HCS12C128 Board I/O Information:

User I/O

USER	Ref Des	Signal	Description
1	SW1	PP0/KWP0/PWM0/MISO1	Push Button Switch 1 (SW1)
2	SW2	PP1/KWP1/PWM1/MOSI1	Push Button Switch 2 (SW2)
3	SW3-1	PB0/ ADDR0/DATA0	DIP Switch 1 (DIP-SW1)
4	SW3-2	PB1/ADDR1/DATA1	DIP Switch (DIP-SW2)
5	SW3-3	PB2 ADDR2/DATA2	DIP Switch (DIP-SW3)
6	SW3-4	PB3/ ADDR3/DATA3	DIP Switch (DIP-SW4)
7	LED1	PB4/ ADDR4/DATA4	Green LED (LED1)
8	LED2	PB5/ ADDR5/DATA5	Green LED (LED2)
9	LED3	PB6/ ADDR6/DATA6	Green LED (LED3)
10	LED4	PB7/ ADDR7/DATA7	Green LED (LED4)
11	RV1	PAD05/AN05	Potentiometer (RV1)
12	RZ1	PAD04/AN04	Light Sensor (RZ1)







HCS12C128 Board

http://www.axman.com/content/aps12slk-csmb12-module

APS12SLK (CSMB12) Module

Users Manual:

APS12UG_0.pdf

Schematic:

CSMB12_SCH_A1_0_0.pdf

Other File:

Quick Start

APS12-C128 CodeWarrior LCD Example Code

SLK12S CodeWarrior Demo Code

DBUG12 Reference Guide, V4

APS12_Silk_A.pdf

Links:

http://www.freescale.com/universityprograms

http://www.lulu.com/content/paperback-book/microcontroller-programming-for-engin...

Professor Mazidi Labs

FAQ:

This module supports the MC9S12C128, MC9S12DT256, and MC9S12XDT512 MCU's This module applies an integrated TBDML fully compatible with Freescale CodeWarrior

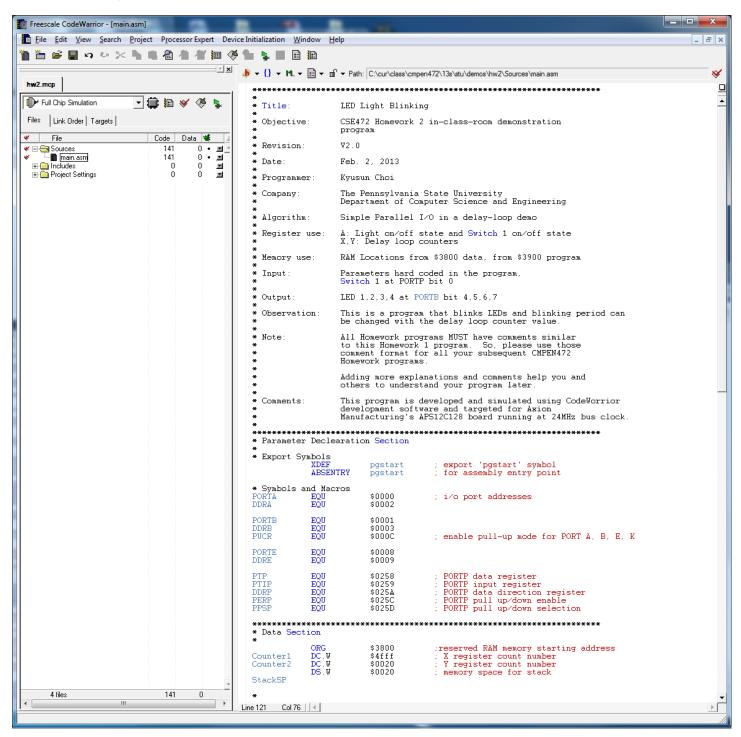
Q. APS12 board will not execute application code when powered from barrel connector.

A. When powering the board externally through the barrel connector, ensure a shunt is installed in the VR1 and VB positions. Alternately, remove both option headers at BDM_EN.

NOTE: The option headers at BDM_EN must be reinstalled in order to reestablish BDM communications.

NOTE: AXIOM Manufacturing's Educational Boards/Products

Sample program (Homework 2) on the HCS12C128 Board



For this year, we are using MC9S12C128 board, the program starts at \$3100 and data section starts at \$3000. So, use 'ORG \$3000' and 'ORG \$3100'. (Previous years, we used MC9S12C32 and the address was \$3800 and \$3900, as shown on the picture above.) The MC9S12C128 board has 4K byte of RAM memory from \$3000 to \$3FFF.

