```
*LCD display
COMBASE EQU $B5F0
DATBASE EQU $B5F1
*interrupts
TMSK1 EQU $1022
TFLG1 EQU $1023
TCNT EQU $100E
                   ;free running counter
;output compare registers
TOC2 EQU $1018
TOC3 EQU $101A
; masks for manipulating output compare interrupts
OC2F EQU %01000000
OC2I EQU %01000000
OC3F EQU %00100000 CC3I EQU %00100000
;pseudo-vector location for OCs
OC2_VEC EQU $00DC OC3_VEC EQU $00D9
*from HW4
             EQU $0F
EQU $02
DATA LEN
TWO
FOUR
              EQU $04
TIME_BASE EQU 2000 ;1ms
D_COUNT EQU 4 ;4ms
*SCI system registers
SCCR2 EQU $102D ;SCI Control Register 2
SCSR EQU $102E ;SCI Status Register
SCDR EQU $102F ;SCI Data Register
PORTA EQU $1000
*data-----
ORG DATA ;initialize data *LCD values from hw4
           FCB $38 ; function set
FCB $38 ; function set
FCB $06 ; entry mode set
FCB $01 ; clear display
FCB $0F ; display on/off
INIT_DATA FCB $38
                      ;display on/off control
CONT1
            FCB $80
                     ; DD RAM Address Set to 000 0000
CONT2
            FCB $C0
                      ; DD RAM Address Set to 100 0000
STRING FCB 'i', 'n', 'i', 't', 'i', 'a', 'l', '#'
* Note the LCD data takes ASCII input directly
       RMB 1
CNTR
               RMB 0
counter
string length RMB 0
ORG MAIN
*JUMP TABLE INITIALIZATION
        LDAA #$7E
        STAA
              OC2_VEC
        LDD
              #OC2_SVC
        STD
              OC2_VEC+1
*TOC2 INITIALIZATION
        LDD TCNT
        STD
                TOC2
```

```
*OC2 INTERRUPT INITIALIZATION
                            ; enable OC2 in mak register
       LDAA
             #OC2I
       STAA
              TMSK1
       LDAA
             #OC2F
                           ;clear OC3(2?) interrupt flag
       STAA
              TFLG1
       CLI
                            ; enable system interrupt
*LCD initialization
       LDAB #FOUR
       LDX
              #INIT_DATA
М1
      LDAA 0,X
                            ;a=x
       STAA COMBASE
                            ; display value x is pointing to
       LDAA
             #D COUNT
                            ;cntr=4
       STAA
             CNTR
                            ;4ms delay
LOOP1
       LDAA
             CNTR
       BNE
             LOOP1
                            ;next block
       INX
       DECB
       BGE
             M1
                            ;branch if greater than 0?
           BUTTON
       ;BRA
*serial initalization
       ;LDAA
                            ;don't have to change baud rate yet...
                           ;BRCR/BAUD
       ;STAA
              $102B
                           ;SCCR1 (not used)
       CLR
             $102C
       CLR
             SCDR
                           ;temp
       CLR
             SCSR
                           ;temp
       LDAA
             #%00000100 ;receive enable (RE), not sure if needed
       STAA
              SCDR
LDAA #'0'
init
       STAA
              counter
       LDAA
                           ;init/clear first line of LCD
             CONT1
           COMBASE
       STAA
button LDAA PORTA
                         ; wait until button is pushed
           #$89
       CMPA
       BNE
              button
*transmit string
            #%00001000
                           ;transmit enable
       LDAA
       STAA
             SCCR2
t char LDX
            #string
       LDAA
           0,X
       STAA
              SCDR
       INX
       INC
              string length
       CMPA
              #'#'
       JSR
              trans
       BNE
              t_char
*receive string
                           ;receive enable
              #%00000100
       LDAA
       STAA
             SCCR2
r_char LDX
              #string
       LDAA
              SCDR
       INX
       ;STAA
              DATBASE
                         ;temp
       STAA
              0,X
       JSR
              receive
              #'#'
       CMPA
       CLR
              SCDR
                            ;not sure if this is how receive works..
       BNE
              r char
*display
       LDX
              #string
                            ;hopefully works all at once, if not incx and loop...cmp
```

```
to string_length too
      LDAA 0,X
STAA DATBASE
      LDAA #FOUR
                          ;wait 4ms
      STAA CNTR
wait4ms LDAA CNTR
      BNE
           wait4ms
      BRA
          init
*subroutines------*
trans LDAA SCSR ;wait until transmit is complete (TC) ANDA #%01000000
      CMPA #%0100000
          return
      BEQ
      BRA
             trans
            SCSR
                          ; wait until receive data register is full (RDRF)
receive LDAA
      ANDA #%00100000
      CMPA #%00100000
      BEQ
            return
           receive
      BRA
return RTS
OC2_SVC LDAA #OC2F ;SET UP TO
STAA TFLG1 ;CLEAR OC2F
LDD TOC2 ;SET UP FOR NEXT INTERRUPT
ADDD #TIME_BASE ;ADD TIMEBASE (1 MS)
STD TOC2 :AND STORE
      STD TOC2
                          ; AND STORE
      DEC CNTR
                          ;DEC TIME BASE COUNTER
OC2RTI RTI
                           ;EXIT
```