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Ultrasonic-Flow-Converter

Data Sheet

TDC-GP30Y

System-Integrated Solution for Ultrasonic Flow Meters
Volume 2: CPU, Memory and Firmware

September 19, 2019
Document-No: DB_GP30Y_Vol2_en V0.2
Utrasonic-Flow-Converter

TDC-GP30

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Notational Conventions

Throughout the GP30 documentation, the following style formats are used to support efficient reading and understanding of the documents:

- **Hexadecimal numbers** are denoted by a leading 0x, e.g. 0xAF = 175 as decimal number. Decimal numbers are given as usual.
- **Binary numbers** are denoted by a leading 0b, e.g. 0b1101 = 13. The length of a binary number can be given in bit (b) or Byte (B), and the four bytes of a 32b word are denoted B0, B1, B2 and B3 where B0 is the lowest and B3 the highest byte.
- **Abbreviations and expressions** which have a special or uncommon meaning within the context of GP30 application are listed and shortly explained in the list of abbreviations, see following page. They are written in plain text. Whenever the meaning of an abbreviation or expression is unclear, please refer to the glossary at the end of this document.
- **Variable names** for hard coded registers and flags are in bold. Meaning and location of these variables is explained in the datasheet (see registers CR, SRR and SHR).
- **Variable names** which represent memory or code addresses are in bold italics. Many of these addresses have a fixed value inside the ROM code, others may be freely defined by software. Their meaning is explained in the firmware and ROM code description, and their physical addresses can be found in the header files. These variable names are defined by the header files and thus known to the assembler as soon as the header files are included in the assembler source code. Note that different variable names may have the same address, especially temporary variables.
- **Physical variables** are in italics (real times, lengths, flows or temperatures).
Abbreviations

AM  Amplitude measurement
CD  Configuration Data
CPU Central Processing Unit
CR  Configuration Register
CRC Cyclic Redundancy Check
DITOF, DITOF_ALL Difference of up and down ->TOF
DR  Debug Register
FEP Frontend Processing
FDB Frontend data buffer
FHL First hit level
FW Firmware, software stored on the chip
FWC Firmware Code
FWD Firmware Data
FWD-RAM Firmware Data memory
GPIO General purpose input/output
Hit Stands for a detected wave period
HSO High speed oscillator
INIT Initialization process of ->CPU or ->FEP
IO Input/output
I2C Inter-Integrated Circuit bus
LSO Low speed oscillator
MRG Measurement Rate Generator
NVRAM, NVM Programmable Non-Volatile Memory
PI Pulse interface
PP Post Processing
PWR Pulse width ratio
R RAM address pointer of the CPU, can also stand for the addressed register
RAA Random Access Area
RAM Random Access Memory
RI Remote Interface
ROM Read Only Memory
ROM code Hard coded routines in ROM
SHR System Handling Register
SPI Serial Peripheral Interface
SRAM Static RAM
SRR Status & Result Register
SUMTOF Sum of up and down TOF
Task Process, job
TDC Time-to-digital-converter
TOF, TOF_ALL Time of Flight
TS Task Sequencer
TM Temperature measurement
UART Universal Asynchronous Receiver & Transmitter
USM Ultrasonic measurement
Vref Reference voltage
X,Y,Z Internal registers of the CPU
ZCD Zero cross detection
ZCL Zero cross level

For details see the glossary in section 9.
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1 Introduction

TDC-GP30 stands for a new generation of ultrasonic flow converters. Besides an improved ToF front end it also includes a 32-bit CPU and memory for on-chip data post-processing and, in a final stage, the complete flow calculation. This volume 2 of TDC-GP30 datasheet describes the CPU, the instruction set and the memory organization. Further, it describes the assembler and basics in software development. This will enable customers to write their own programs. The description of the general hardware and the analog front end basics is given in volume 1.

1.1 CPU & Environment

There is a 32-bit CPU in Harvard architecture integrated in TDC-GP30 which is acam proprietary design. It is optimized for ultra-low power operation with the target to do the flow calculation. Figure 1-1 shows the memory organization and how the frontend, the CPU and the remote interface interact.

![Figure 1-1: Memory Organization and Frontend-CPU Interface](image)

After completion of a measurement, the frontend writes the various results for time-of-flight or temperature, for amplitude, pulse width and voltage into the front end data buffer (FDB), which is part of the RAM. From there, the user can read directly the raw data via the remote interface. This would be the situation in time conversion mode.

In the case of flow meter mode, the frontend processing is followed by a CPU processing. The CPU post-processing is activated by setting bit PP_EN in configuration register CR_MRG_TS and CPU_REQ_EN_PP in configuration register CR_IEH.
The programmable firmware will be in a non-volatile 4k NVRAM. Additionally, many functions are already implemented as ROM routines. The CPU uses a separate 176x32 bit RAM to do its calculations and to write back the final results. Configuration data is stored in the register area of the RAM and a special firmware data area in the RAM is reserved for firmware specific data.

The firmware code memory and the firmware data memory are zero static power NVRAMs. It is not necessary to switch them down to save operation current.

The various main elements will be described in detail in the following.
2 Program Area

The program area consists of two memory parts:

- A 4-kbyte NVRAM, called **Firmware Code Memory** for re-programmable program code
- A 4-kbyte ROM, called **System Code Memory** with read-only program code.

The firmware code consists of:

- A USER part which can be programmed by customer (green colored)
- An optional acam part, pre-programmed by acam including general subroutines addressable by customers. For details on this option please contact acam.

The NVRAM in GP30 is a combination of a volatile SRAM and a non-volatile FLASH memory. Access to/from NVRAM is only given via the SRAM part, where volatile data can be read and written in an unlimited number of times, while non-volatile data resides in FLASH part.

The complete data transfer from SRAM to FLASH is performed by a STORE. From FLASH to SRAM the data are completely transferred by a RECALL. The execution of both transactions has to be enabled first.

The Firmware Code is read protected all the time. Additionally, the GP30 has the ability of a firmware lock, which causes:

- A write protection for Firmware Code
- A read protection for Firmware Data
- A read protection for Configuration Register
The available size of USER Firmware (FWU) is defined in register SRR_FWU_RNG which can be read by customer. The USER firmware has also a 4-byte reserved area at the end of the code memory, which can be used to implement a revision number. The revision can be read via register SRR_FWU_REV. Additionally the revision of ACAM firmware can be read via SRR_FWA_REV.

The code in the ROM memory (read-only) includes system subroutines like bootloader, checksum generation and general subroutines which are also addressable by customer. It also handles the initial check of CPU requests set in SHR_CPU_REQ register.

The bootloader is always requested after a system reset has been occurred. However, bootloader actions are only performed if the bootloader release code is set. In a final initialization the bootloader also sets CPU request for “FW Init” and, if configured, a request for “Checksum Generation”. At minimum the bootloader clears its request in SHR_CPU_REQ and jumps back to ROM Check of CPU Request.

Note: For details about how to write firmware and to check it please see section 7 of the user manual, volume 3.
3 Random Access Area (RAA)

The random access area can be distinguished in 3 sections:

- Random access memory (RAM) storing volatile firmware data and including frontend data buffer
- Register area
- Non-volatile RAM (NVRAM) storing non-volatile firmware data

The RAA has the following structure:

<table>
<thead>
<tr>
<th>IP</th>
<th>Address</th>
<th>DWORD</th>
<th>Section</th>
<th>Description</th>
<th>RI</th>
</tr>
</thead>
<tbody>
<tr>
<td>RAM 176*32</td>
<td>0x000–0x07F</td>
<td>128</td>
<td>FWV</td>
<td>Firmware variables</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x080–0x087</td>
<td>8</td>
<td>FDB</td>
<td>Frontend data buffer</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x088–0x09B</td>
<td>20</td>
<td>FDB / (FWV)</td>
<td>Frontend data buffer / Firmware variables</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x09C–0x09F</td>
<td>4</td>
<td>FWV</td>
<td>Firmware variables</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x0A0–0x0AF</td>
<td>16</td>
<td>FWV or (TEMP)</td>
<td>Firmware variables or temporary variables</td>
<td>RW</td>
</tr>
<tr>
<td>Direct Mapped Register</td>
<td>0x0B0–0x0BF</td>
<td>16</td>
<td>NU</td>
<td>not used</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>0x0C0–0x0CF</td>
<td>16</td>
<td>CR</td>
<td>Configuration registers</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x0D0–0x0DF</td>
<td>16</td>
<td>SHR</td>
<td>System Handling registers</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x0E0–0x0EF</td>
<td>16</td>
<td>SRR</td>
<td>Status &amp; result registers</td>
<td>RO</td>
</tr>
<tr>
<td></td>
<td>0x0F0–0x0F7</td>
<td>8</td>
<td>NU</td>
<td>not used</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>0x0F8–0x0FB</td>
<td>4</td>
<td>DR</td>
<td>Debug registers</td>
<td>RO</td>
</tr>
<tr>
<td></td>
<td>0x0FC–0xFF</td>
<td>4</td>
<td>NU</td>
<td>Not used</td>
<td>-</td>
</tr>
<tr>
<td>NVRAM 128*32</td>
<td>0x100–0x11F</td>
<td>32</td>
<td>FWD1</td>
<td>Firmware data</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x120–0x16B</td>
<td>76</td>
<td>FWD2</td>
<td>Firmware data</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x16C–0x17A</td>
<td>15</td>
<td>CD</td>
<td>Configuration data</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x17B</td>
<td>1</td>
<td>BLD_RL</td>
<td>Bootloader release code</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x17C</td>
<td>1</td>
<td>FWD1</td>
<td>Checksum</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x17D</td>
<td>1</td>
<td>FWD2</td>
<td>Checksum</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x17E</td>
<td>1</td>
<td>FWU</td>
<td>Checksum</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x17F</td>
<td>1</td>
<td>FW_CS</td>
<td>FWA Checksum</td>
<td>RW</td>
</tr>
<tr>
<td></td>
<td>0x180–0x1FF</td>
<td>128</td>
<td>NU</td>
<td>Not used</td>
<td>-</td>
</tr>
</tbody>
</table>

RI = Remote Interface
3.1 RAM

The front end data buffer (FDB) is the area that contains the measurement data. The content alternates for ToF and temperature measurements:

Table 3-1 FDB after TOF measurements

<table>
<thead>
<tr>
<th>RAA Address</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x080</td>
<td>FDB_US_TOF_ADD_ALL_U</td>
<td>Ultrasonic TOF Add All Value Up</td>
</tr>
<tr>
<td>0x081</td>
<td>FDB_US_PW_U</td>
<td>Ultrasonic Pulse Width Ratio Up</td>
</tr>
<tr>
<td>0x082</td>
<td>FDB_US_AM_U</td>
<td>Ultrasonic Amplitude Value Up</td>
</tr>
<tr>
<td>0x083</td>
<td>FDB_US_AMC_VH</td>
<td>Ultrasonic Amplitude Calibrate Value High</td>
</tr>
<tr>
<td>0x084</td>
<td>FDB_US_TOF_ADD_ALL_D</td>
<td>Ultrasonic TOF Add All Value Down</td>
</tr>
<tr>
<td>0x085</td>
<td>FDB_US_PW_D</td>
<td>Ultrasonic Pulse Width Ratio Down</td>
</tr>
<tr>
<td>0x086</td>
<td>FDB_US_AM_D</td>
<td>Ultrasonic Amplitude Value Down</td>
</tr>
<tr>
<td>0x087</td>
<td>FDB_US_AMC_VL</td>
<td>Ultrasonic Amplitude Calibrate Value Low</td>
</tr>
<tr>
<td>0x088 to 0x08F</td>
<td>FDB_US_TOF_0_U</td>
<td>Ultrasonic TOF Up Value 0 to Value 7</td>
</tr>
<tr>
<td>0x090 to 0x097</td>
<td>FDB_US_TOF_0_D</td>
<td>Ultrasonic TOF Down Value 0 to Value 7</td>
</tr>
</tbody>
</table>

Table 3-2 FDB after temperature measurements

<table>
<thead>
<tr>
<th>RAA Address</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x080</td>
<td>FDB_T0M_PP_M1</td>
<td>Offset Delay Compensation Value</td>
</tr>
<tr>
<td>0x081</td>
<td>FDB_T0M_PTR_RAB_M1</td>
<td>PT Ref: Impedance Value</td>
</tr>
<tr>
<td>0x082</td>
<td>FDB_T0M_PTC_CAB_M1</td>
<td>PT Cold: Impedance Value</td>
</tr>
<tr>
<td>0x083</td>
<td>FDB_T0M_PTH_HAB_M1</td>
<td>PT Hot: Impedance Value</td>
</tr>
<tr>
<td>0x084</td>
<td>FDB_T0M_PTR_RA_M1</td>
<td>PT Ref: 1st Offset resistance Value</td>
</tr>
<tr>
<td>0x085</td>
<td>FDB_T0M_PP_M2</td>
<td>Offset Delay Compensation Value</td>
</tr>
<tr>
<td>0x086</td>
<td>FDB_T0M_PTR_RAB_M2</td>
<td>PT Ref: Impedance Value</td>
</tr>
<tr>
<td>0x087</td>
<td>FDB_T0M_PTC_CAB_M2</td>
<td>PT Cold: Impedance Value</td>
</tr>
<tr>
<td>0x088</td>
<td>FDB_T0M_PTH_HAB_M2</td>
<td>PT Hot: Impedance Value</td>
</tr>
<tr>
<td>0x089</td>
<td>FDB_T0M_PTR_RA_M2</td>
<td>PT Ref: 1st Offset resistance Value</td>
</tr>
<tr>
<td>0x08A</td>
<td>FDB_T0M_PTR_4W_RB_M1</td>
<td>PT Ref: 2nd Offset resistance Value</td>
</tr>
<tr>
<td>0x08B to 0x08E</td>
<td>FDB_T0M_PCT_4W_CA_M1</td>
<td>PT Cold: 1st to 4th Offset resistance Value</td>
</tr>
<tr>
<td>0x08F to 0x092</td>
<td>FDB_T0M_PTH_4W_HA_M1</td>
<td>PT Hot: 1st to 4th Offset resistance Value</td>
</tr>
<tr>
<td>0x093</td>
<td>FDB_T0M_PTR_4W_RB_M2</td>
<td>PT Ref: 2nd Offset resistance Value</td>
</tr>
<tr>
<td>0x094 to 0x097</td>
<td>FDB_T0M_PCT_4W_CA_M2</td>
<td>PT Cold: 1st to 4th Offset resistance Value</td>
</tr>
<tr>
<td>0x098 to 0x09B</td>
<td>FDB_T0M_PTH_4W_HA_M2</td>
<td>PT Hot: 1st to 4th Offset resistance Value</td>
</tr>
</tbody>
</table>

For details about the FDB please refer to volume 1.

The firmware variables area (FWV) can be used by the firmware for temporarily data storage.
3.2 Direct mapped register

This section contains the configuration registers CR that define the operation of the chip. After a system reset, the content is copied from configuration data (CD) in the NVRAM into this RAM cells.

Further, in this section there are the system handling registers as well as the status and result registers.

For debugging purposes also the ALU registers and flags can be read there (read only).

For details about the RAM and the please refer to volume 1.

3.3 NVRAM

This section is a combination of a volatile SRAM and a non-volatile FLASH memory.

After a system reset, the configuration data (CD) in the NVRAM is copied into the configuration register (CR) by the bootloader if the bootloader release code (BLD_RLS = 0xABCD_7654) is set.

Finally, there are four checksums. Those registers contain the nominal values for the user firmware, the acam firmware and the two firmware data sections. A checksum execution will generate the actual GP30 checksums and compare them with those in FWD1, FWD2, FWU and FWA. The checksum execution is done typically after the bootloader, by the checksum timer (register CR_MRG_TS : TS_CST) or by a remote command. In case of discrepancies error flags will be set for each section (register CR_IEH).
4 CPU

Figure 4-1 shows in detail how the CPU is structured and implemented. It has access to the RAM, including the result registers and the status registers.

Figure 4-1

4.1 Registers and Accumulators

The 32 bit-CPU operates on three internal registers, the X, Y, and Z-accumulators, and on one register or RAM cell, addressed by the CPU’s RAM address pointer. The latter register is denoted with R, it can be any accessible cell within the RAA address range. R is handled in the same way as an accumulator by most commands. One specialty of R is the byte coding and decoding by the bytesel and bytedir command, which only acts on R in read direction (details see below). This function is built in for simplified and accelerated byte operations.

4.2 CPU Flags

The CPU uses four flags to classify the results of operations: Carry (C), equal Zero (Z), Sign (S) and Overflow (O). Zero and Sign flags are set with each CPU write access to any register, RAM or accumulator. Additionally, the Carry and Overflow flags are set in case of a calculation, shift or rotation. Flags which are not actively changed by an operation remain in their former state. It is possible to query each flag in a jump or skip instruction.
4.2.1 Carry (C)
Shows the carry over in an addition or subtraction. Note that the carry flag is calculated assuming unsigned binary numbers, in contrast to the overflow flag. Thus it may produce confusing results, refer to the detail description of instructions for usage. With shift operations (shiftL, shiftR, rotL, shiftR.), the carry flag is set to the (last) bit that has been shifted out.

4.2.2 Overflow (O)
Indicates an overflow during an addition or subtraction of two numbers in two’s complement representation. This is strictly an overflow for positive numbers, underflow in case of negative numbers is not indicated. If the eventuality of a negative underflow can’t be avoided, additional calculations to indicate the underflow are required.

4.2.3 Zero (Z)
The zero flag indicates if the last number written into a register (by add, sub, move, swap, etc.) was zero or not equal to zero.

4.2.4 Sign (S)
The sign flag indicates if the last number written into a register (by add, sub, move, swap, etc.) has the highest bit (MSB) set to 1 or to 0. It thus indicates the sign of this number, with zero indicated positive. The sign flag assumes a two’s complement number representation.

4.3 Arithmetic Operations
An arithmetic command processes two of the registers X, Y, Z or R, and writes back the result into the first mentioned register (or, for commands with 64 bit results, into both). These operations also affect flags of the CPU. In particular, the carry (C) and overflow (O) flags should be checked to ensure correctness of the last operation.

All arithmetic operations process a 32 bit wide input, (mostly) based on the common two’s complement operations. This means that the MSB (the most significant bit of the binary word, here bit 31) defines the sign of the binary number, with negative signs having MSB=1. Number values of positive numbers are as usual, while the value of a negative number A follows the rule \(|A| = \text{NOT}(A) + 1\), in words: negative numbers are converted into positives by bitwise inversion, and then adding 1 (see the instructions “compl” and “invert”).

4.4 Branch Instructions
There are 4 principles of jumping within the code:
Goto: Jumps with relative or absolute addressing. Within an address vicinity of –128 to +127, the assembler automatically uses relative addressing (“Branch”). For wide distances, absolute addressing within the whole address space of 64 kB is automatically used (“Jump”). The latter is more flexible, but needs one code byte more.
Jsub: Absolute or relative jump, used to call a subroutine. The difference to goto is that the code returns to the calling address at jsubret (for example at the end of the subroutine). The CPU keeps up to 8 calling addresses in its address stack. When no return to the calling address is desired, it is better (and of course possible) to use goto instead of jsub.

