CMPE 310 Systems Design and Programming

L10: Chapter 11 – BASIC I/O Interface

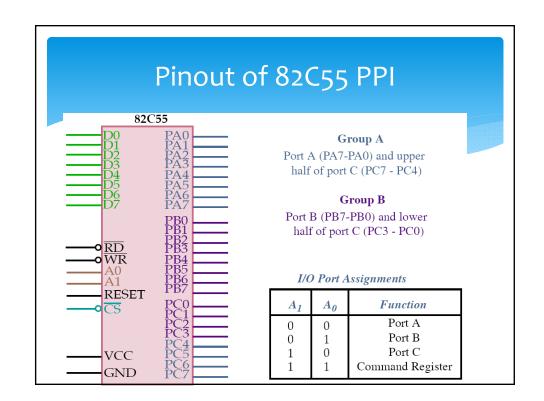


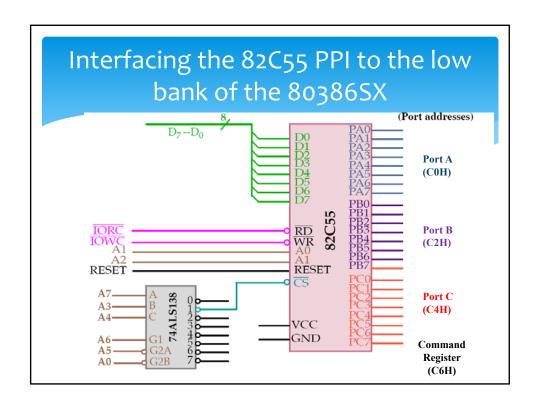
L₁₀ Objectives

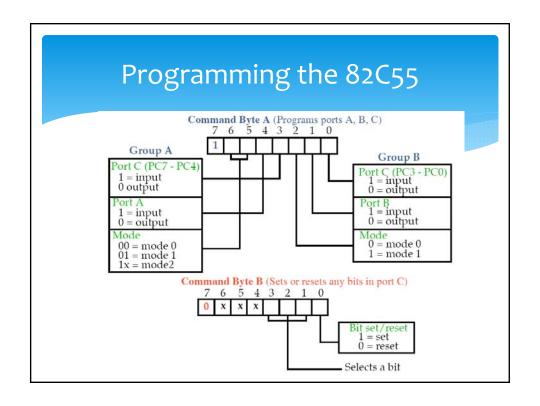
- * Describe the function of each pin of the 82C55
 - * Diagram how the 82C55 is connected to the x86/88 PC
 - * Program the 82C55

Programmable Peripheral Interface

- The 82C55 is a popular interfacing component, that can interface any TTL-compatible I/O device to the microprocessor.
- * It is used to interface to the keyboard and a parallel printer port in PCs (usually as part of an integrated chipset).
- * Requires insertion of wait states if used with a microprocessor using higher that an 8 MHz clock.
- * PPI has 24 pins for I/O that are programmable in groups of 12 pins and has three distinct modes of operation.
- * In the PC, an 82C55 or its equivalent is decoded at I/O ports 60H-63H.

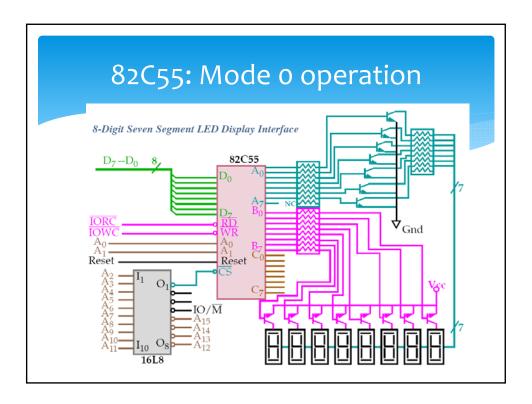






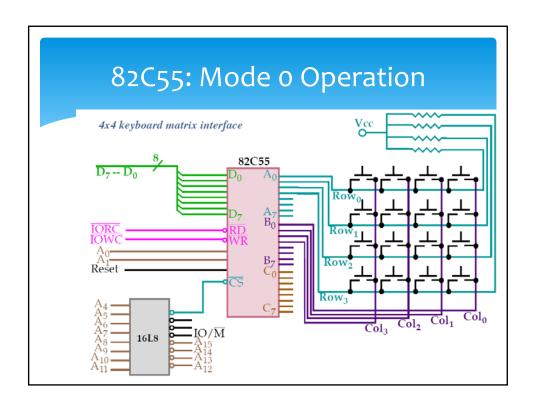
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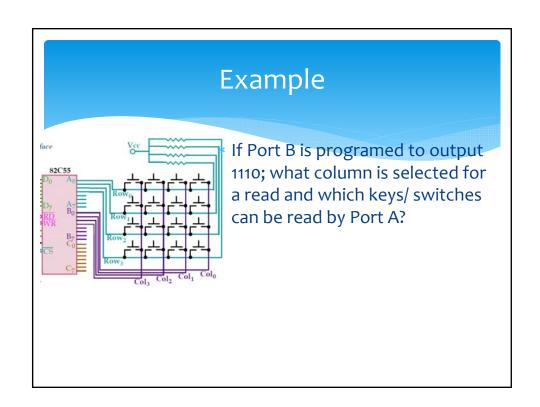
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82C55: Mode o operation

