

PROTEUS

DESIGN
SUITE

ISIS SCHEMATIC CAPTURE

Electronics Design

Proteus 7.7

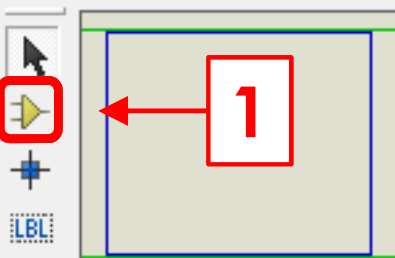


From Concept



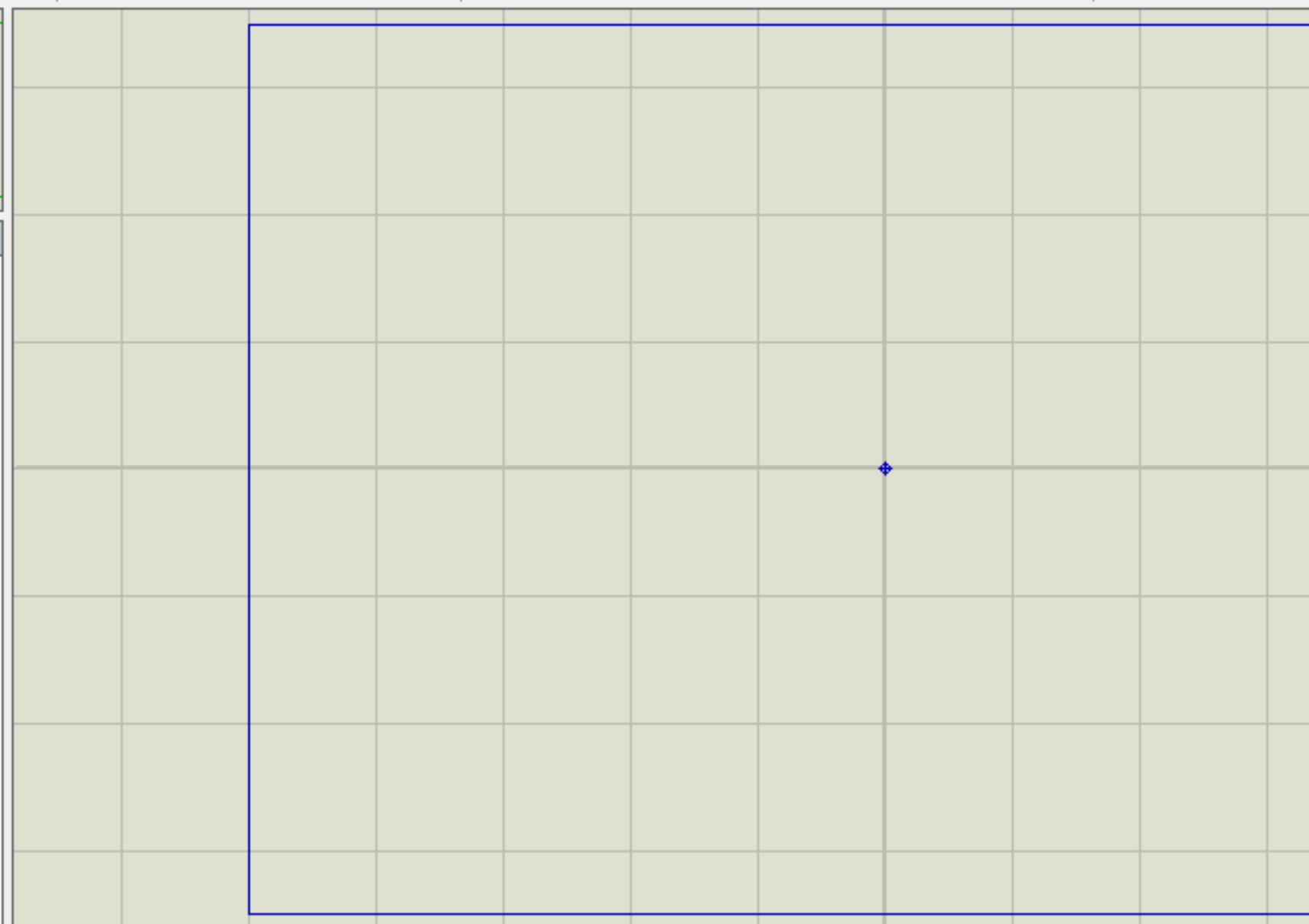
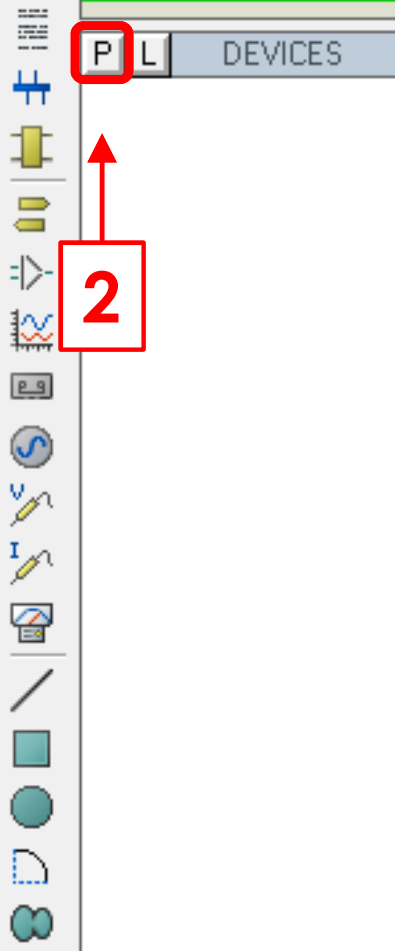
To Completion

ISIS Professional v7.7 SP2. © Labcenter Electronics 1989-2010



P L DEVICES

2



Pick Devices

Keywords:

PIC16F84A

3

Match Whole Words? ☐Show only parts with models? ☐

Category:

(All Categories)

Microprocessor ICs

Sub-category:

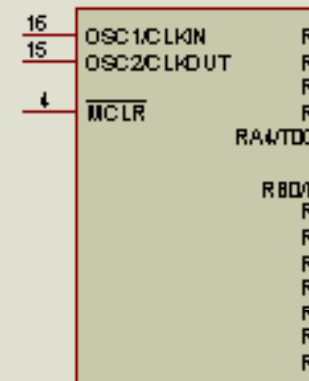
Results (1):

Device	Library	Description
PIC16F84A	PICMICRO	PIC16 Microcontroller (1024B code, 68B data, 64B EPROM, Ports A-B, 1x

4

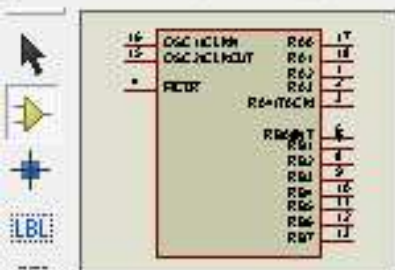
PIC16F84A Preview:

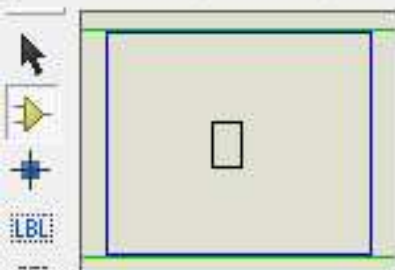
VSM DLL Model [PIC16



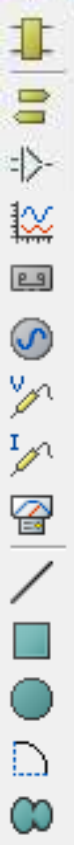
PCB Preview:

RES PCB libraries not



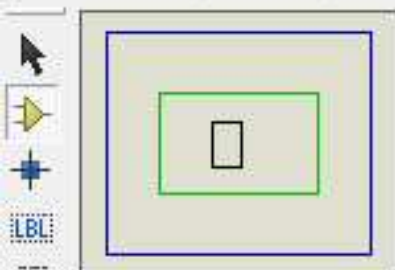


P L DEVICES
PIC16F84A



6

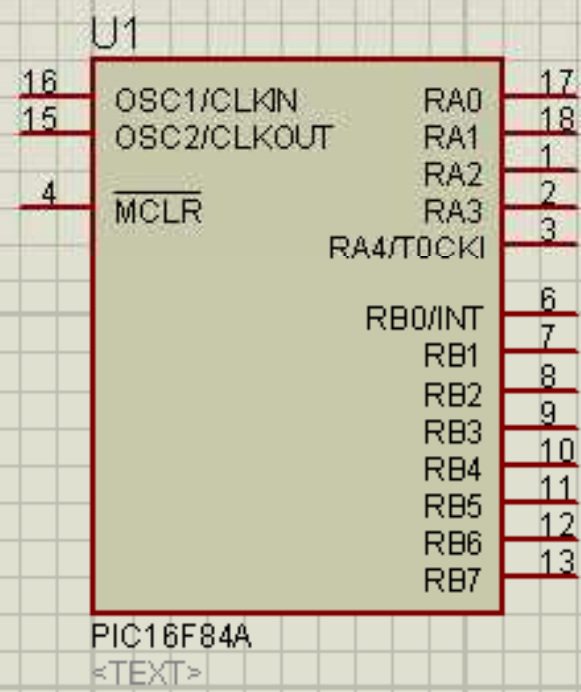




P L DEVICES

PIC16F84A

7



Pick Devices

Keywords:

BTTONMatch Whole Words? ☐Show only parts with models? ☐

Category:

(All Categories)

Microprocessor ICs

Switches & Relays

Sub-category:

Results (2):

Device	Library	Description
BUTTON	ACTIVE	SPST Push Button
DST990	MAXIM	Serial Number iButton

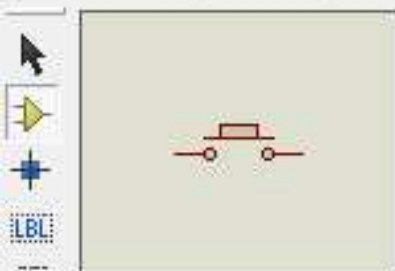
BUTTON Preview:

Analogue Primitive [RTS



PCB Preview:

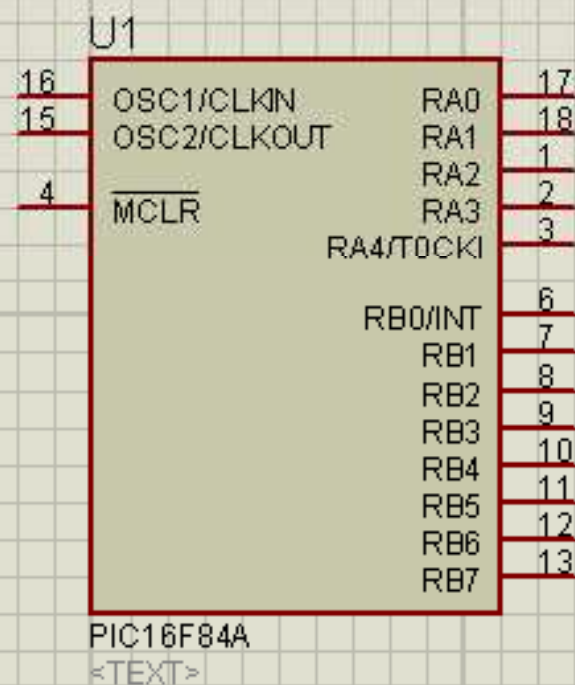
RES PCB libraries not

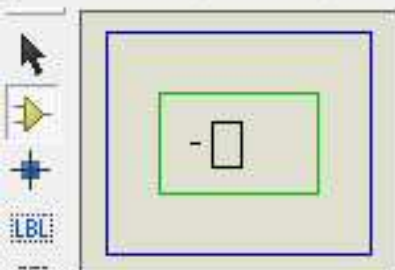


P L DEVICES
BUTTON
PIC16F84A



10





P L DEVICES

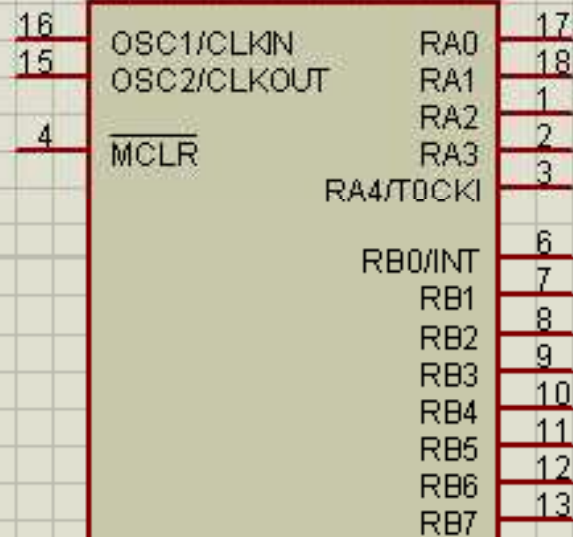
BUTTON

PIC16F84A

11



U1



PIC16F84A

<TEXT>

Pick Devices

Keywords:

RESISTOR

Match Whole Words?

Show only parts with models?

Category:

(All Categories)
Analog ICs
Miscellaneous
Modelling Primitives
Resistors
Transducers

Sub-category:

Generic
High Voltage
NTC
Resistor Network
Resistor Packs
Variable

Results (1):

Device	Library	Description
RES	DEVICE	Generic resistor symbol

RES Preview:

Analogue Primitive [RES]



PCB Preview:

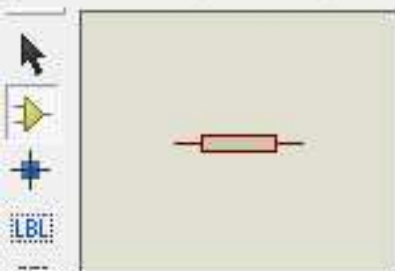
RES PCB libraries not

12

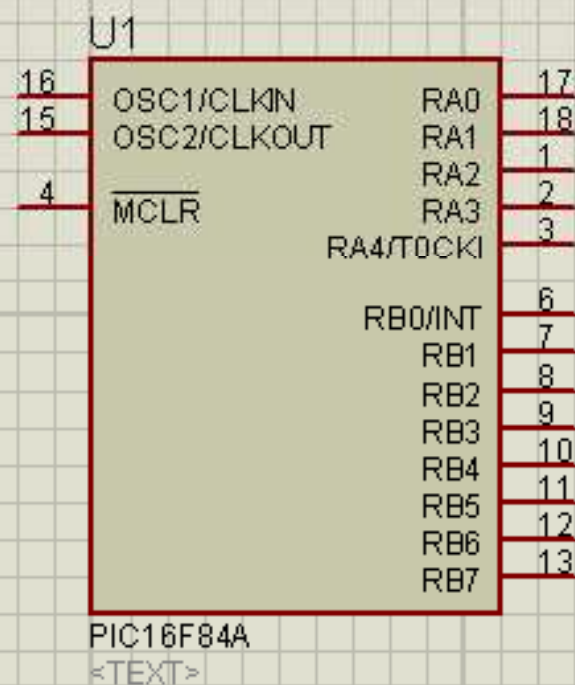
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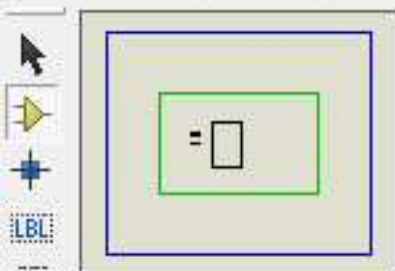
13