Skip: Suppress the execution of the next 1, 2 or 3 instructions. Note that the skipped instructions are in fact processed, but they produce no result or further activity. Thus skip does not save processing time of the skipped instructions, in contrast to goto or jsub. However, the skip command itself is only one byte short, and in addition it is highly suitable for structured programming.

Goto and skip come in different flavors, as unconditional command as well as controlled by some bit or CPU flag. Refer to the detail instruction list below for details.

### 4.5 Instruction Set

The complete instruction set of the GP30 consists of 70 core instructions that have unique op-codes decoded by the CPU. It is widely identical to the instruction set of acam’s PSØ9 chip. Table 4-1 gives an overview of all available expressions, details are given further below.

#### Table 4-1: Instruction set overview

<table>
<thead>
<tr>
<th>Logic</th>
<th>Simple Arithmetic</th>
<th>Complex Arithmetic</th>
<th>Shift &amp; Rotate</th>
<th>Bitwise</th>
</tr>
</thead>
<tbody>
<tr>
<td>and</td>
<td>abs</td>
<td>div</td>
<td>rotl</td>
<td>bitclr</td>
</tr>
<tr>
<td>eor</td>
<td>add</td>
<td>divmod</td>
<td>rotR</td>
<td>bitinv</td>
</tr>
<tr>
<td>eorn</td>
<td>compare</td>
<td>mult</td>
<td>shiftL</td>
<td>bitset</td>
</tr>
<tr>
<td>invert</td>
<td>compl</td>
<td></td>
<td>shiftR</td>
<td></td>
</tr>
<tr>
<td>nand</td>
<td>decr</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>nor</td>
<td>incr</td>
<td></td>
<td>clrC</td>
<td>clear</td>
</tr>
<tr>
<td>or</td>
<td>sign</td>
<td></td>
<td>getflag</td>
<td>move</td>
</tr>
<tr>
<td>sub</td>
<td></td>
<td></td>
<td>setC</td>
<td>swap</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>RAM access</th>
<th>Jsub</th>
<th>Jump</th>
<th>Skip</th>
<th>Miscellaneous</th>
</tr>
</thead>
<tbody>
<tr>
<td>bytedir</td>
<td>jsub</td>
<td>goto</td>
<td>skip</td>
<td>clkmode</td>
</tr>
<tr>
<td>bytesel</td>
<td>jsubret</td>
<td>gotoBitC</td>
<td>skipBitC</td>
<td>clrwdt</td>
</tr>
<tr>
<td>decramadr</td>
<td>gotoBitS</td>
<td>skipBitS</td>
<td></td>
<td>equal</td>
</tr>
<tr>
<td>getramadr</td>
<td>gotoCarC</td>
<td>skipCarC</td>
<td></td>
<td>equal1</td>
</tr>
<tr>
<td>incramadr</td>
<td>gotoCarS</td>
<td>skipCarS</td>
<td></td>
<td>i2clck</td>
</tr>
<tr>
<td>ramadr</td>
<td>gotoEQ</td>
<td>skipEQ</td>
<td></td>
<td>i2creq</td>
</tr>
<tr>
<td></td>
<td>gotoNE</td>
<td>skipNE</td>
<td></td>
<td>i2crw</td>
</tr>
<tr>
<td></td>
<td>gotoNeg</td>
<td>skipNeg</td>
<td></td>
<td>mcten</td>
</tr>
<tr>
<td></td>
<td>gotoOvrC</td>
<td>skipOvrC</td>
<td></td>
<td>nop</td>
</tr>
<tr>
<td></td>
<td>gotoOvrS</td>
<td>skipOvrS</td>
<td></td>
<td>revfwa</td>
</tr>
<tr>
<td></td>
<td>gotoPos</td>
<td>skipPos</td>
<td></td>
<td>revfwu</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>stop</td>
</tr>
</tbody>
</table>
4.6 Detailed Description of Commands

The following description lists every GP30 instruction which is recognized by the assembler. Most of them directly correspond to an op-code, which is a sequence of bytes in an executable code for GP30, as it is produced by the assembler. The tabular lines have the following meaning and usage:

<table>
<thead>
<tr>
<th>Command</th>
<th>Short Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>Command name, followed by parameters p1, p2, p3…</td>
</tr>
<tr>
<td>Parameters:</td>
<td>Description of parameters. They may be registers REG [x, y, z, r] or numbers in a given range.</td>
</tr>
<tr>
<td>Calculus:</td>
<td>Mathematical operation in Verilog notation (uncommon syntax is explained in case). This line also defines the result output, which is most of the time simply p1. Note that this means that the content of p1 is changed by the operation.</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>Some or all of the flags C (carry), Z (Zero), S (sign) and O (Overflow) are affected by the described operation, according to the result</td>
</tr>
<tr>
<td>Bytes:</td>
<td>Length of the complete op-code, including parameter designation</td>
</tr>
<tr>
<td>Cycles:</td>
<td>Number of calculation cycles needed by the CPU</td>
</tr>
<tr>
<td>Description:</td>
<td>Literal description and remarks on the operation</td>
</tr>
<tr>
<td>Category:</td>
<td>One of the categories in the overview</td>
</tr>
</tbody>
</table>

There are some more expressions used in the list:

- PC: The program counter; this is actually the code address where the next CPU op-code is read.
- JUMPLABEL: Label for a jump destination, which becomes an actual code address after code assembly. In assembler code, this is usually a placeholder for a position within the code, it may also be a fixed number (not recommended). To define a jump destination by a jump label in assembler code, write the label followed by a colon. Labels must be followed by an instruction. Add one nop if the label would be followed directly by ORG.
- LSB: Least significant bit, the rightmost bit of a binary number
- MSB: Most significant bit, the leftmost bit of a binary number. In the common two’s complement representation, the MSB is used to indicate the sign of a number; MSB = 1 defines a negative number.
- “>>” or “<<”: right shift and left shift, e.g. “1<<p2”: a 1 shifted left by p2 bit positions
4.6.1 List of instructions

In the following there is a list of all CPU instructions in alphabetic order.

<table>
<thead>
<tr>
<th><code>abs</code></th>
<th>Absolute value of register</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>abs p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = REG [x, y, z, r]</td>
</tr>
<tr>
<td>Calculus:</td>
<td>p1 =</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>C O Z S</td>
</tr>
<tr>
<td>Bytes:</td>
<td>2</td>
</tr>
<tr>
<td>Cycles:</td>
<td>2</td>
</tr>
<tr>
<td>Description:</td>
<td>Absolute value of register</td>
</tr>
<tr>
<td>Category:</td>
<td>Simple arithmetic</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><code>add</code></th>
<th>Addition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>add p1, p2</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = REG [x, y, z, r]</td>
</tr>
<tr>
<td>p2 = REG [x, y, z, r] or 32-Bit number</td>
<td></td>
</tr>
<tr>
<td>Calculus:</td>
<td>p1 = p1 + p2</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>C O Z S</td>
</tr>
<tr>
<td>Bytes:</td>
<td>1 (p2 = REG)</td>
</tr>
<tr>
<td>5 (p2 = number)</td>
<td></td>
</tr>
<tr>
<td>Cycles:</td>
<td>1 (p2 = REG)</td>
</tr>
<tr>
<td>5 (p2 = number)</td>
<td></td>
</tr>
<tr>
<td>Description:</td>
<td>Addition of two registers or addition of a constant to a register</td>
</tr>
<tr>
<td>Category:</td>
<td>Simple arithmetic</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><code>and</code></th>
<th>Logic AND</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>and p1, p2</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = REG [x, y, z, r]</td>
</tr>
<tr>
<td>p2 = REG [x, y, z, r] or 32-Bit number</td>
<td></td>
</tr>
<tr>
<td>Calculus:</td>
<td>p1 = p1 AND p2 in the resulting bit sequence in p1, a bit is 1 when the corresponding bits of P1 and P2 are both equal to 1</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>Z S</td>
</tr>
<tr>
<td>Bytes:</td>
<td>2 (p2 = REG)</td>
</tr>
<tr>
<td>6 (p2 = number)</td>
<td></td>
</tr>
<tr>
<td>Cycles:</td>
<td>3 (p2 = REG)</td>
</tr>
<tr>
<td>7 (p2 = number)</td>
<td></td>
</tr>
<tr>
<td>Description:</td>
<td>Bitwise logic AND of 2 registers or Logic AND of register and constant</td>
</tr>
<tr>
<td>Category:</td>
<td>Logic</td>
</tr>
<tr>
<td><strong>bitclr</strong></td>
<td><strong>Clear single bit</strong></td>
</tr>
<tr>
<td>------------</td>
<td>---------------------</td>
</tr>
<tr>
<td>Syntax:</td>
<td>bitclr p1, p2</td>
</tr>
</tbody>
</table>
| Parameters:| p1 = REG [x, y, z, r]  
p2 = number 0 to 31  |
| Calculus:  | p1 = p1 and not (1<<p2)  
“1<<p2”: a “1” shifted left by p2 bit positions  |
| Flags affected: | Z S |
| Bytes:     | 2               |
| Cycles:    | 2               |
| Description: | Clear the single bit on position p2 in the destination register p1, other bits remain unchanged  
Note: Don’t use on register R in combination with bytesel ≠ 0 |
| Category:  | Bitwise          |

<table>
<thead>
<tr>
<th><strong>bitinv</strong></th>
<th><strong>Invert single bit</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>bitinv p1, p2</td>
</tr>
</tbody>
</table>
| Parameters:| p1 = REG [x, y, z, r]  
p2 = number 0 to 31  |
| Calculus:  | p1 = p1 XOR (1<<p2)    
“1<<p2”: a “1” shifted left by p2 bit positions  |
| Flags affected: | Z S |
| Bytes:     | 2               |
| Cycles:    | 2               |
| Description: | Invert the single bit on position 1<<p2 in the destination register p1, other bits remain unchanged  
Note: Don’t use on register R in combination with bytesel ≠ 0 |
| Category:  | Bitwise          |

<table>
<thead>
<tr>
<th><strong>bitset</strong></th>
<th><strong>Set single bit</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>bitset p1, p2</td>
</tr>
</tbody>
</table>
| Parameters:| p1 = REG [x, y, z, r]  
p2 = number 0 to 31  |
| Calculus:  | p1 = p1 OR (1<<p2)   
“1<<p2”: a “1” shifted left by p2 bit positions  |
| Flags affected: | Z S |
| Bytes:     | 2               |
| Cycles:    | 2               |
| Description: | Set the single bit on position p2 in the destination register p1, other bits remain unchanged  
Note: Don’t use on register R in combination with bytesel ≠ 0 |
| Category:  | Bitwise          |

<table>
<thead>
<tr>
<th><strong>bytedir</strong></th>
<th><strong>Define configuration for bytesel</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>bytedir p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = number 0 or 1</td>
</tr>
<tr>
<td>Calculus:</td>
<td></td>
</tr>
<tr>
<td>Flags affected:</td>
<td>-</td>
</tr>
<tr>
<td>Bytes:</td>
<td>1</td>
</tr>
</tbody>
</table>
Cycles: 1

Description: Basic definition for the configuration of bytesel (see description of bytesel)
P1 = 0: align read data at LSB
P1 = 1: shift read byte(s) to various positions

Important remarks:
- Bytesel permanently sets the read configuration until it is changed.
- Bytesel is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

Category: RAM access

<table>
<thead>
<tr>
<th>bytesel</th>
<th>Define RAM reading mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>bytesel p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = number 0 to 7</td>
</tr>
<tr>
<td>Calculus:</td>
<td>-</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>-</td>
</tr>
<tr>
<td>Bytes:</td>
<td>1</td>
</tr>
<tr>
<td>Cycles:</td>
<td>1</td>
</tr>
</tbody>
</table>

Description: Read from addressed register R using a byte-oriented shift operation in various configurations. The bytesel command is implemented to simplify byte-wise operations, for example read and write from an external EEPROM, or internal selection of coefficients which are shorter than 32 Bit. It actually provides a means for fast byte-wise shifting.

Denoting the four bytes in the 32-Bit word in R by B3/B2/B1/B0, the following content of R is actually read, depending on the last bytedir setting:

After “bytedir 0” (or without using bytedir):
P1 = 0: R is read as B3/B2/B1/B0 (default setting, no shifts)
P1 = 1: R is read as 00/00/B2/B1
P1 = 2: R is read as 00/00/B1/B0
P1 = 3: R is read as 00/00/B3/B2
P1 = 4: R is read as 00/00/00/B0
P1 = 5: R is read as 00/00/00/B1
P1 = 6: R is read as 00/00/00/B2
P1 = 7: R is read as 00/00/00/B3

After “bytedir 1”:
P1 = 0: R is read as B3/B2/B1/B0 (default setting, no shifts)
P1 = 1: R is read as 00/B1/B0/00
P1 = 2: R is read as 00/00/B1/B0
P1 = 3: R is read as B1/B0/00/00
P1 = 4: R is read as 00/00/00/B0
P1 = 5: R is read as 00/00/00/B1
P1 = 6: R is read as 00/00/00/B2
P1 = 7: R is read as B0/00/00/00

Important remarks:
- Bytesel affects the read direction for any register addressed as R. Any read access to R is affected, so the content of R for any operation is configured according to the list above.
- Bytesel has no effect in write direction.
- Bytesel permanently sets the read configuration until it is changed.
- Bytesel is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not recommended.
- Note that the commands bitset, bitclr or bitinv and shiftL, shiftR, rotL and rotR include read access. Set bytesel = 0 before applying one of these commands to R, to avoid undefined results.

<table>
<thead>
<tr>
<th>Category</th>
<th>RAM access</th>
</tr>
</thead>
</table>

### clear

**Clear register**

**Syntax:**
clear p1

**Parameters:**
p1 = REG [x, y, z, r]

**Calculus:**
p1 = 0

**Flags affected:**
Z S

**Bytes:**
1

**Cycles:**
1

**Description:**
Clear addressed register to 0

**Category:**
Registerwise

### clkmode

**Clock mode**

**Syntax:**
clkmode p1

**Parameters:**
p1 = number 0 or 1

**Calculus:**
-

**Flags affected:**
-

**Bytes:**
2

**Cycles:**
2

**Description:**
p1 = 0 : CPU clock is the internal oscillator
p1 = 1 : CPU clock is 2 MHz, derived from the high speed clock (HSC)

**Remark:**
- clkmode sets the clock mode permanently until the next change or until stop. After stop or after power up, clkmode is 0.
- Is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

**Category:**
Miscellaneous

### clrC

**Clear flags**

**Syntax:**
clrC

**Parameters:**
-

**Calcuals:**
-

**Flags affected:**
C O

**Bytes:**
2

**Cycles:**
2

**Description:**
Clear Carry and Overflow flags

**Category:**
Flags

### clrwdt

**Clear watchdog**

**Syntax:**
clrwdt
### Parameters:
- 

### Calculus:
- 

### Flags affected:
- 

### Bytes:
2

### Cycles:

<table>
<thead>
<tr>
<th>Description</th>
<th>Category</th>
</tr>
</thead>
<tbody>
<tr>
<td>Clear watchdog. This instruction is used to restart the watchdog timer at</td>
<td>Miscellaneous</td>
</tr>
<tr>
<td>the end of a program run. Apply clrwdt right before 'stop' to avoid a reset</td>
<td></td>
</tr>
<tr>
<td>by the watchdog, if enabled.</td>
<td></td>
</tr>
</tbody>
</table>

### **compare**

**Compare two values**

<table>
<thead>
<tr>
<th>Syntax</th>
<th>compare p1, p2</th>
</tr>
</thead>
</table>
| Parameters:       | p1 = REG [x, y, z, r]  
                  | p2 = REG [x, y, z, r] or 32-Bit number |
| Calculus:         | no register change; only the flags are set to the result of the operation p2 - p1 |
| Flags affected:   | C O Z S        |
| Bytes:            | 1 (p1 = REG, p2 = REG)  
                  | 5 (p1 = REG, p2 = number) |
| Cycles:           | 1 (p1 = REG, p2 = REG)  
                  | 5 (p1 = REG, p2 = number) |
| Description:      | Comparison of the two inputs by subtraction. The flags are changed according to the subtraction result, but not the register contents themselves. |
| Category:         | Simple arithmetic |

### **compl**

**Complement**

<table>
<thead>
<tr>
<th>Syntax</th>
<th>compl p1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parameters:</td>
<td>p1 = REG [x, y, z, r]</td>
</tr>
<tr>
<td>Calculus:</td>
<td>p1 = - p1 = ( NOT p1 ) + 1</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>Z S</td>
</tr>
<tr>
<td>Bytes:</td>
<td>2</td>
</tr>
<tr>
<td>Cycles:</td>
<td>2</td>
</tr>
<tr>
<td>Description:</td>
<td>two’s complement of register</td>
</tr>
<tr>
<td>Category:</td>
<td>Simple arithmetic</td>
</tr>
</tbody>
</table>

### **decr**

**Decrement**

<table>
<thead>
<tr>
<th>Syntax</th>
<th>decr p1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Parameters:</td>
<td>p1 = REG [x, y, z, r]</td>
</tr>
<tr>
<td>Calculus:</td>
<td>p1 = p1 - 1</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>C O Z S</td>
</tr>
<tr>
<td>Bytes:</td>
<td>1</td>
</tr>
<tr>
<td>Cycles:</td>
<td>1</td>
</tr>
<tr>
<td>Description:</td>
<td>Decrement register by 1</td>
</tr>
<tr>
<td>Category:</td>
<td>Simple arithmetic</td>
</tr>
<tr>
<td>Instruction</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>decramadr</td>
<td>Decrement RAM address pointer by one</td>
</tr>
</tbody>
</table>

**Syntax:**
\[
\text{decramadr}
\]

**Parameters:**
- 

**Calculus:**
- 

**Flags affected:**
- 

**Bytes:**
1

**Cycles:**
1

**Description:**
Decrement RAM address pointer by one

**Category:**
RAM access

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>div</td>
<td>Signed division 32 Bit</td>
</tr>
</tbody>
</table>

**Syntax:**
\[
div \ p1, \ p2
\]

**Parameters:**
- \( p1 = \text{REG} [x, y, z, r] \)
- \( p2 = \text{REG} [x, y, z, r] \)

**Calculus:**
\[
p1 = \frac{(p1 \ll 32)}{p2} \quad \text{or} \quad p1 = \frac{p1 \times 2^{32}}{p2}
\]

- \( p1\ll32 \): \( p1 \) shifted left by 32 bit positions in standard notation
- condition for correct calculation: \(|p1| < |2\times p2|\)
- In consequence, the result integers in \( p1 \) are between \(-0.5 \times 2^{32}\) and \(0.5 \times 2^{32}\)

**Flags affected:**
- \( Z \) and \( S \) according to the result in \( p1 \)

**Bytes:**
2

**Cycles:**
38

**Description:**
Signed division of 2 registers: 32 fractional bits of the division of 2 registers are assigned to \( p1 \); \( p2 \) remains unchanged

**Category:**
Complex arithmetic

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>divmod</td>
<td>Signed modulo division</td>
</tr>
</tbody>
</table>

