list p=16F84A

#include P16F84a.inc

\_\_CONFIG \_CP\_OFF & \_WDT\_OFF & \_PWRTE\_ON & \_XT\_OSC

RESET ORG 0x00

GOTO Inicio

ORG 0x04

GOTO INTER

ORG 0X05

CBLOCK 0x0C

C\_Tempo

R\_ContA

R\_ContB

R\_ContC

SAVE\_W

SAVE\_STATUS

ENDC

Inicio

BSF STATUS, RP0

MOVLW b'00001'

MOVWF TRISA

MOVLW b'00000001'

MOVWF TRISB

BSF OPTION\_REG,6

BCF STATUS,RP0

MOVLW B'10010000'

MOVWF INTCON

CLRF PORTA

CLRF PORTB

FairyTheme

;387ms BPM

CALL RE4; /////////// D4 ////////////

CALL RE4; /////////// D4 ////////////

CALL RE4; /////////// D4 ////////////

CALL MI4; /////////// E4 ////////////

CALL MI4; /////////// E4 ////////////

CALL MI4; /////////// E4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL RE5; /////////// D5 ////////////

CALL MI5; /////////// E5 ////////////

; ===================================================================

; ===================================================================

CALL Retardo\_1ms

CALL LA5; /////////// A5 ////////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOL5; /////////// G5 ////////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOLb5; /////////// Gb5 ///////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOL5; /////////// G5 ////////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL Retardo\_1ms

; ===================================================================

; ===================================================================

CALL SOL5; /////////// G5 ////////////

CALL DO5; /////////// C5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL FA5; /////////// F5 ////////////

CALL DO5; /////////// C5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL MI5; /////////// E5 ////////////

CALL DO5; /////////// C5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL FA5; /////////// F5 ////////////

CALL DO5; /////////// C5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

; ===================================================================

; ===================================================================

CALL FA5; /////////// F5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL MI4; /////////// E4 ////////////

CALL MI5; /////////// E5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL MI4; /////////// E4 ////////////

CALL MIb5; ////////// Eb5 ///////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL MI4; /////////// E4 ////////////

CALL MI5; /////////// E5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL MI4; /////////// E4 ////////////

; ===================================================================

; ===================================================================

CALL MI5; /////////// E5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL RE4; /////////// D4 ////////////

CALL RE5; /////////// D5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL RE4; /////////// D4 ////////////

CALL REb5; /////////// Db5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL RE4; /////////// D4 ////////////

CALL RE5; /////////// D5 ////////////

CALL LA4; /////////// A4 ////////////

CALL FA4; /////////// F4 ////////////

CALL RE4; /////////// D4 ////////////

; ===================================================================

; ===================================================================

CALL Retardo\_1ms

CALL LA5; /////////// A5 ////////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOL5; /////////// G5 ////////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOLb5; /////////// Gb5 ///////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL SOL5; /////////// G5 ////////////

CALL RE5; /////////// D5 ////////////

CALL SIb4; /////////// Bb4 ////////////

CALL SOL4; /////////// G4 ////////////

CALL Retardo\_1ms

; ===================================================================

; ===================================================================

GOTO FairyTheme

INTER

MOVWF SAVE\_W

SWAPF STATUS,0

MOVWF SAVE\_STATUS

;ZELDA SARIAS SONG

;\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

call Retardo\_1s

CALL FA4\_; /////////// F4 ////////////

CALL LA4\_; /////////// A4 ////////////

CALL SI4\_; /////////// B4 ////////////

call Retardo\_20ms

CALL FA4\_; /////////// F4 ////////////

CALL LA4\_; /////////// A4 ////////////

CALL SI4\_; /////////// B4 ////////////

call Retardo\_20ms

CALL FA4\_; /////////// F4 ////////////

CALL LA4\_; /////////// A4 ////////////

CALL SI4\_; /////////// B4 ////////////

call Retardo\_20ms

CALL MI5\_; /////////// E5 ////////////

call Retardo\_10ms

CALL RE5\_; /////////// D5 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL DO5\_; /////////// C5 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL SOL4\_; /////////// G4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

call Retardo\_50ms

CALL RE4\_; /////////// D4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

call Retardo\_10ms

CALL SOL4\_; /////////// G4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

CALL MI4\_; /////////// E4 ////////////

call Retardo\_50ms

CALL FA4\_; /////////// F4 ////////////

call Retardo\_10ms

CALL LA4\_; /////////// A4 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_20ms

CALL FA4\_; /////////// F4 ////////////

call Retardo\_10ms

CALL LA4\_; /////////// A4 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_20ms

CALL FA4\_; /////////// F4 ////////////

call Retardo\_10ms

CALL LA4\_; /////////// A4 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_20ms

CALL MI5\_; /////////// E5 ////////////

call Retardo\_10ms

CALL RE5\_; /////////// D5 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL DO5\_; /////////// C5 ////////////

call Retardo\_10ms

CALL MI5\_; /////////// E5 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL SOL4\_; /////////// G4 ////////////

CALL SOL4\_; /////////// G4 ////////////

call Retardo\_50ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL SOL4\_; /////////// G4 ////////////

call Retardo\_10ms

CALL RE4\_; /////////// D4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

CALL MI4\_; /////////// E4 ////////////

call Retardo\_50ms

CALL RE4\_; /////////// D4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

call Retardo\_10ms

CALL FA4\_; /////////// F4 ////////////

call Retardo\_10ms

CALL SOL4\_; /////////// G4 ////////////

call Retardo\_10ms

CALL LA4\_; /////////// A4 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL DO5\_; /////////// C5 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

CALL MI4\_; /////////// E4 ////////////

CALL MI4\_; /////////// E4 ////////////

CALL RE4\_; /////////// D4 ////////////

call Retardo\_10ms

CALL MI4\_; /////////// E4 ////////////

call Retardo\_10ms

CALL FA4\_; /////////// F4 ////////////

call Retardo\_10ms

CALL SOL4\_; /////////// G4 ////////////

call Retardo\_10ms

CALL LA4\_; /////////// A4 ////////////

call Retardo\_10ms

CALL SI4\_; /////////// B4 ////////////

call Retardo\_10ms

CALL DO5\_; /////////// C5 ////////////

call Retardo\_10ms

CALL RE5\_; /////////// D5 ////////////

call Retardo\_10ms

CALL MI5\_; /////////// E5 ////////////

CALL MI5\_; /////////// E5 ////////////

call Retardo\_50ms

CALL MI4\_; /////////// E4 ////////////

CALL FA4\_; /////////// F4 ////////////

CALL MI4\_; /////////// E4 ////////////

CALL RE4\_; /////////// D4 ////////////

CALL RE4\_; /////////// D4 ////////////

call Retardo\_50ms

FIN\_INTER

SWAPF SAVE\_STATUS,0

MOVWF STATUS

SWAPF SAVE\_W,1

SWAPF SAVE\_W,0

BCF INTCON,INTF

RETFIE

INCLUDE <RETARDOS\_NOTAS.INC>

INCLUDE <NOTAS\_A.INC>

INCLUDE <NOTAS\_B.INC>

END

Interfaz de usuario gráfica, Texto, Aplicación

Descripción generada automáticamente

La carta .asm compilada y las librerías a la izquierda

Gráfico

Descripción generada automáticamente

Circuito sin simular

Gráfico

Descripción generada automáticamente

Circuito simulado

Gráfico

Descripción generada automáticamente