14



P L DEVICES
 BUTTON
 PIC16F84A
 RES





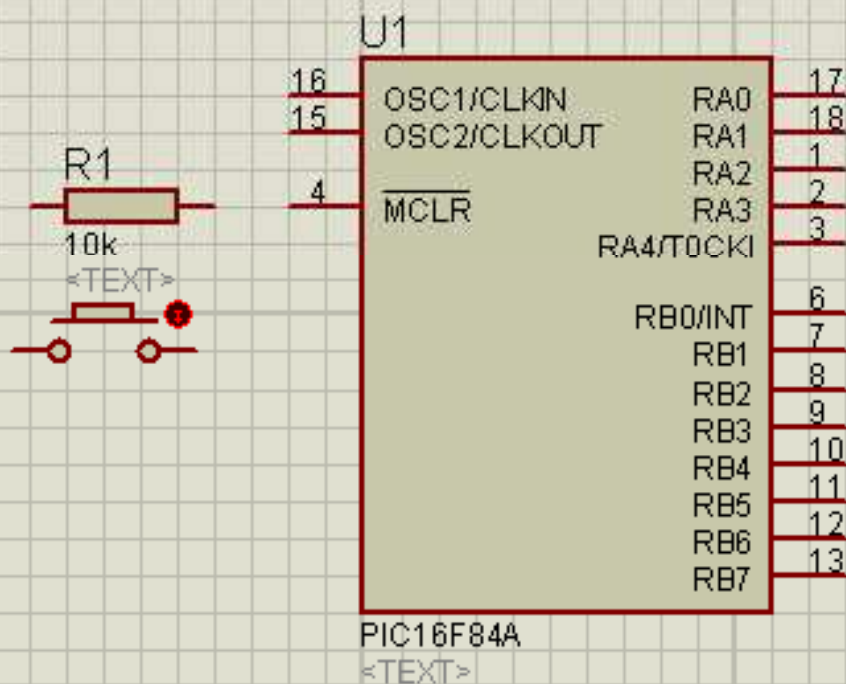
P L DEVICES

BUTTON

PIC16F84A

RES

17



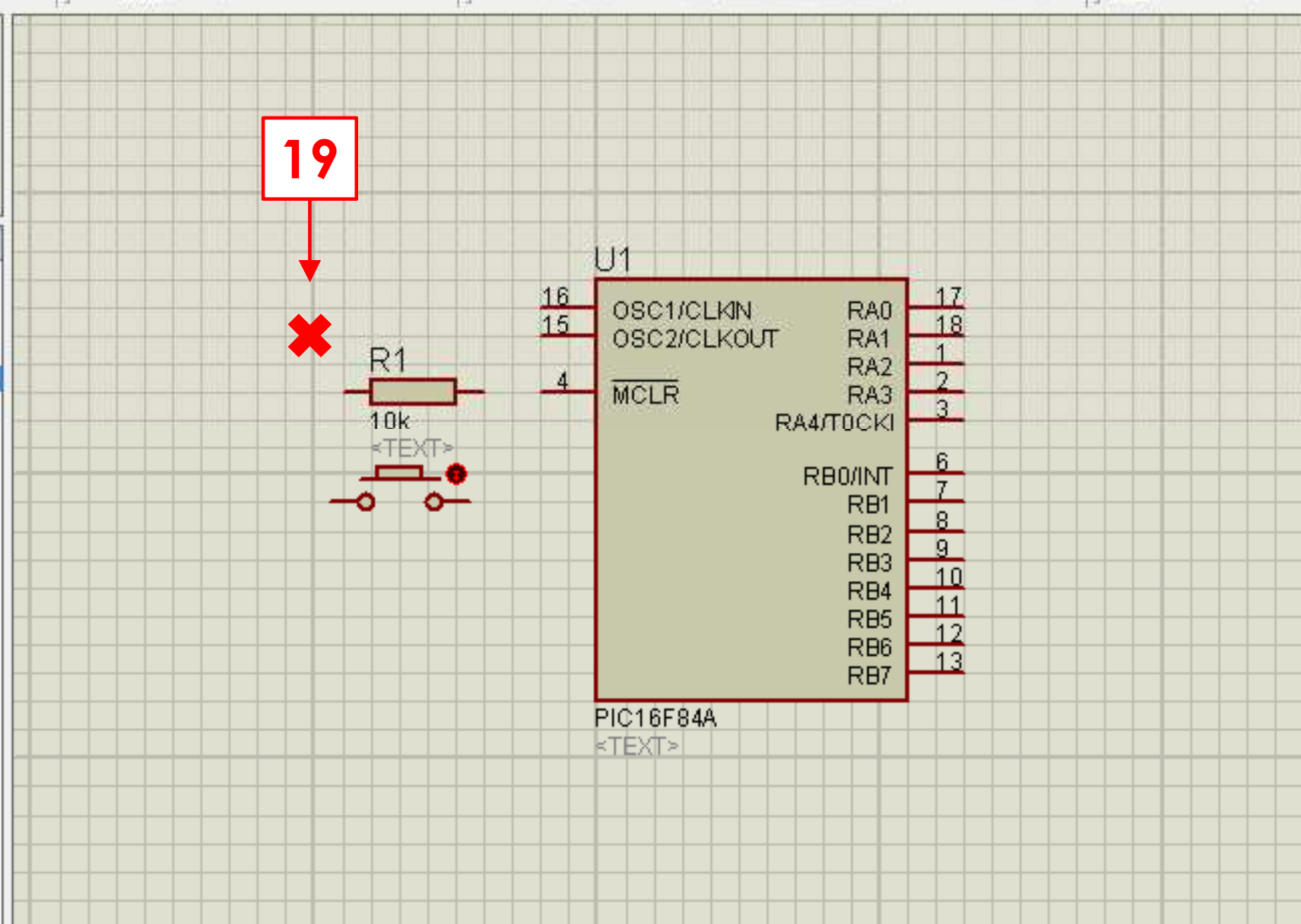


LBL

TERMINALS

- DEFAULT
- INPUT
- OUTPUT
- BIDIR
- POWER
- GROUND
- BUS

18



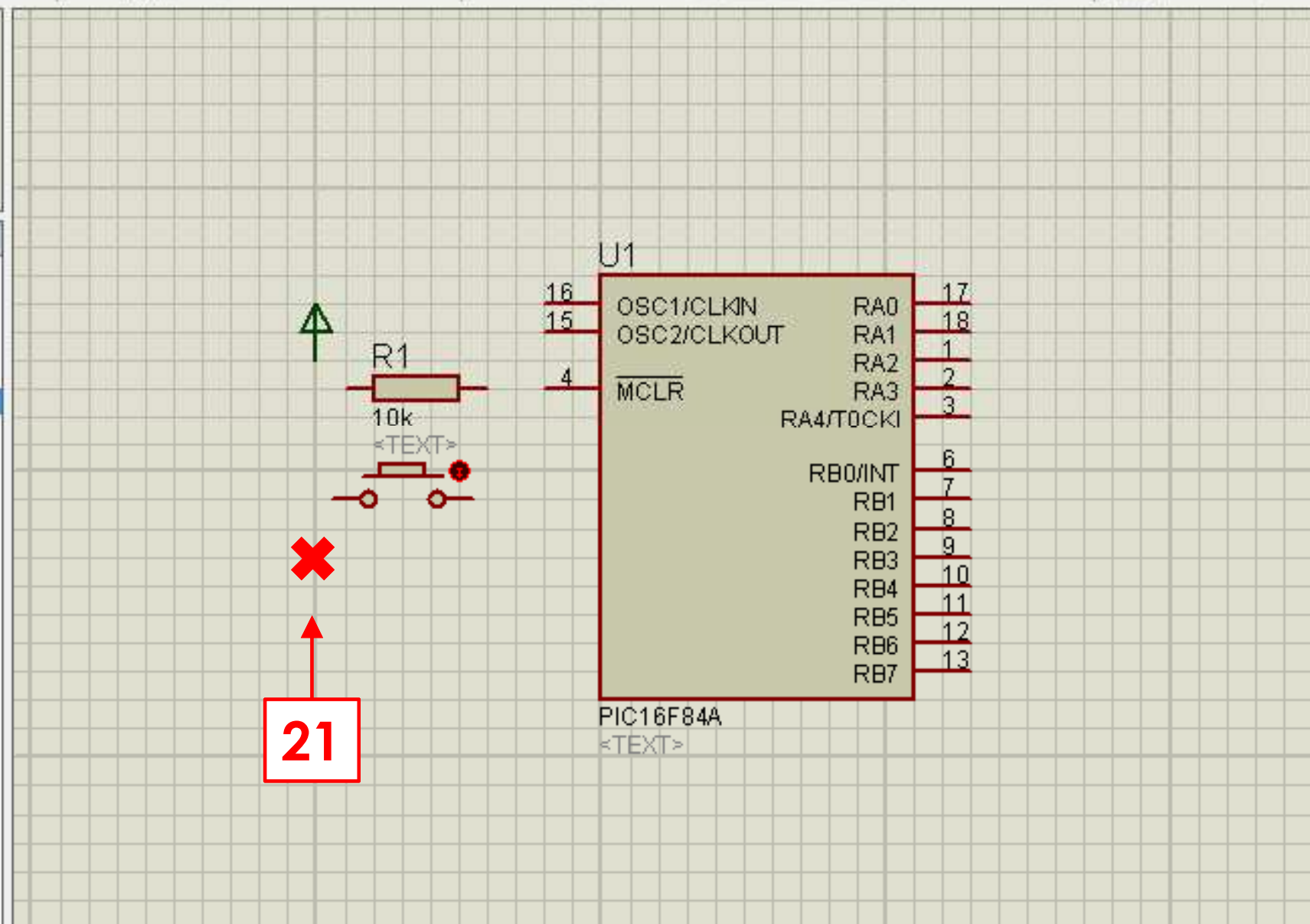


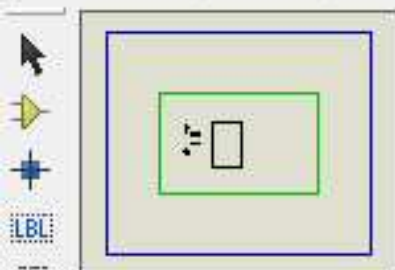
LABEL

TERMINALS

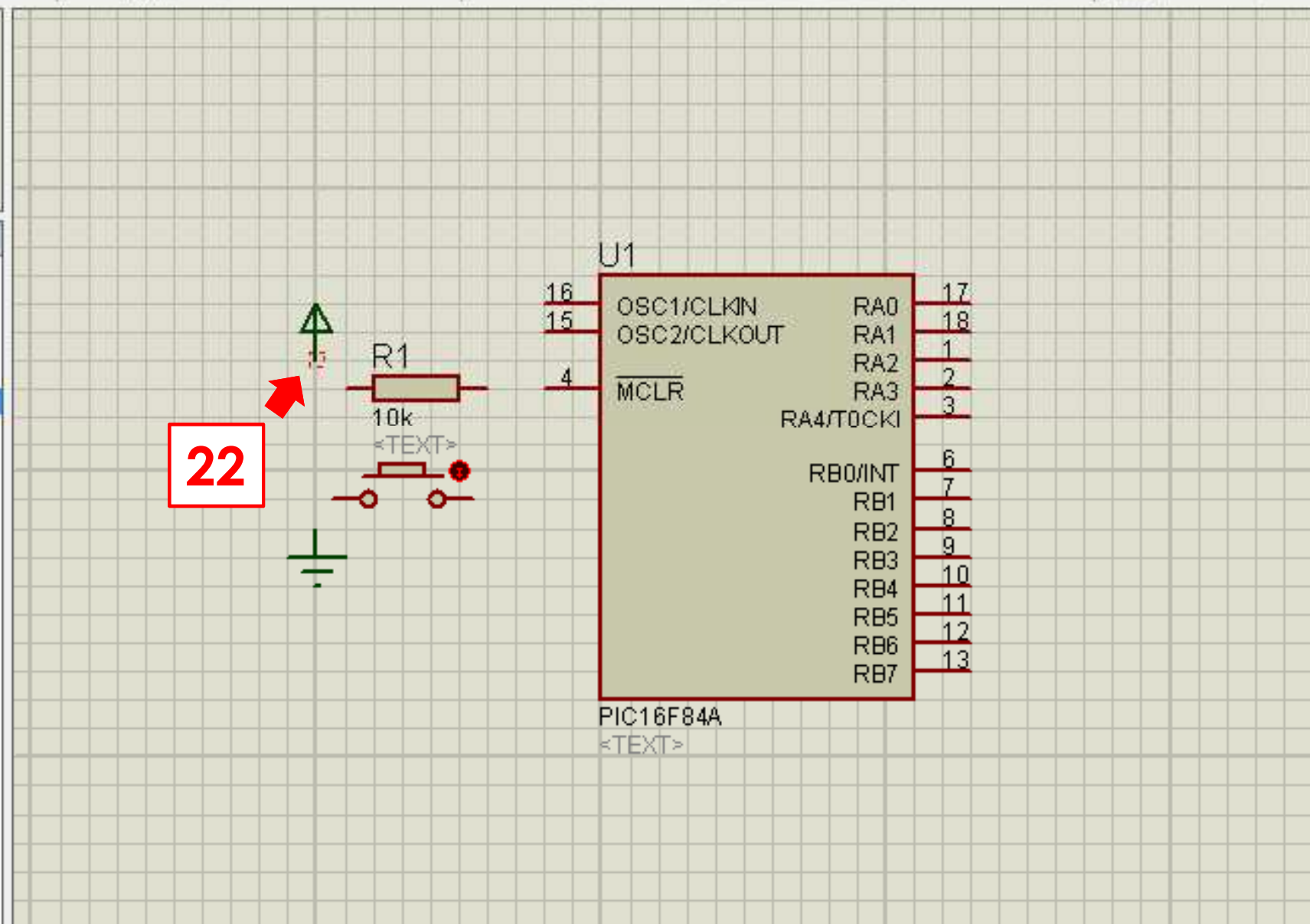
- DEFAULT
- INPUT
- OUTPUT
- BIDIR
- POWER
- GROUND**
- BUS

