

## MC404

### ORGANIZAÇÃO BÁSICA DE COMPUTADORES E LINGUAGEM DE MONTAGEM

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## MC404

### ORGANIZAÇÃO BÁSICA DE COMPUTADORES E LINGUAGEM DE MONTAGEM

"Macros,  
Montagem Condicional de Código  
e Uso da EEPROM"

## Macros Sumário

- Macros
- Montagem Condicional de Código
- Uso da EEPROM

## Macros

; Troca o conteúdo de dois registradores sem usar  
; variável auxiliar!:

```
.MACRO SWAP ;(Rd, Rs)
    eor @0, @1
    eor @1, @0
    eor @0, @1
.ENDMACRO
```

## Macro

;Soma uma constante de 8 bits a um registrador

```
.MACRO ADDI ;(Rd, k)
    subi @0, -(@1)
.ENDMACRO
```

; Soma uma constante de 16 bits a um par de  
; registradores (X, Y ou Z)

```
.MACRO ADDIW ;(RdL:RdH, k)
    subi @0L, LOW(-@1)
    sbci @0H, HIGH(-@1)
.ENDMACRO
```

## Macro - Montagem Condicional

```
; I/O
.macro input
    .if @1 < 0x40
        in @0, @1
    .else
        lds @0, @1
    .endif
.endmacro
```

## Macro - Montagem Condicional

```
; I/O

.macro output
.if @0 < 0x40
out @0, @1
.else
sts @0, @1
.endif
.endmacro
```

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## Macro - Montagem Condicional

```
; Branch if Bit in I/O-Register is Set
.macro bbis ;port,bit,target
.if @0 < 0x20
sbic @0, @1
rjmp @2
.elif @0 < 0x40
in z1, @0
sbrc z1, @1
rjmp @2
.else
lds z1, @0
sbrc z1, @1
rjmp @2
.endif
.endmacro
```

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## Macro e Montagem Condicional

```
Branch if Bit in I/O-Register is Cleared
.macro bbic ;port,bit,target
.if @0 < 0x20
sbis @0, @1
rjmp @2
.elif @0 < 0x40
in z1, @0
sbrs z1, @1
rjmp @2
.else
lds z1, @0
sbrs z1, @1
rjmp @2
.endif
.endmacro
```

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## Montagem Condicional

```
.EQU clock=4000000

.IF clock>4000000
.EQU divider=4
.ELSE
.EQU divider=2
.ENDIF
```

Mais exemplos de uso de IF e ENDIF

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## Macros Aninhadas

```
.macro mult8 ; macro para multiplica dois números
; de 8 bits sem sinal
; Parâmetros de entrada:
; @0 e @1: dois registradores quaisquer
; (números para multiplicar)
; destroi: r0, r1, @2

mul @0,@1
.endmacro
```

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## Macros Aninhadas

```
.macro callmult8 ; macro para multiplicar dois números
; de 8 bits sem sinal
; Parâmetros de entrada:
; @0 e @1: dois registradores quaisquer
; (números para multiplicar)
; @2 um dos pares X, Y ou Z: endereço na RAM
; para colocar o produto no formato little endian
; destroi: r0, r1, @2

mult8 @0,@1 ; invoca a macro mult8 repassando os
; parametros @0 e @1
st @2+,r0
st @2, r1
.endmacro
```

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## Uso de Macro

```

RESET:                ; início do programa
ldi r16,low(RAMEND)   ; fim da RAM: definido em
                    ; m88def.inc
out SPL,r16           ; inicializa Stack Pointer
ldi r16,high(RAMEND)
out SPH,r16
ldi yh,high(SRAM_START) ; Área de RAM onde será
                    ; colocado o resultado
ldi yl,low(SRAM_START)
ldi r16,2
ldi r17,5
callmult8 r16,r17,y    ; Expande as duas macros

rjmp PC
    
```

## Uso da EEPROM

- EEPROM Data Memory
  - The ATmega48/88/168 contains 256/512/512 bytes of data EEPROM memory.
  - It is organized as a separate data space, in which single bytes can be read and written.
  - The EEPROM has an endurance of at least 100,000 write/erase cycles.
  - The access between the EEPROM and the CPU is described in the following, specifying the:
    - EEPROM Address Registers,
    - EEPROM Data Register, and
    - EEPROM Control Register.

