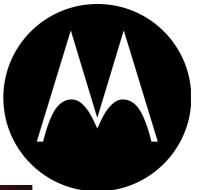
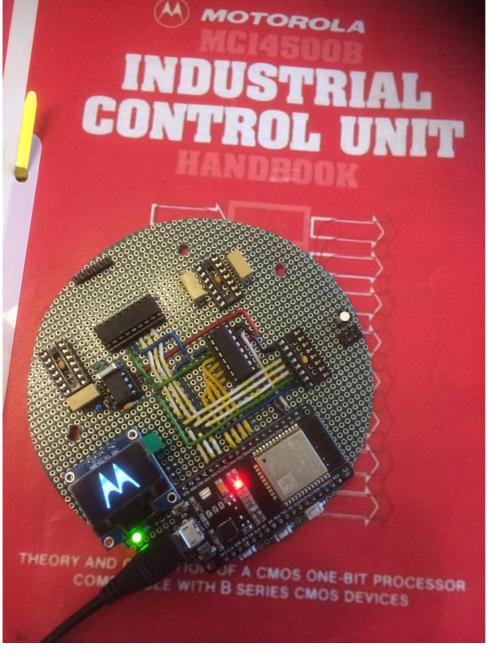
M1-bit robot

Notes i made during the build of this Robot, based on Motorola MC14500B 1 bits microprocessor with some dutch tekst :-(





Hardware I/O

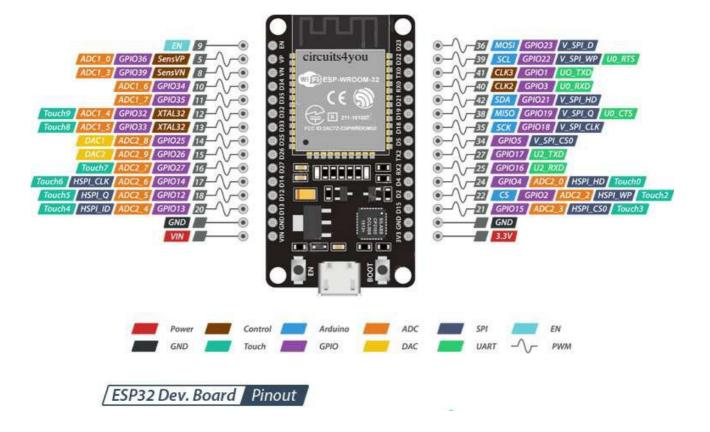
UIT:	Functie	Signaal
0	Motor_Left	High is Motor ON
1	Motor_Right	High is Motor ON
2	(Test Led_1)	Not connected
3	(Test Led_2)	Not connected
4	M1	Memory bit to IN 4
5	M2	Memory bit to IN 5
6	Timer OUT	Timer to IN 7
7		

IN	Functie	Signaal
0	Line Sensor Links	High is black line / Low is white line
1	Line Sensor Rechts	High is black line / Low is white line
2	Vaste Plus	Always high
3		
4	M1	Memory bit from OUT 4
5	M2	Memory bit from OUT 5
6	Timer IN	Timer from OUT 7
7	RR	Result Register

ESP32 Bord M1-bit:

ESP-WROOM-32		GPIO:	Functie:	Opm:	
links	rechts	d0	BOOT - Pin		
En reset	d23	1 tx0			
d36 vp	d22	2	Niet Gebruiken.	Defect ??	
d39 vn	1 tx0	3 rx0			
d34	3 rx0	4	Uitgang naar Timer_Test	Tijdenlijk !!!!	
d35	d21	5	Niet Gebruiken.	Defect ??	
d32	d19	6 F clk		NIET gebruiken	
d33	d18	7 F do		NIET gebruiken	
d25	d5	8 F d1		NIET gebruiken	
d26	17 tx2	9 F d2		NIET gebruiken	
d27	16 rx2	10 F d3		NIET gebruiken	
d14	d4	11 F cmd		NIET gebruiken	
d12	d2	12	EPROM - D0	Adresbus - 0	
d13	d15	13	EPROM - D1	Adresbus - 1	
sd2	d0	14	EPROM - D2	Adresbus - 2	
cmd	sd0	16 rx2	EPROM - D4	Instructionbus - 0	
gnd	clk	17 tx2	EPROM - D5	Instructionbus - 1	
vin	3V3	18	EPROM - D6	Instructionbus - 2	
19		19	EPROM - D7Instructionbus	Instructionbus - 3	
		21 sda	OLED LCD		
		22 scl	OLED LCD		
		23	Clock - IN vanuit MC14500B	LET OP !! via R 180 Ohm	
		25 DAC			
		26 DAC			
		27	Flag-F IN vanuit MC14500B	LET OP !! via R 180 Ohm	
		32	Reset - UIT naar MC14500B		
		33	Ws2812 LED		
		34		Alleen ingang	
		35		Alleen ingang	
		36		Alleen ingang	
		39		Alleen ingang	