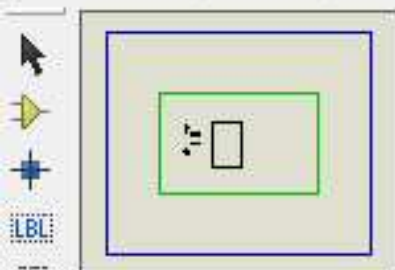
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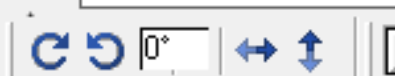
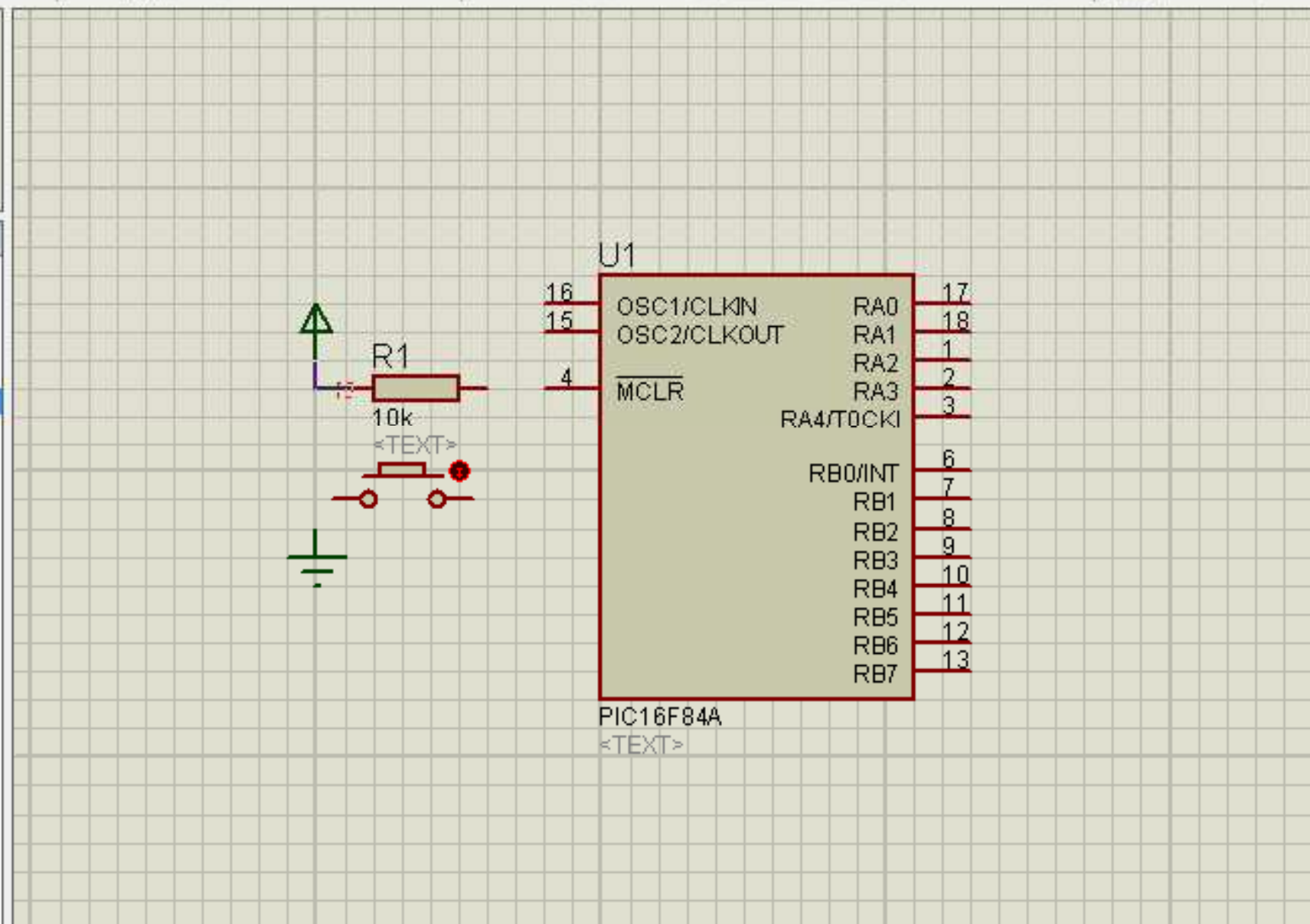


- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS



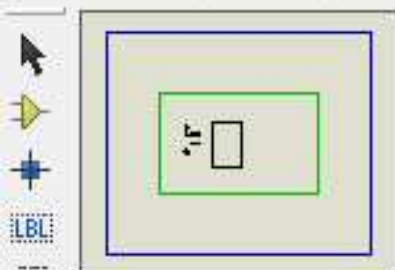


- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS

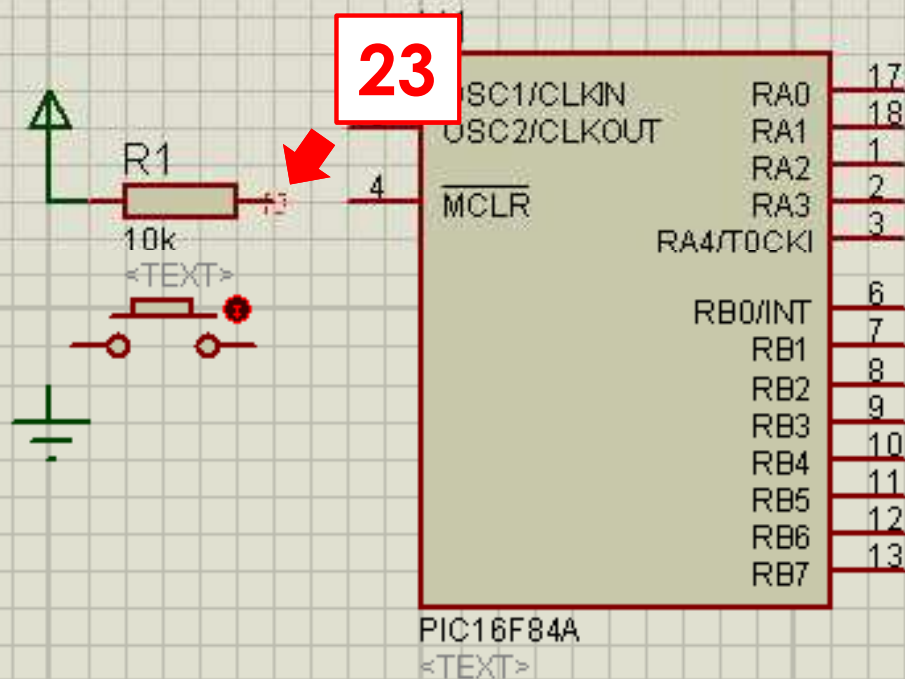


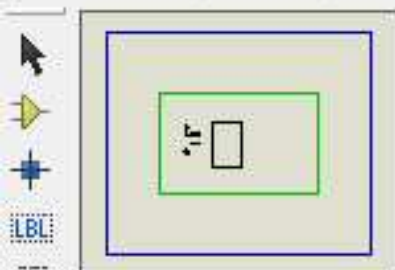
No Messages

COMPONENT R1, Name=1, Number=1, Type=PS

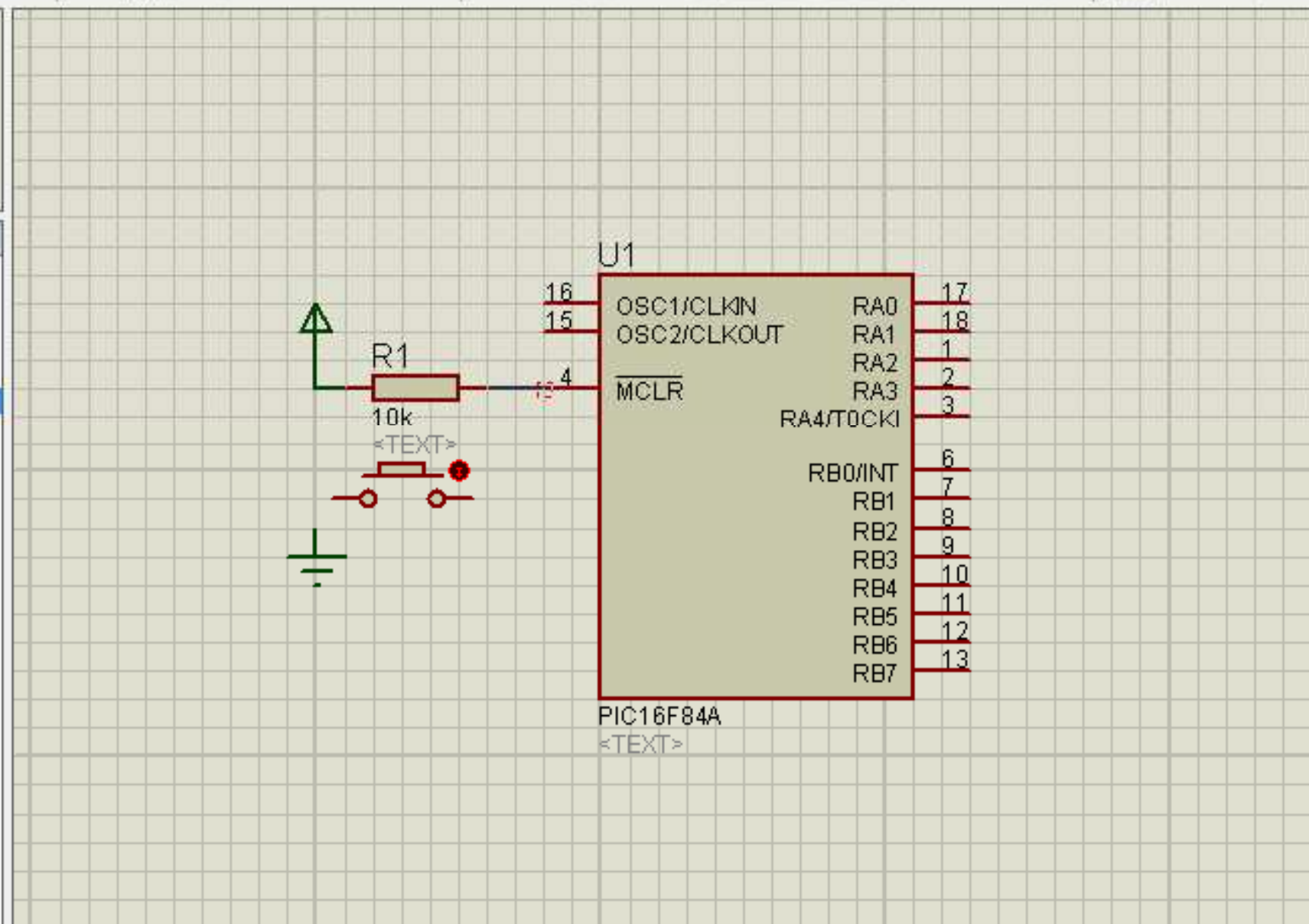


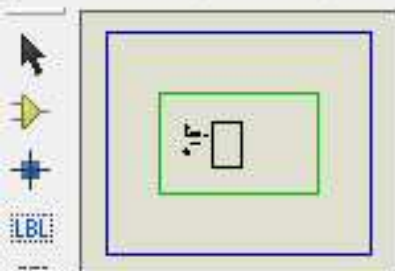
- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS



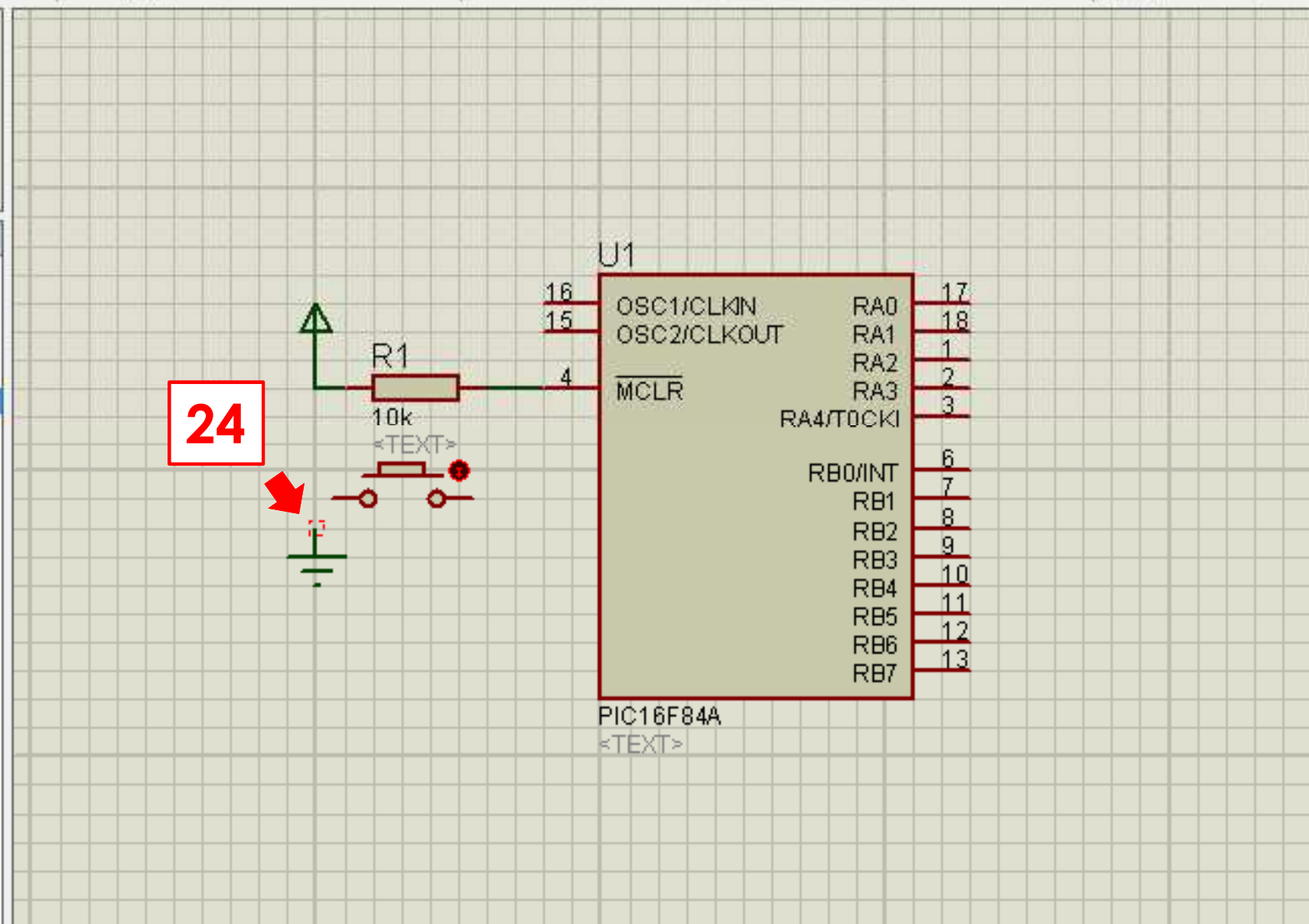


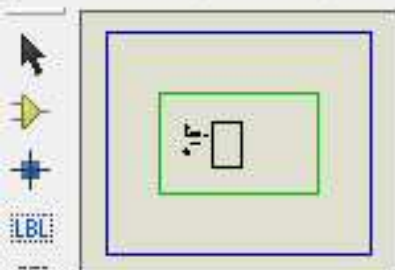
- P** TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND**
 - BUS