**Syntax:**
\[
divmod \ p1, \ p2
\]

**Parameters:**
- \( p1 = \text{REG} [x, y, z, r] \)
- \( p2 = \text{REG} [x, y, z, r] \)

**Calculus:**
\[
p1 = \text{integer} \left( \frac{p1}{p2} \right) \\
p2 = p1 \text{ \% \ } p2
\]

- "\( \% \)" is the modulo operation

**Flags affected:**
- \( Z \) and \( S \) according to the result in \( p1 \)

**Bytes:**
2

**Cycles:**
Similar to div

**Description:**
Signed modulo division of 2 registers, 32 higher bits of the integer division of 2 registers, result is assigned to \( p1 \); the remainder is assigned to \( p2 \)

**Category:**
Complex arithmetic

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>eor</td>
<td>Exclusive OR</td>
</tr>
</tbody>
</table>

**Syntax:**
\[
eor \ p1, \ p2
\]

**Parameters:**
- \( p1 = \text{REG} [x, y, z, r] \)
- \( p2 = \text{REG} [x, y, z, r] \) or 32-Bit number

**Calculus:**
\[
p1 = p1 \text{ XOR } p2
\]

- in the resulting bit sequence in \( p1 \), a bit is 0 when the corresponding bits of \( P1 \) and \( P2 \) are equal, or 1 otherwise

**Flags affected:**
- \( Z \) \( S \)

**Bytes:**
2 (\( p1 = \text{REG}, p2 = \text{REG} \))
<table>
<thead>
<tr>
<th><strong>eorn</strong></th>
<th><strong>Exclusive NOR</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td><code>eorn p1, p2</code></td>
</tr>
</tbody>
</table>
| Parameters: | `p1 = REG [x, y, z, r]`  
|           | `p2 = REG [x, y, z, r]` or 32-Bit number |
| Calculus: | `p1 = p1 XNOR p2`  
|           | *in the resulting bit sequence in p1, a bit is 1 when the corresponding bits of P1 and P2 are equal, or 0 otherwise* |
| Flags affected: | Z S |
| Bytes: | 2 (p1 = REG, p2 = REG)  
|        | 6 (p1 = REG, p2 = number) |
| Cycles: | 3 (p1 = REG, p2 = REG)  
|        | 7 (p1 = REG, p2 = number) |
| Description: | Bitwise Logic, exclusive not OR (equivalence) of the two given parameters |
| Category: | Logic |

<table>
<thead>
<tr>
<th><strong>equal</strong></th>
<th><strong>Write 3 given Bytes to the executable code</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td><code>equal p1</code></td>
</tr>
<tr>
<td>Parameters:</td>
<td><code>p1 = 3-Byte string</code></td>
</tr>
<tr>
<td>Calculus:</td>
<td>-</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>-</td>
</tr>
<tr>
<td>Bytes:</td>
<td>3</td>
</tr>
<tr>
<td>Cycles:</td>
<td>3 (or more if an executable command was written)</td>
</tr>
<tr>
<td>Description:</td>
<td>This instruction is recognized by the assembler. It writes exactly the three bytes given in p1 to the executable code. This can be used to add customized information like version numbers. Handle with care, since the bytes will be interpreted as code when the PC points to them. <strong>Important Note:</strong> Has unpredictable effects under the influence of any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.</td>
</tr>
<tr>
<td>Category:</td>
<td>Miscellaneous</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>equal1</strong></th>
<th><strong>Write 1 given Bytes to the executable code</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td><code>equal1 p1</code></td>
</tr>
<tr>
<td>Parameters:</td>
<td><code>p1 = Byte string</code></td>
</tr>
<tr>
<td>Calculus:</td>
<td>-</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>-</td>
</tr>
<tr>
<td>Bytes:</td>
<td>1</td>
</tr>
<tr>
<td>Cycles:</td>
<td>1 (or more if an executable command was written)</td>
</tr>
</tbody>
</table>
| Description: | This instruction is recognized only by the assembler. It writes exactly the one byte given in p1 to the executable code. This can be used to add customized
<table>
<thead>
<tr>
<th>getflag</th>
<th>Set S and Z flags</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>getflag p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = REG [x, y, z, r]</td>
</tr>
</tbody>
</table>
| Calculus: | Signum flag S is set if p1 < 0  
|           | Zero flag Z indicates Zero if p1 = 0 |
| Flags affected: | Z S |
| Bytes: | 1 |
| Cycles: | 1 |
| Description: | Set the signum and zero flag according to the addressed register, content of the register is not affected |
| Category: | Simple arithmetic |

<table>
<thead>
<tr>
<th>getramadr</th>
<th>Set RAM address pointer to the value in Z</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>getramadr</td>
</tr>
<tr>
<td>Parameters:</td>
<td>-</td>
</tr>
<tr>
<td>Calculus:</td>
<td>RAM address pointer = Z</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>-</td>
</tr>
<tr>
<td>Bytes:</td>
<td>1</td>
</tr>
<tr>
<td>Cycles:</td>
<td>1</td>
</tr>
<tr>
<td>Description:</td>
<td>Set the RAM address pointer to the value given in Z</td>
</tr>
<tr>
<td>Category:</td>
<td>RAM access</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>goto</th>
<th>jump without condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>goto p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = JUMPLABEL</td>
</tr>
<tr>
<td>Calculus:</td>
<td>PC = p1</td>
</tr>
<tr>
<td>Flags affected:</td>
<td>-</td>
</tr>
</tbody>
</table>
| Bytes: | 2 (relative jump)  
|         | 3 (absolute jump) |
| Cycles: | 3 (relative jump)  
|         | 4 (absolute jump) |
| Description: | Jump without condition. Program counter (PC) is set to target address. The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code) |
| Category: | Jump |
### gotoBitC  Jump on bit clear

**Syntax:**

gotoBitC p1, p2, p3

**Parameters:**
p1 = REG [x, y, z, r]  
p2 = number [0...31]  
p3 = JUMPLABEL or number

**Calculus:**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>p2</td>
<td>( 1&lt;&lt;p2  and p1) == 0</td>
</tr>
<tr>
<td>p1</td>
<td>if (bit p2 of register p1 == 0)</td>
</tr>
<tr>
<td>p3</td>
<td>PC = p3</td>
</tr>
</tbody>
</table>

**Flags affected:** -

**Bytes:**

- 2 (relative jump)  
- 3 (absolute jump) | see section “branch instructions”

**Cycles:**

- 3 (relative jump)  
- 4 (absolute jump) | see section “branch instructions”

**Description:**

Jump on bit clear. Program counter (PC) is set to target address if selected bit p2 in register p1 is clear. The target address is given by using a jump label or by an absolute number. 
Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

**Category:** Jump

### gotoBitS  Jump on bit set

**Syntax:**

gotoBitS p1, p2, p3

**Parameters:**
p1 = REG [x, y, z, r]  
p2 = number [0..31]  
p3 = JUMPLABEL or number

**Calculus:**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>p2</td>
<td>( 2^p2 AND p1) == 1</td>
</tr>
<tr>
<td>p1</td>
<td>if (bit p2 of register p1 == 1)</td>
</tr>
<tr>
<td>p3</td>
<td>PC = p3</td>
</tr>
</tbody>
</table>

**Flags affected:** -

**Bytes:**

- 2 (relative jump)  
- 3 (absolute jump) | see section “branch instructions”

**Cycles:**

- 3 (relative jump)  
- 4 (absolute jump) | see section “branch instructions”

**Description:**

Jump on bit set. Program counter (PC) is set to target address if selected bit p2 in register p1 is set. The target address is given by using a jump label or by an absolute number. 
Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

**Category:** Jump

### gotoCarC  Jump on carry clear

**Syntax:**

gotoCarC p1

**Parameters:**
p1 = JUMPLABEL or number

**Calculus:**

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>p1</td>
<td>if (carry is clear)</td>
</tr>
<tr>
<td>p1</td>
<td>PC = p1</td>
</tr>
</tbody>
</table>

**Flags affected:** -

**Bytes:**

- 2 (relative jump)  
- 3 (absolute jump) | see section “branch instructions”

**Cycles:**

- 3 (relative jump)  
- 4 (absolute jump) | see section “branch instructions”

**Description:**

Jump on carry clear. Program counter (PC) is set to target address if the last operation that affected the carry (C) flag left it clear.
The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

<table>
<thead>
<tr>
<th>Category:</th>
<th>Jump</th>
</tr>
</thead>
</table>

### gotoCarS

**Jump on carry set**

**Syntax:**
gotoCarS p1

**Parameters:**
p1 = JUMPLABEL or number

**Calculus:**
if (carry is set)  
PC = p1

**Flags affected:** -

**Bytes:**  
2 (relative jump)  
3 (absolute jump)  

**Cycles:**  
3 (relative jump)  
4 (absolute jump)

**Description:** Jump on carry set. Program counter (PC) is set to target address if the last operation that affected the carry (C) flag left it set. The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

**Category:** Jump

### gotoEQ

**Jump on equal zero**

**Syntax:**
gotoEQ p1

**Parameters:**
p1 = JUMPLABEL or number

**Calculus:**
if (Z indicates zero)  
PC = p1

**Flags affected:** -

**Bytes:**  
2 (relative jump)  
3 (absolute jump)  

**Cycles:**  
3 (relative jump)  
4 (absolute jump)

**Description:** Jump on equal zero. Program counter (PC) is set to target address if the last operation that affected the zero (Z) flag indicated a zero result. The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

**Category:** Jump

### gotoNE

**Jump on not equal zero**

**Syntax:**
gotoNE p1

**Parameters:**
p1 = JUMPLABEL or number

**Calculus:**
if (Z indicates not-equal zero)  
PC = p1

**Flags affected:** -

**Bytes:**  
2 (relative jump)  
3 (absolute jump)  

**Cycles:**  
3 (relative jump)  
4 (absolute jump)

**Description:** Jump on not-equal zero. Program counter (PC) is set to target address if the last operation that affected the zero (Z) flag indicated a not-equal zero result.

**Category:** Jump
Jump on negative
\[ \text{Syntax:} \quad \text{gotoNeg p1} \]
\[ \text{Parameters:} \quad p1 = \text{JUMPLABEL or number} \]
\[ \text{Calculus:} \quad \text{if (S indicates negative)} \]
\[ \quad \text{PC} = p1 \]
\[ \text{Flags affected:} \quad - \]
\[ \text{Bytes:} \quad 2 \text{ (relative jump)} \quad \text{(see section “branch instructions“)} \]
\[ \quad 3 \text{ (absolute jump)} \quad \text{3 (absolute jump)} \quad \text{(see section “branch instructions“)} \]
\[ \text{Cycles:} \quad 3 \text{ (relative jump)} \quad \text{(see section “branch instructions“)} \]
\[ \quad 4 \text{ (absolute jump)} \quad \text{4 (absolute jump)} \quad \text{(see section “branch instructions“)} \]
\[ \text{Description:} \quad \text{Jump on negative. Program counter (PC) is set to target address if the last operation that affected the sign (S) flag indicated a result below 0. The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)} \]
\[ \text{Category:} \quad \text{Jump} \]

Jump on overflow clear
\[ \text{Syntax:} \quad \text{gotoOvrC p1} \]
\[ \text{Parameters:} \quad p1 = \text{JUMPLABEL or number} \]
\[ \text{Calculus:} \quad \text{if (O is clear)} \]
\[ \quad \text{PC} = p1 \]
\[ \text{Flags affected:} \quad - \]
\[ \text{Bytes:} \quad 2 \text{ (relative jump)} \quad \text{(see section “branch instructions“)} \]
\[ \quad 3 \text{ (absolute jump)} \quad \text{3 (absolute jump)} \quad \text{(see section “branch instructions“)} \]
\[ \text{Cycles:} \quad 3 \text{ (relative jump)} \quad \text{(see section “branch instructions“)} \]
\[ \quad 4 \text{ (absolute jump)} \quad \text{4 (absolute jump)} \quad \text{(see section “branch instructions“)} \]
\[ \text{Description:} \quad \text{Jump on overflow clear. Program counter (PC) is set to target address if the last operation that affected the overflow (O) flag indicated no overflow. The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)} \]
\[ \text{Category:} \quad \text{Jump} \]

Jump on overflow set
\[ \text{Syntax:} \quad \text{gotoOvrS p1} \]
\[ \text{Parameters:} \quad p1 = \text{JUMPLABEL} \]
\[ \text{Calculus:} \quad \text{if (O is set)} \]
\[ \quad \text{PC} = p1 \]
\[ \text{Flags affected:} \quad - \]
\[ \text{Bytes:} \quad 2 \text{ (relative jump)} \quad \text{(see section “branch instructions“)} \]
\[ \quad 3 \text{ (absolute jump)} \quad \text{3 (absolute jump)} \quad \text{(see section “branch instructions“)} \]
\[ \text{Cycles:} \quad 3 \text{ (relative jump)} \quad \text{(see section “branch instructions“)} \]
\[ \quad 4 \text{ (absolute jump)} \quad \text{4 (absolute jump)} \quad \text{(see section “branch instructions“)} \]
\[ \text{Description:} \quad \text{Jump on overflow set. Program counter (PC) is set to target address if the last operation that affected the overflow (O) flag indicated an overflow.} \]
### gotoPos
#### Jump on positive

**Syntax:**
gotoPos p1

**Parameters:**
p1 = JUMPLABEL or number

**Calculus:**
- if (S indicates positive)
  - PC = p1

**Flags affected:**
- 

**Bytes:**
- 2 (relative jump)
- 3 (absolute jump)  
  see section “branch instructions”

**Cycles:**
- 3 (relative jump)
- 4 (absolute jump)  
  see section “branch instructions”

**Description:**
Jump on positive. Program counter (PC) is set to target address if the last operation that affected the sign (S) flag indicated a result equal or above 0. The target address is given by using a jump label or by an absolute number. Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

**Category:**
Jump

---

The following three I2C instructions are very basic and listed for the sake of completeness only. The user is asked to access the ready-made ROM routines as described in section 5.1.1.

### i2cclk
#### I2C clock

**Syntax:**
i2cclk

**Description:**
Triggers the simplified I2C-interface
Is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

---

### i2creq
#### I2C request

**Syntax:**
i2creq p1

**Parameters:**
p1 = number 0 or 1

**Description:**
p1 = 0 : clears the I2C request
p1 = 1 : sets the I2C request
Is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

---

### i2crw
#### I2C read / write

**Syntax:**
i2crw p1

**Parameters:**
p1 = number 0 or 1

**Description:**
p1 = 0 : I2C write
p1 = 1 : I2C read
Is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

---

### incr
#### Increment

**Syntax:**
incr p1

**Parameters:**
p1 = REG [x, y, z, r]
### incramadr

**Increment RAM address**

**Syntax:** 
incramadr

**Parameters:** 
-

**Calculus:** 
-

**Flags affected:** 
-

**Bytes:** 
1

**Cycles:** 
1

**Description:** 
Increment RAM address pointer by 1

**Category:** 
RAM access

### invert

**Bitwise inversion**

**Syntax:** 
invert p1

**Parameters:** 
p1 = REG [x, y, z, r]

**Calculus:** 
p1 = NOT p1

**Flags affected:** 
Z S

**Bytes:** 
2

**Cycles:** 
2

**Description:** 
Bitwise inversion of register

**Category:** 
Logic

### jsub

**Unconditional jump to a subroutine**

**Syntax:** 
jsub p1

**Parameters:** 
p1 = JUMPLABEL or number

**Calculus:** 
PC = p1

**Flags affected:** 
-

**Bytes:** 
2 (relative jump)  
3 (absolute jump)  
see section “branch instructions”

**Cycles:** 
3 (relative jump)  
4 (absolute jump)  
see section “branch instructions”

**Description:** 
Jump to subroutine without condition. The program counter is loaded by the address given through the parameter. The subroutine is processed until the keyword ‘jsubret’ occurs. Then a jump back is performed and the next command after the jsub instruction is executed. Jsub needs temporarily a place in the program counter (PC) stack to remember the return address. The PC stack has a depth of 8, so jsub works for up to 8 nested calls. 
Jump range: 0 to 4095 (Firmware code) and 61440 to 65535 (ROM code)

**Category:** 
Jsub
### jsbret | Return from subroutine
---|---
**Syntax:** | jsbret
**Parameters:** | -
**Calculus:** | PC = PC after last jsb operation
**Flags affected:** | -
**Bytes:** | 1
**Cycles:** | 3
**Description:** Return from subroutine. A subroutine called via `jsub` has to be exited by using jsbret. The program is continued at the next command following the calling jsub instruction. The address for continuing is stored in the program counter (PC) stack, which has a depth of 8. This means, the combination `jsub-jsbret` can be used for up to 8 nested calls.
**Category:** Jsub

### mcten | Enable / disable measure cycle timer
---|---
**Syntax:** | mcten p1
**Parameters:** | p1 = number 0 or 1
**Calculus:** | -
**Flags affected:** | -
**Bytes:** | 2
**Cycles:** | 2
**Description:**
- p1 = 0 : Measure cycle timer disabled
- p1 = 1 : Measure cycle timer enabled
**Remark:**
- Is not affected by any conditional or unconditional skip command.
- Usage within the range of any skip command is not permitted.
**Category:** Miscellaneous

### Move | Move
---|---
**Syntax:** | move p1, p2
**Parameters:**
- p1 = REG [x, y, z, r]
- p2 = REG [x, y, z, r] or 32-bit number
**Calculus:** | p1 = p2
**Flags affected:** | Z S
**Bytes:**
- 1 (p1 = REG, p2 = REG)
- 5 (p1 = REG, p2 = number)
**Cycles:**
- 1 (p1 = REG, p2 = REG)
- 5 (p1 = REG, p2 = number)
**Description:**
- Move content of p2 to p1 (p1 = REG, p2 = REG)
- Move constant to p1 (p1 = REG, p2 = number)
**Category:** Registerwise

### mult | Signed 32-Bit multiplication
---|---
**Syntax:** | mult p1, p2
**Parameters:**
- p1 = REG [x, y, z, r]
- p2 = REG [x, y, z, r]
### Calculus:

| p1, p2 = p1 * p2 | the 32-bit numbers p1 and p2 are multiplied to a 64-bit result which is stored in p1 (upper 32 bits and sign) and p2 (lower 32 bits) |

### Flags affected:

| Z and S according to p1 |

### Bytes:

| 2 |

### Cycles:

| 38 |

### Description:

Signed multiplication of two registers. Higher 32 bits of the multiplication result are placed to p1; lower 32 bits of the multiplication result are placed to p2. Note that the sign of the whole number is defined through the MSB of p1, while the MSB of p2 is just bit 31 of the result (p2 is unsigned). This can lead to misinterpretation by subsequent operations which assume signed numbers.

### Category:

| Complex arithmetic |

---

### nand

#### Logic NAND

| Syntax: | nand p1, p2 |

| Parameters: | p1 = REG [x, y, z, r]  
| p2 = REG [x, y, z, r] or 32-Bit number |

| Calculus: | p1 = p1 NAND p2  
| not (p1 AND p2); in the resulting bit sequence in p1, a bit is 0 when the corresponding bits of P1 and P2 are both equal to 1, otherwise the bit is 1 |

| Flags affected: | Z S |

| Bytes: | 2 (p1 = REG, p2 = REG)  
| 6 (p1 = REG, p2 = number) |

| Cycles: | 3 (p1 = REG, p2 = REG)  
| 7 (p1 = REG, p2 = number) |

### Description:

Bitwise logic NAND (negated AND) of the two input parameters.