The sign below corresponds to my sign:





 $\label{lem:continuous} FastLED.\ addLeds<NEOPIXEL,\ DATA_PIN>(leds,\ NUM_LEDS);\ //\ GRB\ ordering\ is\ assumed\\ FastLED.\ addLeds<NS2812,\ DATA_PIN,\ RGB>(leds,\ NUM_LEDS);\ //\ GRB\ ordering\ is\ orgineel\ !!\ FastLED.\ addLeds<NS2812,\ DATA_PIN,\ GRB>(leds,\ NUM_LEDS);\ //\ GRB\ ordering\ is\ orgineel\ !!\ FastLED.\ setBrightness(24);$

https://randomnerdtutorials.com/esp32-pinout-reference-gpios/

GPIO	Input	Output	Notes
0	pulled up	OK	outputs PWM signal at boot
1	TX pin	OK	debug output at boot
2	OK	OK	connected to on-board LED
3	OK	RX pin	HIGH at boot
4	OK	OK	
5	OK	OK	outputs PWM signal at boot
6	X	X	connected to the integrated SPI flash
7	X	X	connected to the integrated SPI flash
8	X	X	connected to the integrated SPI flash
9	x	X	connected to the integrated SPI flash
10	x	X	connected to the integrated SPI flash
11	X	X	connected to the integrated SPI flash
12	OK	OK	boot fail if pulled high
13	OK	OK	
14	OK	OK	outputs PWM signal at boot
15	OK	OK	outputs PWM signal at boot
16	OK	\overline{OK}	
17	OK	OK	
18	OK	OK	
19	OK	OK	
21	OK	OK	
22	OK	OK	
23	OK OK	OK OK	
25 26	OK OK	OK OK	
27	OK OK	OK OK	
32	OK OK	OK OK	
33	OK	OK	
34	OK		input only
35	OK		input only
36	OK		input only
39	OK		input only

Getting started with the ESP32, what do I need:

https://randomnerdtutorials.com/install-esp32-filesystem-uploader-arduino-ide/

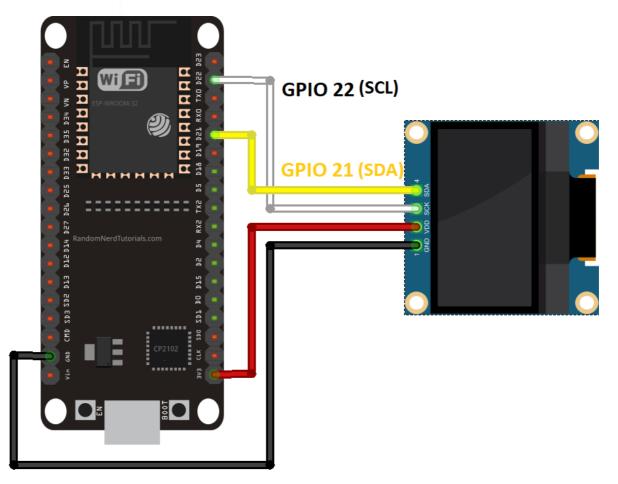
https://randomnerdtutorials.com/esp32-ota-over-the-air-arduino/