## EEPROM

### The EEPROM Address Register – EEARH and EEARL

Bit	15	14	13	12	11	10	9	8	EEARH
	-	-	-	-	-	-	-	EEAR8	EEARH
	EEAR7	EEAR6	EEAR5	EEAR4	EEAR3	EEAR2	EEAR1	EEAR0	EEARL
Read/Write	R	R	R	R	R	R	R	R/W	
Initial Value	0	0	0	0	0	0	0	X	
	X	X	X	X	X	X	X	X	

- Bits 15..9 – Res: Reserved Bits
- Bits 8..0 – EEAR8..0: EEPROM Address

## EEPROM

### The EEPROM Data Register – EEDR

Bit	7	6	5	4	3	2	1	0	EEDR
	MSB							LSB	
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	0	0	0	0	0	0	

- Bits 7..0 – EEDR7..0: EEPROM Data

## EEPROM

### The EEPROM Control Register – EECR

Bit	7	6	5	4	3	2	1	0	EECR
	-	-	EEP1	EEP0	EERIE	EEMPE	EEPE	EERE	
Read/Write	R	R	R/W	R/W	R/W	R/W	R/W	R/W	
Initial Value	0	0	X	X	0	0	X	0	

- Bits 7..6 – Res: Reserved Bits  
These bits are reserved bits in the ATmega48/88/168 and will always read as zero.
- Bits 5, 4 – EEP1 and EEP0: EEPROM Programming Mode Bits

## EEPROM

### Bits 5, 4 – EEP1 and EEP0: EEPROM Programming Mode Bits

Table 5-1. EEPROM Mode Bits

EEP1	EEP0	Programming Time	Operation
0	0	3.4 ms	Erase and Write in one operation (Atomic Operation)
0	1	1.8 ms	Erase Only
1	0	1.8 ms	Write Only
1	1	-	Reserved for future use

## EEPROM

- **Bit 3 – EERIE: EEPROM Ready Interrupt Enable**

Writing EERIE to one enables the EEPROM Ready Interrupt if the I bit in SREG is set. Writing EERIE to zero disables the interrupt. The EEPROM Ready interrupt generates a constant interrupt when EEPE is cleared. The interrupt will not be generated during EEPROM write or SPM.

- **Bit 2 – EEMPE: EEPROM Master Write Enable**

The EEMPE bit determines whether setting EEPE to one causes the EEPROM to be written. When EEMPE is set, setting EEPE within four clock cycles will write data to the EEPROM at the selected address. If EEMPE is zero, setting EEPE will have no effect. When EEMPE has been written to one by software, hardware clears the bit to zero after four clock cycles. See the description of the EEPE bit for an EEPROM write procedure.

## EEPROM

- **Bit 1 – EEPE: EEPROM Write Enable**

The EEPROM Write Enable Signal EEPE is the write strobe to the EEPROM. When address and data are correctly set up, the EEPE bit must be written to one to write the value into the EEPROM. The EEMPE bit must be written to one before a logical one is written to EEPE, otherwise no EEPROM write takes place. The following procedure should be followed when writing the EEPROM (the order of steps 3 and 4 is not essential):

1. Wait until EEPE becomes zero.
2. Wait until SELFPRGEN in SPMCSR becomes zero.
3. Write new EEPROM address to EEAR (optional).
4. Write new EEPROM data to EEDR (optional).
5. Write a logical one to the EEMPE bit while writing a zero to EEPE in EECR.
6. Within four clock cycles after setting EEMPE, write a logical one to EEPE.

## Uso da EEPROM

[e2prom-rotinas.asm](#)