### Category:

| Logic |

---

### nop

#### No operation

| Syntax: | nop |

| Parameters: | - |

| Calculus: | - |

| Flags affected: | - |

| Bytes: | 1 |

| Cycles: | 1 |

### Description:

Placeholder code or timing adjust, no operation. May be needed sometimes to separate two code bytes to prevent an assembler error message.

### Category:

| Miscellaneous |

---

### nor

#### Logic NOR

| Syntax: | nor p1, p2 |

| Parameters: | p1 = REG [x, y, z, r]  
| p2 = REG [x, y, z, r] or 32-Bit number |

| Calculus: | p1 = p1 NOR p2  
| p1 = not (p1 OR p2); in the resulting bit sequence in p1, a bit is 1 when the corresponding bits of P1 and P2 are both equal to 0, otherwise the bit is 0 |

| Flags affected: | Z S |
### or

**Syntax:**
or p1, p2

**Parameters:**
p1 = REG [x, y, z, r]  
p2 = REG [x, y, z, r] or 32-Bit number

**Calculus:**
p1 = p1 OR p2  
in the resulting bit sequence in p1, a bit is 0 when the corresponding bits of P1 and P2 are both equal to 0, otherwise 1

**Flags affected:**
Z S

**Description:**
Bitwise logic OR of the two input parameters

### ramadr

**Syntax:**
ramadr p1

**Parameters:**
p1 = RAM cell name or 9-Bit number

**Calculus:**
-

**Description:**
Set pointer to RAM address (range: 0...511)

### revfwa

**Syntax:**
revfwa

**Description:**
Stores content of X-Register to SRR_FWA_REV  
Used by FW ROM Code when bootloader is executed  
Is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

### revfwu

**Syntax:**
revfwu

**Description:**
Stores content of X-Register to SRR_FWU_REV  
Used by FW ROM Code when bootloader is executed
Is not affected by any conditional or unconditional skip command. Usage within the range of any skip command is not permitted.

<table>
<thead>
<tr>
<th><strong>rotL</strong></th>
<th><strong>Rotate left</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>rotL p1(, p2)</td>
</tr>
</tbody>
</table>
| Parameters: | p1 = REG [x, y, z, r]  
|            | p2 = no entry or number 2..15 |
| Calculus: | case rotL p1, without p2:  
|           | p1 = (p1 << 1) + carry ; carry = MSB(p1)  
|           | case rotL p1, p2:  
|           | p1 = repeat (p2 times) rotL p1  
|           | Adding carry finally lets the bits of p1 circulate left over 1 or p2 positions. |
| Flag affected: | C O (resulting from the last rot step),  
|               | Z S (according to the final result in p1) |
| Bytes: | 1 (p1 = REG, p2 = none)  
|        | 2 (p1 = REG, p2 = number) |
| Cycles: | 1 (p1 = REG, p2 = none)  
|        | 1 + p2 (p1 = REG, p2 = number) |
| Description: | Without p2 or p2 = 1 : Rotate p1 left by one bit position over carry. This means in detail, shift p1 register to the left, fill LSB with present carry, then move the former MSB to carry.  
|             | With 2 ≤ p2 ≤ 15 : Rotate p1 left by p2 bit positions over carry. This means in detail, shift p1 register p2 times to the left, in each step fill LSB with the present carry and then move the former MSB to carry.  
|             | Note: Don’t use on register R in combination with bytesel ≠ 0 |
| Category: | Shift and rotate |

<table>
<thead>
<tr>
<th><strong>rotR</strong></th>
<th><strong>Rotate right</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>rotR p1(, p2)</td>
</tr>
</tbody>
</table>
| Parameters: | p1 = REG [x, y, z, r]  
|            | p2 = no entry or number 2..15 |
| Calculus: | case rotR p1, without p2:  
|           | p1 = (p1 >> 1) + (carry << 31) ; carry = LSB(p1)  
|           | Carry is shifted left to position 31, or p1 = integer ( p1 / 2) + (carry*2^{31}) ; carry = LSB(p1)  
|           | case rotR p1, p2:  
|           | p1 = repeat (p2 times) rotL p1  
|           | Placing carry at MSB lets the bits of p1 circulate right over 1 or p2 positions. |
| Flags affected: | C O (resulting from the last rot step),  
|               | Z S (according to the final result in p1) |
| Bytes: | 1 (p1 = REG, p2 = none)  
|        | 2 (p1 = REG, p2 = number) |
| Cycles: | 1 (p1 = REG, p2 = none)  
|        | 1 + p2 (p1 = REG, p2 = number) |
| Description: | Without p2 or p2 = 1 : Rotate p1 right by one bit position over carry. This means in detail, shift p1 register to the right, fill MSB with present carry, then move the former LSB to carry.  
|             | With 2 ≤ p2 ≤ 15 : Rotate p1 right by p2 bit positions over carry. This means in detail, shift p1 register p2 times to the right, in each step fill MSB with the present carry and then move the former LSB to carry.  
<p>|             | Note: Don’t use on register R in combination with bytesel ≠ 0 |</p>
<table>
<thead>
<tr>
<th><strong>setC</strong></th>
<th><strong>Set carry flag</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Syntax:</strong></td>
<td>setC</td>
</tr>
<tr>
<td><strong>Parameters:</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Calculus:</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Flags affected:</strong></td>
<td>C O</td>
</tr>
<tr>
<td><strong>Bytes:</strong></td>
<td>2</td>
</tr>
<tr>
<td><strong>Cycles:</strong></td>
<td>2</td>
</tr>
<tr>
<td><strong>Description:</strong></td>
<td>Set carry flag and clear overflow flag</td>
</tr>
<tr>
<td><strong>Category:</strong></td>
<td>Shift and rotate</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>shiftL</strong></th>
<th><strong>Shift Left</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Syntax:</strong></td>
<td>shiftL p1(, p2)</td>
</tr>
</tbody>
</table>
| **Parameters:** | p1 = REG [x, y, z, r]  
| | p2 = no entry or number 2..15 |
| **Calculus:** | case shiftL p1, without p2:  
| | p1 = (p1 << 1); carry = MSB(p1)  
| | "p1 << 1": p1 shifted left by 1 bit, actually means p1 multiplied by 2  
| | in standard notation:  
| | p1 = 2 *p1 as long as MSB remains unchanged  
| | case shiftL p1, p2:  
| | p1 = repeat (p2 times) shiftL p1  
| | in standard notation:  
| | p1 = p1*2p2 as long as MSB remains unchanged |
| **Flags affected:** | C O (resulting from the last shift step),  
| | Z S (according to the final result in p1) |
| **Bytes:** | 1 (p1 = REG, p2 = none)  
| | 2 (p1 = REG, p2 = number) |
| **Cycles:** | 1 (p1 = REG, p2 = none)  
| | 1 + p2 (p1 = REG, p2 = number) |
| **Description:** | Without p2 or p2 = 1 : Unsigned Shift p1 left by one bit position, LSB set to zero, MSB shifted out to carry. Note that this can cause fake sign changes.  
| | With 2 ≤ p2 ≤ 15 : Unsigned Shift p1 left by p2 bit positions, b2 lower bits set to zero, MSB of last step shifted out to carry.  
| | Note that this operation can cause fake sign changes. Check by OVL flag  
| | Note: Don’t use on register R in combination with bytesel ≠ 0 |
| **Category:** | Shift and rotate |

<table>
<thead>
<tr>
<th><strong>shiftR</strong></th>
<th><strong>Shift right</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Syntax:</strong></td>
<td>shiftR p1(, p2)</td>
</tr>
</tbody>
</table>
| **Parameters:** | p1 = REG [x, y, z, r]  
| | p2 = no entry or number 2..15 |
| **Calculus:** | case shiftR p1, without p2:  
| | p1 = (p1 >> 1); carry = LSB(p1)  
| | "p1 >> 1": p1 shifted right by 1 bit, actually means p1 divided by 2  
| | in standard notation:  
| | p1 = p1 /2 with a truncation error if LSB(p1)=1  
| | case shiftR p1, p2:  
| | p1 = repeat (p2 times) shiftR p1  
| | in standard notation:  
| | p1 = p1/2p2  
| | with some truncation error due to lost lower bits |
| **Flags affected:** | C O (resulting from the last shift step),  
| | Z S (according to the final result in p1) |
| **Bytes:** | 1 (p1 = REG, p2 = none) |
### sign

**Syntax:**

\[
\text{sign } p1
\]

**Parameters:**

\[p1 = \text{REG} \{x, y, z, r\}\]

**Calculus:**

\[
\begin{align*}
p1 &= 1 = 0x00000001 & \text{if } p1 \geq 0 \\
p1 &= -1 = 0xFFFFFFFF & \text{if } p1 < 0
\end{align*}
\]

**Flags affected:**

\[Z, S\]

**Bytes:**

2

**Cycles:**

2

**Description:**

Sign of addressed register in complement of two notations. A positive value returns 1, a negative value returns -1. Zero is assumed to be positive.

**Category:**

Simple arithmetic

### skip

**Syntax:**

\[
\text{skip } p1
\]

**Parameters:**

\[p1 = \text{number} \{1, 2, 3\}\]

**Calculus:**

\[
\text{PC} = \text{PC} + \text{code bytes of next } p1 \text{ instructions}
\]

**Flags affected:**

- 

**Bytes:**

1

**Cycles:**

1 + cycles of the skipped commands

**Description:**

Skip p1 instructions without conditions. The one, two or three active instructions following the skip command produce no result, except some instructions that may not be skipped (see below). Note that the skipped instructions are processed, but they produce no result or further activity. Use the skip commands (conditional or unconditional) for structured programming or to ignore very short code sequences – for long sequences goto is more effective.

**Note:** The following instructions may not be skipped:

bitclr, bitinv, bitset, bitedir, bytesel, equal, equal1, i2cclk, i2creq, i2crw, revfw, revfwu, clkmode, mcten

**Category:**

Skip

### skipBitC

**Syntax:**

\[
\text{skipBitC } p1, p2, p3
\]

**Parameters:**

\[p1 = \text{REG} \{x, y, z, r\}\]
<table>
<thead>
<tr>
<th><strong>skipBitS</strong></th>
<th><strong>Skip on bit set</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>skipBitS p1, p2, p3</td>
</tr>
</tbody>
</table>
| Parameters: | p1 = REG [x, y, z, r]  
p2 = number [0..31]  
p3 = number [1, 2, 3] |
| Calculus:   | if (bit p2 of register p1 == 0)  
PC = PC + code bytes of next p3 instructions |
| Flags affected: | - |
| Bytes:     | 2 |
| Cycles:    | 2 + cycles of the skipped commands |
| Description: | Skip p3 commands if bit p2 of register p1 is clear. See "skip" for more details. |
| Category:  | Skip |

<table>
<thead>
<tr>
<th><strong>skipCarC</strong></th>
<th><strong>Skip carry clear</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>skipCarC p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = number [1, 2, 3]</td>
</tr>
</tbody>
</table>
| Calculus:   | if (carry == 0)  
PC = PC + code bytes of next p1 instructions |
| Flags affected: | - |
| Bytes:     | 1 |
| Cycles:    | 1 + cycles of the skipped commands |
| Description: | Skip p1 commands if carry clear. See "skip" for more details. |
| Category:  | Skip |

<table>
<thead>
<tr>
<th><strong>skipCarS</strong></th>
<th><strong>Skip carry set</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>skipCarS p1</td>
</tr>
<tr>
<td>Parameters:</td>
<td>p1 = number [1, 2, 3]</td>
</tr>
</tbody>
</table>
| Calculus:   | if (carry == 1)  
PC = PC + code bytes of next p1 instructions |
<p>| Flags affected: | - |
| Bytes:     | 1 |
| Cycles:    | 1 + cycles of the skipped commands |
| Description: | Skip p1 commands if carry set. See &quot;skip&quot; for more details. |
| Category:  | Skip |</p>
<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>skipEQ</strong></td>
<td>Skip on zero&lt;br&gt;Syntax: <code>skipEQ p1</code>&lt;br&gt;Parameters: <code>p1 = number [1, 2, 3]</code>&lt;br&gt;Calculus: if (Z indicates zero)&lt;br&gt;PC = PC + code bytes of next p1 instructions&lt;br&gt;Flags affected: -&lt;br&gt;Bytes: 1&lt;br&gt;Cycles: 1 + cycles of the skipped commands&lt;br&gt;Description: Skip p1 commands if result of previous operation is equal to zero. See “skip” for more details.&lt;br&gt;Category: Skip</td>
</tr>
<tr>
<td><strong>skipNE</strong></td>
<td>Skip on non-zero&lt;br&gt;Syntax: <code>skipNE p1</code>&lt;br&gt;Parameters: <code>p1 = number [1, 2, 3]</code>&lt;br&gt;Calculus: if (Z indicates not-equal zero)&lt;br&gt;PC = PC + code bytes of next p1 instructions&lt;br&gt;Flags affected: -&lt;br&gt;Bytes: 1&lt;br&gt;Cycles: 1 + cycles of the skipped commands&lt;br&gt;Description: Skip p1 commands if result of previous operation is not equal to zero. See “skip” for more details.&lt;br&gt;Category: Skip</td>
</tr>
<tr>
<td><strong>skipNeg</strong></td>
<td>Skip on negative&lt;br&gt;Syntax: <code>skipNeg p1</code>&lt;br&gt;Parameters: <code>p1 = number [1, 2, 3]</code>&lt;br&gt;Calculus: if (S indicates negative)&lt;br&gt;PC = PC + code bytes of next p1 instructions&lt;br&gt;Flags affected: -&lt;br&gt;Bytes: 1&lt;br&gt;Cycles: 1 + cycles of the skipped commands&lt;br&gt;Description: Skip p1 commands if result of previous operation was smaller than 0. See “skip” for more details.&lt;br&gt;Category: Skip</td>
</tr>
</tbody>
</table>
| **skipOvrC**| Skip on overflow clear<br>Syntax: `skipOvrC p1`<br>Parameters: `p1 = number [1, 2, 3]`<br>Calculus: if (O is clear)<br>PC = PC + code bytes of next p1 instructions<br>Flags affected: -<br>Bytes: 1<br>Cycles: 1 + cycles of the skipped commands<br>Description: Skip p1 commands if overflow is clear. See “skip” for more details.
### skipOvrS
**Skip on overflow set**

**Syntax:** `skipOvrS p1`

**Parameters:** `p1 = number [1, 2, 3]`

**Calculus:**
- if (O is set)
  - `PC = PC + code bytes of next p1 instructions`

**Flags affected:** `-`

**Bytes:** `1`

**Cycles:** `1 + cycles of the skipped commands`

**Description:** Skip p1 commands if overflow is set. See "skip" for more details.

**Category:** Skip

---

### skipPos
**Skip on positive**

**Syntax:** `skipPos p1`

**Parameters:** `p1 = number [1, 2, 3]`

**Calculus:**
- if (S indicates positive)
  - `PC = PC + code bytes of next p1 instructions`

**Flags affected:** `-`

**Bytes:** `1`

**Cycles:** `1 + cycles of the skipped commands`

**Description:** Skip p1 commands if result of previous operation was greater or equal to 0. See "skip" for more details.

**Category:** Skip

---

### stop
**Stop**

**Syntax:** `stop`

**Parameters:** `-`

**Calculus:** `-`

**Flags affected:** `-`

**Bytes:** `1`

**Cycles:** `1`

**Description:** The CPU and the CPU clock are stopped. Usually this instruction is the last command in the assembler listing, it ends any CPU activity. New activity starts by request of the task sequencer or over external communication. Note that the request flag that started the CPU activity must be cleared by the CPU before stop, to indicate that this request was processed.

**Category:** Miscellaneous

---

### sub
**Substraction**

**Syntax:** `sub p1, p2`

**Parameters:**
- `p1 = REG [x, y, z, r]`
- `p2 = REG [x, y, z, r]` or 32-Bit number

**Calculus:** `p1 = p2 – p1`

**Flags affected:** `C O Z S`
<table>
<thead>
<tr>
<th>swap</th>
<th>Swap</th>
</tr>
</thead>
<tbody>
<tr>
<td>Syntax:</td>
<td>swap p1, p2</td>
</tr>
</tbody>
</table>
| Parameters: | p1 = REG [x, y, z, r]  
p2 = REG [x, y, z, r] |
| Calculus: | p1 = p2 and p2 = p1 |
| Flags affected: | - |
| Bytes: | 1 |
| Cycles: | 3 |
| Description: | Swap of 2 registers. The value of two registers is exchanged between each other. |
| Category: | Registerwise |
5 Libraries and pre-defined routines

GP30Y comes with a number of predefined routines in its ROM. Some of them are ready-to-use and freely available. The ROM routines are organized in a library, defined by a so called header file which relates routine and variable names to their call addresses and memory addresses, respectively:

- common.h General purpose routines

File “common.h” that comes with the assembler must be included in codes that use any of these routines (use the “include” statement in the main *.asm file). The routines are called using their ROM routine name after jsb or any goto statement. The ROM routine name is a synonym of the call address, as defined in the header file. The call address may be used alternatively.

Some routines come in different alternative versions or with alternative start addresses. To some extent, this allows the user to select different RAM cells for data storage. A typical example would be a routine which needs some cells of usual RAM, and an alternative version where cells in the firmware data (FWD) range are used instead – this second one frees up RAM space and could make use of automated non-volatile storage, at the cost of firmware data space. Another reason for alternative start addresses is to skip a part of the routine if some part of the preparation work is not needed or undesired (for example when some numbers calculated at the start of the routine are already known). The differences between the versions are explained for each routine in detail in the subsequent sections.

Number format: As usual in fixed decimal-point arithmetic, care has to be taken to set values in the right format. Unless differently noted, all numbers are in two's complement (MSB determines sign). The binary representation $B_{\text{bin}}$ of a fractional number is defined with a fixed number $N$ of fractional binary digits, such that the corresponding decimal number $B_{\text{dec}}$ is calculated as: $B_{\text{dec}} = \frac{\text{Bin}_\text{into_decimal}(B_{\text{bin}})}{2^N}$. Throughout this document, such a format will be labeled “fd $N$” – $N$ fractional digits. A typical value format is fd 16, covering a fractional number range from about $-32768.0$ to $32768.0$ (when using 32 bit RAM cells).

The second factor to be considered in calculations is the unit, which in many cases comes with a fixed factor, for example whenever values are related to a particular physical value. A typical example is measured TOF time, which is always given as fd 16 in HSC periods (250 ns for 4 MHz operation). This means, the measured Time-of-flight value in time units TOF relates to the measured number $\text{TOF}_{\text{bin}}$ as: $\text{TOF} = \frac{\text{Bin}_\text{into_decimal}(\text{TOF}_{\text{bin}})}{2^{16}} \times 250$ ns. Another example is the first hit level FHL, which is given as an integer binary number $\text{FHL}_{\text{bin}}$ with an LSB of about 0.88 mV: $\text{FHL} = \frac{\text{Bin}_\text{into_decimal}(\text{FHL}_{\text{bin}})}{0.88 \text{ mV}}$.

