;------------------------------------------------------------------------------

; This file defines the Monitor Configuration Parameters

; Copyright KEIL ELEKTRONIK GmbH 1993 - 2003

; Flash Monitor Version 4.00

;------------------------------------------------------------------------------

;

; Definitions of Monitor Parameters

; ---------------------------------

;

; XDATA\_START: Defines the start address for the Monitor XDATA area

; Monitor-51 uses 256 Bytes RAM starting at this location.

XDATA\_START EQU 00700H ; default Monitor data area 0x0700 .. 0x07FF

; CODE\_START: Defines the Start Address for the Monitor Code Area

; Monitor requires 4KB for program code starting at this location.

CODE\_START EQU 0E000H ; default Monitor code area 0xE000 .. 0xEFFF

; INT\_ADR\_OFF: Defines the Interrupt Vector Address relocation

; Notes: This setting is ONLY relevant, if CODE\_START is 0. You must locate the

; interrupts of your target application to the same address with uVision2

; 'Options for Target'->'C51'->'Interrupt vectors at address'.

; (generates the L51 VECTAB directive).

INT\_ADR\_OFF EQU 00000H ; default interrupt vector relocation is 0x0000

; DEF\_PC\_VAL: Program counter value after start

; Notes: When CODE\_START is set to 0 you should set DEF\_PC\_VAL to the beginning

; of the application code area. This is typically the start of the v.Neumann

; wired RAM area.

DEF\_PC\_VAL EQU 00000H ; reset value of program counter after monitor start

; SERIAL: Defines the UART and the baudrategenerator

SERIAL EQU 0 ; 0 = on-chip UART with timer1 as baudrategenerator

; 1 = on-chip UART with Internal Baud Rate Generator

; 2 = use external 16550/16450 UART (see EX\_UART\_CLK and EX\_UART\_ADR)

; BAUDRATE: Defines the communication baudrate.

; Note: You may set BAUDRATE to 0 to enable automatic baudrate detection.

; Automatic baudrate detection does not work for an external UART (SERIAL=2).

BAUDRATE EQU 0 ; default Baudrate is 9600 bps.

; EX\_UART\_CLK: Oscillator/crystal frequency of external UART

; Note: This setting is only relevant when an external UART is selected (SERIAL=2)

EX\_UART\_CLK EQU 1843200 ; clock for external UART

; EX\_UART\_ADR: XDATA memory address of external UART

; Note: This setting is only relevant when an external UART is selected (SERIAL=2)

EX\_UART\_ADR EQU 0E700H ; XDATA address of external UART

; CPU\_CLOCK: Defines the CPU Clock frequency (external oscillator/crystal)

CPU\_CLOCK EQU 16000000 ; default clock for most chips is 24MHz

; CPU\_X2: Specifies if CPU runs in X2 mode.

; Note: This does not set the CPU into X2 mode. CPU\_X2 must be set according to the

; X2 bit of the hardware security byte (HSB).

CPU\_X2 EQU 0 ; 0 = selects a 12 cycle CPU

; 1 = selects a 6 cycle CPU

; Definitions for AUXR Register:

; ------------------------------

; AO: ALE Output Bit (AUXR.0):

\_AO EQU 1 ; 0 = ALE is emitted at a constant rate of 1/6 of the

; oscillator frequency (or 1/3 if X2 mode is used)

; 1 = ALE is active only during a MOVX or MOVC instruction

; EXTRAM: EXTRAM Bit (AUXR.1):

; Note: The on-chip XDATA RAM must be enabled in the hardware security byte (HSB).

\_EXTRAM EQU 0 ; 0 = access internal XRAM using movx @Ri / @DPTR

; 1 = access external memory

; XRS: on-chip XRAM size (AUXR.2 .. AUXR.3):

\_XRS EQU 3 ; 0 = 256 bytes

; 1 = 512 bytes

; 2 = 768 bytes

; 3 = 1024 bytes

; M0: Pulse Length (AUXR.5):

\_M0 EQU 0 ; 0 = RD and the WR pulse length is 6 clock periods (default).

; 1 = RD and the WR pulse length is 30 clock periods

;------------------------------------------------------------------------------

\_AUXR EQU (\_AO) OR (\_EXTRAM SHL 1) OR (\_XRS SHL 2) OR (\_M0 SHL 5)

; Definitions for FLASH programming:

; ----------------------------------

; FLASH\_PAGESIZE: Defines the flash page size. uVision does not send data blocks that

; cross this boundary. Must be set to 0 if flash programming is not used

FLASH\_PAGESIZE EQU 128 ; flash page size

; FLASH\_MAXBYTES: Defines the max. number of bytes which can be loaded into one

; flash page before the page is programmed. This is a workaround for

; a chip problem in some Atmel devices.

FLASH\_MAXBYTES EQU 16 ; max number of bytes to load in one flash page