

**Problem 6.1**

Design a programmable timer using 8254 and 8086. Interface 8254 at an address 0040H for counter 0 and write the following ALPs. The 8086 and 8254 run at 6 MHz and 1.5 MHz respectively.

- To generate a square wave of period 1 ms.
- To interrupt the processor after 10 ms.
- To derive a monoshot pulse with quasistable state duration 5 ms.

**Solution**

Neglecting the higher order address lines ( $A_{16}-A_8$ ), the interfacing circuit diagram is shown in Fig. 6.10. The 8254 is interfaced with lower order data bus ( $D_0-D_7$ ), hence  $A_0$  is used for selecting the even bank. The  $A_0$  and  $A_1$  of the 8254 are connected with  $A_1$  and  $A_2$  of the processor. The counter addresses can be decoded as given below. If  $A_0$  is 1, the 8254 will not be selected at all.

$A_7$	$A_6$	$A_5$	$A_4$	$A_3$	$A_2$	$A_1$	$A_0$	
0	1	0	0	0	0	0	0	= 40H Counter 0
					0	1	0	= 42H Counter 1
					1	0	0	= 44H Counter 2
					1	1	0	= 46H Control word Reg.

(i) For generating a square wave, 8254 should be used in mode 3.

Let us select counter 0 for this purpose, that will be operated in BCD mode (may even be operated in HEX mode). Now suitable count is to be calculated for generating 1 ms time period.

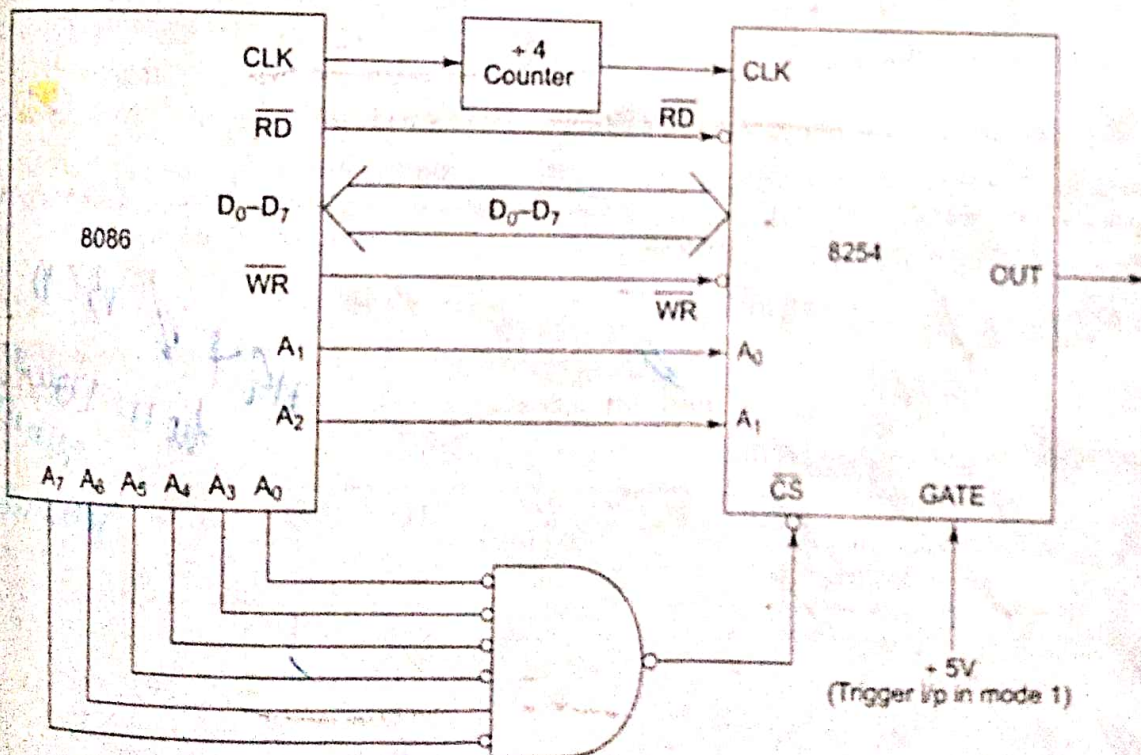


Fig. 6.10 Interfacing 8254 with 8086 for Problem 6.1



$$f = 1.5 \text{ MHz}$$

⇒

$$T = \frac{1}{1.5 \times 10^{-6}} = 0.66 \mu\text{s}$$

If  $N$  is the number of  $T$  states required for 1ms,

$$N = \frac{1 \times 10^{-3}}{0.66 \times 10^{-6}} = 1.5 \times 10^3$$

$$= 1500 \text{ states}$$

The control word is decided as below:

SC1	SC0	RL1	RL0	M2	M1	M0	BCD
0	0	1	1	0	1	1	1

= 37H

The ALP is given in Program 6.1.

```

CODE    SEGMENT
ASSUME  CS : CODE
START:  MOV AL, 37H      ; Initialize 8254,
          OUT 46H, AL    ; counter 0 in mode 3.
          MOV AL, 00     ; Write 00 decimal
          OUT 40H, AL    ; in LSB of count reg. and
          MOV AL, 15     ; 15 decimal in MSB as a
          OUT 40H, AL    ; count.
          MOV AH, 4CH
          INT 21H
CODE    ENDS
        END START

```

Program 6.1 ALP For Problem 6.1(a)

- (ii) For generating interrupt to the processor after 10 ms, the 8254 is to be used in mode 0. The OUT1 pin of 8254 is connected to interrupt input of the processor. Let us use counter 1 for this purpose, and operate the 8254 in HEX count mode.

$$\text{No. of } T \text{ states required for 10 ms delay} = \frac{10 \times 10^{-3}}{0.66 \times 10^{-6}} = 15 \times 10^3$$

$$= 15000$$

$$= 3A98 \text{ H}$$

The Control word is written below:

SC1	SC0	RL1	RL0	M2	M1	M0	BCD
0	1	1	1	0	0	0	0

= 70H

The ALP is written in Program 6.2.

```

CODE    SEGMENT
ASSUME  CS : CODE
START:  MOV AL, 70H      ; Initialize 8254 with
          OUT 46H, AL    ; Counter1 in mode 0.
          MOV AL, 98H    ; Load 98H as LSB of count
          OUT 42H, AL    ; in count reg of counter1
          MOV AL, 3AH    ; then load 3AH in MSB