Due to the internal calculation processes, the range of values which generate correct results in some calculation is limited and depends on the format definition. For example, a multiplication of two 32 bit numbers always generates a correct 2*32 bit result (in two words, Y and X register). But if this result is formatted into one single word in fd 16 format (for example using ROM_FORMAT_64_to_32BIT)
for further calculations, the result can only be right when the leading 16 bit of the original result where 0 (and of course, some accuracy is lost by cutting the lowest 16 bit, too). Such effects have to be considered in any routine that deals with actual calculations. Wherever applicable, number formats and additional range limitations are given in the subsequent routine descriptions.

### 5.1 common.h

The general purpose routines defined in common.h are listed in the following. Note that not all of them can be used in the same code, depending on memory allocation. Some routines are included in alternative versions, to enable optimized memory usage. In the following sections, the ROM routines defined in common.h are grouped according to their usage. The table gives an overview:

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
<th>Remarks</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Filtering</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ROM_INIT_FILTER</strong></td>
<td>Routine to initialize the RAM cells for any filter (rolling average or median) with a given value</td>
<td></td>
</tr>
<tr>
<td><strong>ROM_ROLL_AVG</strong></td>
<td>Routine to filter the FILTER_IN values using a rolling average filter</td>
<td>Filter length can be configured</td>
</tr>
<tr>
<td><strong>ROM_ROLLAVG_OUTLIER</strong></td>
<td>Routine to filter the FILTER_IN values using a rolling average filter. One value which deviates most is always ignored.</td>
<td>Filter length can be configured</td>
</tr>
<tr>
<td><strong>ROM_MEDIAN</strong></td>
<td>Routine to filter the FILTER_IN values using a median filter</td>
<td>Filter length can be configured</td>
</tr>
<tr>
<td><strong>ROM_FILTER_FLOW</strong></td>
<td>Routine to filter flow values used by acam firmware</td>
<td>Filter length is fixed N=16</td>
</tr>
<tr>
<td><strong>Error detection and handling</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ROM_EH</strong></td>
<td>This routine checks all error flags and suppresses processing of wrong results.</td>
<td>many RAM cells fixed</td>
</tr>
<tr>
<td><strong>ROM_PP_AM_MON</strong></td>
<td>Monitor the amplitude values and check limits to identify bad measurements</td>
<td>alternative calls exist</td>
</tr>
<tr>
<td><strong>ROM_PP_AM_CALIB</strong></td>
<td>This routine gets the Amplitude Calibration values (H &amp; L) and evaluates the gradient and offset that can be used for calculating the actual amplitude.</td>
<td>alternative calls exist</td>
</tr>
<tr>
<td><strong>Pulse interface and flow volume</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>ROM_CFG_PULSE_IF</strong></td>
<td>This routine configures the pulse interface with the parameters calculated from the given configuration.</td>
<td></td>
</tr>
<tr>
<td><strong>ROM_PI_UPD</strong></td>
<td>Pulse Interface Update Routine</td>
<td></td>
</tr>
<tr>
<td><strong>ROM_PP_PI_UPD</strong></td>
<td>Pulse Interface Update Routine with input from RAM</td>
<td></td>
</tr>
<tr>
<td><strong>ROM_RECFG_PULSEIF_FOROM R_ERROR1</strong></td>
<td>Reconfiguring the pulse interface outputs GPIO0 and GPIO1 as normal GPIOs to signal an error</td>
<td></td>
</tr>
<tr>
<td><strong>ROM_SIGNAL_ERROR_ON_PULSEIF1</strong></td>
<td>Signaling error on the pulse interface GPIO0 and GPIO1</td>
<td></td>
</tr>
<tr>
<td><strong>ROM_RECFG_PULSEIF_FOR_PULSE1</strong></td>
<td>Configuring GPIO0 and GPIO1 as pulse interface outputs</td>
<td></td>
</tr>
</tbody>
</table>
### ROM_SAVE_FLOW_VOLUME
This routine is used to store the converted flow (in LPH), cumulatively to flow volume in cubic meter.

### Sensor temperature measurement

#### ROM_TEMP_POLYNOM
Calculates the temperature of a PT sensor using a polynomial approximation.

#### ROM_TEMP_LINEAR_FN
This routine is used to calculate the temperature of any sensor as a linear function of sensor resistance using the nominal resistance and sensor slope.

#### ROM_TM_SUM_RESULT
Sums up the results of double temperature measurements. The double measurements are performed to eliminate the 50/60 Hz disturbance.

### Interface communication

#### ROM_I2C_ST
I2C Start Byte Transfer

#### ROM_I2C_BT
I2C Byte Transfer

#### ROM_I2C_LT
I2C Last Byte Transfer

#### ROM_I2C_DWORD_WR
Write 4 bytes of data to a specified address through the I2C interface.

#### ROM_I2C_BYTE_WR
Write a single byte of data to a specified address through the I2C interface.

#### ROM_I2C_DWORD_RD
Sequentially read 4 data bytes from the I2C interface.

#### ROM_I2C_BYTE_RD
Sequentially read a single data byte from the I2C interface.

#### ROM_COPY_UART_PRB_DATA
This routine is used to copy the relevant data for the UART Master into the Probe data area. The data is then sent over UART interface to the master. alternative calls for optimized memory

### Housekeeping

#### ROM_CPU_CHK
Check kind of CPU request: This routine is called by hardware design after any Post Processing (PP) request, it is the starting point of any CPU activity, including the firmware call at MK_CPU_REQ.

#### ROM_USER_RAM_INIT
Initialize the entire user RAM with 0

### High speed oscillator

#### ROM_HSO_WAIT_SETTL_TIME
This routine is used to switch on the High speed oscillator clock and wait out its settling time (122 us).

#### ROM_HSC_CALIB
This routine evaluates the high speed clock scaling factor for the 4MHz / 8 MHz clock.

#### ROM_SCALE_WITH_HSC
Routine to scale the input parameter with the HS Clock Calibration factor.

### Configuration

#### ROM_RESTORE_TOF_RATE
Routine to reconfigure TOF_RATE generator from a lower rate after ZERO FLOW ends alternative version for free configuration

#### ROM_RECFG_TOF_RATE
Routine to reconfigure TOF_RATE generator to a lower rate, depending on the parameter N

### Mathematics
### ROM Routines in Detail

#### Data Filtering:

<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_INIT_FILTER / ROM_INIT_FILTER1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description</td>
<td>Routine to initialize the RAM cells for any block of RAM cells of size ( N ) and starting at a given address with a given value (use to initialize rolling average or median filter). The routine has an alternative start address ROM_INIT_FILTER1, where RAM_R_V32_FILTER remains unchanged, but ( Y ) returns undefined.</td>
</tr>
<tr>
<td>Prerequisite</td>
<td>-</td>
</tr>
<tr>
<td>Input parameters / register values</td>
<td>( X ): contains value to be initialised in the RAM cells ( Y ): Number of RAM cells to be initialised ( N ) ( Z ): Starting RAM Address of the filter (any format) (integer)</td>
</tr>
<tr>
<td>Output/Return value</td>
<td>NVRAM cells starting at the address in ( Z ) are initialised with the value in ( X )</td>
</tr>
<tr>
<td>Temporary RAM</td>
<td>RAM_R_V32_FILTER (remains unchanged when using ROM_INIT_FILTER1)</td>
</tr>
<tr>
<td>Permanent RAM</td>
<td>-</td>
</tr>
<tr>
<td>Routines used</td>
<td>-</td>
</tr>
<tr>
<td>Unchanged registers</td>
<td>( X, Z ); (( Y ) unchanged when using ROM_INIT_FILTER)</td>
</tr>
</tbody>
</table>

#### ROM routine name: ROM_INIT_FILTER

Routine to initialize the RAM cells for any block of RAM cells of size \( N \) and starting at a given address with a given value (use to initialize rolling average or median filter). The routine has an alternative start address ROM_INIT_FILTER1, where RAM_R_V32_FILTER remains unchanged, but \( Y \) returns undefined.

<table>
<thead>
<tr>
<th>Input parameters / register values</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>( X ): contains value to be initialised in the RAM cells</td>
<td>Routine to initialize the RAM cells for any block of RAM cells of size ( N ) and starting at a given address with a given value (use to initialize rolling average or median filter). The routine has an alternative start address ROM_INIT_FILTER1, where RAM_R_V32_FILTER remains unchanged, but ( Y ) returns undefined.</td>
</tr>
<tr>
<td>( Y ): Number of RAM cells to be initialised ( N )</td>
<td></td>
</tr>
<tr>
<td>( Z ): Starting RAM Address of the filter</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Output/Return value</th>
<th>NVRAM cells starting at the address in ( Z ) are initialised with the value in ( X )</th>
</tr>
</thead>
<tbody>
<tr>
<td>Temporary RAM</td>
<td>RAM_R_V32_FILTER (remains unchanged when using ROM_INIT_FILTER1)</td>
</tr>
<tr>
<td>Permanent RAM</td>
<td>-</td>
</tr>
<tr>
<td>Routines used</td>
<td>-</td>
</tr>
<tr>
<td>Unchanged registers</td>
<td>( X, Z ); (( Y ) unchanged when using ROM_INIT_FILTER)</td>
</tr>
<tr>
<td>Description</td>
<td>This routine averages a list of the last ( N ) ( \text{FILTER_IN} ) values using a rolling average filter. With every call it removes the oldest value from the list end and adds the new one at the beginning. Then it determines the new average by calculating the arithmetic mean from the ( N ) list values. The final output value must not exceed the maximal representable number/( N ) in the chosen format (else overflow occurs).</td>
</tr>
<tr>
<td>Prerequisite</td>
<td>For correct results, all ( N ) RAM cells of the filter must contain valid values. Use \text{ROM_INIT_FILTER} once before first routine call for proper initialization.</td>
</tr>
</tbody>
</table>
| Input parameters / register values | \( X \): new value to be added to the filter list (\( \text{FILTER\_IN} \)) (any format)  
\( Y \): filter length \( N \) (integer)  
\( Z \): Starting address of the rolling average filter RAM cell block of length \( N \) |
| Output/Return value | \( X \): new average (same format as \( X \) input) |
| Temporary RAM | \( \text{RAM\_R\_V32\_FILTER} \) |
| Permanent RAM | |
| Routines used | - |
| Unchanged registers | (all registers \( X \), \( Y \), \( Z \) and \( R \) are in use) |

| ROM routine name | \( \text{ROM\_ROLLAVG\_OUTLIER} \) |
| Description | This routine averages a list of the last \( N \) \( \text{FILTER\_IN} \) values using a rolling average filter. With every call it removes the oldest value from the list end and adds the new one at the beginning. Then it determines the new average by calculating the arithmetic mean from the \( N \) list values – except the one value that deviates the most from the last average (the OUTLIER). This one value is replaced by the previous one (ONLY for the calculation, the original value remains in the list), in order to filter out single error points. The final output value must not exceed the maximal representable number/\( N \) in the chosen format (else overflow occurs). |
| Prerequisite | For correct results, all \( N \) RAM cells of the filter must contain valid values. Use \text{ROM\_INIT\_FILTER} once before first routine call for proper initialization. |
| Input parameters / register values | \( X \): new value to be added to the filter list (\( \text{FILTER\_IN} \)) (any format)  
\( Y \): filter length \( N \) (integer)  
\( Z \): Starting address of the rolling average filter RAM cell block of length \( N \)  
\( \text{RAM\_R\_V30\_PREV\_AVG} \) with the previous averaged result |
| Output/Return value | \( X \): new average (same format as \( X \) input)  
\( Z \): last valid value that replaced the OUTLIER (same format as \( X \) input)  
Bit \( \text{BNR\_NEW\_VAL\_IS\_OUTLIER} \) in \( \text{RAM\_R\_FW\_STATUS} \) is set if the current new value is then OUTLIER – to be recognized for later error handling, for example to replace the new value by \( Z \) in other calculations. |
| Temporary RAM | \( \text{RAM\_R\_V32\_FILTER} \), \( \text{RAM\_R\_V31\_FILTER}_2 \), \( \text{RAM\_R\_V33\_FILTER\_SUM} \) |
| Permanent RAM | \( \text{RAM\_R\_FW\_STATUS} \), \( \text{RAM\_R\_V30\_PREV\_AVG} \) |
| Routines used | - |
| Unchanged registers | (all registers \( X \), \( Y \), \( Z \) and \( R \) are in use) |
### ROM routine name: ROM_MEDIAN

**Description**: This routine calculates the median of a list of the last N `FILTER_IN` values. With every call it removes the most different value from the ordered list and sorts the new one. Then it calculates the new median.

**Prerequisite**: For correct results, all N RAM cells of the filter must contain valid values. Use `ROM_INIT_FILTER` once before first routine call for proper initialization.

**Input parameters / register values**:
- **X**: new value to be added to the filter list (`FILTER_IN`)  
  (any format)
- **Y**: filter length N  
  (integer)
- **Z**: Starting address of median filter RAM cell block of length N

**Output/Return value**:
- **X**: new median  
  (same format as `X` input)

**Temporary RAM**: `RAM_R_V32_FILTER, RAM_R_V31_FILTER_2`

**Routines used**: `ROM_INIT_FILTER`

**Unchanged registers**: (all registers `X`, `Y`, `Z` and `R` are in use)

### ROM routine name: ROM_FILTER_FLOW

**Description**: Routine to filter the flow value with a rolling average filter of length 16. The routine initializes the filter at its first call with its input value, and calculates with each new call a new averaged flow value with the oldest value replaced by the new input from `RAM_R_VA2_FLOW_LPH_TO_FLT`. The final output value must not exceed the maximal representable number/16 in the chosen format (else overflow occurs). Used by ams firmware only.

**Prerequisite**: All 16 filter cells in RAM, starting at `RAM_R_ROLAVG_1`, must still contain the former values.

**Input parameters / register values**: `RAM_R_VA2_FLOW_LPH_TO_FLT`  
(any format)

**Output/Return value**:
- **X**: averaged flow value  
  (same format as input)

Values in 16 filter cells in RAM, starting at `RAM_R_ROLAVG_1`, are shifted by one cell, dropping the oldest value at the end and storing the new input value in `RAM_R_ROLAVG_1`.

First call:
- all 16 filter cells get initialized to `RAM_R_VA2_FLOW_LPH_TO_FLT`, and Bit `BNR_FLOW_FILT_INIT_DONE` in `RAM_R_FW_STATUS` is set.

**Temporary RAM**: -

**Permanent RAM**: `RAM_R_FW_STATUS, RAM_R_VA2_FLOW_LPH_TO_FLT, RAM_R_ROLAVG_1, RAM_ROLAVG_2 .. RAM_ROLAVG_16`

**Routines used**: `ROM_INIT_FILTER, ROM_ROLL_AVG`

**Unchanged registers**: (all registers `X`, `Y`, `Z` and `R` are in use)

### Error detection and handling:

**ROM routine name**: ROM_EH

**Description**: Error Handling: This routine checks all error flags and suppresses processing of wrong results.

**Prerequisite**: -

**Input parameters / register values**: error flags in `SRR_ERR_FLAG`

**Output/Return value**: error counters and flags are updated.

**Temporary RAM**: -

**Permanent RAM**: `RAM_R_TM_ERR_CTR, RAM_R_AM_ERR_CTR, RAM_R_USM_ERR_CTR, RAM_R_FW_STATUS, RAM_R_PT_INT_TEMPERATURE, RAM_R_PTC_TEMPERATURE`
RAM_R_PTC_TEMPERATURE,  
RAM_R_V2D_PT_INT_TEMPERATURE_OLDVAL,  
RAM_R_V2B_PTC_TEMPERATURE_OLDVAL,  
RAM_R_V2C_PTH_TEMPERATURE_OLDVAL,  
RAM_R_FHL_ERR_CTR, RAM_R_FLOW_LPH, RAM_R_THETA,  
RAM_R_V29_FLOW_LPH_OLDVAL,  
RAM_R_V2A_FLOW_THETA_OLDVAL

| Routines used | ROM_REPLACE_WITH_OLD_TOFS |
| Unchanged registers | Z |

### ROM routine names

**ROM_PP_AM_MON / ROM_PP1_AM_MON**

**Description**

AM monitoring: This routine reads the raw amplitude values from the front end data buffer and checks if they are above the user given limit in FWD_R_AM_MIN. This is done by direct comparison of FDB_US_AM_U and FDB_US_AM_D with RAM_R_AM_MIN_RAW (provided by ROM_PP_AM_CALIB or ROM_PP1_AM_CALIB). The routine sets the flag BNR_AMP_VAL_TOO_LOW bit in RAM_R_FW_ERR_FLAGS register, if any of the amplitudes is too low, or clears it in the opposite case (sufficient signal amplitudes). The alternative call ROM_PP1_AM_MON does not need the RAM cell RAM_R_AM_MIN_RAW, it gets the same value from Z.

**Prerequisite**

An AM measurement must be done before, with valid results in FDB_US_AM_U and FDB_US_AM_D.

**Input parameters / register values**

| RAM_R_AM_MIN_RAW: Min. amplitude raw value in HSC periods (fd 16) equivalent to the user’s minimum amplitude limit FWD_R_AM_MIN in mV.  
or alternatively, with ROM_PP1_AM_MON, use Z instead as input: Z: Minimal. amplitude raw value in HSC periods (as above) (fd 16) |

**Output/Return value**

BNR_AMP_VAL_TOO_LOW in RAM_R_FW_ERR_FLAGS register

**Temporary RAM**

-  
**Permanent RAM**

RAM_R_FW_ERR_FLAGS  
only ROM_PP_AM_MON: RAM_R_AM_MIN_RAW

**Routines used**

-  
**Unchanged registers**

X, Y

### ROM routine names

**ROM_PP_AM_CALIB / ROM_PP1_AM_CALIB**

**Description**

These routines are used after an amplitude calibration measurement. Using the new amplitude calibration values (FDB_US_AMC_VH and FDB_US_AMC_VL), they calculate gradient RAM_R_AMC_GRADIENT and offset RAM_R_AMC_OFFSET that are needed for calculating actual amplitudes (this is not done here, see manual for equations). In addition, they scale the amplitude limit FWD_R_AM_MIN into an equivalent raw value RAM_R_AM_MIN_RAW, which can be directly compared to measured time values. This avoids frequent multiplications or divisions. Note that all calculated values change slowly over time, so they need to be updated rarely, but regularly.

The routine ROM_PP_AM_CALIB uses a hard-coded typical AM amplitude value of 350mV as reference. The alternative call ROM_PP1_AM_CALIB has an input cell from firmware data (FWD_R_VCAL_TYP) instead, such that the voltage reference can be adapted if necessary.

