

The following code demonstrates how the Intersil X24C44, X24C45 serial NOVRAMs could be interfaced to the 6805 microcontroller family when connected as shown in Figure 1. The interface uses port A, with the PA3 pin connected to the serial clock (SK), PA2 connected to chip enable (CE), and PA4

connected to both serial data input (SI) and serial data output (SO) of the NOVRAM. Additional code can be found on the Intersil website at <http://www.intersil.com> that will implement interfaces between Motorola microcontrollers and other Intersil serial devices.

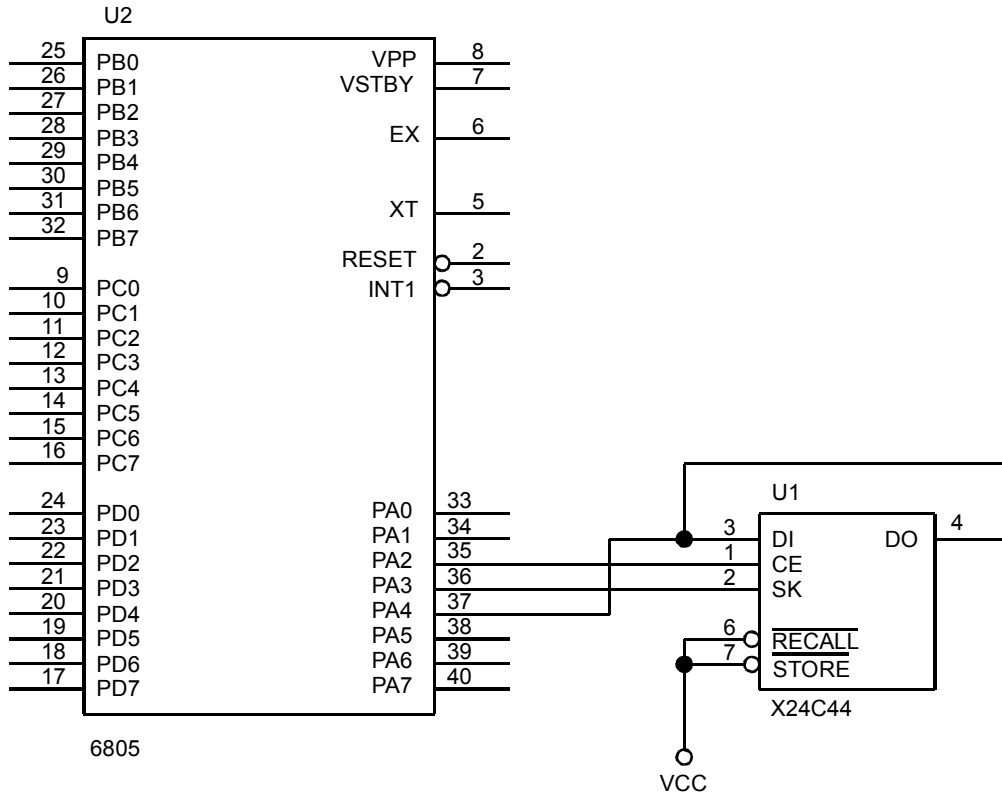


FIGURE 1. TYPICAL HARDWARE CONNECTION FOR INTERFACING AN X24C44 TO A 6805 MICROCONTROLLER.