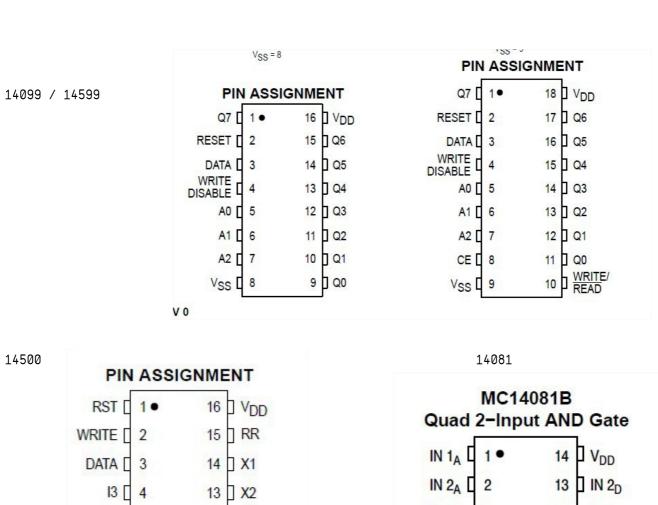
https://randomnerdtutorials.com/esp32-ssd1306-oled-display-arduino-ide/

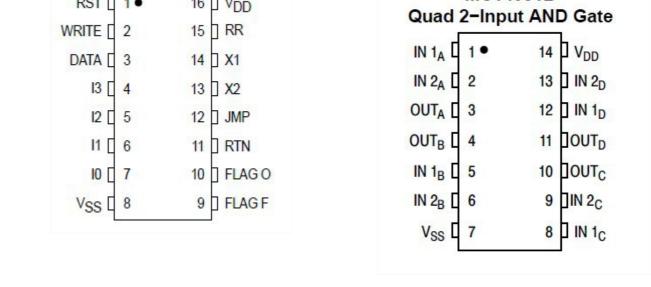
Motorola MC74F240N

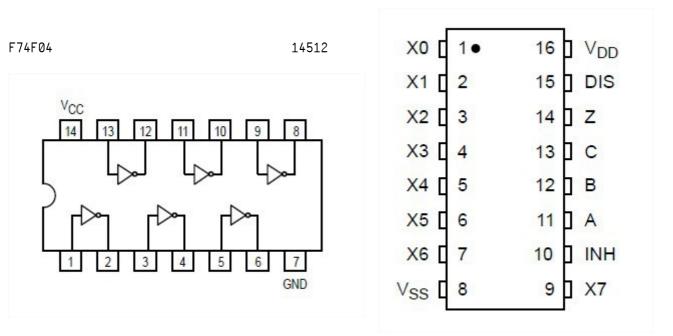
= Octal buffer + inverter

OLED Dis	play SSD1306 Pin Wiring	
Because the OLED display uses I2C communication protocol, wiring is very simple. You can use the following table as a reference.		
Pin	ESP32	
Vin	3.3V	
GND	GND	
SCL	GPIO 22	
SDA	GPIO 21	

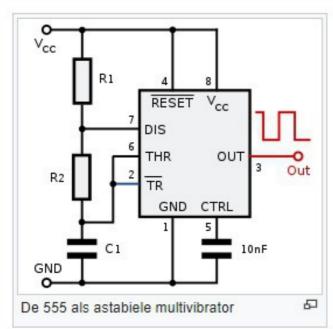


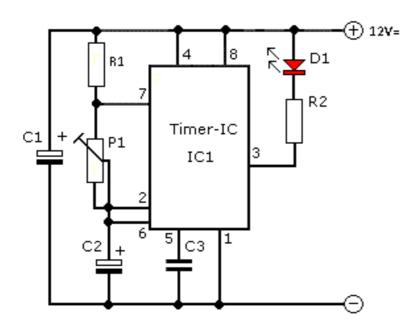


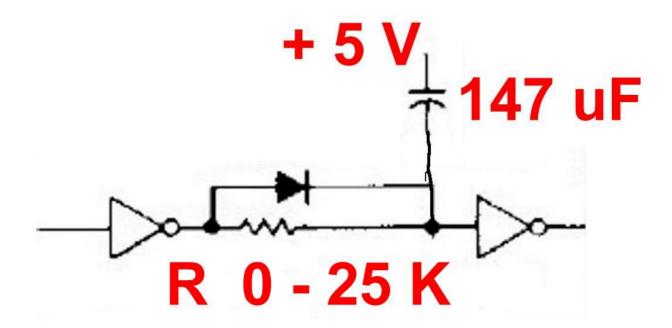












The Timer has the following properties, multi-turn potentiometer of $25~\rm K$ and two capacitors of $47~\rm uF$ and $100~\rm uF$ in parallel. This results in a very short delay of up to 1 second. If I calculate RC time, I already get $0.9~\rm sec$ at an R of $25\rm K$ and a C of $47~\rm uF$, but it seems that the input resistance of the $74\rm F04$ is throwing a spanner in the works. Or the diode that is parallel to the R accelerate the charging of the C.

