```
REG51.H
3
    Header file for generic 80C51 and 80C31 microcontroller.
4
5
    Copyright (c) 1988-2002 Keil Elektronik GmbH and Keil Software, Inc.
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7
    -----*/
8
    #ifndef __REG51_H_
#define __REG51_H__
9
10
11
    /* BYTE Register */
12
   sfr P0 = 0x80;
13
   sfr P1 = 0x90;
14
15
   sfr P2 = 0xA0;
   sfr P3 = 0xB0;
16
17
   sfr PSW = 0xD0;
18 sfr ACC = 0xE0;
19 sfr B = 0xF0;
20
   sfr SP = 0x81;
   sfr DPL = 0x82;
21
22
   sfr DPH = 0x83;
    sfr PCON = 0x87;
23
    sfr TCON = 0x88;
24
25
    sfr TMOD = 0x89;
   sfr TLO = 0x8A;
26
    sfr TL1
27
            = 0x8B;
   sfr THO = 0x8C;
28
29
   sfr TH1 = 0x8D;
30
   sfr IE = 0xA8;
31
   sfr IP = 0xB8;
32
   sfr SCON = 0x98;
33
    sfr SBUF = 0x99;
34
35
36
    /* BIT Register */
    /* PSW */
37
38
    sbit CY
             = 0xD7;
39
    sbit AC
              = 0xD6;
40
    sbit F0
             = 0 \times D5;
    sbit RS1 = 0 \times D4;
41
   sbit RS0 = 0xD3;
42
   sbit OV
              = 0xD2;
43
44
    sbit P
              = 0 \times D0;
45
46
   /* TCON */
47
   sbit TF1 = 0 \times 8F;
48 sbit TR1 = 0x8E;
49 sbit TF0 = 0x8D;
sbit TR0 = 0 \times 8C;
51
   sbit IE1 = 0 \times 8B;
52
   sbit IT1 = 0 \times 8A;
53
    sbit IE0 = 0x89;
54
    sbit IT0 = 0x88;
55
   /* IE */
56
   sbit EA = 0xAF;
57
58
   sbit ES
             = 0xAC;
   sbit ET1 = 0xAB;
59
60
  sbit EX1 = 0xAA;
61
   sbit ET0 = 0 \times A9;
62
    sbit EX0 = 0xA8;
63
   /* IP */
64
65
    sbit PS = 0 \times BC;
66
    sbit PT1 = 0xBB;
    sbit PX1 = 0xBA;
sbit PT0 = 0xB9;
67
68
69
    sbit PX0 = 0xB8;
70
    /* P3 */
71
72
    sbit RD = 0xB7;
```

C:\Keil_v5\C51\Inc\reg51.h

```
sbit WR
               = 0xB6;
               = 0xB5;
    sbit T1
75
    sbit T0
              = 0xB4;
76
    sbit INT1 = 0xB3;
77
    sbit INT0 = 0xB2;
78
    sbit TXD = 0xB1;
79
    sbit RXD = 0xB0;
80
    /* SCON
               */
81
               = 0x9F;
82
    sbit SM0
83
     sbit SM1
               = 0x9E;
     sbit SM2
               = 0x9D;
84
85
    sbit REN
              = 0x9C;
    sbit TB8
              = 0x9B;
86
87
    sbit RB8 = 0 \times 9A;
88
    sbit TI
               = 0x99;
89
    sbit RI
               = 0x98;
90
91
     #endif
92
```