

Parallel ports: in an n-bit parallel port data is transferred n-bits at once.

Address. parallel ports regs.

base	Data
+4	Direction
+8	mask
+C	Edge capture.

Data: always present (input or output)

Direction: not used except for expression ports (input/outputs)

mask: used for interrupts

Edge capture: like the Data register, except it is persistent

Recall: LEDR: 0xFF200000

HEX3-0: 0xFF200020

HEX5-4: 0xFF200030

SW: 0xFF200040

KEY: 0xFF200050

Data: each bit = 1 when a key is being pressed.

mask: (later)

Edge capture: Pressing a key sets its Edge capture bit to 1; it remains set until manually reset (by writing a 1 into it)

Example: rotate a pattern across HEX3-0, using a delay-loop

```

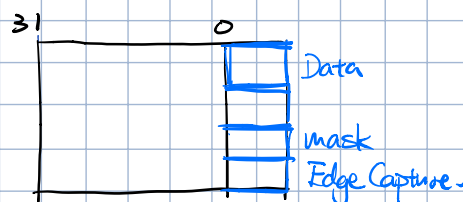
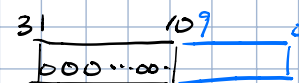
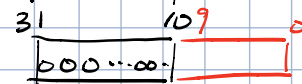
.global _start
_start: LDR R0, =0xFF200000 //LEDR address.
        MOV R1, #0xFF

```

```

DISPLAY: LDR R4, [R0, #0x40] // Load from FF200040 (SW)
        STR R4, LR07

```



```

LDR R5, [R0, #0x50] // read from FF200050 (KEY)
CMP R5, #0
BEQ NO-KEY
MOV R1, R4 // use SW as the pattern.

```

```

WAIT: LDR R5, [R0, #0x50]
      CMP R5, #0
      BNE WAIT

```

⊗ pulled I/O

```

NO-KEY: STR R1, [R0, #0x20] // write to FF200020 (Hex3-0)
        ROR R1, #1

```

```

LDR R2, #5000000

```

```

DELAY: SUBS R2, #1
        BNE DELAY
        B DISPLAY.

```

Using a hardware timer to provide an Exact delay

- A timer is an I/O device that has a counter which you can load with an initial value. It then counts down to 0 at a known clock rate.

(eg. 200MHz)

Address	31	...	16	15	...	8	7	3	2	1	0	Register name
0xFFEC600	Load value											Load
0xFFEC604	Current value											Counter
0xFFEC608	Unused				Prescaler			Unused	I	A	E	Control
0xFFEC60C	Unused				F							Interrupt status

Starting count value
 E=1 starts timer
 A=1 Auto-reload
 F is set to 1 each time the counter reaches 0.

Starting count value
 E=1 starts timer
 A=1 Auto-reload
 F is set to 1 each time the counter reaches 0.

• text

• global _start

```

_start: LDR R0, #0xFF200000 // LDR address.
        MOV R1, #0xFF
        LDR R8, #0xFFEC600 // Timer base address.
        LDR R2, #20000000 // timeout = 1/200MHz * 2^7 = 0.1sec
        STR R2, [R8]
        MOV R2, #0b011
        STR R2, [R8, #8]

```

DISPLAY: ⊗ same as before.

```

DELAY: LDR R2, [R8, #0xC] // read status reg.
        CMP R2, #0

```

this is another example of

BFA DELAY

└─ polled 40

STR R2, IR8, #0xC] // reset F

B DISPLAY