

Tutorial 4 Keypad

1.

```
#define Col7Lo    0x7F
#define Col6Lo    0xBF
#define Col5Lo    0xDF

const unsigned char ScanTable [9] =
/*      1      2      3      */
{      0xDB, 0xBB, 0x7B,

/*      4      5      6      */
      0xDD, 0xBD, 0x7D,

/*      7      8      9      */
      0xDE, 0xBE, 0x7E
};
```

2. Note that C instructions for I/O are not covered yet!

```
KeyPress = *(char *)0x320;    /* memory mapped */
KeyPress = _inp(0x320);       /* I/O mapped */
if (KeyPress != 0xFF);
    ProcessKey();
```

3. Rollover - ignore all keys if more than one is pressed.
Lockout - read in only 1st or last keypress detected.

4. 90 keys - choices are: 2 x 45 / 3 x 30 / 5 x 18 / 6 x 15 / 9 x 10.

Select 6 * 15, use 1 buffer for the 6 inputs and 2 latches for the 15 outputs.