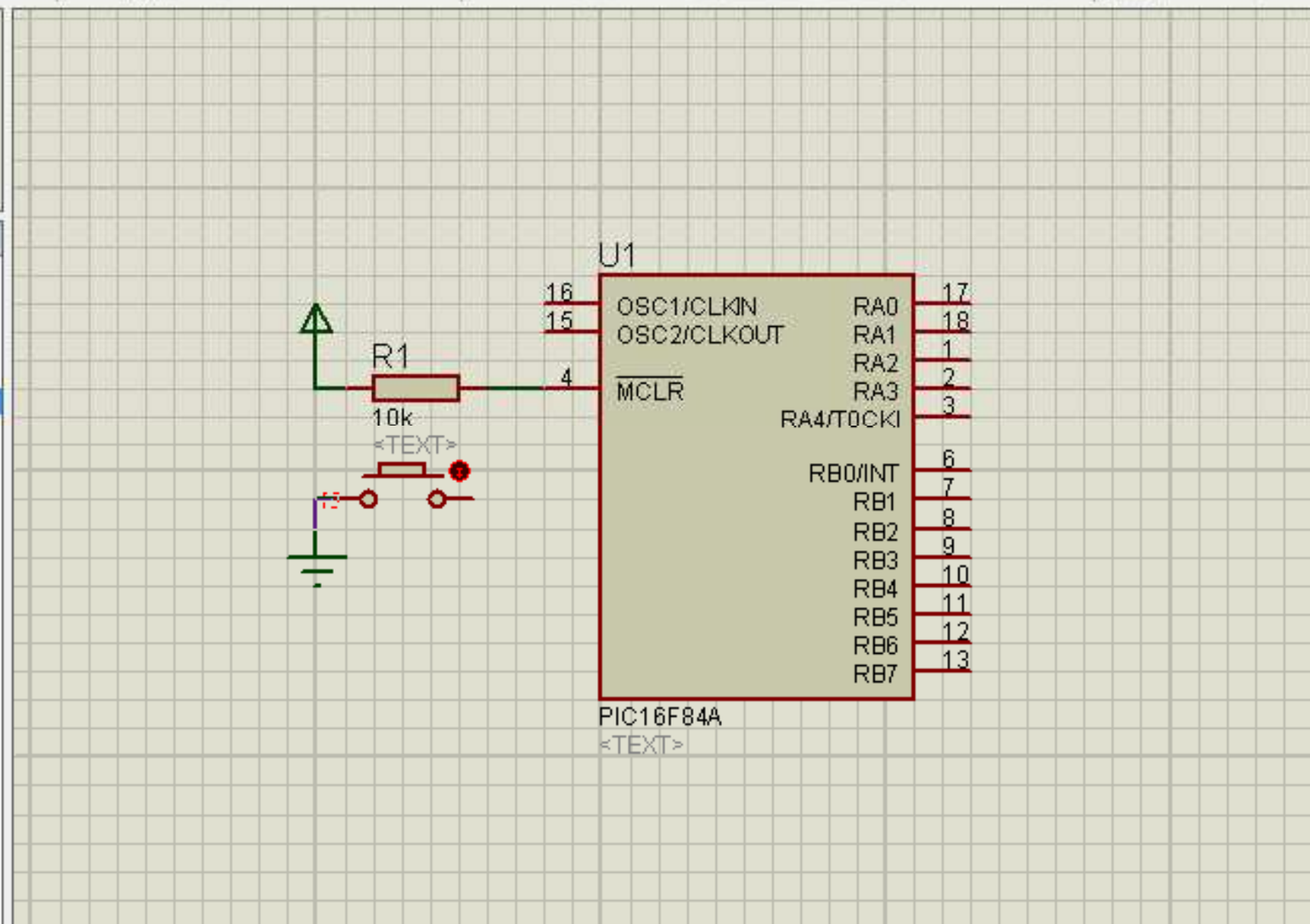


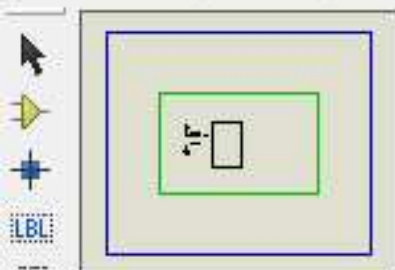
- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS



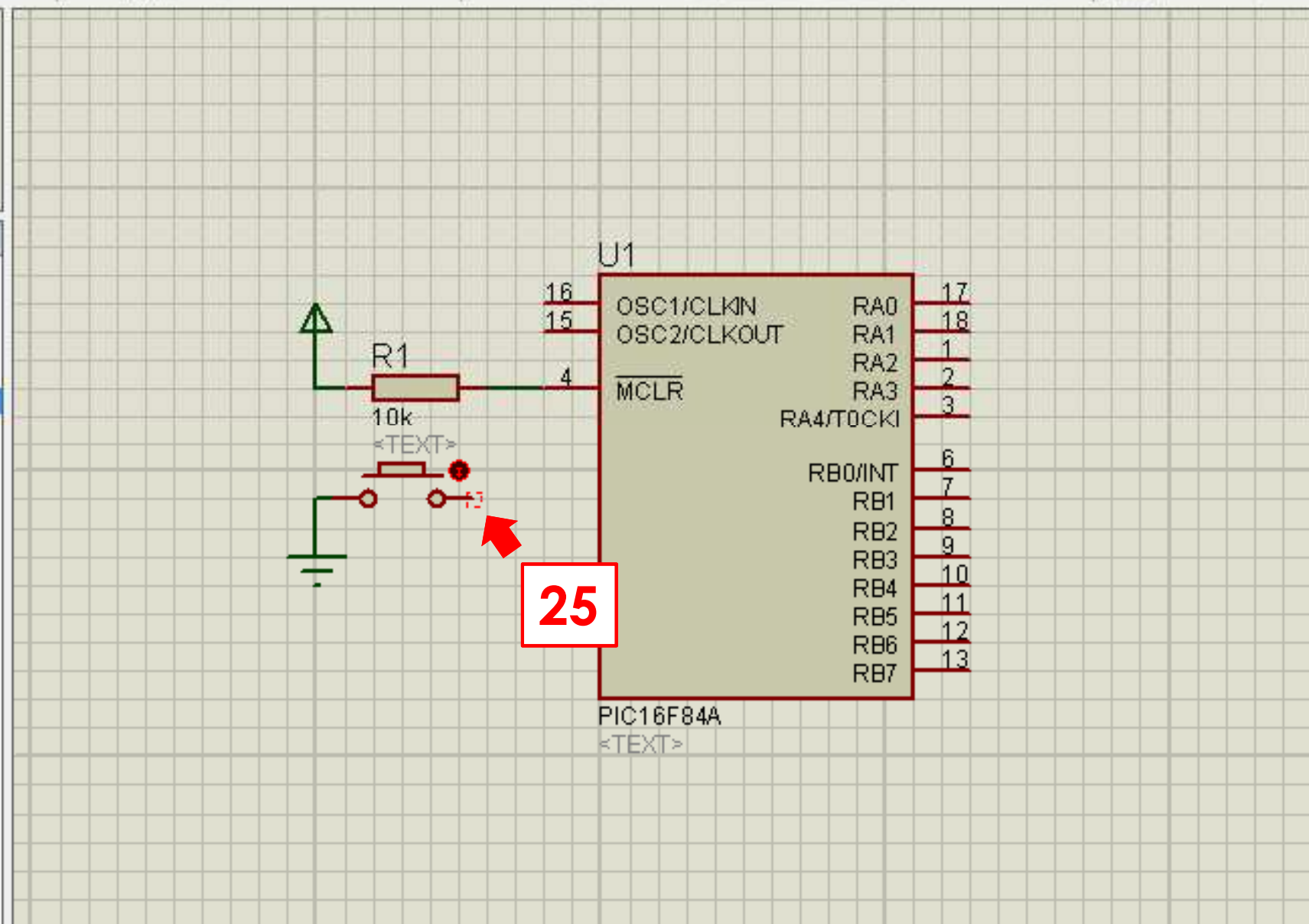


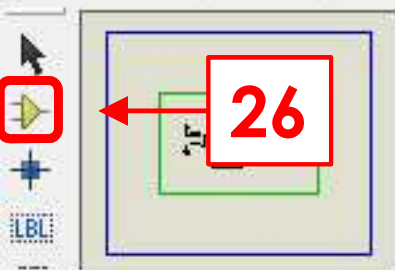
- TERMINALS**
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND**
 - BUS



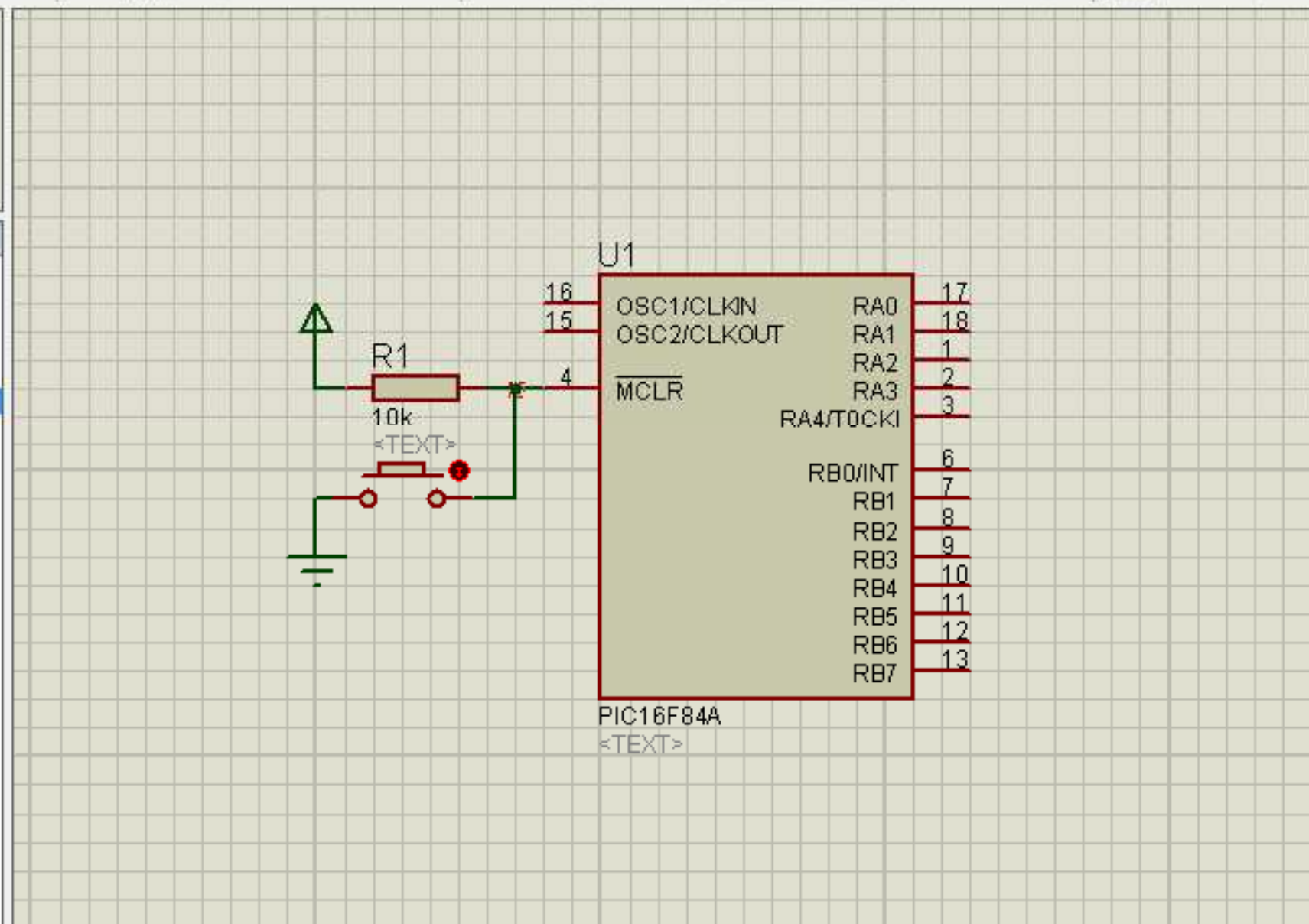


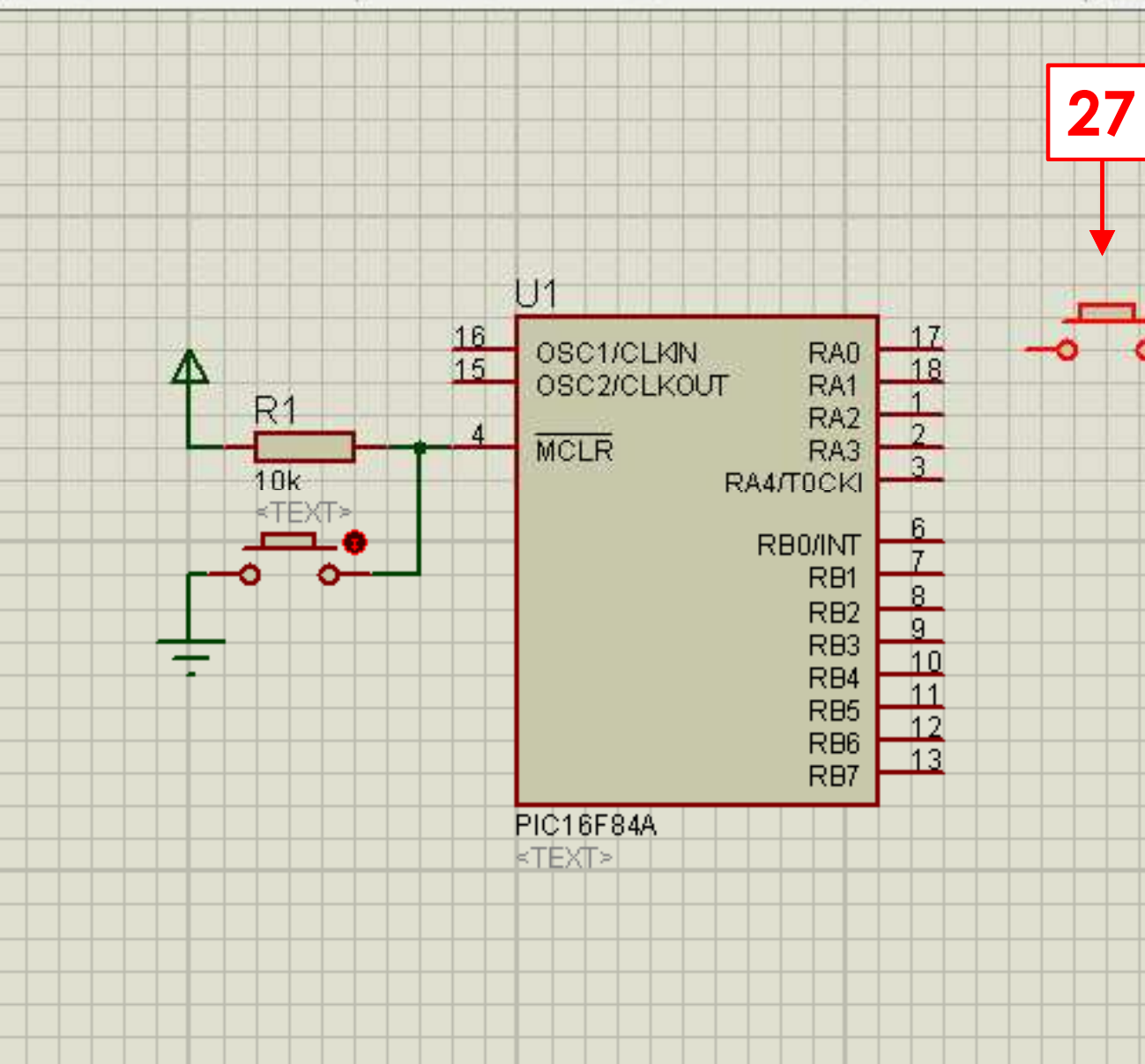
- P** TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND**
 - BUS





- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS





-

 No Messages

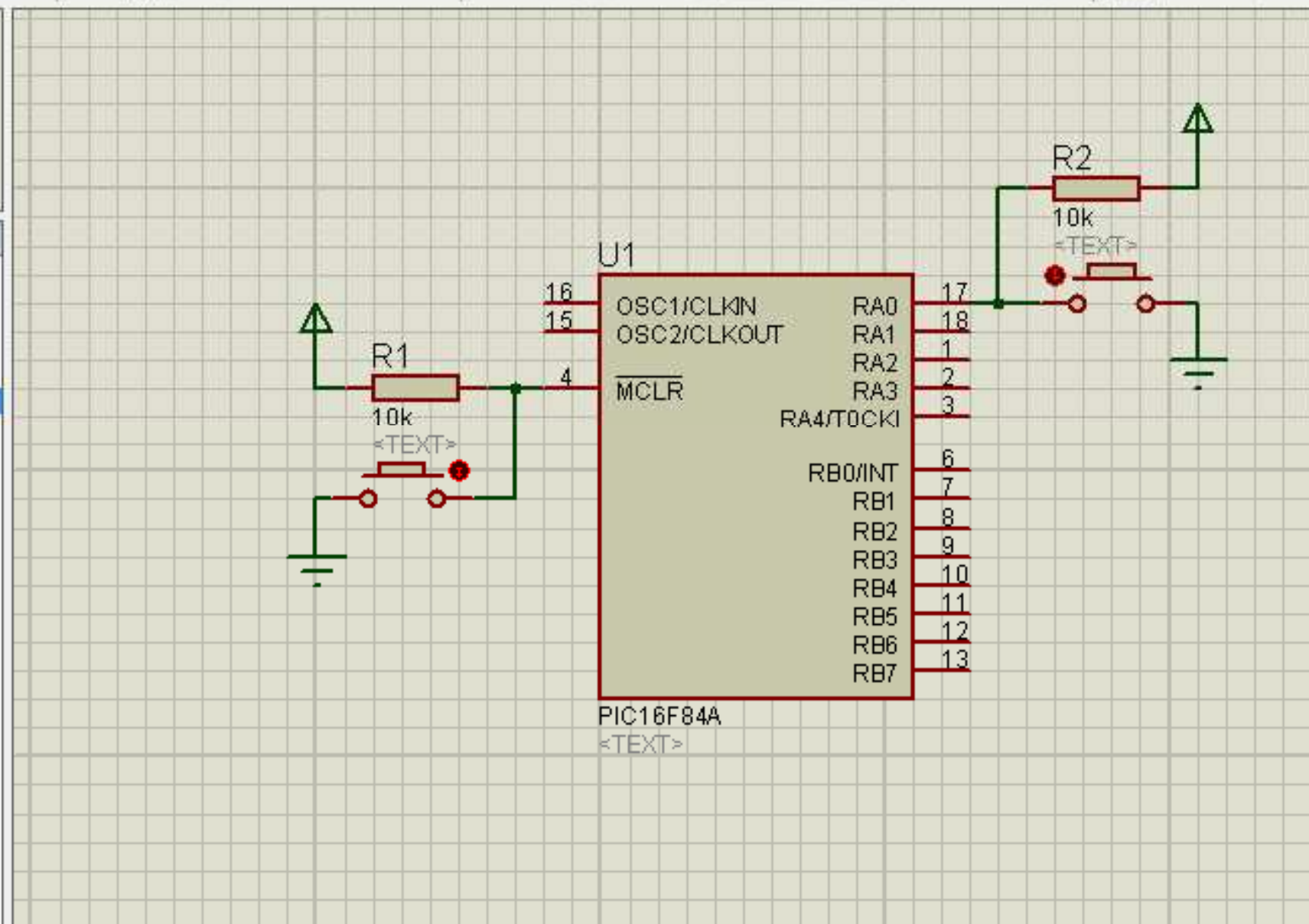


28

P TERMINALS

DEFAULT
INPUT
OUTPUT
BIDIR
POWER
IND

29



Pick Devices

Keywords:

LED ANIMATED

30

Match Whole Words?Show only parts with models? ☐

Category:

(All Categories)

Electromechanical

Optoelectronics

Results (9):

Device	Library	Description
LED-BIBY	ACTIVE	Animated BI-Colour LED model (Blue/Yellow) with Self-flashing
LED-BIGY	ACTIVE	Animated BI-Colour LED model (Green/Amber) with Self-flashing
LED-BIRG	ACTIVE	Animated BI-Colour LED model (Red/Green) with Self-flashing
LED-BIRY	ACTIVE	Animated BI-Colour LED model (Red/Yellow) with Self-flashing
LED-BLUE	ACTIVE	Animated LED model (Blue)
LED-GREEN	ACTIVE	Animated LED model (Green)
LED-RED	ACTIVE	Animated LED model (Red)
LED-YELLOW	ACTIVE	Animated LED model (Yellow)
MOTOR-PWMSERVO	MOTORS	Animated PWM Controlled Servo Motor model (Hobby Servo)

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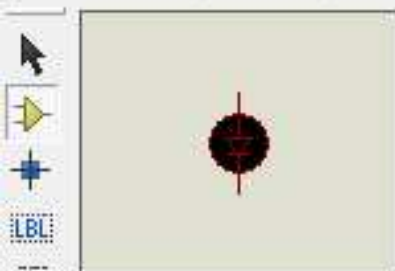
LED-YELLOW Preview:

Schematic Model [LED]

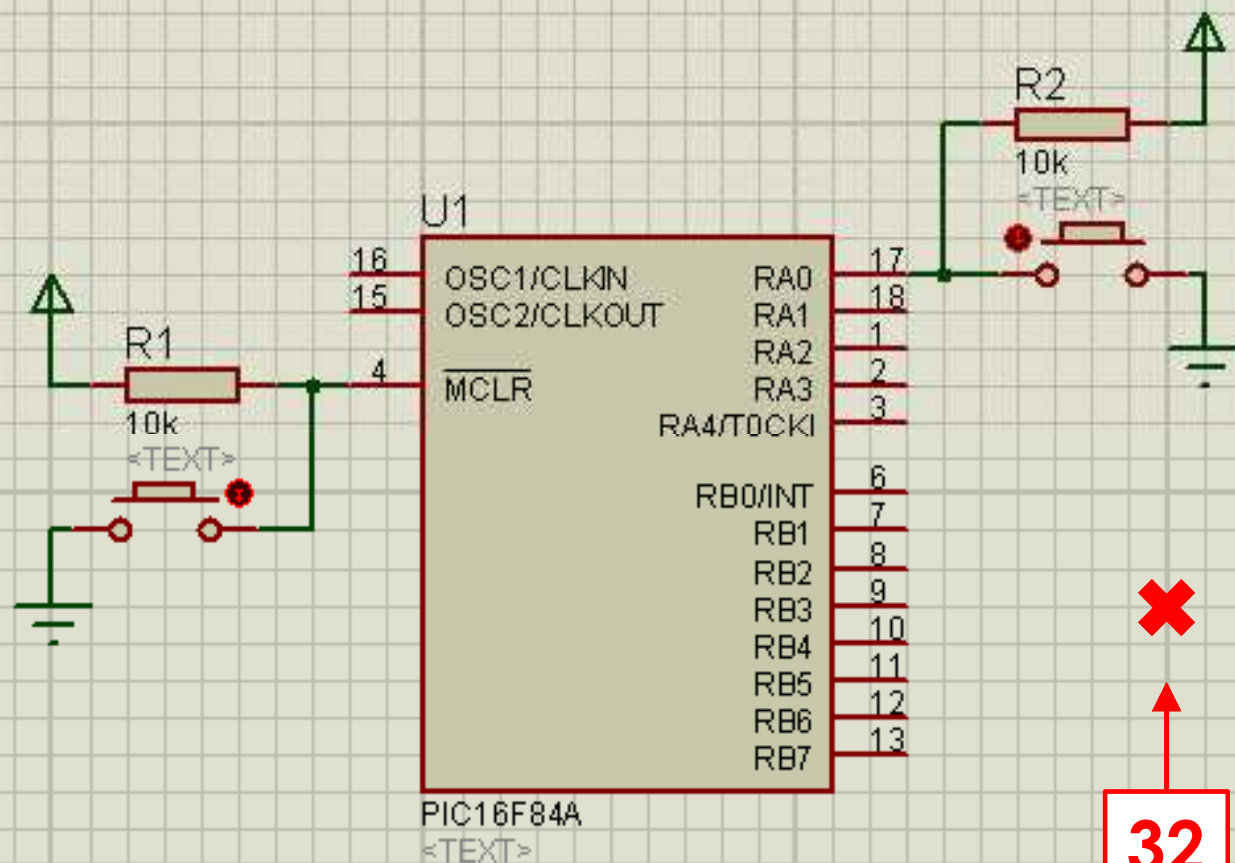


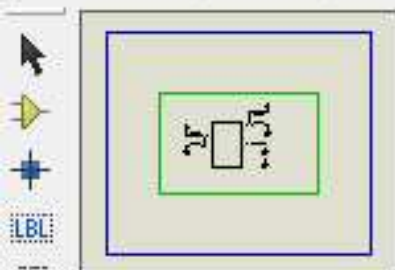
PCB Preview:

No PCB Packag

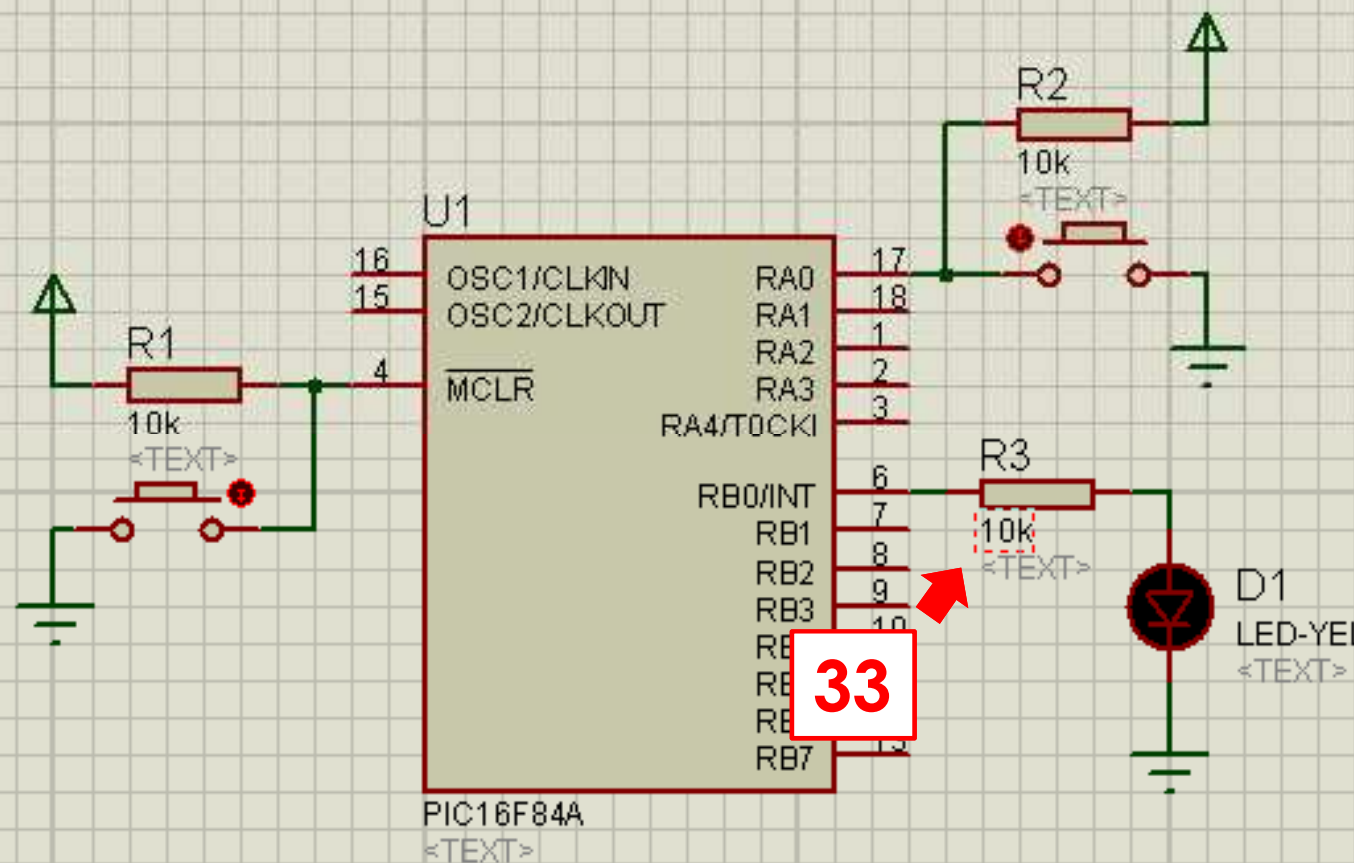


P L DEVICES
 BUTTON
 LED-YELLOW
 PIC16F84A
 RES





- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS





TERMINALS

- DEFAULT
- INPUT
- OUTPUT
- BIDIR
- POWER
- GROUND**
- BUS

Edit Component Value

Label | Style

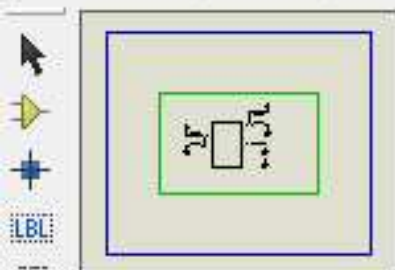
String: 330 34 ☐ Auto-Sync?

Rotate
☒ Horizontal ☐ Vertical

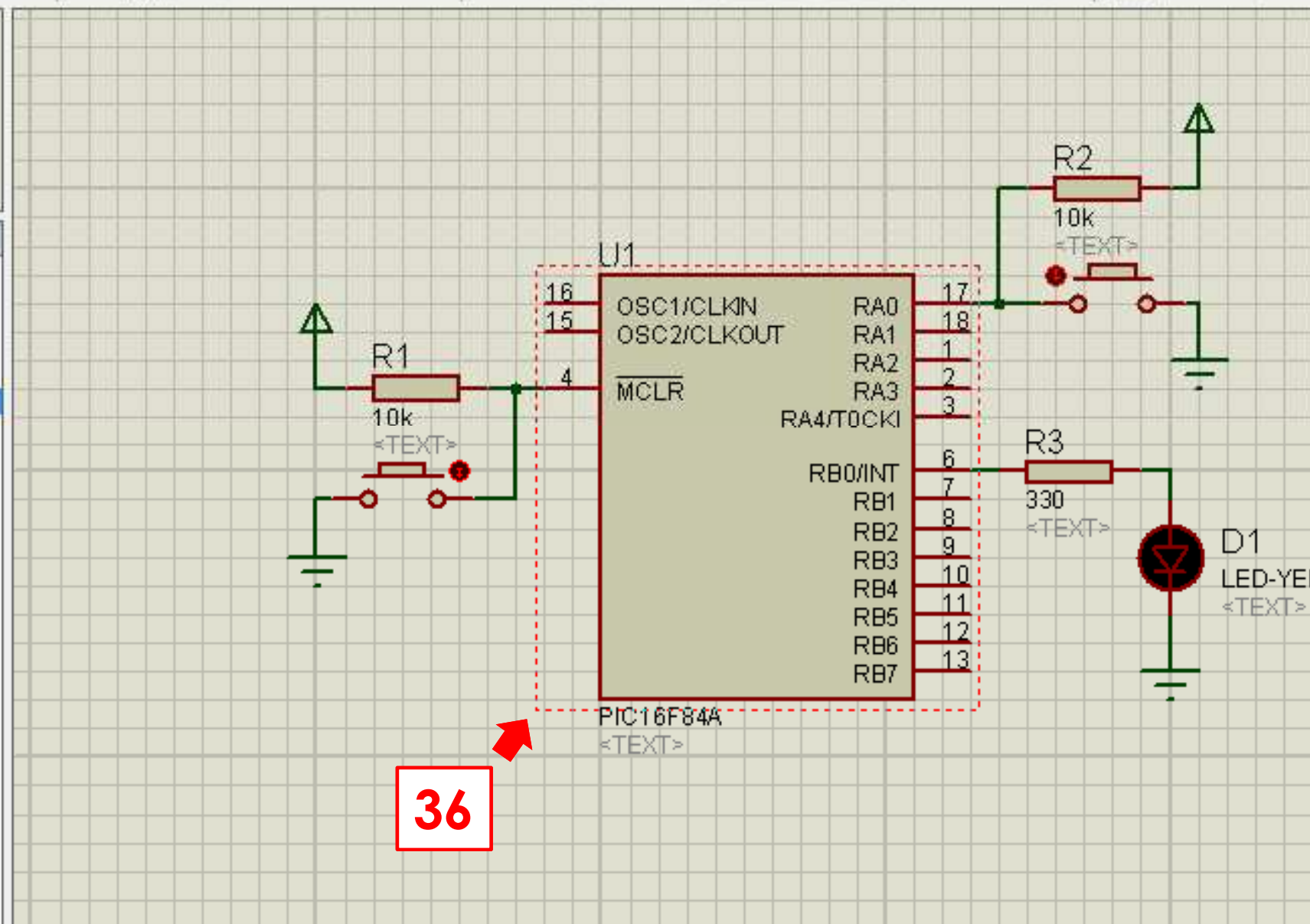
Justify
☒ Left ☐ Centre ☐ Right
☐ Top ☐ Middle ☒ Bottom

35





- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS



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Diagram showing a component symbol on a grid.