All well and good, this works.

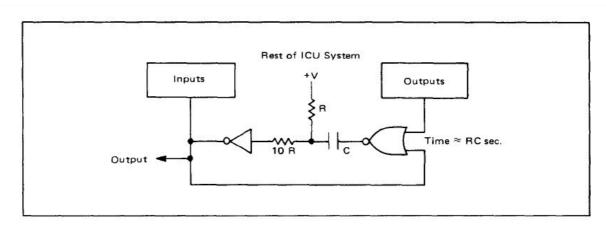
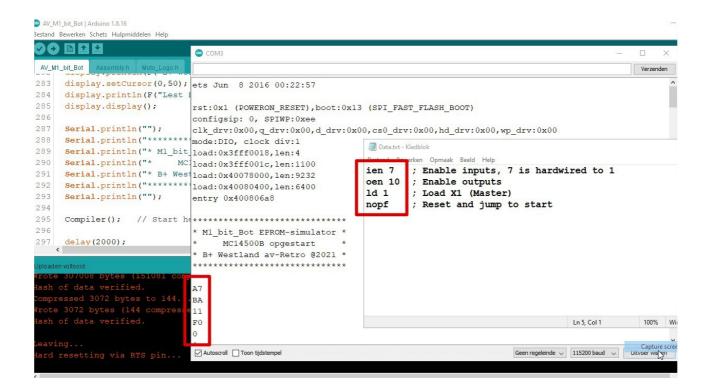