**Applied formulae:**

\[
\text{RAM}_R\text{.AMC\_GRADIENT} = \frac{\text{VCAL}}{(\text{FDB\_US\_AMC\_VH} - \text{FDB\_US\_AMC\_VL})}
\]

\[
\text{RAM}_R\text{.AMC\_OFFSET} = (2^\circ) \cdot (\text{FDB\_US\_AMC\_VL} - \text{FDB\_US\_AMC\_VH})
\]
**Ultrasonic Flow Converter**

**Vol. 2** TDC-GP30

| **RAM_R_AMC_GRADIENT** (note: for subsequent amplitude calculations, **RAM_R_AMC_OFFSET**
| must be further corrected outside the routine:
| offset = **RAM_R_AMC_OFFSET** + (**SHR_ZCD_LVL** - 796) * 0.9V/1024 |
| **RAM_R_AM_MIN_RAW** = (**FWD_R_AM_MIN** + **AMC_OFFSET** +
| **AM_CORR_FACTOR** / **AMC_GRADIENT**
| **AM_CORR_FACTOR** = (**SHR_ZCD_LVL** - 796) * 0.9V/1024
| **SHR_ZCD_LVL** is the current zero cross detection level (LSB = 0.88mV). |

**Prerequisite**
AM calibration measurements must be done before, with valid results in **FDB_US_AMC_VH** and **FDB_US_AMC_VL**. The zero cross detection level **SHR_ZCD_LVL** must be adjusted. All these parameters are assumed to change slowly enough to be considered constant between two AM calibrations.

**Input parameters / register values**
- **FWD_R_AM_MIN**: User given lower amplitude limit in mV (fd 16)
- only **ROM_PP1_AM_CALIB**: **FWD_R_VCAL_TYP**: reference amplitude in mV (integer)

**Output/Return value**
- **X** = **RAM_R_AM_MIN_RAW** in HSC periods:
  (fd 16)
  - raw lower amplitude limit for direct measurement comparison
- **Y** = **RAM_R_AMC_GRADIENT** in mV/HSC period, (fd 16)
  - parameters for calculation of amplitudes in mV from
  - **FDB_US_AM_U** and **FDB_US_AM_D** (use raw values in HSC periods)

**Temporary RAM**
- **RAM_R_VA9_AMC_DIFF**

**Permanent RAM**
- **FWD_R_AM_MIN**, **RAM_R_AM_MIN_RAW**, **RAM_R_AMC_GRADIENT**, **RAM_R_AMC_OFFSET**;
  only **ROM_PP1_AM_CALIB**: **FWD_R_VCAL_TYP**

**Routines used**
- **ROM_FORMAT1_64_TO_32BIT**

**Unchanged registers**
- (all registers X, Y, Z and R are in use)
**Pulse interface and flow volume:**

<table>
<thead>
<tr>
<th><strong>ROM routine name</strong></th>
<th><strong>ROM_CFG_PULSE_IF</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>This routine configures the pulse interface with the parameters calculated from the given configuration. The routine thus prepares the use of <strong>ROM_PI_UPD</strong> for flow output over the pulse interface. The implemented configuration aims at generating not more than one pulse per auto update, to prevent multiple pulses.</td>
</tr>
<tr>
<td><strong>Prerequisite</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Input parameters / register values</strong></td>
<td>X : Number of pulses per liter (PULSE_PER_LITER) (integer) &lt;br&gt; Y : Maximum flow in liter per hour (MAX_FLOW) (integer) &lt;br&gt; Z : MEAS_RATE_INV = ((TS_CM + 1) * TS_CT * TOF_RATE) / (1000 + (LP_MODE * 24)) (fd 16) &lt;br&gt; - TS_CM : Cycle mode (Task sequencer) &lt;br&gt; - TS_CT : Cycle time (Task sequencer) &lt;br&gt; - TOF_RATE : Time of Flight Rate &lt;br&gt; - LP_MODE : Low Power Mode (accounts for change in task sequencer period in low power mode from 1ms to 1000/1024ms) &lt;br&gt; LP_MODE - Low Power Mode</td>
</tr>
<tr>
<td><strong>Output/Return value</strong></td>
<td>Pulse interface registers SHR_PI_AU_NMB, SHR_PI_AU_TIME, SHR_PI_TPA and the PI_TPW bits in CR_PI are configured. &lt;br&gt; X : FLOW_SCALE_FACT = PULSE_PER_LITER * MEAS_RATE_INV (fd 16) &lt;br&gt; The FLOW_SCALE_FACT is used to be multiplied with the actual flow (l/h) for updating the pulse interface. It is typically applied by moving it to RAM_R_FLOW_SCALE_FACT before calling <strong>ROM_PI_UPD</strong>.</td>
</tr>
<tr>
<td><strong>Temporary RAM</strong></td>
<td>RAM_R_VA4_FLOWVAR_2, RAM_R_VA5_FLOWVAR_1</td>
</tr>
<tr>
<td><strong>Permanent RAM</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Routines used</strong></td>
<td><strong>ROM_DIV_BY_SHIFT</strong></td>
</tr>
<tr>
<td><strong>Unchanged registers</strong></td>
<td>(all registers X, Y, Z and R are in use)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th><strong>ROM routine name</strong></th>
<th><strong>ROM_PI_UPD</strong></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>Pulse Interface Update routine &lt;br&gt; This routine calculates the number of pulses equivalent to a given flow (in l/h), based on the configuration settings, and initializes it in the SHR_PI_NPULSE register.</td>
</tr>
<tr>
<td><strong>Prerequisite</strong></td>
<td><strong>ROM_CFG_PULSE_IF</strong> must be called ONCE before using this routine, and the resulting FLOW_SCALE_FACTOR must be moved to RAM_R_FLOW_SCALE_FACT.</td>
</tr>
<tr>
<td><strong>Input parameters / register values</strong></td>
<td>X : Flow in liter per Hour (fd 16) &lt;br&gt; RAM_R_FLOW_SCALE_FACT must contain FLOW_SCALE_FACTOR (fd 16) (using <strong>ROM_CFG_PULSE_IF</strong> routine, see above)</td>
</tr>
<tr>
<td><strong>Output/Return value</strong></td>
<td>SHR_PI_NPULSE register is updated with the Number of Pulses equivalent to the current flow in l/h.</td>
</tr>
<tr>
<td><strong>Temporary RAM</strong></td>
<td>RAM_R_VA5_FLOWVAR_1</td>
</tr>
</tbody>
</table>
### Permanent RAM
- **RAM_R_FLOW_SCALE_FACT**

### Routines used
- -

### Unchanged registers
- (all registers X, Y, Z and R are in use)

### ROM routine name: ROM_PP_PI_UPD

**Description**
This routine organizes the update of the pulse interface by calling ROM_PI_UPD with RAM_R_FLOW_LPH as input argument.

**Prerequisite**
- -

**Input parameters / register values**
- **RAM_R_FLOW_LPH**: current flow in l/h (fd 16)

**Output/Return value**
- **SHR_PL_NPULSE** register is updated with the Number of Pulses equivalent to the current flow in l/h.

### Temporary RAM
- -

### Permanent RAM
- **RAM_R_FLOW_LPH**

### Routines used
- **ROM_PI_UPD**

### Unchanged registers
- (all registers X, Y, Z and R are in use)

### ROM routine name: ROM_RECFG_PULSEIF_FOR_ERROR1

**Description**
Reconfigure the pulse interface outputs GPIO0 and GPIO1 as normal GPIOs to signal an error. Use this routine once whenever the pulse interface has to signal an error, then repeat calling (e.g. once in every measurement cycle) ROM_SIGNAL_ERROR_ON_PULSEIF.

**Prerequisite**
- -

**Input parameters / register values**
- -

**Output/Return value**
- **Register CR_GPC** is configured for using GPIO 0 and GPIO 1 as normal GPIO output, such that the CPU has direct control over the signals.

### Temporary RAM
- -

### Permanent RAM
- -

### Routines used
- -

### Unchanged registers
- X, Y, Z

### ROM routine name: ROM_SIGNAL_ERROR_ON_PULSEIF1

**Description**
Signaling error on the “pulse interface” outputs GPIO0 and GPIO1.
- GPIO0: Output = 1
- GPIO1: Output - toggling signal (toggles after every routine call).

Prepare signaling an error over the pulse interface by calling ROM_RECFG_PULSEIF_FOR_ERROR (to hand over signal control to the CPU). Then repeat calling ROM_SIGNAL_ERROR_ON_PULSEIF (e.g. once in every measurement cycle) as long as the error condition remains.

**Prerequisite**
- Call ROM_RECFG_PULSEIF_FOR_ERROR once before

**Input parameters / register values**
- The last state of GPIOs is stored in **SHR_GPO**

**Output/Return value**
- GPIO0: Output = 1
- GPIO1: Output - toggling signal (toggles after every routine call).

### Temporary RAM
- -

### Permanent RAM
- -

### Routines used
- -

### Unchanged registers
- Y, Z
<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_RECFG_PULSEIF_FOR_PULSE1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>Configures GPIO0 and GPIO1 as pulse interface outputs in direction mode. Use this routine to initialize the pulse interface on GPIO0 and GPIO1, or to end an error state after <strong>ROM_RECFG_PULSEIF_FOR_ERROR</strong> and <strong>ROM_SIGNAL_ERROR_ON_PULSEIF</strong> were applied.</td>
</tr>
<tr>
<td><strong>Prerequisite</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Input parameters / register values</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Output/Return value</strong></td>
<td>Register CR_GPC is configured for using GPIO 0 and GPIO 1 as pulse interface outputs in direction mode.</td>
</tr>
<tr>
<td><strong>Temporary RAM</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Permanent RAM</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Routines used</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Unchanged registers</strong></td>
<td>X, Y, Z</td>
</tr>
</tbody>
</table>

| ROM routine names | ROM_SAVE_FLOW_VOLUME / ROM_SAVE01_FLOW_VOLUME
|-------------------|--------------------------|
|                   | ROM_SAVE1_FLOW_VOLUME / ROM_SAVE11_FLOW_VOLUME
|                   | ROM_SAVE2_FLOW_VOLUME / ROM_SAVE21_FLOW_VOLUME
|                   | ROM_SAVE3_FLOW_VOLUME / ROM_SAVE31_FLOW_VOLUME |

| **Description** | These routines are used to calculate the flow volume of one measurement cycle from the present flow (usually in l/h), and store it cumulatively to flow volume (usually in cubic meter). Operation: \( \text{FLOW\_LPH} \times \text{VOLUME\_FACTOR} \) (V.F.)
- \( \rightarrow \) flow (e.g. in cubic meters) per cycle
- \( \rightarrow \) accumulate (add to/subtract from) the flow volume (integer and fractional part) |

Calculation steps for **VOLUME\_FACTOR** for liter \( \rightarrow \) l/h:
- a) \( \text{FLOW\_LPH} / 3600 \rightarrow \text{FLOW\_LPS} \)
- b) \( \text{FLOW\_LPS} \times \text{MEAS\_RATE\_INV} \rightarrow \text{FLOW} \) in liter per meas. cycle
- c) Flow in liter per meas. cycle/1000 \( \rightarrow \) Flow in cubic meter per cycle
- d) Flow in cubic meter per cycle \( \rightarrow \) add it to the Flow Volume (integer and fractional part) |

Actual calculation of the **VOLUME\_FACTOR** from configuration data:
\[
\text{VOLUME\_FACTOR} = \left(\frac{(\text{TS\_CM} + 1) \times \text{TS\_CT} \times \text{TOF\_RATE}}{((1000 + (\text{LP\_MODE} \times 24)) \times 3600 \times 1000)}\right)
\]

Here the following configuration parameters are used:
- TS\_CM: Cycle mode (Task sequencer)
- TS\_CT: Cycle time (Task sequencer)
- TOF\_RATE: Time of Flight Rate
- LP\_MODE: Low Power Mode (accounts for change in task sequencer period in low power mode from 1ms to 1000/1024ms)

The actual decision on units is done by the user through defining the appropriate input scaling (l/h or something else) and **VOLUME\_FACTOR**.

<table>
<thead>
<tr>
<th>Difference between the routine calls:</th>
<th>The routines operate either on usual RAM or on firmware data (FWD) RAM, which is useful for regular permanent storage. Their input comes from X, Y</th>
</tr>
</thead>
<tbody>
<tr>
<td>ROM routine name</td>
<td>RAM region</td>
</tr>
<tr>
<td>ROM_SAVE_FLOW_VOLUME</td>
<td>RAM</td>
</tr>
<tr>
<td>ROM_SAVE1_FLOW_VOLUME</td>
<td>RAM</td>
</tr>
<tr>
<td>ROM_SAVE2_FLOW_VOLUME</td>
<td>FWD</td>
</tr>
<tr>
<td>ROM_SAVE3_FLOW_VOLUME</td>
<td>FWD</td>
</tr>
<tr>
<td>ROM_SAVE01_FLOW_VOLUME</td>
<td>RAM</td>
</tr>
</tbody>
</table>
or RAM, and can have different meaning (see below).

<table>
<thead>
<tr>
<th>ROM_SAVE11_FLOW_VOLUME</th>
<th>ROM_SAVE21_FLOW_VOLUME</th>
<th>ROM_SAVE31_FLOW_VOLUME</th>
</tr>
</thead>
<tbody>
<tr>
<td>FWD</td>
<td>X, Y</td>
<td>Volume</td>
</tr>
</tbody>
</table>

Prerequisite depending on actual call, see above

The RAM cells RAM_R_FLOW_VOLUME_INT and RAM_R_FLOW_VOLUME_FRACTION must contain the flow volume of previous measurements.

1,4 RAM cells used for input must contain the right parameter (see above)

Input parameters / register values:

The meaning of input depends on the actual call, see above.

6 or 12 or 45 or 125: the present flow value (fd 16, usually in l/h)

or 56 or 78: the additional flow volume (fd 32, usually cubic meters)

23 or 45 or 67 or 8: the present flow value (fd 32, usually cubic meters)

or 56 or 78: the additional flow volume (fd 32, usually cubic meters)

Output/Return value

Output may be in usual RAM or FWD, depending on actual call, see above.

64-bit Volume Flow result in RAM Addresses

12 or 56 or 125 or 56, RAM_R_FLOW_VOLUME_INT (integer, usually in cubic meters)

RAM_R_FLOW_VOLUME_FRACTION (fd 32, usually in cubic meters)

or 34 or 78 or 345 or 78, FWD_R_FLOW_VOLUME_INT (integer, usually in cubic meters)

FWD_R_FLOW_VOLUME_FRACTION (fd 32, usually in cubic meters)

Temporary RAM

-

Permanent RAM depending on actual call, see above

125 or 126, RAM_R_FLOW_VOLUME_INT, RAM_R_FLOW_VOLUME_FRACTION

or 345 or 346, FWD_R_FLOW_VOLUME_INT, FWD_R_FLOW_VOLUME_FRACTION;

RAM_R_FLOW_LPH, RAM_R_VOLUME_FACTOR

or 14, RAM_R_FLOW_LPH, RAM_R_VOLUME_FACTOR

Routines used

-

Unchanged registers

(all registers X, Y, Z and R are in use)

Sensor temperature measurement:

<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_TEMP_POLYNOM</th>
</tr>
</thead>
<tbody>
<tr>
<td>Description</td>
<td>This routine calculates the temperature of a PT sensor in °C using the polynomial approximation</td>
</tr>
<tr>
<td>Temperature T</td>
<td>Temperature T = {[(PT_COEFF2 * PT_RATIO) + PT_COEFF1 * PT_RATIO] + PT_COEFF0 }</td>
</tr>
<tr>
<td>where PT_RATIO</td>
<td>where PT_RATIO = PT_RES / R0 of the PT sensor</td>
</tr>
<tr>
<td>PT_COEFF2</td>
<td>PT_COEFF2 = 10.115 (fd 16)</td>
</tr>
<tr>
<td>PT_COEFF1</td>
<td>PT_COEFF1 = 235.57 (fd 16)</td>
</tr>
<tr>
<td>PT_COEFF0</td>
<td>PT_COEFF0 = -245.683 (fd 16)</td>
</tr>
<tr>
<td>This polynomial resembles the inverted R(T)-polynomial for PT (according to IEC 60751:2008) within 3mK accuracy between 0°C and 100°C.</td>
<td></td>
</tr>
</tbody>
</table>

Prerequisite

-
### Input parameters / register values

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>X: PT_RATIO</td>
<td>(fd 16)</td>
</tr>
</tbody>
</table>

### Output/Return value

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>X: Temperature in °C</td>
<td>(fd 16)</td>
</tr>
</tbody>
</table>

### Temporary RAM

- 

### Permanent RAM

- 

### Routines used

- **ROM_FORMAT1_64_TO_32BIT**

### Unchanged registers

- (all registers X, Y, Z and R are in use)

---

### ROM routine name: **ROM_TEMP_LINEAR_FN**

**Description**

This routine is used to calculate the temperature of any sensor as a linear function of sensor resistance using the nominal resistance and sensor slope. Applied formula:

\[
\text{Temperature } T = \frac{(\text{Sensor Resistance at } T[°C] - \text{Nominal resistance}) \times \text{Sensor slope}}{\text{RAM_R_VAF_REF_RES_VAL}}
\]

### Prerequisite

- 

### Input parameters / register values

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>X: Nominal resistance</td>
<td>(fd 16)</td>
</tr>
<tr>
<td>Y: Sensor slope</td>
<td>(fd 16)</td>
</tr>
<tr>
<td>Z: Sensor resistance</td>
<td>(fd 16)</td>
</tr>
<tr>
<td>RAM_R_VAF_REF_RES_VAL: Reference Resistance</td>
<td>(fd 16)</td>
</tr>
</tbody>
</table>

### Output/Return value

<table>
<thead>
<tr>
<th>Parameter</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>X: Temperature</td>
<td>(fd 16)</td>
</tr>
</tbody>
</table>

### Temporary RAM

- 

### Permanent RAM

- **RAM_R_VAF_REF_RES_VAL**

### Routines used

- **ROM_FORMAT1_64_TO_32BIT**

### Unchanged registers

- (all registers X, Y, Z and R are in use)

---

### ROM routine name: **ROM_TM_SUM_RESULT**

**Description**

In sensor temperature measurement, each single time measurement is repeated after some fixed delay time. Averaging these results eliminates a possible 50/60 Hz disturbance. This routine sums up all duplicate measurements (from the frontend data buffer in cells for measurement 1 and 2) and stores it in the frontend data buffer (in the cells of measurement 1). The routine works for all 2-wire or 4-wire temperature measurement results, it reads the configuration from CR_TM.

### Prerequisite

The routine should be called directly after a temperature measurement.

### Input parameters / register values

- All frontend data buffer (**FDB**) cells (addresses 0x80 – 0x9B)

### Output/Return value

- The added results overwrite the original measurements in the first measurement **FDB** cells (addresses 0x80– 0x84 and 0x8A - 0x92)

### Temporary RAM

- 

### Permanent RAM

- 

### Routines used

- 

### Unchanged registers

- (all registers X, Y, Z and R are in use)

---

### Interface communication

**ROM routine name: **ROM_I2C_ST**

**Description**

I2C Start Byte Transfer: Initiate an I2C read or write operation, depending on preceding i2crw-command ( 1=read, 0=write ).

### Prerequisite

I2C slave device address must be defined in **CR_PI_I2C**. Read or write direction must be defined by command i2crw ( 1=read, 0=write ).