TERMINALS

- DEFAULT
- INPUT
- OUTPUT
- BIDIR
- POWER
- GROUND**
- BUS

Edit Component

Component <u>R</u> eference:	U1	Hidden:	<input type="checkbox"/>	<input type="button" value="OK"/> <input type="button" value="Help"/> <input type="button" value="Data"/> <input type="button" value="Hidden Pins"/> <input type="button" value="Cancel"/>
Component <u>V</u> alue:	PIC16F84A	Hidden:	<input type="checkbox"/>	
PCB Package:	DIL18	<input type="button" value="?"/>	Hide All	
Program File:		<input style="border: 2px solid red;" type="button" value="37"/>	<input style="border: 2px solid red;" type="button" value="Folder Icon"/>	
Processor Clock Frequency:	4MHz		Hide All	
Program Configuration Word:	0x3FFB		Hide All	
Advanced Properties:				
Randomize Program Memory?	No		Hide All	
Other Properties:				
<input type="checkbox"/> Exclude from Simulation <input type="checkbox"/> Exclude from PCB Layout <input type="checkbox"/> Edit all properties as text				<input type="checkbox"/> Attach hierarchy module <input type="checkbox"/> Hide common pins

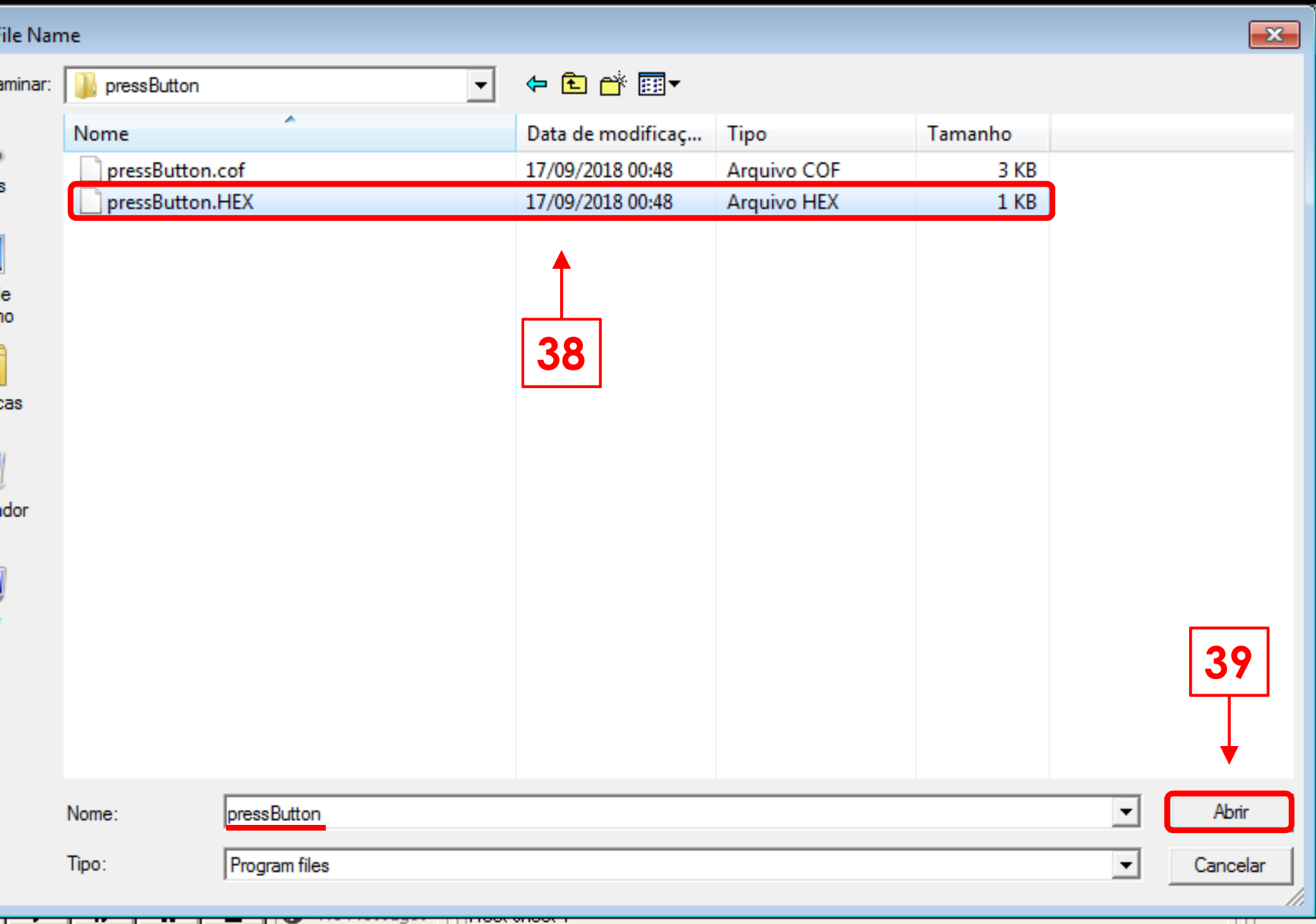




Diagram showing a component symbol on a grid. Below the diagram is a list of terminals:

- DEFAULT
- INPUT
- OUTPUT
- BIDIR
- POWER
- GROUND**
- BUS

Edit Component

Component Reference: U1

Component Value: PIC16F84A

PCB Package: DIL18

Program File: \pressButton\pressButton.HEX

Processor Clock Frequency: 4MHz

Program Configuration Word: 0x3FFB

Advanced Properties:

Randomize Program Memory? No

Other Properties:

☐ Exclude from Simulation

☐ Exclude from PCB Layout

☐ Edit all properties as text

☐ Attach hierarchy module

☐ Hide common pins

Buttons: OK, Help, Data, Hidden Pins, Cancel

42

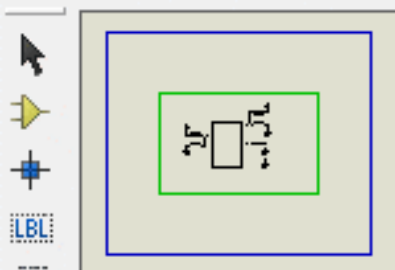
41

40



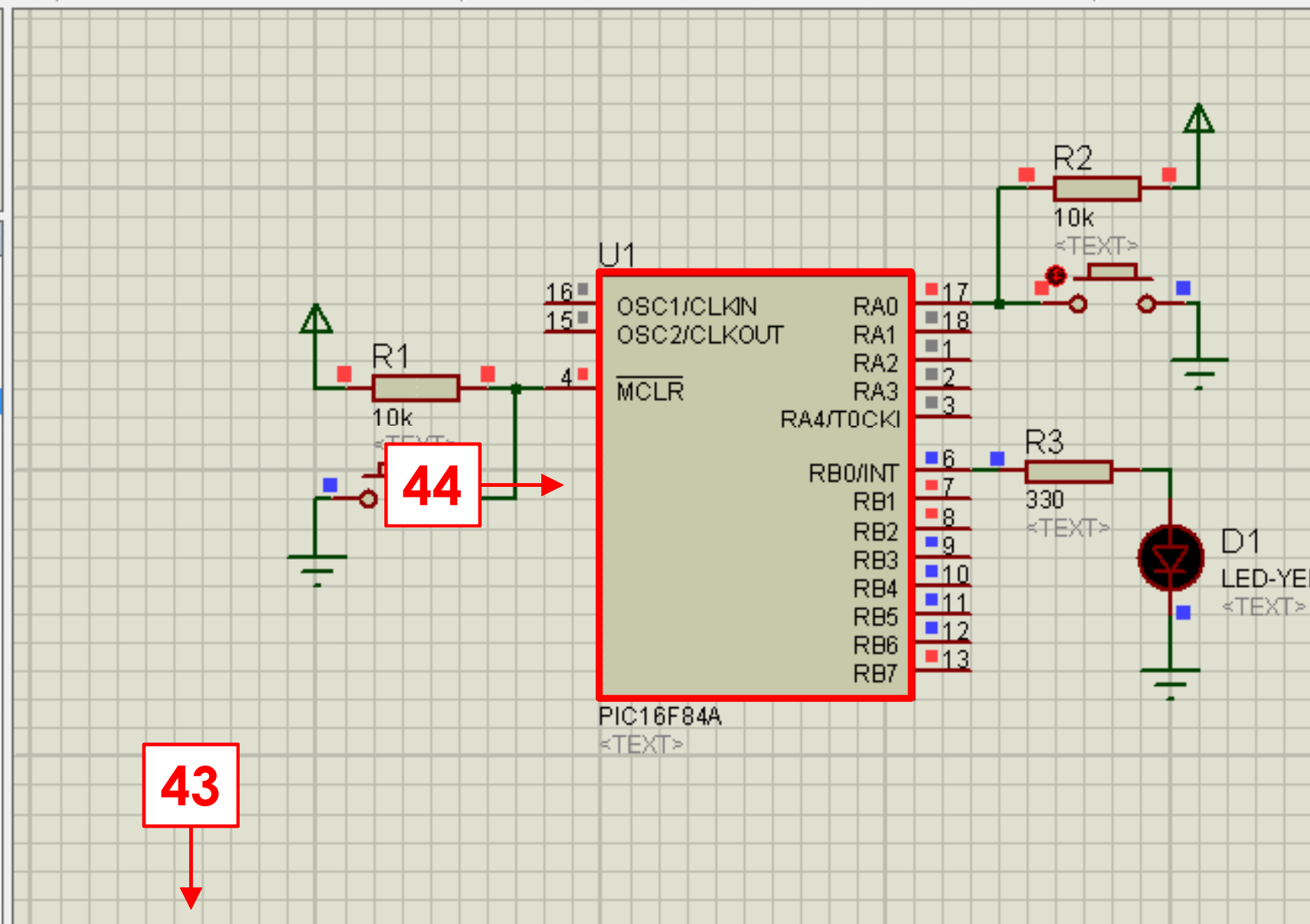
No Messages

Root sheet 1



TERMINALS

DEFAULT
INPUT
OUTPUT
BIDIR
POWER
GROUND
BUS



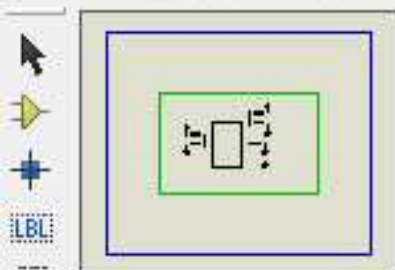
43

44

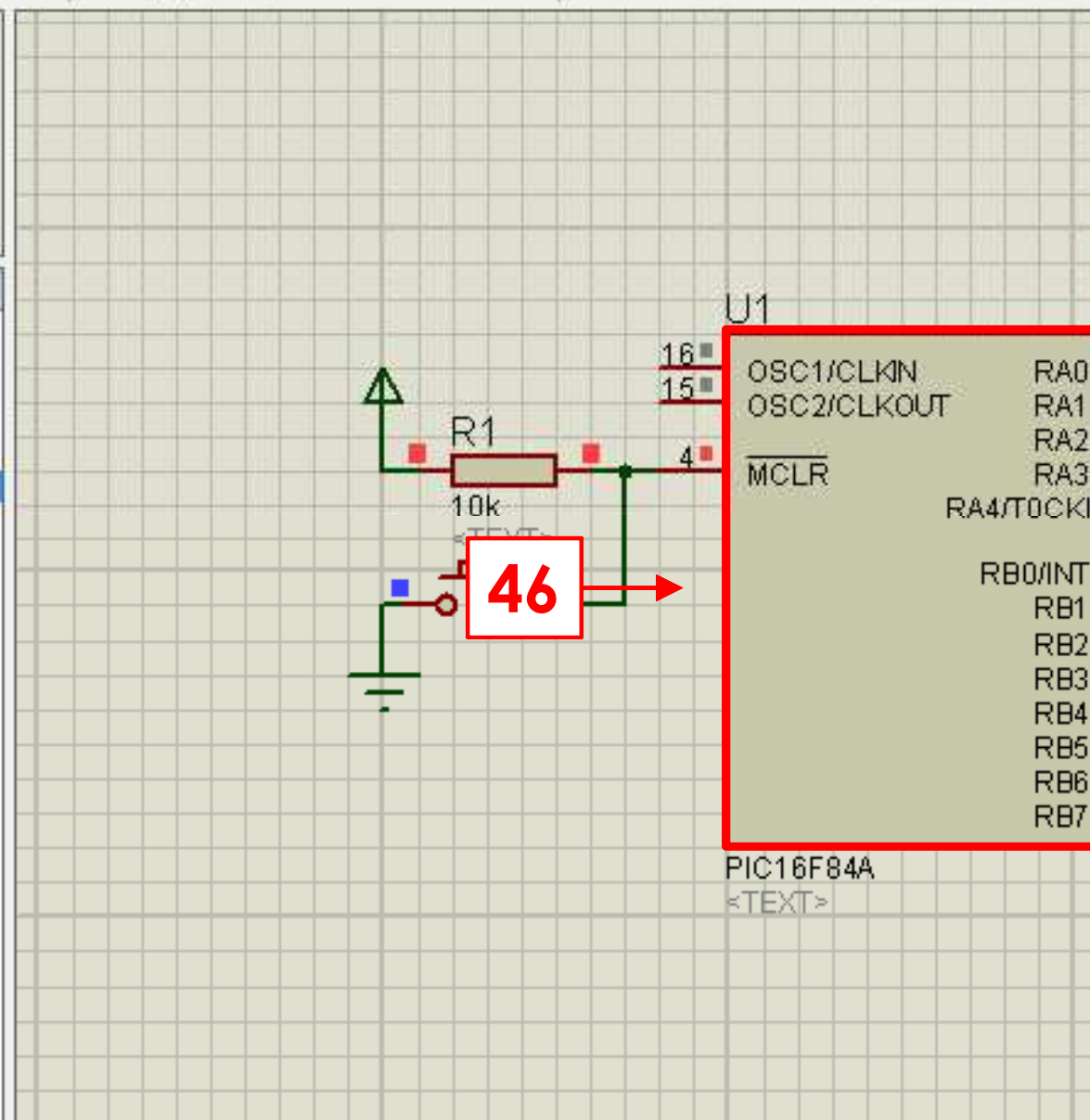


7 Message(s)

Run the simulation



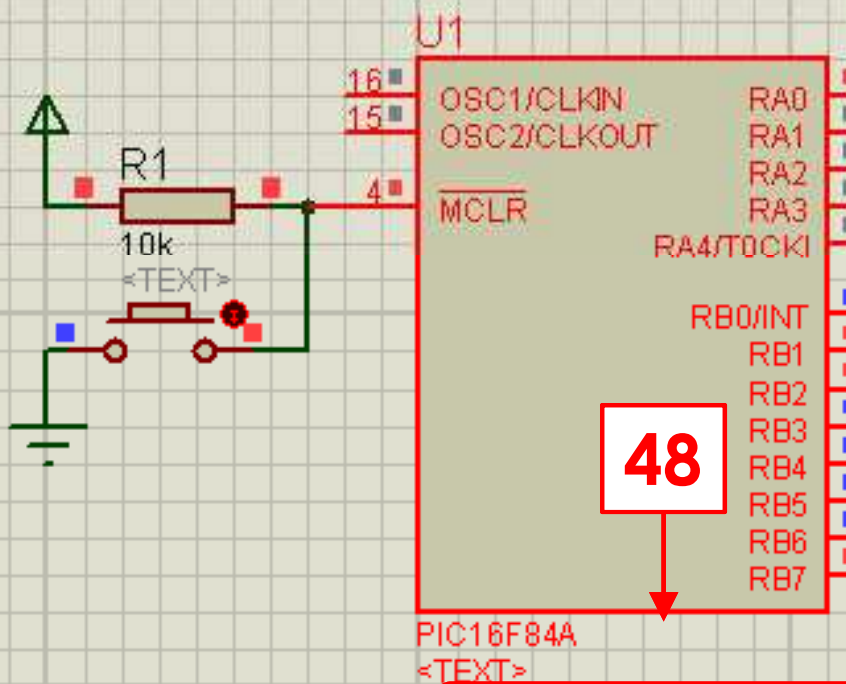
- TERMINALS**
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND**
 - BUS



