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; File : adctrig.asm

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; Description : Flash led an initial rate of 100ms

; Pressing INTO triggers single conversion

; The ADC result is written to external memory

; The delay rate is increased

; The program waits for the next INTO to repeat the

; above sequence

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$MOD834 ; Use 8052&ADuC834 predefined symbols

FLAG EQU 00H ; Define Bit

CSEG ; Defines the following as a segment of code

ORG 0000H ; Load Code at '0'

JMP MAIN ; Jump to MAIN

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ORG 0003h ; (INT0 ISR)

MOV B,A ; Copy A (sets delay)

INC A ; Increment delay

MOV ADCMODE,#22H ; INITIATE A MAIN ADC SINGLE CONVERSION

JNB RDY0,$ ; Wait for conversion results

; Write ADC Result H/M/L to ext. memory

MOV DPTR, #00H ; DPTR=00

MOV A,ADC0L ; read ADC low byte

MOVX @DPTR,A ; write low byte to ext memory

INC DPTR ; DPTR=01

MOV A,ADC0M ; read ADC Middle byte

MOVX @DPTR,A ; write Middle byte to ext memory

INC DPTR ; DPTR=02

MOV A,ADC0H ; read ADC High byte

MOVX @DPTR,A ; write low High byte to ext memory

INC DPTR

MOV A,B ; Restore A (sets delay)

INC A ; Increment delay

RETI ; Return from Interrupt

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ORG 004Bh ; Subroutines

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DELAY: ; Delays by 100ms \* A

MOV R0,A ; Acc holds delay variable

DLY0: MOV R1,#019h ; Set up delay loop0

DLY1: MOV R2,#0FEh ; Set up delay loop1

DJNZ R2,$ ; Dec R2 & Jump here until R2 is 0

DJNZ R1,DLY1 ; Dec R1 & Jump DLY1 until R1 is 0

DJNZ R0,DLY0 ; Dec R0 & Jump DLY0 until R0 is 0

RET ; Return from subroutine

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MAIN: ; (main program)

; Configure ADC

MOV ADCMODE,#20H ; ENABLE MAIN ADC; Mode- Power down

MOV ADC0CON,#47H ; 24 BITS

; USE EXTERNAL REFERENCE

; AIN1-AIN2

; BIPOLAR MODE

; RANGE = +/-2.56V

SETB IT0 ; INT0 edge triggered

SETB EA ; enable inturrupts

SETB EX0 ; enable INT0

CLR FLAG ; Clear Bit defined as FLAG

MOV A,#01H ; Initialize A -> 1

BLINK: CPL P3.4 ; blink LED using compliment instruction

CALL DELAY ; Jump to subroutine DELAY

JNB FLAG,BLINK ; If FLAG is still cleared the jump to Blink

END