### Input parameters / register values

- 

### Output/Return value

- **SRR_MSC_STF** contains a flag to indicate I2C acknowledge (Bit I2C_ACK).
| **Permanent RAM** | - |
| **Routines used** | - |
| **Unchanged registers** | X, Y, Z, R |

| **ROM routine name** | **ROM_I2C_BT** |
| **Description** | I2C Byte Transfer: Read or write one byte of data over I2C, depending on preceding i2crw-command (1=read, 0=write). |
| **Prerequisite** | I2C slave device address must be defined in **CR_PI_I2C**. Read or write direction must be defined by command i2crw (1=read, 0=write). In write case, R must point to the desired input RAM cell, and usually the bytedir and bytesel command must be used to select the desired byte part of the 4Byte-word in the RAM cell (use bytedir 0 and bytesel 4, 5, 6 or 7). |
| **Input parameters / register values** | R is not changed, but used as pointer to the data register by the chip hardware in write case (see "Prerequisite"). |
| **Output/Return value** | **SRR_MSC_STF** contains a flag to indicate I2C acknowledge (Bit **I2C_ACK**). In read case, **SRR_E2P_RD** contains the transferred byte. For storing the received byte in a 4Byte RAM cell, use the bytedir and bytesel command to select the desired byte position (use bytedir 1 and bytesel 4, 5, 6 or 7, and the or command to add a new byte to a partly filled 4Byte-word). |

| **Temporary RAM** | - |
| **Permanent RAM** | - |
| **Routines used** | - |
| **Unchanged registers** | X, Y, Z, R |

| **ROM routine name** | **ROM_I2C_LT** |
| **Description** | I2C Byte Transfer: Read or write the last transmitted byte of data over I2C, depending on preceding i2crw-command (1=read, 0=write). The routine sends the stop signal at the end of transmission. |
| **Prerequisite** | I2C slave device address must be defined in **CR_PI_I2C**. Read or write direction must be defined by command i2crw (1=read, 0=write). In write case, R must point to the desired input RAM cell, and usually the bytedir and bytesel command must be used to select the desired byte part of the 4Byte-word in the RAM cell (use bytedir 0 and bytesel 4, 5, 6 or 7). |
| **Input parameters / register values** | R is not changed, but used as pointer to the data register by the chip hardware in write case (see "Prerequisite" below). |
| **Output/Return value** | **SRR_MSC_STF** contains a flag to indicate I2C acknowledge (Bit **I2C_ACK**). In read case, **SRR_E2P_RD** contains the transferred byte. For storing the received byte in a 4Byte RAM cell, use the bytedir and bytesel command to select the desired byte position (use bytedir 1 and bytesel 4, 5, 6 or 7, and the or command to add a new byte to a partly filled 4Byte-word). |

| **Temporary RAM** | - |
| **Permanent RAM** | - |
| **Routines used** | - |
| **Unchanged registers** | X, Y, Z, R |
### ROM routine name: ROM_I2C_DWORD_WR

<table>
<thead>
<tr>
<th>Description</th>
<th>This routine is used to write a 4 byte-word of data to the I2C slave device, starting at a given memory address. The device address for the I2C device is taken automatically from I2C slave address of CR_PI_I2C. The routine starts with switching on the HSC and switches it off after transmission. It thus causes a high current consumption and has a long runtime. In power critical applications, its use should thus be restricted. Timing properties of the I2C slave should also be considered (e.g. long storing times after some data transmission).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prerequisite</td>
<td></td>
</tr>
</tbody>
</table>
| Input parameters / register values | X: 16-bit memory address (start) where the data has to be written  
Y: 4 bytes of data |
| Output/Return value | The four bytes from Y are written to the I2C slave, starting at the address given in X. In case of an error, the transmission was not acknowledged by the I2C slave device and bit BNR_I2C_ABORT of RAM_R_FW_STATUS is set. |
| Temporary RAM | - |
| Permanent RAM | RAM_R_VA1_I2CADDR, RAM_R_VA2_I2CDATA, RAM_R_FW_STATUS |
| Routines used | ROM_I2C_ST, ROM_I2C_BT, ROM_I2C_LT |
| Unchanged registers | Z |

### ROM routine name: ROM_I2C_BYTE_WR

<table>
<thead>
<tr>
<th>Description</th>
<th>This routine is used to write a single of data to the I2C slave device to given memory address. The device address for the I2C device is taken automatically from I2C slave address of CR_PI_I2C. The routine starts with switching on the HSC and switches it off after transmission. It thus causes a high current consumption and has a long runtime. In power critical applications, its use should thus be restricted. Timing properties of the I2C slave should also be considered (e.g. long storing times after some data transmission).</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prerequisite</td>
<td></td>
</tr>
</tbody>
</table>
| Input parameters / register values | X: 16-bit address where the data has to be written  
Y: 1 byte of data (B0 of the 32 bit-word in Y is transferred) |
| Output/Return value | Byte B0 from Y is written to the I2C slave to the address given in X. In case of an error, the transmission was not acknowledged by the I2C slave device and bit BNR_I2C_ABORT of RAM_R_FW_STATUS is set. |
| Temporary RAM | - |
| Permanent RAM | RAM_R_VA1_I2CADDR, RAM_R_VA2_I2CDATA, RAM_R_FW_STATUS |
| Routines used | ROM_I2C_ST, ROM_I2C_BT, ROM_I2C_LT |
| Unchanged registers | Z |

### ROM routine name: ROM_I2C_DWORD_RD

<table>
<thead>
<tr>
<th>Description</th>
<th>This routine is used to sequentially read 4 data bytes from the I2C slave device, starting at a given memory address. The device address for the I2C device is taken automatically from I2C slave address of CR_PI_I2C. The routine starts with switching on the HSC and switches it off after transmission. It thus causes a high current consumption and has a long runtime. In power critical applications, its use should thus be restricted. Timing properties of the I2C slave should also be considered.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Prerequisite</td>
<td></td>
</tr>
<tr>
<td>Input parameters / register values</td>
<td>X: 16-bit memory address (start) where the data is read.</td>
</tr>
</tbody>
</table>
### Output/Return value

<table>
<thead>
<tr>
<th>Output/Return value</th>
<th>X: 4 bytes of read data</th>
</tr>
</thead>
</table>

In case of an error, the transmission was not acknowledged by the I2C slave device and bit **BNR_I2C_ABORT** of **RAM_R_FW_STATUS** is set.

### Temporary RAM

- 

### Permanent RAM

- **RAM_R_VA1_I2CADDR, RAM_R_FW_STATUS**

### Routines used

- **ROM_I2C_ST, ROM_I2C_BT, ROM_I2C_LT**

### Unchanged registers

- **Z**

### ROM routine name: **ROM_I2C_BYTE_RD**

#### Description

This routine is used to sequentially read one single byte from the I2C slave device from a given memory address. The device address for the I2C device is taken automatically from I2C slave address of **CR_PI_I2C**. The routine starts with switching on the HSC and switches it off after transmission. It thus causes a high current consumption and has a long runtime. In power-critical applications, its use should thus be restricted. Timing properties of the I2C slave should also be considered.

#### Prerequisite

- 

#### Input parameters / register values

<table>
<thead>
<tr>
<th>Input parameters / register values</th>
<th>X: 16-bit memory address where the data is read.</th>
</tr>
</thead>
</table>

#### Output/Return value

<table>
<thead>
<tr>
<th>Output/Return value</th>
<th>X: Single data byte, stored in byte B0 of X</th>
</tr>
</thead>
</table>

In case of an error, the transmission was not acknowledged by the I2C slave device and bit **BNR_I2C_ABORT** of **RAM_R_FW_STATUS** is set.

### Temporary RAM

- 

### Permanent RAM

- **RAM_R_VA1_I2CADDR, RAM_R_FW_STATUS**

### Routines used

- **ROM_I2C_ST, ROM_I2C_BT, ROM_I2C_LT**

### Unchanged registers

- **Z**

### ROM routine names: **ROM_COPY_UART_PRB_DATA**, **ROM_COPY1_UART_PRB_DATA**

#### Description

This routine copies the relevant data flow, temperature and flow volume for the UART Master into the probe data area. When the system is setup for UART communication, the data is then sent over UART interface to the master after the firmware execution ended (see manual).

Probe Data Area 0xA0 - 0xA3

The alternative call **ROM_COPY1_UART_PRB_DATA** takes input data from firmware data (**FWD**) cells instead of usual RAM cells, which in some cases is preferable for permanent storage or memory optimization.

#### Prerequisite

The probe data area has to be configured in **CR_UART**

(\textbf{UART_DATA_MSG_ADR}=0xA0 and \textbf{UART_DATA_MSG_LEN}=4)

#### Input parameters / register values

- **RAM_R_FLOW_LPH, RAM_R_THETA, RAM_R_FLOW_VOLUME_INT, RAM_R_FLOW_VOLUME_FRACTION**

or, using **ROM_COPY1_UART_PRB_DATA**

- **FWD_R_FLOW_LPH, FWD_R_THETA, FWD_R_FLOW_VOLUME_INT, FWD_R_FLOW_VOLUME_FRACTION**

#### Output/Return value

- **using **ROM_COPY_UART_PRB_DATA**, **ROM_COPY1_UART_PRB_DATA** or

- **ROM_COPY_UART_PRB_DATA**

- **RAM_R_VA0_UART_PRB_DATA1=RAM...**/ **FWD_R_FLOW_LPH**,

- **RAM_R_VA1_UART_PRB_DATA2=RAM...**/ **FWD_R_THETA**,

- **RAM_R_VA2_UART_PRB_DATA3=RAM...**/ **FWD_R_FLOW_VOLUME_INT**, **RAM_R_VA3_UART_PRB_DATA4=RAM...**/ **FWD_R_FLOW_VOLUME_FRACTION**
or, using *ROM_COPY1_UART_PRB_DATA*
*TTY_FWD_BAL_FLOW, FWD_R_FLOW_LPH, FWD_R_FLOW_RND, FWD_R_FLOW_VOLUME_INT, FWD_R_FLOW_VOLUME_FRACTION;*
*RAM_R_VA0_UART_PRB_DATA1, RAM_R_VA1_UART_PRB_DATA2, RAM_R_VA2_UART_PRB_DATA3, RAM_R_VA3_UART_PRB_DATA4*

| Routines used | - |
| Unchanged registers | Y, Z |

### Housekeeping:

<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_CPU_CHK</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>Check kind of CPU request: This routine is called by hardware design after any Post Processing (PP) request. It checks the system handling register SHR_CPU_REQ and calls the requested routines.</td>
</tr>
<tr>
<td><strong>Prerequisite</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Input parameters / register values</strong></td>
<td>Flag settings in SHR_CPU_REQ</td>
</tr>
<tr>
<td><strong>Output/Return value</strong></td>
<td>The routine directly calls firmware (MK_CPU_REQ), boot loader (ROM_BLD) or checksum generation (ROM_CSM) using goto. These routines generally return, after execution, to the start of ROM_CPU_CHK to see if SHR_CPU_REQ has changed in the meantime.</td>
</tr>
<tr>
<td><strong>Temporary RAM</strong></td>
<td>(depending on called routines)</td>
</tr>
<tr>
<td><strong>Permanent RAM</strong></td>
<td>(depending on called routines)</td>
</tr>
<tr>
<td><strong>Routines used</strong></td>
<td>MK_CPU_REQ, ROM_BLD, ROM_CSM</td>
</tr>
<tr>
<td><strong>Unchanged registers</strong></td>
<td>(all registers X, Y, Z and R are in use)</td>
</tr>
<tr>
<td><strong>Call Address</strong></td>
<td>61440 / 0xF000</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_USER_RAM_INIT</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>This ROM routine is used to initialize the entire user RAM with 0 as default value.</td>
</tr>
<tr>
<td><strong>Prerequisite</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Input parameters / register values</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Output/Return value</strong></td>
<td>All 176 user RAM cells (addresses 0x00 - 0xAF) are initialised to 0</td>
</tr>
<tr>
<td><strong>Temporary RAM</strong></td>
<td>All 176 user RAM cells</td>
</tr>
<tr>
<td><strong>Permanent RAM</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Routines used</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Unchanged registers</strong></td>
<td>Y, Z</td>
</tr>
</tbody>
</table>

### High speed oscillator:

<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_HSO_WAIT_SETTL_TIME</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>This routine is used to switch on the HSO clock and wait for a fixed settling time to get a stable oscillation. A settling time of 122 us (4 clock periods of the low speed clock) is waited, using the low speed clock count value SRR_LSC_CV.</td>
</tr>
<tr>
<td><strong>Prerequisite</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Input parameters / register values</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Output/Return value</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Temporary RAM</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Permanent RAM</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Routines used</strong></td>
<td>-</td>
</tr>
<tr>
<td><strong>Unchanged registers</strong></td>
<td>Z</td>
</tr>
</tbody>
</table>
**ROM routine name**: ROM_HSC_CALIB

**Description**: High speed clock (HSC) calibration is based on a measurement of 4 periods of the 32 kHz clock, which is done by the task sequencer as configured. The result is stored in SRR_HCC_VAL as number of high speed clock periods (fd 16, ideally 488.28125 or 976.5625 periods). This routine evaluates the high speed clock scaling factor for the 4 MHz or 8 MHz clock using the formula:

- **4 MHz**: \( HSC\_SCALE\_FACT = \frac{4 \text{ MHz}}{(32.768kHz/4)} / SRR\_HCC\_VAL \)
- **8 MHz**: \( HSC\_SCALE\_FACT = \frac{8 \text{ MHz}}{(32.768kHz/4)} / SRR\_HCC\_VAL \)

It additionally checks for the deviation of measured clock period from its ideal value. If the deviation is greater than the input value in \( Z \), then no scaling is done and bit **BNR_HS_CALIB_FAIL** in the **RAM_R_FW_ERR_FLAGS** register is set.

**Prerequisite**: The measurement of SRR_HCC_VAL must be done (initiated by the task sequencer).

**Input parameters / register values**: \( Z \): Maximum allowed clock deviation in periods of the HSC (usually from the firmware register value **FWD_HSC_DEV** before the call).

**Output/Return value**: Calibration factor in **RAM_R_HSC_SCALE_FACT** (fd 24)

**Bit** **BNR_HS_CALIB_FAIL** (Bit 0) in **RAM_R_FW_ERR_FLAGS** register is set if the clock deviation is greater than allowed.

**Temporary RAM** -

**Permanent RAM** **RAM_R_HSC_SCALE_FACT**, **RAM_R_FW_ERR_FLAGS**

**Routines used** -

**Unchanged registers** \( Z \)

---

**ROM routine name**: ROM_SCALE_WITH_HSC

**Description**: Routine to scale the input parameter with the HS Clock Calibration factor (**RAM_R_HSC_SCALE_FACT**).

Scaled output = Input / **RAM_R_HSC_SCALE_FACT**

**Prerequisite**: **RAM_R_HSC_SCALE_FACT** must have the valid HS Clock Calibration factor (Use **ROM_HSC_CALIB** routine)

**Inputs**: **X** - Parameter to be scaled (any format, integer value < 2\(^{30}\))

**Output**: **X** - Scaled parameter (same format as input **X**)

**Temporary RAM** -

**Permanent RAM** **RAM_R_HSC_SCALE_FACT**

**Routines used** -

**Unchanged registers** \( Z \)

---

**Configuration**:

**ROM routine name**: ROM_RESTORE_TOF_RATE / ROM_RESTORE1_TOF_RATE

**Description**: Routine to reconfigure the TOF_RATE generator to the original setting, stored in **RAM_R_CFG_TOF_RATE**. The alternative call **ROM_RESTORE1_TOF_RATE** does not use **RAM_R_CFG_TOF_RATE**, but \( Y \) as input for the TOF rate and thus permits a differently chosen value. The routine can only be used for TOF rates up to 31.

**Prerequisite**: -

**Input parameters / register values**: **RAM_R_CFG_TOF_RATE** (using **ROM_RESTORE_TOF_RATE**) or \( Y \) (using **ROM_RESTORE1_TOF_RATE**) : new TOF rate (< 32) (integer)
### Output/Return value

The TOF rate is reconfigured in `SHR_TOF_RATE` according to the input, and bit `BNR_TOF_RATE_REDUCED` in `RAM_R_FW_STATUS` is cleared.

### Temporary RAM

- 

### Permanent RAM

- `RAM_R_CFG_TOF_RATE, RAM_R_FW_STATUS`

### Routines used

- 

### Unchanged registers

- `X, Z`

### ROM routine name | `ROM_RECFG_TOF_RATE`
--- | ---
**Description** | Routine to reconfigure TOF_RATE generator for less measurements, depending on the parameter N: New TOF_RATE = Original TOF_RATE * N
The actual measurement is done only every Nth time.
The routine manipulates `SHR_TOF_RATE` for this adjustment.
It is only usable for TOF_RATES up to 31.

**Prerequisite** | -

**Input parameters / register values** | `X` - Factor N for lowering the TOF_RATE

**Output/Return value** | `Z` - Original TOF_RATE value from `SHR_TOF_RATE` Register
TOF_RATE bits in `SHR_TOF_RATE` Register are changed (see description).
Bit `BNR_TOF_RATE_REDUCED` is set in `RAM_R_FW_STATUS` register to indicate that the TOF_RATE was reconfigured.

### Temporary RAM

- 

### Permanent RAM

- `RAM_R_FW_STATUS`

### Routines used

- 

### Unchanged registers

- (all registers `X, Y, Z` and `R` are in use)

### Mathematics:

### ROM routine name | `ROM_FORMAT_64_TO_32BIT`
--- | ---
**Description** | Routine to format a 64-bit value (in `Y` and `X`) into a 32 bit result with 16 integer + 16 fractional bits
This can be used to format 64 bit multiplication results with 32 integer + 32 fractional bits into a usual fd 16 word. The MSB of the integer part in `Y` defines the sign, as if `Y` and `X` would be a single 64 bit word.
This routine has the same function as `ROM_FORMAT1_64_TO_32BIT`, but does not need RAM. It is, however, essentially slower.

**Prerequisite** | -

**Input parameters / register values** | `Y`: Higher 32 bits of the value (integer part with maximum 16 significant bits, signed !)
`X`: Lower 32 bits of value (fractional part, unsigned !)

**Output/Return value** | `X`: 32-bit result with 16 Integer + 16 fractional bits (fd 16)

### Temporary RAM

- 

### Permanent RAM

- 

### Routines used

- 

### Unchanged registers | `Z, R`

### ROM routine name | `ROM_FORMAT1_64_TO_32BIT`
--- | ---
**Description** | Routine to format a 64-bit value (in `Y` and `X`) into a 32 bit result with 16 integer + 16 fractional bits
This can be used to format 64 bit multiplication results with 32 integer + 32 fractional bits into a usual fd 16 word. The MSB of the integer part in `Y` defines the sign, as if `Y` and `X` would be a single 64 bit word.
This routine has the same function as `ROM_FORMAT_64_TO_32BIT`, but is essentially faster at the cost of one temporary RAM cell.

**Prerequisite**
- 

**Input parameters / register values**
- Y: Higher 32 bits of the value (integer part with maximum 16 significant bits, signed !)
  - X: Lower 32 bits of value (fractional part, unsigned !)