U1

TERMINAL VOLTAGES	
VDD	5.000V
VSS	0.00V

TERMINAL LOGIC STATES	
\$MCLR\$	WHI
OSC1/CLKIN	FLT
OSC2/CLKOUT	FLT
RA0	WHI
RA1	FLT
RA2	FLT
RA3	FLT
RA4/T0CKI	FLT
RB0/INT	WLO
RB1	SHI
RB2	SHI
RB3	SLO
RB4	SLO
RB5	SLO
RB6	SLO
RB7	SHI
VDD	PHI
VSS	PLO



- Registers - U1
- Data Memory - U1
- EPROM Memory - U1
- Program Memory - U1
- Stack - U1

+

Drag Object

Edit Properties

Ctrl+E

Delete Object

Rotate Clockwise

Num--

Rotate Anti-Clockwise

Num++

Rotate 180 degrees

X-Mirror

Ctrl+M

Y-Mirror

Decompose

Goto Child Sheet

Ctrl+C

Display Model Help

Ctrl+H

Display Datasheet

Ctrl+D

Show in Design Explorer

Show Package Allocation

Operating Point Info

Configure Diag

Make Device

Packaging Tool

Add/Remove Source Files

PIC CPU

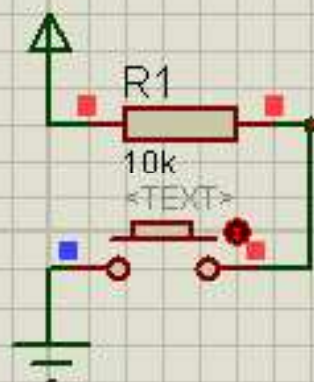


PIC CPU Registers - U1

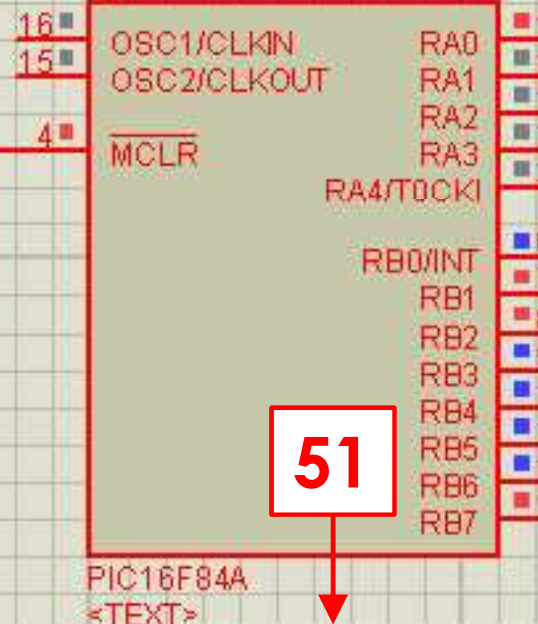
PC: \$0007		INSTR.: BCF PORTB,0	
W: 198 \$C6 %11000110	SP: 0		
STATUS: 28 \$1C %00011100	RPX: 0 Z:1 DC:0 C:0		
FSR: 28 \$1C %00011100	PCLATH: 0 \$00 %00000000		
OPTION: 255 \$FF %11111111	INTCON: 0 \$00 %00000000		
PORT A: 1 \$01 %00000001	TRIS A: 31 \$1F %00011111		
PORT B: 134 \$86 %10000110	TRIS B: 0 \$00 %00000000		

DEFAULT
INPUT
OUTPUT
BIDIR
POWER
GROUND
BUS

49



U1



51

- ✓ Registers - U1
- Data Memory - U1
- EPROM Memory - U1
- Program Memory - U1
- Stack - U1

- Drag Object
- Edit Properties
- Delete Object
- Rotate Clockwise
- Rotate Anti-Clockwise
- Rotate 180 degrees
- X-Mirror
- Y-Mirror
- Decompose
- Goto Child Sheet
- Display Model Help
- Display Datasheet
- Show in Design Explorer
- Show Package Allocation
- Operating Point Info
- Configure Logistics
- Make D
- Packaging Tool
- Add/Remove Source Files

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PIC CPU

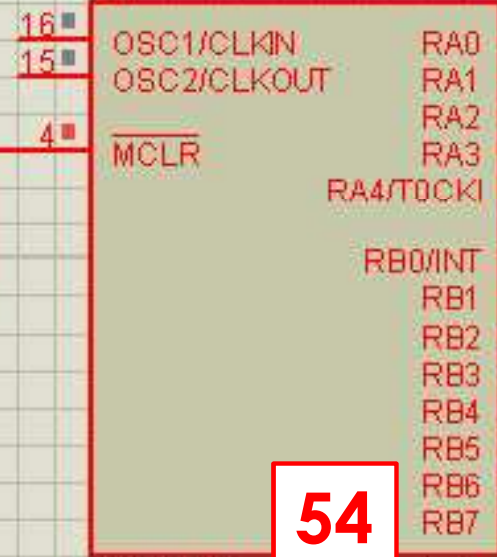


PIC CPU Registers - U1

PIC CPU Data Memory - U1

0000	00	BD	07	1C	1C	01	86	00	...
0008	BF	31	00	00	00	00	00	00	...
0010	00	00	00	00	00	00	00	00	...
0018	00	00	00	00	00	00	00	00	...
0020	00	00	00	00	00	00	00	00	...
0028	00	00	00	00	00	00	00	00	...
0030	00	00	00	00	00	00	00	00	...
0038	00	00	00	00	00	00	00	00	...
0040	00	00	00	00	00	00	00	00	...
0048	00	00	00	00	00	00	00	00	...
0050	00	00	00	00	00	00	00	00	...
0058	00	00	00	00	00	00	00	00	...
0060	00	00	00	00	00	00	00	00	...
0068	00	00	00	00	00	00	00	00	...
0070	00	00	00	00	00	00	00	00	...
0078	00	00	00	00	00	00	00	00	...
0080	00	FF	00	19	BB	1F	00	00	...
0088	08	00	00	01	00	00	00	00	...
0090	00	00	00	00	00	00	00	00	...
0098	00	00	00	00	00	00	00	00	...
00A0	00	00	00	00	00	00	00	00	...
00A8	00	00	00	00	00	00	00	00	...
00B0	00	00	00	00	00	00	00	00	...
00B8	00	00	00	00	00	00	00	00	...
00C0	00	00	00	00	00	00	00	00	...
00C8	00	00	00	00	00	00	00	00	...
00D0	00	00	00	00	00	00	00	00	...
00D8	00	00	00	00	00	00	00	00	...
00E0	00	00	00	00	00	00	00	00	...
00E8	00	00	00	00	00	00	00	00	...
00F0	00	00	00	00	00	00	00	00	...
00F8	00	00	00	00	00	00	00	00	...

U1



PIC16F84A
<TEXT>

- ✓ Registers - U1
- ✓ Data Memory - U1
- EPROM Memory - U1
- Program Memory - U1
- Stack - U1

- Drag Object
- Edit Properties
- Delete Object
- Rotate Clockwise
- Rotate Anti-Clockwise
- Rotate 180 degrees
- X-Mirror
- Y-Mirror
- Decompose
- Goto Child Sheet
- Display Model Help
- Display Datasheet
- Show in Design Explorer
- Show Package Allocation
- Operating Point Info
- Configure Logistics
- Make D
- Packaging Tool
- Add/Remove Source Files

52

54

53

PIC CPU

38

PIC CPU Registers - U1

PIC CPU Data Memory - U1

PIC CPU EPROM Memory - U1

PIC CPU Program Memory - U1

0000	83	16	86	01	83	12	05	18	07	28	06	14	03	28	06	10(....(..
0010	03	28	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.(.?.?.?.?.?.?.?.?
0020	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0030	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0040	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0050	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0060	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0070	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0080	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0090	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
00A0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
00B0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
00C0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
00D0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
00E0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
00F0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0100	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0110	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0120	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0130	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0140	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0150	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0160	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0170	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0180	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
0190	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
01A0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
01B0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
01C0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
01D0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
01E0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?
01F0	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	.?.?.?.?.?.?.?.?.?

R2 10k <TEXT>

R3 330 <TEXT>

D1 LED-YEL <TEXT>

7 Message(s) PAUSED: 00:00:02.100000



The screenshot displays the ISIS Professional software interface with several overlapping windows and a component pin list.

PIC CPU Stack - U1 (highlighted with a red box):

1:	0x167E	←
2:	0x2781	
3:	0x046B	
4:	0x3948	
5:	0x15F8	
6:	0x19E2	
7:	0x1CF8	
8:	0x3F54	

PIC CPU Program Memory - U1 (highlighted with a red box):

Address	0000	0001	0002	0003	0004	0005	0006	0007	0008	0009	000A	000B	000C	000D	000E	000F	0010	0011	0012	0013	0014	0015	0016	0017	0018	0019	001A	001B	001C	001D	001E	001F
0000	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0001	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0002	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0003	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0004	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0005	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0006	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0007	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0008	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0009	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
000A	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
000B	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
000C	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
000D	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
000E	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
000F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0010	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0011	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0012	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0013	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0014	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0015	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0016	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0017	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0018	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
0019	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
001A	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
001B	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
001C	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
001D	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
001E	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F
001F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F	FF	3F

Component Pin List (RA0-RB7):

RA0	1
RA1	1
RA2	1
RA3	2
RA4/T0CKI	3
RB0/INT	8
RB1	7
RB2	8
RB3	9
RB4	1
RB5	1
RB6	1
RB7	1

Right Panel Menu:

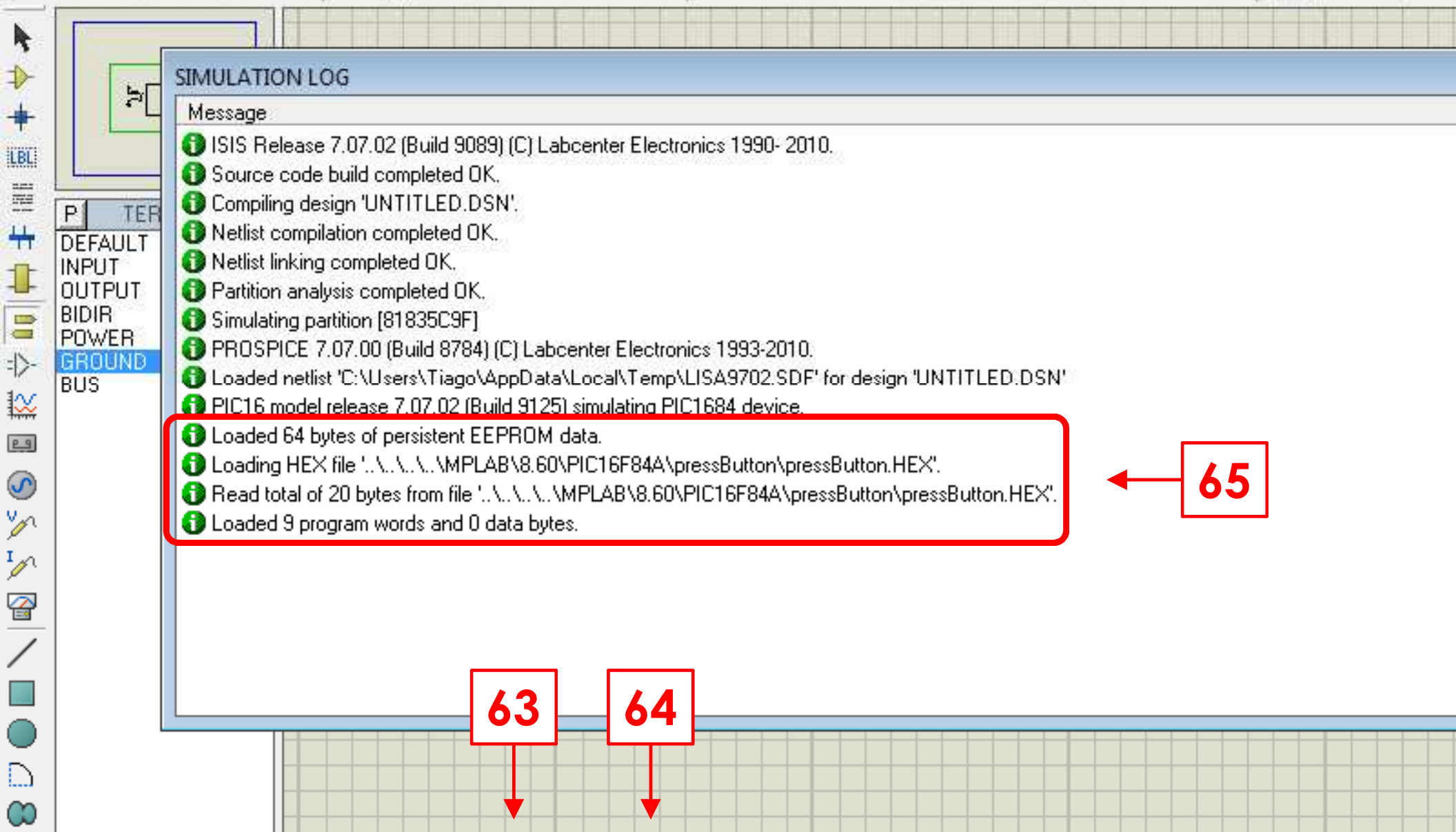
- Drag Object
- Edit Properties
- Delete Object
- Rotate Clockwise
- Rotate Anti-Clockwise
- Rotate 180 degrees
- X-Mirror
- Y-Mirror
- Decompose
- Goto Child Sheet
- Display Model Help
- Display Datasheet
- Show in Design Explorer
- Show Package Allocation
- Operating Point Info
- Configure Logistics
- Make D
- Packaging Tool
- Add/Remove Source Files

Bottom Panel:

- 7 Message(s)
- PAUS
- Register
- Data Memory - U1
- EPROM Memory - U1
- Program Memory - U1
- Stack - U1
- PIC CPU

Annotations:

- 62:** Points to the PIC CPU Stack - U1 window.
- 61:** Points to the Stack - U1 checkbox in the bottom panel.
- 60:** Points to the PIC CPU button in the bottom panel.