```

154 & BCD  
how counter  
mode

known



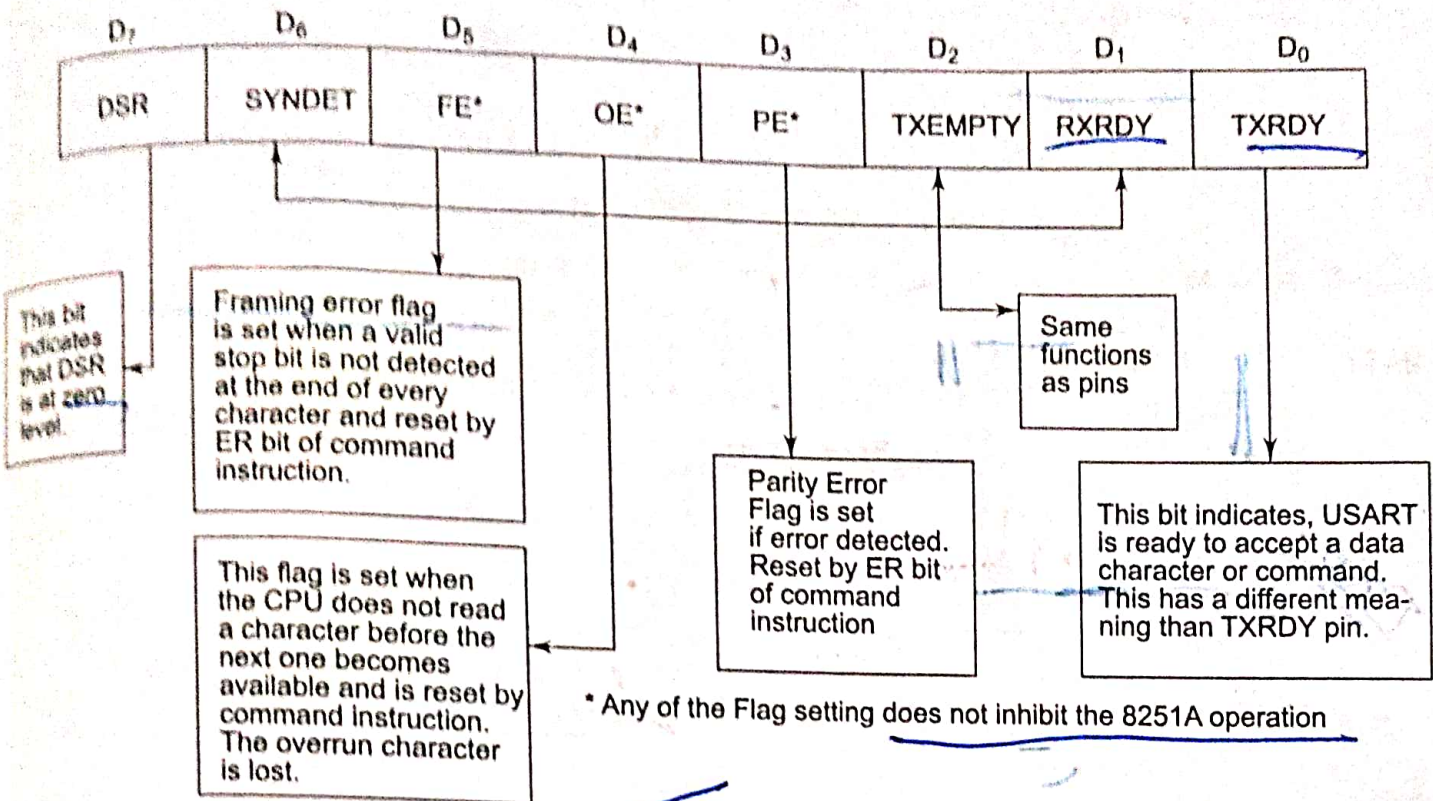


Fig. 6.34 Status Read Instruction Format

#### 6.4.4 Interfacing and Programming 8251 with 8086

The following problem explains the interfacing and programming of 8251A in an 8086 system.

##### Problem 6.7

Design the hardware interface circuit for interfacing 8251 with 8086. Set the 8251A in asynchronous mode as a transmitter and receiver with even parity enabled, 2 stop bits, 8-bit character length, frequency 160 kHz and baud rate 10 K.

(a) Write an ALP to transmit 100 bytes of data string starting at location 2000:5000H.

(b) Write an ALP receive 100 bytes of data string and store it at 3000:4000H.

##### Solution

The interfacing connections of 8251A with 8086 are shown in Fig. 6.35.

Asynchronous mode control word for Problem 6.6 (a)

D <sub>7</sub>	D <sub>6</sub>	D <sub>5</sub>	D <sub>4</sub>	D <sub>3</sub>	D <sub>2</sub>	D <sub>1</sub>	D <sub>0</sub>	
1	1	1	1	1	1	1	0	= 0FE H
2 stop bits		Even parity enabled		8-bit format		CLK scaled by 16		

(a) ALP to initialize 8251 and transmit 100 bytes of data



```

ASSUME CS : CODE
CODE SEGMENT
START: MOV AX, 2000H
        MOV DS, AX
        MOV SI, 5000H
        MOV CL, 64H
        MOV AL, 0FEH
        OUT 0FEH, AL
        MOV AX, 11H
        OUT 0FEH, AL
WAIT:   IN AL, 0FEH
        AND AL, 01H
        JZ WAIT

```

```

        MOV AL, [SI]
        OUT 0FEH, AL
        INC SI
        DEC CL
        JNZ WAIT
        MOV AH, 4CH
        INT 21H
CODE    ENDS
        END START

```

```

; DS points to byte string segment
; SI points to byte string
; length of the string in CL(hex)
; Mode control word out to
; D0-D7.
; Load command word
; to transmit enable and error reset
; Read status.
; check transmitter enable
; bit, if zero wait for the transmitter to
; be ready
; If ready, first byte of string data
; is transmitted.
; Point to next byte.
; Decrement counter.
; If CL is not zero, go for next byte.
; If CX is zero, return to DOS

```

### Program 6.8 ALP to Transmit 100 Bytes of Data

For Problem 6.6 (b), the command instruction word can be calculated as 14H.

(b) An ALP to initialize 8251 and receive 100 bytes of data.

```

ASSUME CS : CODE
CODE SEGMENT
START: MOV AX, 3000H
        MOV DS, AX
        MOV SI, 4000H
        MOV CL, 64H
        MOV AL, 7EH
        OUT 0FEH, AL
        MOV AL, 14H
        OUT 0FEH, AL

```

```

NXTBT: IN AL, 0FEH
        AND 38H
        JZ READY
        MOV AL, 14H
        OUT 0FEH, AL
READY: IN AL, 0FEH
        AND 02H
        JZ READY
        IN AL, 0FEH
        MOV [SI], AL
        INC SI

```

```

; Data segment set to 3000H
; Pointer to destination offset
; Byte count in CL
; Only one stop bit for
; receiver is set
; Load command word to enable
; the receiver and disable
; transmitter
; Read status
; Check FE, OE and PE.
; If zero, jump to READY
; If not zero, clear them
; Check RXRDY. If the
; receiver is not ready,
; wait
; If it is ready,
; receive the character
; Increment pointer to next byte

```