Delay Calculation

DELAY MOVLW .255 ; outer loop is starting

MOVWF 0X0C ; 0x0C is 255

LOOP\_1 MOVLW .255 ; intermediate loop starts

MOVWF 0X0D ; 0x0D is 255

LOOP\_0 NOP ; inner loop starts

NOP ; wasting 1 us 9 times

NOP

NOP

NOP

NOP

NOP

NOP

NOP

DECFSZ 0X0D,F

GOTO LOOP\_0 ; repeat until 0x0D is zero

DECFSZ 0X0C,F

GOTO LOOP\_1 ; repeat until 0x0C is zero

RETURN ; return to caller

END ; end of asm file

DELAY MOVLW .255 ; outer loop is starting

MOVWF 0X0C ; 0x0C is 255

LOOP\_1 MOVLW .255 ; intermediate loop starts

MOVWF 0X0D ; 0x0D is 255

LOOP\_0 NOP ; inner loop starts

NOP ; wasting 1 us 5 times

NOP

NOP

NOP

DECFSZ 0X0D,F

GOTO LOOP\_0 ; repeat until 0x0D is zero

DECFSZ 0X0C,F

GOTO LOOP\_1 ; repeat until 0x0C is zero

RETURN ; return to caller

END ; end of asm file

DELAY MOVLW .15 ; first loop is starting

MOVWF 0x01 ; 0x01 is 15

LOOP\_3 MOVLW .255 ; second loop starts

MOVWF 0x02 ; 0x02 is 255

LOOP\_2 MOVLW .255 ; third loop starts

MOVWF 0x03 ; 0x02 is 255

LOOP\_1 NOP ; wasting 1 us 2 times

NOP

DECF 0x03,F ; repeat until 0x03 is zero

BNZ LOOP\_1

DECF 0x02,F ; repeat until 0x02 is zero

BNZ LOOP\_2

DECF 0x01,F ; repeat until 0x01 is zero

BNZ LOOP\_3

RETURN ; return to caller

END ; end of asm file