SIMULATION LOG

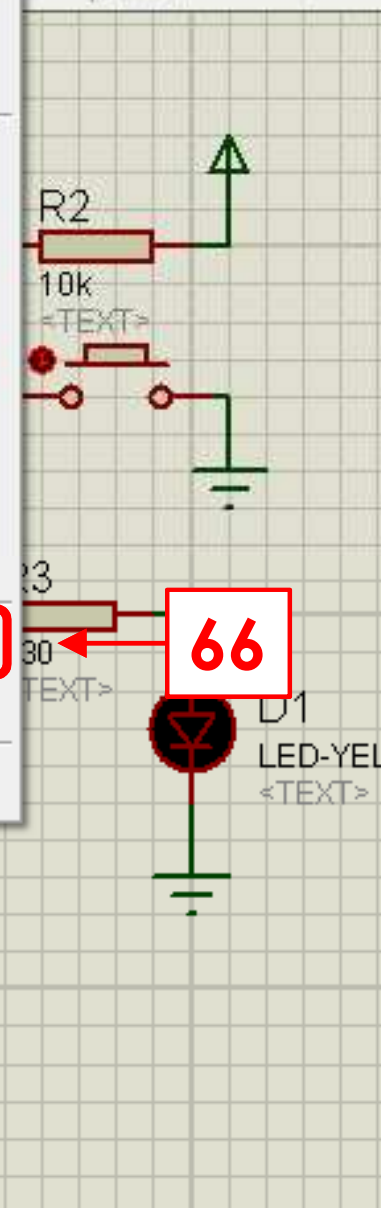
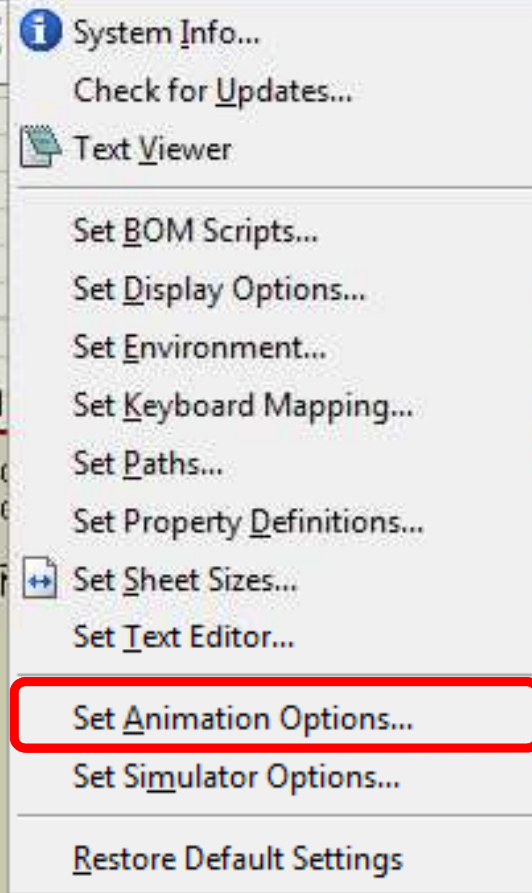
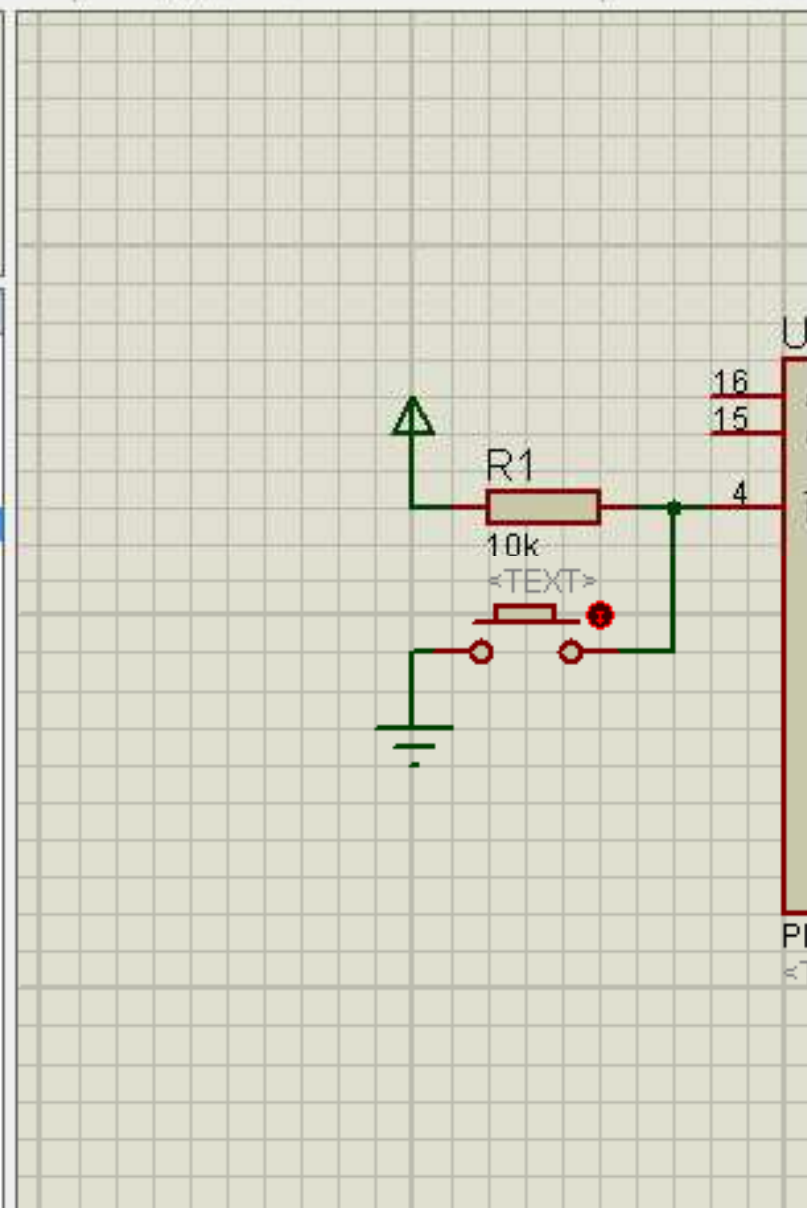
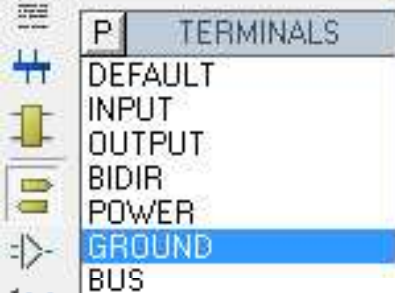
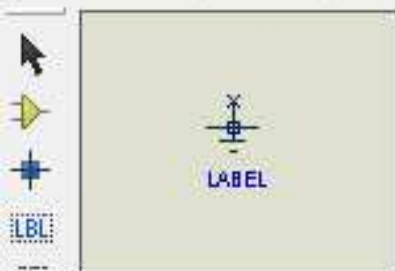
Message

- ISIS Release 7.07.02 (Build 9089) (C) Labcenter Electronics 1990-2010.
- Source code build completed OK.
- Compiling design 'UNTITLED.DSN'.
- Netlist compilation completed OK.
- Netlist linking completed OK.
- Partition analysis completed OK.
- Simulating partition [81835C9F]
- PROSPICE 7.07.00 (Build 8784) (C) Labcenter Electronics 1993-2010.
- Loaded netlist 'C:\Users\Tiago\AppData\Local\Temp\LISA9702.SDF' for design 'UNTITLED.DSN'
- PIC16 model release 7.07.02 (Build 9125) simulating PIC1684 device.
- Loaded 64 bytes of persistent EEPROM data.
- Loading HEX file '..\..\..\MPLAB\8.60\PIC16F84A\pressButton\pressButton.HEX'.
- Read total of 20 bytes from file '..\..\..\MPLAB\8.60\PIC16F84A\pressButton\pressButton.HEX'.
- Loaded 9 program words and 0 data bytes.

63

64

65





TERMINALS

- DEFAULT
- INPUT
- OUTPUT
- BIDIR
- POWER
- GROUND**
- BUS

Animated Circuits Configuration

Simulation Speed

Frames per Second:

Timestep per Frame:

Single Step Time:

Max. SPICE Timestep:

Step Animation Rate:

Animation Options

Show Voltage & Current on Probes? ☒

Show Logic State of Pins? ☒

Show Wire Voltage by Colour? ☐

Show Wire Current with Arrows? ☐

Voltage/Current Ranges

Maximum Voltage:

Current Threshold:

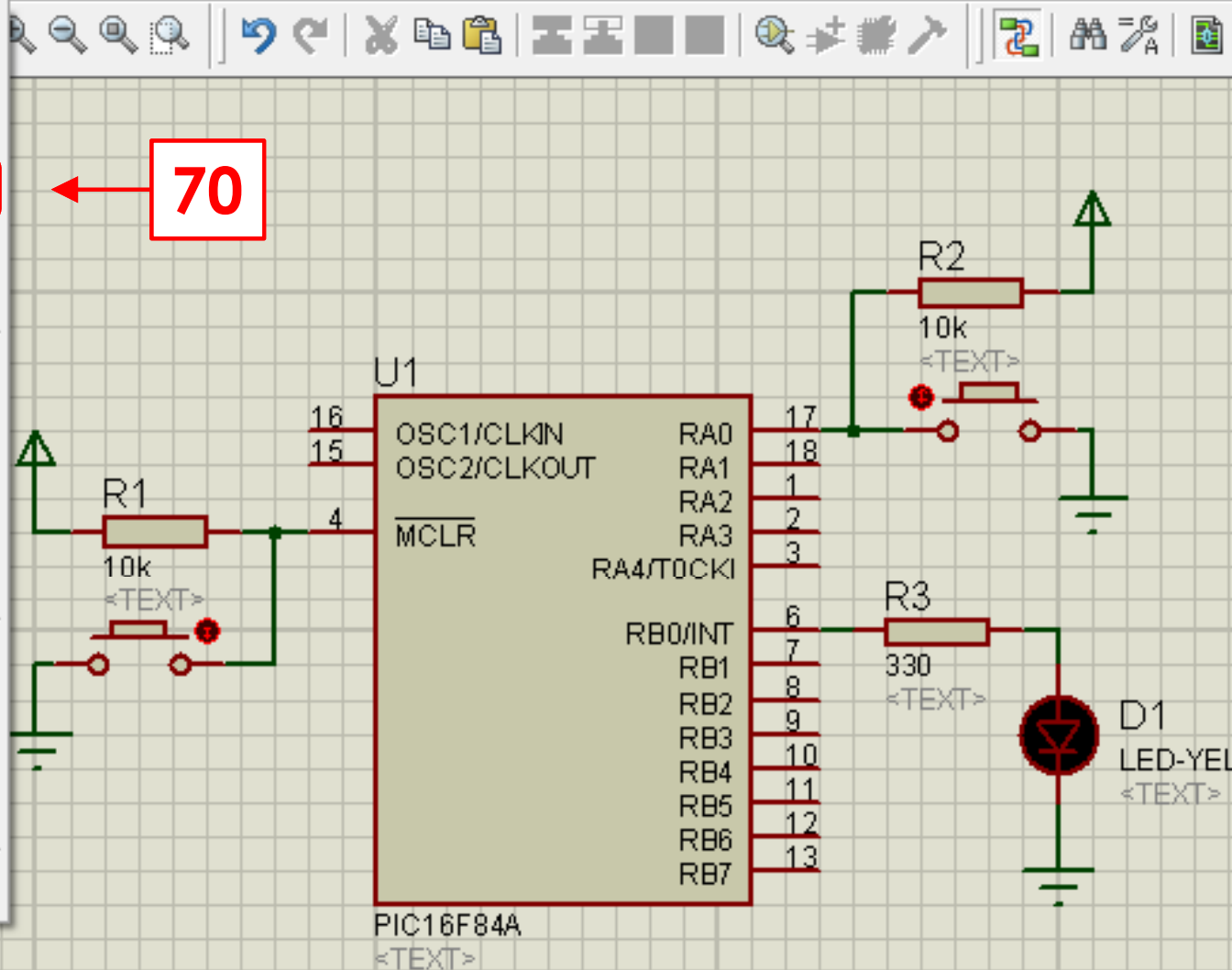
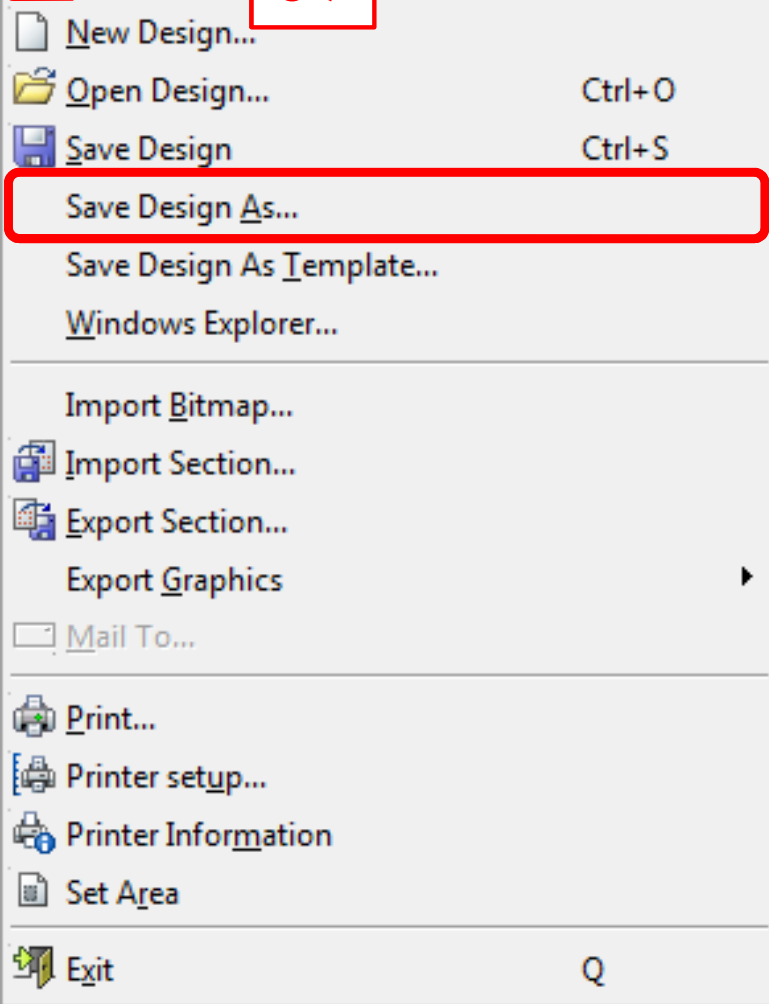
SPICE Options

OK **Cancel**

67

Default is 20 Frames

68



Salvar em: pressButton

Nome Data de modificação Tipo Tamanho

Nenhum item corresponde à pesquisa.

Nome: pressButton

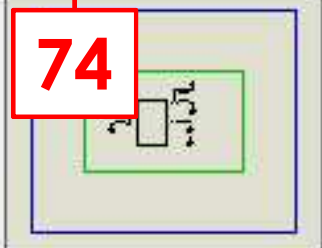
Tipo: Design File

Salvar Cancelar

71

72

73



74

- P TERMINALS
- DEFAULT
 - INPUT
 - OUTPUT
 - BIDIR
 - POWER
 - GROUND
 - BUS

