

Timer I for the 83/87C748/749 and the 83/87C751/752 (non-I²C applications) microcontrollers

AN427

The small package 83/87C748, 83/87C749, 83/87C751 and 83/87C752 microcontrollers include two hardware-implemented timers: a 16-bit programmable timer, and a 10-bit fixed-rate timer. The programmable timer is available for the application program, and its operation is similar to the timer/counter of the 80C51 timer in mode 2. The fixed-rate timer, Timer I, is typically employed as a watchdog timer for the I²C port communications and is not available for other uses.

In applications which do not take advantage of the I²C communications capability, the "silicon real estate" taken by Timer I is not necessarily lost—it can be used as a fixed-rate timer by the application. This timer can become useful in various cases, such as simple control applications that need a delay while doing some software activities in parallel, or generating a free-running repetitive waveform where the exact timing is not important. Another type of application is a watchdog timer prompting the user about unexpected operation of a system or its hardware, or resetting a program that "lost track."

TIMER I IMPLEMENTATION

Timer I is clocked once per machine cycle, which is the oscillator frequency divided by 12. The timer operation is enabled by setting the TIRUN bit (bit 4) in the I2CFG register. Writing a 0 into the TIRUN bit will stop and clear the timer. The timer is 10 bits wide, and when it reaches the terminal count of 1024 it carries out and sets the Timer I interrupt flag. An interrupt will occur if the Timer I interrupt is enabled by bit ETI (bit 4) of the Interrupt Enable (IE) register, and global interrupts are enabled by bit EA (bit 7) of the same IE register.

The vector address for the Timer I interrupt is 1B hex, and the interrupt service routine must start at this address. As with all 8051 family microcontrollers, only the Program Counter is pushed onto the stack upon interrupt (other registers that are used both by the interrupt

service routine and elsewhere must be explicitly saved). The Timer I interrupt flag is cleared by setting the CLRTI bit (bit 5) of the I2CFG register.

Note that when the I²C interface is not operating—SLAVEN, MASTRQ, and MASTER bits are all 0—the I²C hardware does not affect Timer I. The SCL and SDA pins can be used as I/O pins, and the activity of these pins will not cause the timer to run, stop, or reset. Upon hardware reset of the microcontroller, the SLAVEN, MASTRQ, and MASTER bits are all reset, so the programmer does not have to worry about interaction between the SDA/SCL pins and the timer.

FIXED-RATE TIMER

The first programming example demonstrates simple fixed-rate operation. Upon reset, interrupts are enabled, and Timer I is started. A wait loop simulates the "application" program. The demonstration service routine simply sets a flag—in real life it could do something more useful, such as toggling an output pin. Note that the interrupt flag is cleared by setting CLRTI prior to returning from the service routine. Upon overflow, the timer will go on running, as the TIRUN bit is still set, so the interrupts will be spaced exactly 1024 clock cycles apart. If the service routine would toggle an output pin instead of setting a flag, its output would be a square wave with a period of 2048 cycles. For an application that demands a "one-shot" delay only, the service routine should clear the TIRUN bit in order to avoid subsequent interrupts.

WATCHDOG TIMER

A watchdog timer mechanism is typically applied in order to detect "abnormal" behavior of hardware. If the microcontroller operates in a very noisy environment, there might be a fear of the program "running wild" as a result of extremely violent EMI interference. In such

a case, a watchdog may take care to reset the microcontroller when the Timer I interrupt occurs. This could be applied in application programs with a repetitive nature—the software needs to reset the timer within 1024 machine cycles of the last reset.

In a system where something is supposed to occur regularly—for example, an interrupt for an external event—the watchdog is designed to "bite" when the hardware "sleeps" and the expected "something" does not happen for too long a time. The timer is allowed to run continuously, but when the expected event occurs, it resets the timer back to 0. When the timer is reset within 1024 cycles of the last reset, the application runs normally. If the event does not occur, the Timer I interrupt service routine will be activated to take care of the exception.

