Audio Pseudocode (Master PIC)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Sound** |  | **Encoding** | | |
| *RA5* | *RA6* | *RA7* |
| No Sound | 0 | 0 | 0 |
| Proper Attack | 0 | 0 | 1 |
| Proper Reload | 0 | 1 | 0 |
| Faulty Action | 1 | 0 | 0 |
| Receive Damage | 1 | 1 | 1 |
| x | x | x | x |
| x | x | x | X |

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\* RC = ReadControl = RE1

\* WC = WriteControl = RE0

\*

\* These pins are used in Master/Slave communication

\* between the main PIC and the audio chip

\*

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Main\_PIC\_AUDIO(int audioRequest) {

// Clear former sound signal //

PORTA\_Audio |= ~0xE0;

// Output audio code //

PORTA\_Audio |= audioRequest;

// Read toggle pin's previous state //

int prevState = RC;

// Toggle pin to audioslave //

WC = ~WC;

// Wait for audioslave to toggle in acknowledgement //

while (RC == prevState)

nop;

}