00111001'
MOVWF PORTC
CALL CLOCK
RETLW 0

GAP  MOV LW 6          ;enables portb bit 1 and bit 2
MOVWF PORTB          ;E und RS enable
MOVLW B'00111010'
MOVWF PORTC
CALL CLOCK
RETLW 0

DOT  MOV LW 6          ;enables portb bit 1 and bit 2
MOVWF PORTB          ;E und RS enable
MOVLW B'00101110'
MOVWF PORTC
CALL CLOCK
RETLW 0

CLRDISP CLR F PORTB
MOVLW B'00000001'
MOVWF PORTC
CALL CLOCK          ;clock charakter onto display
CALL DELAY1
RETLW 0

;;;;;;;;;;;;;

write CALL CLRDISP
      CLR F PORTB
      MOVLW 8H          ;cursor at top left, 80H
      MOVWF PORTB
      CALL CLOCK
      MOVLW 0H
      MOVWF PORTC
      CALL CLOCK

      CALL NUM0
      CALL DELAY1
      CALL NUM1
      CALL DELAY1
      CALL NUM2
      CALL DELAY1

      CLR F PORTB
      MOVLW 0CH          ;cursor on second line
      MOVWF PORTC
      CALL CLOCK

```

```
MOVLW    3H
MOVWF    PORTC
CALL     CLOCK

CALL     NUM3
CALL     DELAY1
CALL     NUM4
CALL     DELAY1
CALL     NUM5
CALL     DELAY1
CALL     NUM6
CALL     DELAY1
CALL     NUM7
CALL     DELAY1
CALL     NUM8
CALL     DELAY1
CALL     NUM9
CALL     DELAY1

CALL     DELAY3           ;wait 3
GOTO     write
```

sleep

end