Wyświetlacz LCD

```
LCDstatus   equ 0FF2EH
LCDcontrol  equ 0FF2CH
LCDdataWR   equ 0FF2DH
LCDdataRD   equ 0FF2FH


// LCD control bytes          ----------------------------------
#define  HOME     0x80     // put curcor to second line
#define  INITDISP 0x38     // LCD init (8-bit mode)
#define  HOM2     0xc0     // put curcor to second line
#define  LCDON    0x0e     // LCD nn, cursor off, blinking off
#define  CLEAR    0x01     // LCD display clear



LCDcntrlWR MACRO x
           LOCAL loop
loop:
           MOV    DPTR,#LCDstatus
           MOVX   A,@DPTR
           JB     ACC.7,loop        ; check if LCD busy

           MOV    DPTR,#LCDcontrol ; write to LCD control
           MOV    A, x
           MOVX   @DPTR,A
          ENDM

LCDcharWR MACRO
          LOCAL loop1,loop2

          PUSH    ACC
loop1:    MOV     DPTR,#LCDstatus
          MOVX    A,@DPTR
          JB      ACC.7,loop1           ; check if LCD busy

loop2:    MOV     DPTR,#LCDdataWR       ; write data to LCD
          POP     ACC
          MOVX    @DPTR,A
          ENDM

init_LCD   MACRO
             LCDcntrlWR #INITDISP
             LCDcntrlWR #CLEAR
             LCDcntrlWR #LCDON
           ENDM
```