The second programming example demonstrates the watchdog. Upon Reset, the TIRUN bit, ETI, and global interrupts are enabled. The watchdog timer is reset and restarted by the small subroutine WdRst. The application is simulated by a loop of delays. Delay 1 is less than 1024 cycles, and when WdRst is called within Delay 1 intervals, no Timer I interrupt occurs. This represents normal operation of a "real life" application. When the delay from last reset is greater than 1024 cycles—representing a hardware exception—the interrupt will occur. The service routine for the watchdog is somewhat unusual, as it does not return to the program location where the interrupt occurred. Instead, the operation of the microcontroller is restarted at Reset. Upon entering the service routine, the interrupt is cleared and the timer is reset. Because execution does not return to the interrupted program with a RETI instruction, the interrupt pending flag is cleared by a call to a dummy subroutine XRETI. The program is restarted at Reset with a regular AJMP instruction. The stack pointer is explicitly reinitialized for the warm reset, so there is no danger of stack overflow upon repeated watchdog invocations.

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TIINT

Timer I Fixed Rate Timer

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1 ;
2 *****
3 ;           Timer I Fixed Rate Timer Usage
4
5 ;This program demonstrates how to activate Timer I on the 8XC748/8XC749/83C751
6 ;or 83C752 microcontrollers as a fixed rate timer when the I2C port is not
7 ;used. Once activated, Timer I will generate an interrupt every 1024
8 ;machine cycles. The I2C bus pins SCL and SDA may be used as open drain
9 ;outputs.
10
11 ; *****
12
13 $MOD7 751
14 $Title(Timer I Fixed Rate Timer)
15 $Date(11/06/90)
16 $Debug
17
0020 19  Flags      DATA  20h           ;Flag byte
0000 20  TstFlag   BIT    Flags.0       ;Timer I flag.
21
22
0000 23          ORG    0
0000 0120 24          AJMP   Reset
25
001B 26          ORG    1Bh           ;Timer I interrupt.
001B D200 27  TimerI:   SETB   TstFlag       ;Set flag to indicate a Timer I interrupt.
001D D2DD 28          SETB   CLRTI        ;Clear Timer I to allow it to restart.
001F 32 29          RETI
30
31
0020 D2AB 32  Reset:   SETB   ETI           ;Enable Timer I interrupt.
0022 D2AF 33          SETB   EA           ;Enable global interrupts.
0024 D2DC 34          SETB   TIRUN        ;Start Timer I.
35
0026 C200 36  Loop:    CLR    TstFlag       ;Initialize interrupt flag.
0028 3000FD 37  Wait:    JNB    TstFlag,Wait   ;Wait for Timer I interrupt.
002B 80F9 38          SJMP   Loop
39
40          END

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ASSEMBLY COMPLETE, 0 ERRORS FOUND

Timer I for the 83/87C748/749 and the 83/87C751/752 (non-I²C applications) microcontrollers

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TIINT	Timer I Fixed Rate Timer	11/06/90	PAGE 2
CLRTI	B ADDR 00DDH	PREDEFINED	
EA	B ADDR 00AFH	PREDEFINED	
ETI	B ADDR 00ABH	PREDEFINED	
FLAGS	D ADDR 0020H		
LOOP	C ADDR 0026H		
RESET	C ADDR 0020H		
TIMERI	C ADDR 001BH	NOT USED	
TIRUN	B ADDR 00DCH	PREDEFINED	
TSTFLAG	B ADDR 0000H		
WAIT	C ADDR 0028H		

Timer I for the 83/87C748/749 and the 83/87C751/752 (non-I²C applications) microcontrollers