**Output/Return value**
- X: 32-bit result with 16 Integer + 16 fractional bits (fd 16)

**Temporary RAM**
- `RAM_R_V1F_SHIFT`

**Permanent RAM**
- 

**Routines used**
- 

**Unchanged registers**
- Z

---

**ROM routine name**
- `ROM_DIV_BY_SHIFT`

**Description**
- Routine to perform the division of a value Y by X, where X=2^N is an integer power of two.
  - Result = Y/X = Y/2^N

**Prerequisite**
- 

**Input parameters / register values**
- X - Divisor (denominator) = 2^N value (integer)
  - Y - Dividend (numerator) (any format)

**Output/Return value**
- Y - Result of division (same format as input Y)

**Temporary RAM**
- 

**Permanent RAM**
- 

**Routines used**
- 

**Unchanged registers**
- Z, R

---

**ROM routine name**
- `ROM_SQRT`

**Description**
- This routine is used to evaluate the square root using the Newton method accurately for values in the range (196 <= X <= 5476).
  - sqrt(x) is calculated by iterating the following steps
    1. Choose GUESS = 32; Iteration counter = 3
    2. Find x/GUESS
       - (1st division by shift and normal division for next 2 iterations)
    3. Average of GUESS and x/GUESS
    4. GUESS <= Average ; Decrement iteration counter
    5. Repeat steps 2-4 till counter = 0
    6. SquareRoot = Last GUESS value

When used in flow temperature calculation, values of X between 196 = (14^2) and 5476 = (74^2) result in temperature errors < 1°C.
- This X range is equivalent to a temperature range of 60°C to 0°C.

**Prerequisite**
- 

**Input parameters / register values**
- X : Radicand (fd 16, 196 <= X <= 5476)

**Output/Return value**
- : Square root of input X (fd 16)

**Temporary RAM**
- `RAM_R_V2F_SQRT_X, RAM_R_V2E_SQRT_Y`

**Permanent RAM**
- 

**Routines used**
- 

**Unchanged registers**
- (all registers X, Y, Z and R are in use)
<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_LINEAR_CORRECTION / ROM_LINEAR1_CORRECTION</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>Linear interpolation of a coefficient over any parameter (here: temperature), knowing the coefficient value at two points and given the current value of the parameter (stored in RAM_R_VA3_CURRENT_THETA)</td>
</tr>
<tr>
<td>Applied formula:</td>
<td>Result = slope * (RAM_R_VA3_CURRENT_THETA - Parameter@Point1) + offset</td>
</tr>
<tr>
<td></td>
<td>= X * (RAM_R_VA3_CURRENT_THETA - Y) + Z</td>
</tr>
<tr>
<td>When the coefficient value is known at two parameter points, slope and offset can be calculated as</td>
<td></td>
</tr>
<tr>
<td></td>
<td>slope = (Coefficient@Point2 - Coefficient@Point1) / (Parameter@Point2 - Parameter@Point1)</td>
</tr>
<tr>
<td></td>
<td>offset = Coefficient@Point1</td>
</tr>
<tr>
<td>The routine has an alternative call address ROM_LINEAR1_CORRECTION, where the RAM cell of the current parameter value can be freely chosen.</td>
<td></td>
</tr>
</tbody>
</table>

| Prerequisite      | - |
| Input parameters / register values | X: Slope between the two points (fd 16) |
|                    | Y: Parameter@Point1 (fd 16) |
|                    | Z: Offset (fd 16) |
| RAM_R_VA3_CURRENT_THETA | current parameter (temperature) (fd 16) |
| With alternative call ROM_LINEAR1_CORRECTION: | |
| R: Pointer to RAM cell with current parameter value |

| Output/Return value | X: Coefficient corrected linearly over temperature |

| Temporary RAM      | - |
| Permanent RAM      | RAM_R_VA3_CURRENT_THETA (none when ROM_LINEAR1_CORRECTION is used) |
| Routines used      | ROM_FORMAT1_64_TO_32BIT |
| Unchanged registers| (all registers X,Y,Z and R are in use) |

<table>
<thead>
<tr>
<th>ROM routine name</th>
<th>ROM_FIND_SLOPE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Description</strong></td>
<td>This routine is used to find the slope between two points, given the coefficient and corresponding parameter values at the two points (for example two correction factors over two temperatures). The routine is used as preparation for any linear interpolation. Basically, all input- and output-values have the same format. Due to internal calculations, the format must be chosen such that the four leading bits of the parameters are zero, and at least 12 leading bits of the resulting slope are zero, too. Otherwise the result will be wrong.</td>
</tr>
<tr>
<td>Prerequisite</td>
<td>Parameter interval (RAM_R_VA5_FLOWVAR_1 – Z) must be numerically larger than (Y - X)/23, to avoid overflow in an internal division.</td>
</tr>
<tr>
<td>Input parameters / register values</td>
<td>X: Coefficient at point 1 (any format, typically 16 fd)</td>
</tr>
<tr>
<td></td>
<td>Y: Coefficient at point 2 (same format as X)</td>
</tr>
<tr>
<td></td>
<td>Z: Parameter at point 1 (same format as X, 4 leading bits must be 0)</td>
</tr>
<tr>
<td>RAM_R_VA5_FLOWVAR_1: Parameter at point 2 (same format as Z)</td>
<td></td>
</tr>
</tbody>
</table>

| Output/Return value | X: Slope (same format as input X; 12 leading bits are always 0) |

| Temporary RAM      | - |
| Permanent RAM      | RAM_R_VA5_FLOWVAR_1 |
| Routines used      | - |
| Unchanged registers| (all registers X, Y, Z and R are in use) |
6 CPU Handling

6.1 CPU Handling

As soon as one of the bits in the system handling register SHR_CPU_REQ is set, the CPU starts with the request handling. All bits are typically triggered by the task sequencer, the error handling, a general purpose pin or the remote control. For test or debugging purposes it is also possible to write directly to these registers.

Post processing is activated having set bits CPU_REQ_EN_PP in register CR_IEH and PP_EN in CR_MRG_TS. There, following requests are possible to start execution of program code in CPU:

- CPU_REQ_BLD_EXC: Bootloader
- CPU_REQ_CHKSUM: Checksum Generation
- CPU_REQ_PP: Post Processing triggered by task sequencer
- CPU_REQ_GPH: General Purpose Handling triggered by general purpose timer
- CPU_REQ_FW_INIT: Firmware Initialization

Program Code in green colour has to be defined and programmed by customer, whereby public subroutines in Firmware ACAM Code or ROM Code can also be used by customer.

The request bits have to be cleared by the system program code or the user program code.
6.1.1 Check of CPU Request

In case that any of the request bits is set in SHR_CPU_REQ the CPU starts at first with code in the ROM that checks the type of request.

In case of a post processing request, a general purpose request or a firmware initialization request the CPU jumps into firmware code. This means that the user has to implement in his firmware also a CPU request check.

- Post Processing (FW code): This will be the most common request, namely for data post processing like flow or temperature calculation.
- General purpose handling (FW code):
- **Bootloader (ROM code):** The bootloader is always requested after a system reset has been occurred. The bootloader loads the configuration data into the register area, gets the firmware revision, sets the high speed clock, activates the task sequencer, optionally activates the CRC mode for UART and finally sets the checksum generation request. However, bootloader actions are only performed if the bootloader release code is set (register **BLD_RLS:** 0xABCD_7654). In a final initialization, the bootloader also sets a CPU request for “FW Init” and, if configured, a request for “Checksum Generation”. Finally, the bootloader clears its request in **SHR_CPU_REQ** and jumps back to ROM Check of CPU Request.

- **Checksum generation (ROM code):** Checksum generation can be requested by remote command **RC_FW_CHKSUM**, by the bootloader or the checksum timer. The checksums of all four FW areas will be generated and compared to the checksums stored at as **FWD1**, **FWD2**, **FWU** and **FWA** in the **RAA**. At last the checksum generation clears its request in **SHR_CPU_REQ** and jumps back to ROM Check of CPU Request.

- **Firmware initialization (FW code):** Besides the configuration done by the bootloader some additional configurations can be performed, which typically are some initializations of the SHR register.
7 Assembler Software

The TDC-GP30 assembler is integrated into the GP30 evaluation software. It is opened in the Firmware menu of the main program:

![Assembler Window](image)

The following window comes up:

![Assembled Code](image)

This is a comfortable editor with syntax highlighting, search and replace, copy and paste functions.

Under menu item “Assembler” the user finds the compile and download options.

Whether the call of these functions was successful or not is indicated by the messages at the bottom of the assembler window.

Pressing “Download” here or in the main program’s “Firmware” menu item has the same effect. The “Download Firmware and Data” Window is opened:
In this window the user can load firmware code (programs) and firmware data (e.g. calibration data). By pressing the “Verify” button the checksums of the two files is compared to the checksum calculated in the GP30.

After the firmware was downloaded, it is necessary to activate the CPU post-processing. This is done in the main program under tabulator “Clock control & Power & Task Sequencer”.
Download the new configuration before starting the next measurement.

For debugging purposes use the RAM Memory window where you can read the RAM content:

![RAM Memory window](image1)

The main program has a menu item "Firmware/CPU values". This one is firmware specific and actually for acam internal purpose only.

![CPU values window](image2)
7.1 Assembly Programs

The TDC-GP30 assembler is a multi-pass assembler that translates assembly language files into HEX files as they will be downloaded into the device. For convenience, the assembler can include header files. The user can write his own header files but also integrate the library files as they are provided by acam. The assembly program is made of many statements which contain instructions and directives. The instructions have been explained in the former section 3 of this datasheet. In the following sections we describe the directives and some sample code.

Each line of the assembly program can contain only one directive or instruction statement. Statements must be contained in exactly one line.

Symbols

A symbol is a name that represents a value. Symbols are composed of up to 31 characters from the following list:

A - Z, a - z, 0 - 9, _

Symbols are not allowed to start with numbers. The assembler is case sensitive, so care has to be taken for this.

Numbers

Numbers can be specified in hexadecimal or decimal. Decimal have no additional specifier. Hexadecimals are specified by leading “0x”.

Expressions and Operators

An expression is a combination of symbols, numbers and operators. Expressions are evaluated at assembly time and can be used to calculate values that otherwise would be difficult to be determined.

The following operators are available with the given precedence:

<table>
<thead>
<tr>
<th>Level</th>
<th>Operator</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>()</td>
<td>Brackets, specify order of execution</td>
</tr>
<tr>
<td>2</td>
<td>* /</td>
<td>Multiplication, Division</td>
</tr>
<tr>
<td>3</td>
<td>+ —</td>
<td>Addition, Subtraction</td>
</tr>
</tbody>
</table>

Example:

```
const value 1
equal ((value + 2)/3)
```
Directives

The assembler directives define the way the assembly language instructions are processed. They also provide the possibility to define constants, to reserve memory space and to control the placement of the code. Directives do not produce executable code.

The following table provides an overview of the assembler directives.

<table>
<thead>
<tr>
<th>Directive</th>
<th>Description</th>
<th>Example</th>
</tr>
</thead>
<tbody>
<tr>
<td>CONST</td>
<td>Constant definition, CONST [name] [value] value might be a number, a constant, a sum of both</td>
<td>CONST REV_ADDRESS 3964 CONST FW_VER + 2</td>
</tr>
<tr>
<td>LABEL:</td>
<td>Label for target address of jump instructions. Labels end with a colon. All rules that apply to symbol names also apply to labels. Labels must be followed by an instruction. Add one nop if the label would be followed directly by ORG.</td>
<td>jsub BLD_CFG; BLD_CFG: move y,16;</td>
</tr>
<tr>
<td>;</td>
<td>Comment, lines of text that might be implemented to explain the code. It begins with a semicolon character. The semicolon and all subsequent characters in this line will be ignored by the assembler. A comment can appear on a line itself or follow an instruction.</td>
<td>; Call Address: XXX</td>
</tr>
<tr>
<td>org</td>
<td>Sets a new origin in program memory for subsequent statements.</td>
<td>org 0</td>
</tr>
<tr>
<td>equal</td>
<td>Insert three bytes of user defined data in program memory, starting at the address as defined by org.</td>
<td>equal 0xcfcf01</td>
</tr>
<tr>
<td>#include</td>
<td>Include the header or library file named in the quotation marks &quot;&quot;. The code will be added at the line of the include command. In quotation marks there might be just the file name in case it is in the same folder as the program, but also the complete path.</td>
<td>#include &quot;GP30Y_FW_v2.h&quot;</td>
</tr>
</tbody>
</table>
7.2 Basic Structure

The following code shows the basic structure of a GP30 firmware.

7.3 Example 1: Simple TOF Difference via Pulse Interface

```assembly
;---- File : GP30Y_A1.F1.11.01.asm

;------------ include files -------------------------
#include "GP30Y_A1.F1.11.01.h" ; header file containing memory address, constants def.
#include "GP30Y_ROM_A1.common.h" ; Definition of ROM routine start addresses

;------------- Version number definition -------------
CONST FW_ROMVERSION_REV 0xA1
CONST FW_VERSION_NUM 0xF11101
CONST ROM_FWI 0xf85b ; 63579 Start address for acam's firmware init, used here
; merely for pulse interface and first hit initialisation

org 0 ; File start

;------------------------------- Check of CPU Requests - Main loop -------------------------------
; This routine checks the status flags for activity requests and calls the according routines
; Inputs : Status flags in SRR_FEP_STF and SHR_CPU_REQ
; Output : all processing done and status flags cleared
; (total) unused : (all used)
; Temporary RAM : =
; Permanent RAM : RAM_FW_STATUS, RAM_FEP_STS
; Routines used : ROM_FW_I, MK_PP, ROM_CPU_CHK

MK_CPU_REQ:
    nop ;-- ; save front end status flags in RAM_FEP_STS for remote
    ; communication and RAM_RW_FW_STATUS for processing control

    ramadr SRR_FEP_STS ; Front end Status Flags
    move x, r
    ramadr RAM_FEP_STS
    move r, x
    ; save a copy of SRR_FEP_STS as flags for remote com.

    ramadr RAM_RW_FW_STATUS and r, 0xFFFFFC0C ; Clearing only the bits in the RAM_RW_FW_STATUS pertaining to
    ; the SRR_FEP_STS register
    or r, x
    ; The status flags from the SRR_FEP_STS is copied to the
    ; RAM_RW_FW_STATUS Check for CPU requests: Here only Firmware init
    ; and Post processing (other's ignored)

    ramadr SHR_CPU_REQ
    skipBitC r, BNR_FWI, 1 ; Set RAM Address to SHR_CPU_REQ
    goto ROM_FW_I ; Jump to Firmware InitFlag
    ; Jump to Firmware Init; return to start over ROM routine
    ; ROM_CPU_CHK

    ramadr SHR_CPU_REQ
    skipBitC r, BNR_PP, 1 ; Check User Memory Post Processing Flag
    goto MK_PP ; Jump to User Post Processing; return to start over ROM
    ; routine ROM_CPU_CHK

; if the process ever gets here... (usually ROM_CPU_CHK ends execution when all CPU requests are
; cleared) then some request was missed; indicate error by saving the current SHR_CPU_REQ

    ramadr SHR_CPU_REQ
    move x, r
    ramadr RAM_CPU_REQ_ERROR ; save a copy of the current CPU request register here
    move r, x

    stop ; end execution without looking back, to avoid infinite loops

;--------------------------------------------------- End of Main Program MK_CPU_REQ ---------------

;--------------------------------------------- Post Processing - simple PI output version ----------------

MK_PP:
    ramadr RAM_RW_FW_STATUS ; Firmware Status
    skipBitC r, BNR_FLOW_CALC_REQ, 2 ; Check if a new measurement requests for calculation...
    jsub MK_PP_DIFTOF_SCALE ; Jump to PP-Subroutine Flow Calculation
```
MK_PP_EN:  ; Jump to PP-Subroutine Pulse Interface Update
clrwdt  ; Clearing watchdog
ramadr SHR_CPU_REQ ; SHR_CPU_REQ
bitclr r, BNR_PP ; Clear UPM Post Processing Flag directly in CPU Request Register
goto ROM_CPU_CHK ; Jump Back to CPU Request Check in System Memory

;----------------------------------------------------------- End of MK_PP

;-------------------------- Flow Calculation - simple scaling of DIFTOF to flow version -----

MK_PP_DIFTOF_SCALE:

;----------------------------------- Reading and Unifying TOF raw values----------------------

ramadr FDB_US_TOF_ADD_ALL_U ; TOF Sum Up of all the configured hits
move y, r
ramadr FDB_US_TOF_ADD_ALL_D ; TOF Sum Down of all the configured hits
move z, r

ramadr RAM_R_TOF_HIT_NO
move x, r
divmod y, x
ramadr RAM_R_VA5_TOF_TO_FLT_U ; TOF sum up scaled to single TOF
move r, y
move y, z ; Z Accu : Down measurement TOF_ADD_ALL
ramadr RAM_R_TOF_HIT_NO
move x, r
divmod y, x
ramadr RAM_R_VA6_TOF_TO_FLT_D ; TOF sum down scaled to single TOF
move r, y

;---------------------- Calculate DIFTOF: ROM_CALC_TOF_DIFF directly uses the RAM addresses from above ---

jsub ROM_CALC_TOF_DIFF ; Calculate the DIFF TOF = TOF_UP - TOF_DOWN
ramadr RAM_R_TDC_PERIOD ; 125 or 250s * 10^-9 * 2^32
move y, r
mult y, x
jsub ROM_FORMAT1_64_TO_32BIT ; Result in x with 16 integer + 16 fractional digits
move y, 0x3B9ACA00 ; x contains now DIFTOF in s fd32
mult y, x
jsub ROM_FORMAT1_64_TO_32BIT ; Result in x with 16 integer + 16 fractional digits
ramadr FWD_SIMPLE_SCALE ; read scaling factor from firmware data fd16
move y, r
mult y, x
jsub ROM_FORMAT1_64_TO_32BIT ; Result in x with 16 integer + 16 fractional digits
ramadr RAM_R_FLOW_LPH ; Flow result in Lph with 16 fd
move r, x ; Accumulating the measured Flow cumulatively to get Flow Volume in Cubic meter

jsub ROM_SAVE_FLOW_VOLUME ; Cumulative volume result is in RAM_R_FLOW_VOLUME_INT ; and _FRACTION

MK_PP_DIFTOF_SCALE_END:
jsubret

;----------------------------------------------------------- End of MK_PP_DIFTOF_SCALE -------------------------------

;---------------------------- Write Version number at the end of the writable hex code --------

org REV_ADDRESS
equal FW_ROMVERSION_REV
equal FW_VERSION ; Defined at the beginning of this file

;------------------------------- Fill file with zeros for locked memory part -------------------

org 4094
nop
8 Miscellaneous

8.1 Bug Report

8.2 Last Changes

<table>
<thead>
<tr>
<th>Date</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>19.09.2019</td>
<td>Labels must be followed by an instruction. Add nop if followed by org</td>
</tr>
<tr>
<td>27.06.2019</td>
<td>ROM Routine ROM_FILTER FLOW with fixed length Instruction help clean up (RAMADR, NAND, skip)</td>
</tr>
</tbody>
</table>