Figure 6.2 CMOS Monostable Timer

Motorola Logo, 128 * 64 pixel:

```
static const unsigned char PROGMEM logo bmp[] ={
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 01, 0 \times 00, 0 \times 
0 \times 00, \ 0 \times 
0 \times 00, 0 \times 
0 \times 00, \ 0 \times 
0x00, 0x00, 0x00, 0x00, 0x00, 0x07, 0x80, 0x00, 0x00, 0x1e, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x0f, 0xc0, 0x00, 0x00, 0x00, 0x3f, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x0f, 0xc0, 0x00, 0x00, 0x3f, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 01, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x00, 0x1f, 0xc0, 0x00, 0x00, 0x3f, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 1f, 0 \times e0, 0 \times 00, 0 \times 
0\times00,\ 0\times00,\ 0\times00,\ 0\times00,\ 0\times00,\ 0\times1f,\ 0\timese0,\ 0\times00,\ 0\times00,\ 0\times7f,\ 0\times80,\ 0\times00,\ 0\times00,\ 0\times00,\ 0\times00,
0 \times 00, 0 \times 1f, 0 \times e0, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x00, 0x3f, 0xe0, 0x00, 0x0f, 0xc0, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 3f, 0 \times f0, 0 \times 00, 0 \times 
0 \times 00, 0 \times 3f, 0 \times f0, 0 \times 00, 0 \times 00, 0 \times 0f, 0 \times 00, 0 \times 
0 \times 00, 0 \times 7f, 0 \times f0, 0 \times 00, 0 \times 01, 0 \times ff, 0 \times e0, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x00, 0x7f, 0xf8, 0x00, 0x01, 0xff, 0xe0, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x7f, 0xf8, 0x00, 0x01, 0xff, 0xe0, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x00, 0x01, 0xff, 0xf8, 0x00, 0x01, 0xff, 0xf0, 0x00, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 01, 0 \times 10, 0 \times 00, 0 \times 
0 \times 00, 0 \times 01, 0 \times 10, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x00, 0xff, 0xfc, 0x00, 0x03, 0xff, 0xf0, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x01, 0xff, 0xfe, 0x00, 0x07, 0xff, 0xf8, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x01, 0xff, 0xfe, 0x00, 0x07, 0xff, 0xf8, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x01, 0xff, 0xfe, 0x00, 0x07, 0xff, 0xf8, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x03, 0xff, 0xff, 0x00, 0x0f, 0xff, 0xfc, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x03, 0xff, 0xff, 0x00, 0x0f, 0xff, 0xfc, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x03, 0xff, 0xff, 0x00, 0x0f, 0xff, 0xfc, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x03, 0xff, 0xff, 0x80, 0x0f, 0xff, 0xfc, 0x00, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 07, 0 \times ff, 0 \times ff, 0 \times 80, 0 \times 1f, 0 \times ff, 0 \times 6e, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x07, 0xff, 0xff, 0x80, 0x1f, 0xff, 0xfe, 0x00, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 07, 0 \times ff, 0 \times ff, 0 \times 80, 0 \times 1f, 0 \times ff, 0 \times 6e, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x0f, 0xff, 0xff, 0xc0, 0x3f, 0xff, 0xff, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x0f, 0xff, 0xff, 0xc0, 0x3f, 0xff, 0xff, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x0f, 0xff, 0xff, 0xc0, 0x3f, 0xff, 0xff, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x1f, 0xff, 0xff, 0xe0, 0x3f, 0xff, 0xff, 0x80, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x1f, 0xff, 0xff, 0xe0, 0x7f, 0xff, 0xff, 0xff, 0x80, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x1f, 0xff, 0xff, 0xe0, 0x7f, 0xff, 0xff, 0x6f, 0x80, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x3f, 0xf8, 0x7f, 0xe0, 0x7f, 0xc3, 0xff, 0x80, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, 0x00, 0x3f, 0xe0, 0x0f, 0xf0, 0xff, 0x00, 0x3f, 0xc0, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 3f, 0 \times 80, 0 \times 07, 0 \times f0, 0 \times fe, 0 \times 00, 0 \times 1f, 0 \times c0, 0 \times 00, 0 \times 
0x00, 0x00, 0x00, 0x00, 0x3f, 0x80, 0x01, 0xf0, 0xfc, 0x00, 0x0f, 0xe0, 0x00, 0x00, 0x00, 0x00,
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 7e, 0 \times 00, 0 \times 01, 0 \times f9, 0 \times f8, 0 \times 00, 0 \times 07, 0 \times e0, 0 \times 00, 0 \times 
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 7c, 0 \times 00, 0 \times 00, 0 \times 60, 0 \times 
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 7c, 0 \times 00, 0 \times 
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times fc, 0 \times 00, 0 \times 00, 0 \times 01, 0 \times 01, 0 \times 60, 0 \times 00, 0 \times 
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 68, 0 \times 00, 0 \times 00, 0 \times 36, 0 \times 00, 0 \times 
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 10, 0 \times 00, 0 \times 00, 0 \times 31, 0 \times 00, 0 \times 
0 \times 00, 0 \times 00, 0 \times 00, 0 \times 00, 0 \times 10, 0 \times 00, 0 \times 00, 0 \times 11, 0 \times 80, 0 \times 00, 0 \times 00, 0 \times 10, 0 \times 00, 0 \times 10, 0 \times 
0 \times 00, 0 \times 00, 0 \times 01, 0 \times e0, 0 \times 00, 0 \times 00, 0 \times 0f, 0 \times 80, 0 \times 00, 0 \times 00, 0 \times 78, 0 \times 00, 0 \times
```

```
 0 \times 00, \ 0 \times 00, \ 0 \times 00, \ 0 \times 01, \ 0 \times e0, \ 0 \times 00, \ 0 \times 00, \ 0 \times 01, \ 0 \times 00, \ 0 \times 00, \ 0 \times 00, \ 0 \times 78, \ 0 \times 00, \ 0 \times
```



MC14500B-Assembler:

This looks quite easy / simple, we will also make it in the ESP32. In the second instance we will upload that IN the ESP32 using the web interface.

We have a few rules:

- 1 # Capital OR Lowercase letters only.
- 2 # A space is skipped/is redundant.
- 3 # After the ; is the comment.
- 4 # No address, than use 0.
- 5 # nopf/NOPF must -always- the last command.
- 6 # Maximum 64 characters on a line.
- 7 # Maximum 256 lines of code.

Error codes:

- -301- Not a valid instruction
- -302- No instruction but an address
- -303- Letter/Instruction -after- address
- -304- Program longer than 256 bytes