## Register and Bit Name Definitions for the FPSLIC<sup>™</sup> Family

## Introduction

This application note contains files that allow the user to use Register and Bit names from the data book when writing assembly programs. To use the files, simply include them in the top of the source code. The files are named according to the following convention:

<Part Number>def.inc

As an example, AT94K programs should include the following assembler directive:

.include "AT94Kdef.inc"

In addition, the pointer registers R26 -R31 have been assigned names according to the following table.

Register	Name
R26	XL
R27	ХН
R28	YL
R29	YH
R30	ZL
R31	ZH

For controllers with SRAM, the constants "RAMEND" and "FLASHEND" are defined. This number is useful when initializing the Stack pointer to point at the highest internal SRAM address. Finally, the interrupt addresses have been defined, and can be used together with the ".org" directive in the assembler to position an interrupt vector at the correct memory location. See the file listing for details on this. To prohibit use of non-implemented instructions, all files contain a ".device" directive for the target FPSLIC MCU.

As new FPSLIC products are released, new files will be made available.

## Usage

Bit names in the files are defined as numbers 0 - 7. The user should be aware of the difference between using bit names with instructions that take bit masks as operands, and instructions that take bit numbers as operands.

Instructions that take bit masks are:

- CBR Clear Bit in Register
- SBR Set Bit in Register

Instructions that take bit numbers are:

- CBI Clear Bit in I/O Register
- SBI Set Bit in I/O Register
- SBIC Skip if Bit in I/O Register Cleared
- SBIS Skip if Bit in I/O Register Set
- SBRC Skip if Bit in Register Cleared
- SBRS Skip if Bit in Register Set
- BLD Bit LoaD from T-flag
- BST Bit STore to T-flag

To convert a bit number to a bit mask, use the shift left-operator ("<<") in the assembler. Observe that the "+" operator has precedence over "<<". See the following program example:

sbr r16,(1<<SE)+(1<<SM)
out MCUCR,r16 ;set SE and SM
 ;in MCUCR</pre>



10K - 40K Gates of AT40K FPGA with 8-bit AVR<sup>®</sup> Microcontroller and 36K Bytes of SRAM

# Application Note





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