Apendix 3. PCSpim peripherals

Keyboard

Interfaz del teclado (DB = 0xFFFF0000, Int0)

Nombre	Dirección	Acceso	Estructura
Estado/órdenes	DB	LE	E,R
Datos	DB+4	L	COD

State and control register (Read/Write. Address = DB)

- R (bit 0, read only). Device ready flag: R = 1 every time a key is pressed
- Cancelation (R = 0) : It is done when the data register is read
- E: (bit 1, read/write). Enables interrupt (if E = 1, while R = 1 the interrupt line is active)

Data register (Read only. Address = DB + 4)

- COD (bits 7...0). ASCII code of the key pressed. Reading this register makes R = 0

Console

Interfaz de la consola (DB = 0xFFFF0008, Int1)

Nombre	Dirección	Acceso	Estructura
Estado/órdenes	DB	LE	E,R
Datos	DB+4	E	COD

State and control register (Read/Write. Address = DB)

- R (bit 0, read only). Device ready flag: R = 1 when the console is available
- Cancelation (R = 0) : It is done when the data register is written
- E: (bit 1, read/write). Enables interrupt (if E = 1, while R = 1 the interrupt line is active)

Data register (Read only. Address = DB + 4)

- COD (bits 7...0). ASCII code of the carácter to be written. Writing this register makes R = 0

Clock

Interfaz del reloj (DB = 0xFFFF0010, Int2)

Nombre	Dirección	Acceso	Estructura
Estado/órdenes	DB	LE	R,E

State and control register (Read/Write. Address = DB)

- R (bit 1, read/write). Device ready flag: R = 1 every second
- Cancelation (R = 0): It is done when writing 0 into bit R
- E: (bit 0, read/write). Enables interrupt (if E = 1, while R = 1 the interrupt line is active)