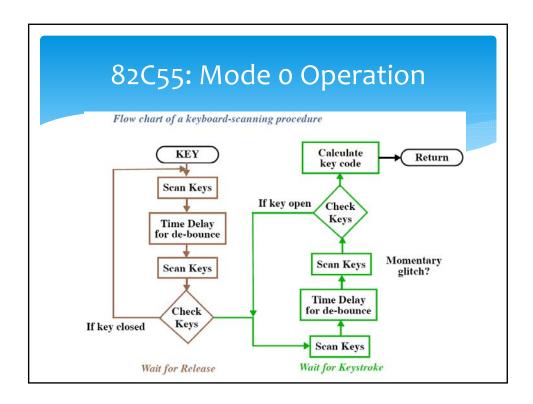
- Mode o operation causes the 82C55 to function as a buffered input device or as a latched output device.
- * In previous example, both ports A and B are programmed as (mode o) simple latched output ports.
- * Port A provides the segment data inputs to display and port B provides a means of selecting one display position at a time.
 - * Different values are displayed in each digit via fast time multiplexing.
- * The values for the resistors and the type of transistors used are determined using the current requirements (see text for details).
- * Textbook has the assembly code fragment demonstrating its use.
- * Examples of connecting LCD displays and stepper motors are also given.





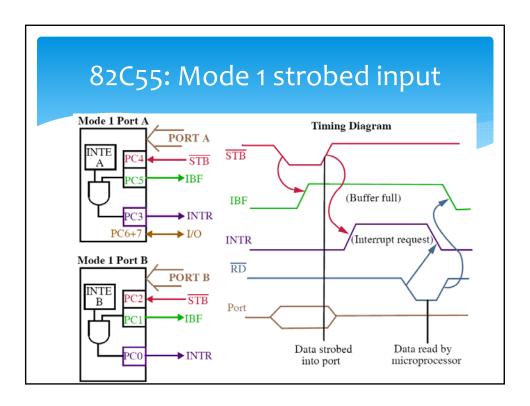
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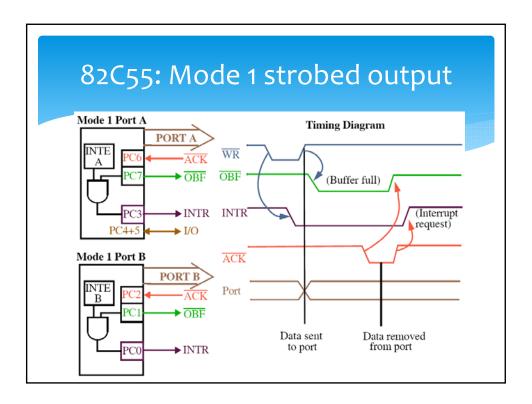
82C55: Mode 1 strobed input

- * Port A and/or port B function as latching input devices. External data is stored in the ports until the microprocessor is ready.
- * Port C used for control or handshaking signals (cannot be used for data).
- Signal definitions for Mode 1 Strobed Input
 - * STB The strobe input loads data into the port latch on a 0-to-1 transition
 - * IFB Input buffer full is an output indicating that the input latch contain information
 - * INTR Interrupt request is an output that requests an interrupt
 - * INTE The interrupt enable signal is neither an input nor an output; it is an internal bit programmed via the PC4(port A) or PC2(port B) bits.
 - * **PC7, PC6** The port C pins 7 and 6 are general-purpose I/O pins that are available for any purpose.



82C55: Mode 1 strobed output

- Similar to Mode o output operation, except that handshaking signals are provided using port C.
- * Signal Definitions for Mode 1 Strobed Output
- * OBF Output buffer full is an output that goes low when data is latched in either port A or port B.
- * ACK The acknowledge signal causes the OBF pin to return to 1. This is a response from an external device.
- * INTR Interrupt request is an output that requests an interrupt
- * **INTE** The **interrupt enable signal** is neither an input nor an output; it is an internal bit programmed via the PC6(port A) or PC2(port B) bits.
- * PC5, PC4 The port C pins 5 and 4 are general-purpose I/O pins that are available for any purpose.



82C55: Mode 2 Bi-directional operation

Only allowed with port A. Bi-directional bused data used for interfacing two computers, GPIB interface etc.

- * INTR Interrupt request is an output that requests an interrupt
- OBF Output buffer full is an output indicating that the output buffer contains data for the bi-directional bus
- ACK Acknowledge is an input that enables tri-state buffers which are otherwise in their high-impedance state
- **STB** The strobe input loads data into the port A latch
- * IFB Input buffer full is an output indicating that the input latch contains information for the external bi-directional bus
- * **INTE Interrupt enable** are internal bits that enable the INTR pin. Bit PC6(INTE1) and PC4(INTE2)
- * PC2, PC1 and PC0 Theses port C pins are general-purpose I/O pins that are available for any purpose.

82C55: Mode 2 Bi-directional Operation PC3 PORT A PC4 PC5 RTB PC2-0 * Timing diagram is a combination of the Mode 1 Strobed Input and Mode 1

Next Time

* Programmable Keyboard/Display Interface

Strobed Output Timing diagrams.

STOP