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*****
* THIS CODE WAS DESIGNED TO DEMONSTRATE HOW THE X24C44 COULD BE INTERFACED TO *
* THE 68HC05 MICROCONTROLLER. THE INTERFACE USES 3 LINES FROM PORT A (PA2, *
* PA3, AND PA4) TO COMMUNICATE. THE DI AND DO PINS ON THE X24C44 ARE TIED *
* TOGETHER WHICH ALLOWS 1 LESS PORT LINE TO BE USED. *
*
* THE CODE SHOWN DEMONSTRATES RCL, WREN, READ, WRITE, AND STORE *
* INSTRUCTIONS. THE REMAINING INSTRUCTIONS (WRDS AND ENAS) CAN BE ISSUED *
* USING THE SAME ROUTINE AS OTHER NON-DATA INSTRUCTIONS. *
*
* THE PROGRAM ISSUES A SEQUENCE OF INSTRUCTIONS TO READ THE CONTENTS OF *
* ADDRESS 5 AND STORES THE SAME VALUE IN ADDRESS 9. THE SEQUENCE OF *
* INSTRUCTIONS IS AS FOLLOWS : *
*
* 1. RCL          SETS THE PREVIOUS RECALL LATCH *
* 2. WREN         SETS THE WRITE ENABLE LATCH *
* 3. READ         DATA FROM ADDRESS 5 IS READ *
* 4. WRITE        THE DATA READ DURING STEP 3 IS WRITTEN TO ADDRESS 9 *
* 5. STO          THE RAM'S CONTENTS IS TRANSFERED TO THE EEPROM *
*
* DATA TRANSFER IS PERFORMED WITH THE MOST SIGNIFICANT BIT FIRST. *
*****
SKBITE    QU    3          MASK INDICATING PORTD SK POSITION
CEBITE    QU    2          MASK INDICATING PORTD CE POSITION
DIOBITE   QU    4          MASK INDICATING PORTD DATA POSITION
DOUTE     QU    $1C       MASK TO MAKE DI/O AN OUTPUT
DINE      QU    $0C       MASK TO MAKE DI/O AN INPUT
DMASKE    QU    $10       MASK TO LOOK FOR DATA FROM X24C44
WRDSE     QU    $80       RESET WRITE ENABLE LATCH
STOE      QU    $81       TRANSFERS FROM RAM TO EEPROM
SLEEPE    QU    $82       PLACES PART INTO POWER DOWN MODE
WRITEE    QU    $83       RAM WRITE
WRENE     QU    $84       SET WRITE ENABLE LATCH
RCL       QU    $85       TRANSFERS FROM EEPROM TO RAM, RESETS
*          WRITE ENABLE LATCH
READE     QU    $86       RAM READ
DDRAE     QU    $04       DATA DIRECTION REGISTER FOR PORT A
PORTAE    QU    $00       ADDRESS FOR PORT A
ADDRE     QU    $80       LOCATION FOR X24C44 ADDRESS TO ACCESS
INSTE     QU    $81       INSTRUCTION FOR PART
RWDATE    QU    $82       LOCATION FOR X24C44 DATA TRANSFERED
COUNT   QU    $84       COUNTER VARIABLE
TEMP1     EQU    $85

