

# **Implementing a Table Read**

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# INTRODUCTION

This application note shows how to implement a table look-up for the following devices:

- PIC12CXXX
- PIC12CEXXX
- PIC16CXXX
- PIC16CEXXX
- PIC16FXXX

The examples shown are for the PIC16CXXX family. An explanation of differences for the PIC16C5X family is at the end of this application note.

To access data in program memory, a table read operation must be performed. The table consists of a series of retlw K instructions where, the 8-bit table constants are assigned to the literal K. The first instruction in the table computes the offset to the table by using addwf PCL, F and consequently, the program branches to the appropriate retlw K instruction (Example 1).

# **EXAMPLE 1:**

```
offset ;load offset in w req
   movlw
   call
           Table
Table:
           PCL,F ; add offset to pc to
   addwf
                   ; generate a computed goto
   retlw
                   ;return the ASCII char A
           'B'
   retlw
                   ;return the ASCII char B
           ′ C.′
   retlw
                   ;return the ASCII char C
```

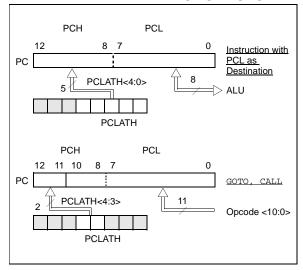
The method is straight forward, however, certain precautions have to be exercised when doing a table read in the PIC16CXXX.

# **IMPLEMENTATION**

# **Program Counter Loading**

The Program Counter (PC) in the PIC16CXXX is 13-bits wide. The low 8-bits (PCL) are mapped in RAM at location 02h and are directly readable and writable. The high 5-bits are not accessible directly and can only be written through the PCLATH register (Figure 1). The PCLATH register is a R/W register with only five of its bits implemented <4:0>, all other bits read as '0'.

# FIGURE 1: LOADING OF PC IN DIFFERENT SITUATIONS



# **SECTION 1**

#### CALL and GOTO Instructions

When executing a CALL or GOTO, the low 11-bits are loaded directly from the instruction opcode. The high 2-bits are loaded from bits 3 and 4 of the PCLATH register. It is a good practice to pre-load PCLATH with the high byte of the routine's address before executing the routine. This can be done as follows:

#### **EXAMPLE 2:**

```
movlw HIGH Table ; load high 8-bit
                 ;address of Table
movwf PCLATH
                 ;into PCLATH
call Routine
                 ;execute Call
                 ;instruction
```

If the program memory size is less than Note: 2K-words, then the above precaution is not necessary.

# **Computed GOTO Instruction**

Any instruction with PCL as the destination, will load the PCH with the 5 low bits from the PCLATH (Figure 1). In Example 3, if the address where the CALL was made was on Page 0 and the address of the actual table was on Page 3, then when executing the computed GOTO, the program will go to a location in Page 0 instead of a location on Page 3. To prevent the program from branching to an unintended location when doing a table read, the PCLATH register should be pre-loaded with the high byte of the "Table" address. Example 3A shows how this can be done.

# **EXAMPLE 3:**

```
org
           0x80
                  ; code location in page 0
          offset ;load offset in w reg
   movlw
   call
           Table
           0x0320 ; Table located in page 3
   org
Table:
           PCL, F ; add offset to pc to
   addwf
                  ; generate a computed goto
   retlw
          'A'
                  ;return the ASCII char A
          'B'
   retlw
                  ;return the ASCII char B
   retlw
          ′ C′
                  ;return the ASCII char C
```

# **EXAMPLE 3A:**

```
org
           0x80
          HIGH Table
   movlw
   movwf
           PCLATH
   movlw
           offset
   call
           Table
           0x320
   org
Table:
   addwf
          PCL, F
   retlw
           'A'
   retlw
           'B'
```

When doing a computed GOTO for a table read, care should be taken about page boundaries. The ADDWF PCL instruction will not compute a value greater than 8-bits. In Example 4, the result of the computed GOTO will result in a branch to an unintended portion of the code for a value in offset greater than zero. The user either has to be cautious as to where in a page the Table resides or has to monitor page roll-over and add it to the PCLATH ahead of the computed GOTO.

#### **EXAMPLE 4:**

```
; code location in
            0x80
   org
                        ; page 0
   movlw
           HIGH Table ; load PCLATH with hi
                       ; address
   movwf
           PCLATH
   movlw
           offset,F
                       ;load offset in w req
   call
            Table
   org
            0x02ff
                        ;Table located end of
                        ; page 2
Table:
            PCL, F
                        ; value in pc will not
   addwf
                        ; roll over to page 3
   retlw
            ' A '
                        ;return the ASCII
                        ; char A
   retlw
            'B'
                        ;return the ASCII
                        ; char B
            ′ C′
   retlw
                        ;return the ASCII
                        : char C
```

To take care of both table location and page boundary crossing, it is necessary to do a 13-bit computed  ${\tt GOTO}$  operation as shown in Example 5.

The code in Example 5 will allow the user to place and access a table anywhere in program memory.

#### **EXAMPLE 5:**

```
0 \times 80
    org
    movlw
           LOW Table
                       ; get low 8 bits of
                        ; address
    addwf
           offset, F
                        ;do an 8-bit add
                        ; operation
    movlw
           HIGH Table ; get high 5 bits of
                        ; address
    btfsc
                        ;page crossed?
            status,c
                        ;yes then increment
    addlw
           1
                        ; high address
                        ;load high address in
    movwf
           PCLATH
                        ; latch
    movf
            offset, w
                        ;load computed offset
                        ; in w reg
    call
            Table
    org
            0x9FD
Table:
   movwf
           PCL.F
                        ;load computed offset
                        ; in PCL
                        ;return the ASCII
    retlw
            'A'
                        ; char A
    retlw
            'B'
                        ;return the ASCII
                        : char B
    retlw
            'C'
                        ;return the ASCII
                        ; char C
```

# **SECTION 2**

# Implementation for the PIC16C5X Family

The PIC16C5X has no PCH or PCLATH register, so the user has to take into consideration all the precautions mentioned in Section 1. In the PIC16C5X, the location of the Table has to be in the top half of a 512 word page. This restriction is not valid for the PIC16CXXX family. To convert a table read operation from PIC16C5X code to the PIC16CXXX code, the following should be done:

- Remove any program memory page select instructions (PIC16C56/57), if present.
- Do a 13-bit computed GOTO operation (as shown in Example 5), when doing a table read operation.

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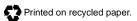
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