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TIWD

Timer I Watchdog

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```

1 ;*****
2
3 ;           Timer I Watchdog Timer Usage
4
5 ;This program demonstrates how to use Timer I on the 83C751 or 83C752
6 ;microcontrollers as a watchdog timer when the I2C port is not used.
7 ;Once started, Timer I must be cleared more often than once every 1024
8 ;machine cycles. If Timer I is allowed to overflow, a Timer I
9 ;interrupt will be generated. Thus, if global interrupts or the Timer
10 ;I interrupt are inhibited, the watchdog function will be disabled.
11 ;Also, if the watchdog interrupt occurs during another interrupt
12 ;service, it will be delayed until an RETI (return from interrupt)
13 ;instruction is executed. The I2C bus pins SCL and SDA may be used as
14 ;open drain outputs.
15
16 ;*****
17
18     $MOD751
19     $Title(Timer I Watchdog)
20     $Date(11-06-90)
21     $Debug
22
0000    23             ORG     0
0000 0126    24             AJMP    Reset
25
001B    26             ORG     1Bh           ;Timer I interrupt.
001B C2AF    27     TimerI:  CLR     EA           ;Get here only if watchdog overflows.
001D C2DC    28             CLR     TIRUN        ;Turn off Timer I.
001F D2DD    29             SETB    CLRTI        ;Clear Timer I interrupt.
0021 1125    30             ACALL   XRETI        ;Force interrupt pending to clear.
0023 0126    31             AJMP    Reset           ;Do a warm start.
0025 32      32     XRETI:  RETI
33
0026 758107 34     Reset:   MOV     SP,#7h         ;Initialize the stack pointer.
35
36 ;Note: it is important to force the stack pointer to a particular
37 ;starting value in this application because we may be re-starting
38 ;after a watchdog interrupt, with the stack in an unknown condition.
39
0029 75D800 40     MOV     I2CFG,#0           ;Initialize I2CFG (set up CT0, CT1).
002C D2DC    41     SETB    TIRUN           ;Enable Timer I run.
002E D2AB    42     SETB    ETI            ;Enable Timer I interrupt.
0030 D2AF    43     SETB    EA            ;Enable interrupt system.
44
45
46 ;The following is a "dummy" main program to test the watchdog timer.
47
0032 1153    48     Loop:   ACALL   Delay1        ;Wait 901 machine cycles.
0034 114E    49             ACALL   WdRst        ;Reset Watchdog.
0036 1153    50             ACALL   Delay1        ;Wait 901 machine cycles.
0038 114E    51             ACALL   WdRst        ;Reset Watchdog.
003A 1153    52             ACALL   Delay1        ;Wait 901 + 4 for ACALL & prior RET.
003C 1157    53             ACALL   Delay2        ;Wait 108 + 2 for ACALL.
003E 00      54             NOP     ;1016
003F 00      55             NOP     ;1017
0040 00      56             NOP     ;1018
0041 00      57             NOP     ;1019
0042 00      58             NOP     ;1020

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TIWD                               Timer I Watchdog                               11-06-90  PAGE 2

0043 00      59      NOP      ;1021
0044 00      60      NOP      ;1022
0045 00      61      NOP      ;1023
0046 00      62      NOP      ;1024      : Should get 'bitten' here.
0047 00      63      NOP      ;1025
0048 00      64      NOP      ;1026
0049 00      65      NOP      ;1027
004A 00      66      NOP      ;1028
004B 00      67      NOP      ;1029
004C 0132    68      AJMP     Loop      ;Should never get here.
      69
004E C2DC    70      WdRst:  CLR      TIRUN      ;Reset Watchdog timer (Timer I).
0050 D2DC    71      SETB   TIRUN
0052 22      72      RET
      73
0053 7480    74      Delay1: MOV     A,#128      ;Wait 901 machine cycles (1).
0055 8002    75      SJMP   DLoop      ;(2)
0057 740F    76      Delay2: MOV     A,#15      ;Wait 108 machine cycles (1).
0059 A3      77      DLoop: INC     DPTR      ;Delay = (ACC * 7) + 2 mach. cyc (2).
005A A3      78      INC     DPTR      ;(2)
005B 14      79      DEC     A          ;(1)
005C 70FB    80      JNZ    Dloop      ;(2)
005E 22      81      RET          ;(2)
      82
      83      END
    
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ASSEMBLY COMPLETE, 0 ERRORS FOUND

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TIWD

Timer I Watchdog

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CLRTI	B ADDR	00DDH	PREDEFINED
DELAY1	C ADDR	0053H	
DELAY2	C ADDR	0057H	
DLOOP	C ADDR	0059H	
EA	B ADDR	00AFH	PREDEFINED
ETI	B ADDR	00ABH	PREDEFINED
I2CFG	D ADDR	00D8H	PREDEFINED
LOOP	C ADDR	0032H	
RESET	C ADDR	0026H	
SP	D ADDR	0081H	PREDEFINED
TIMERI	C ADDR	001BH	NOT USED
TIRUN	B ADDR	00DCH	PREDEFINED
WDRST	C ADDR	004EH	
XRETI	C ADDR	0025H	