*****
* RESET VECTOR TO BEGINNING OF PROGRAM CODE *
*****

        ORG    $1FFE      RESET VECTOR TO PROGRAM ENTRY POINT
        FDB    $0100

*****
* START OF PROGRAM EXECUTION *
*****

        ORG    $0100      BEGINNING OF EXECUTABLE CODE

BEGIN:  LDA    #DOUT
        STA   DDRA        MAKE CE, SK, DI/O OUTPUTS
        LDA    #$00
```

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```
STA   PORTA           INITIALIZE CE, SK, DI/O TO ZEROS
LDA   #RCL            PERFORM A RECALL TO SET
STA   INST            THE RECALL LATCH
JSR   CEHIGH
JSR   OUTBYT
JSR   CELOW
LDA   #WREN           PERFORM A WRITE ENABLE TO SET
STA   INST            THE WRITE ENABLE LATCH
JSR   CEHIGH
JSR   OUTBYT
JSR   CELOW
LDA   #$05            READ THE CONTENTS OF ADDRESS 5
STA   ADDR            THE VALUE READ WILL BE IN STORED
JSR   RDWRD           IN RWDATA
LDA   #$09            WRITE THE DATA JUST READ INTO
STA   ADDR            ADDRESS 9
JSR   WRWRD
LDA   #STO            PERFORM A STORE OPERATION
STA   INST
JSR   CEHIGH
JSR   OUTBYT
JSR   CELOW
BRA*                                LOOP UNTIL RESET
```

```
*****
* WRITE THE WORD SPECIFIED IN RWDAT. THE ADDRESS TO *
* BE WRITTEN IS SPECIFIED IN ADDR. *
*****
```

```
WRWRD: JSR   CEHIGH       WRITE VALUE IN RWDATA INTO LOCATION
        LDA   ADDR        SPECIFIED IN ADDR
        LSLA                JUSTIFY ADDRESS IN INSTRUCTION
        LSLA
        LSLA
        ORA   #WRITE       MASK IN WRITE INSTRUCTION
        STA   INST
        JSR   OUTBYT       SEND WRITE INSTRUCTION TO DUT
        LDA   RWDAT
        STA   INST
        JSR   OUTBYT       SEND IN UPPER BYTE OF DATA
        LDA   RWDAT+1
        STA   INST
        JSR   OUTBYT       SEND IN LOWER BYTE OF DATA
        JSR   CELOW
        RTS
```

```
*****
* READ THE WORD AT THE LOCATION SPECIFIED IN ADDR. THE *
* DATA READ WILL BE PLACED IN RWDAT. *
*****
```

```
RDWRD: JSR   CEHIGH       READ THE ADDRESS SPECIFIED IN ADDR
        LDA   ADDR
        LSLA                JUSTIFY ADDRESS TO READ
        LSLA
        LSLA
        ORA   #READ        MASK IN READ INSTRUCTION
        STA   INST
        JSR   SEND7        SEND IN 7 BITS OF READ INSTRUCTION
        LDA   #DIN         MAKE DATA LINE AN INPUT
        STA   DDRA
        JSR   CLOCK        SEND EIGHTH CLOCK PULSE FOR READ INSTRUCTION
        LDA   #$10         PREPARE TO SHIFT IN 16 BITS
```

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```
      STA    COUNT
BITX:  CLC          ASSUME BIT IS GOING TO BE A ZERO (CLEAR CARRY)
      LDA    PORTA  READ BIT VALUE
      AND   #DMASK  MASK BIT OUT OF BYTE READ
      BEQ   NO1     LEAVE CARRY FLAG ALONE IF BIT IS A 0
      SEC   SET      CARRY IF BIT IS A 1
NO1:   ROL   RWDAT+1 ROLL CARRY FLAG INTO DATA WORD
      ROL   RWDAT
      JSR   CLOCK    SEND A CLOCK PULSE
      DEC   COUNT    LOOP UNTIL 16 BITS ARE READ
      BNE   BITX
      LDA   #DOUT    MAKE DATA LINE AN OUTPUT
      STA   DDRA
      JSR   CELOW    BRING CE LOW
      RTS
```

```
*****
* SEND DATA OUT TO THE PART. THE DATA TO BE SENT IS *
* LOCATED IN INST. *
*****
```

```
SEND7: LDA   #$07    SHIFT OUT 7 BITS FOR READ INSTRUCTION
      STA   COUNT
      BRA   LOOPO
OUTBYT: LDA   #$08    PREPARE TO SHIFT OUT 8 BITS
      STA   COUNT
LOOPO:  ROL   INST
      BCC   IS0       JUMP IF DATA SHOULD BE 0
      BSET  #DIOBIT,PORTA SEND 1 TO DI/O
      BRA   IS1
IS0:    BCLR  #DIOBIT,PORTA SEND 0 TO DI/O
IS1:    JSR   CLOCK    SEND CLOCK SIGNAL
      DEC   COUNT
      BNE   LOOPO    LOOP UNTIL ALL 8 BITS HAVE BEEN SENT
      RTS
```

```
*****
* BRING CE HIGH *
*****
```

```
CEHIGH: BSET  #CEBIT,PORTA BRING CE HIGH
      RTS
```

```
*****
* BRING CE LOW *
*****
```

```
CELOW: BCLR  #DIOBIT,PORTA BRING DATA LINE LOW
      BCLR  #CEBIT,PORTA BRING CE LOW
      RTS
```

```
*****
* ISSUE A CLOCK PULSE. *
*****
```

```
CLOCK: BSET  #SKBIT,PORTA BRING SK HIGH
      BCLR  #SKBIT,PORTA BRING SK LOW
      RTS
```

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