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128-Kbyte Addressing with the M68HC11

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Overview

The maximum direct addressing capability of the M68HC11 device is 64 Kbytes, but this can be insufficient for some applications.

This application note describes two methods of memory paging that allow the MCU to fully address a single 1 megabit EPROM (128 Kbytes) by manipulation of the address lines.

The two methods illustrate the concept of paging and the inherent compromises. The technique may be expanded to allow addressing of several EPROM, RAM, or EEPROM memories, or several smaller memories by using both address lines and chip enables.

Paging Scheme

The M68HC11 8-bit MCU is capable of addressing up to 64 Kbytes of contiguous address space. Addressing greater than 64 Kbytes requires that a section of the memory be replaced with another block of memory at the same address range. This technique of swapping memory is known as paging and is simply a method of overlaying blocks of data over each other such that only one of the blocks or pages is visible to the CPU at a given time.

In a system requiring more than 64 Kbytes of user code and tables, it is possible to use the port lines to extend the memory addressing range of the M68HC11 device. This has certain restrictions, but these can be minimized by careful consideration of the user code implementation.

There are two basic configurations:

- Method A uses only software plus a single port line to control the high address bit A16.
- Method B is a combination of a small amount of hardware and software controlling the top three address bits — A14, A15, and A16.

In the examples that follow, the MC68HC11G5 device is used to demonstrate the paging techniques, since this device has a non-multiplexed data and address bus. Any M68HC11 device may be used in a similar way.

Method A has the advantage of no additional hardware and very few limitations in the software. The user code main loop can be up to 64 Kbytes long and remain in the same page, but this is at the expense of longer interrupt latency. The vector table and a small amount of code must be present in both pages of memory to allow correct swapping of the pages.

Method B has the advantage of not affecting the interrupt latency and has just one copy of the vector table. The maximum length of the user code main loop in this example is 48 Kbytes with a further five paged areas of 16 Kbytes for subroutines and tables.

Method A — Software Technique

Address A16 of the EPROM is directly controlled by port D(5) of the M68HC11 as shown in [Figure 1](#). This port is automatically configured to be in the input state following reset. It is vital that the state of the port line controlling address A16 is known following reset and so there is a 10-k Ω pullup resistor on this port line to force the A16 address bit to a logic high state following reset. This port bit is then made an output during the setup code execution, but care must be taken in ensuring that the data register is written to a logic 1 before the data direction register is written with a 1 to make the port line output a high state.

This port bit allows the M68HC11 to access the 128-Kbyte EPROM as two memories of 64 Kbytes each, which are paged by changing the state of the address A16 line on the EPROM. It is important to make sure that the port timing enables the port line to change state, at least the setup and hold time, before the address strobe (E clock rising edge on the MC68HC11G5), otherwise, there could be problems with address timing.

[Figure 2](#) shows a schematic representation of the paging technique for this method where there are two separate 64-Kbyte pages of memory which may be addressed only individually.

This paging scheme means that code cannot directly jump from one 64-Kbyte page to another without running some common area of code during the page switch. This may be accomplished in two basic ways:

- The user code could build a routine in RAM, which is common to both pages, since it is internal and, therefore, unaffected by the port D(5) line.
- The user code could have the same location in both pages devoted to a page change routine.

The example software listing in [Appendix A — Software Paging Scheme](#) uses the latter approach.

Interrupt Routines

The change of page routine stores the current page before setting or clearing the port D(5) line and then has a jump command which must be at exactly the same address in both pages of memory. This is because the setting or clearing of the port D(5) line will immediately change the page of memory but the program counter will increment normally. Thus a change from page 0 to page 1 will result in the BSET PORTD command from page 0 followed by the JMP 0,X instruction from page 1 (the new page). To enable a jump to work, the X index register has been loaded with the address of the routine to be run in the new page.

Figure 3 shows the execution of code to perform a change of page from page 1 to page 0.

Returning from the interrupt routine requires the return-from-interrupt (RTI) command to be replaced with an RTI routine that checks the RAM location containing the memory page number prior to the interrupt routine execution. The routine then either performs an RTI command immediately, if it is to remain in the same page, or otherwise changes the state of the port D(5) line and then performs an RTI command in the correct page. Note that as with the JMP 0,X command, the RTI must be at the same address in both pages. It is important that the I bit in the condition code register (CCR) (interrupt inhibit) is set during this time for the example code to run correctly. Otherwise, the return page may be altered. This limitation can be overcome by using the stack to maintain a copy of the last page prior to the current interrupt.

The latency for an interrupt routine in a different page from the currently running user code is increased by 21 cycles on entering the interrupt routine and 18 cycles on leaving the interrupt routine. Any interrupt code that could not tolerate any such latency could be repeated in both pages of memory.

Other Routines

Jumping from one page to another may be done at any time by using the same change of page routine, but there is no need to store the current page in RAM, and so these two lines of code become redundant. In the example, the change page routine could be started at the BCLR or BSET command and save four cycles. This would, therefore, reduce the page change delay to 17 cycles. Note that it is not possible to perform a JSR command to move into the other page with the method shown in the example, since the RTS would not return to the original page. However, a modification to the return-from-interrupt routine would allow an equivalent function for a return from subroutine. In this case, the stack should be used to maintain the correct return page or the I bit in the CCR should be set to prevent interrupts.

Important Conditions

The state of the port line controlling address A16 after reset is very important. In the example, port D(5) is used which is an input after reset and has a pullup resistor to force a logic high on A16. If an output-only port line was used, then it could be reset such that A16 is a logic 0 (no pullup resistor required), which has an important consequence. The initialization routine which sets up the ports must be in the default page dictated by the state of address A16 following reset; otherwise, the user code may not be able to correctly configure the ports and hence be unable to manipulate address A16. Similarly, a bidirectional port line could have a pull-down resistor to determine the address A16 line after reset with the same implications.

The assembler generates two blocks of code with identical address ranges used by the user code. This could not be programmed directly into an EPROM since the second page would simply attempt to overwrite the first page. The code must, therefore, be split into two blocks and programmed into the correct half of the EPROM. Some linkers may be capable of performing this function automatically.

Figure 2 illustrates the expansion of the pages into the 128-Kbyte EPROM memory.

The RAM and registers, and internal EEPROM if available and enabled, will all appear in the memory map in preference to external memory, so care must be taken to avoid these addresses or move the RAM or registers away to different addresses by writing to the INIT register.

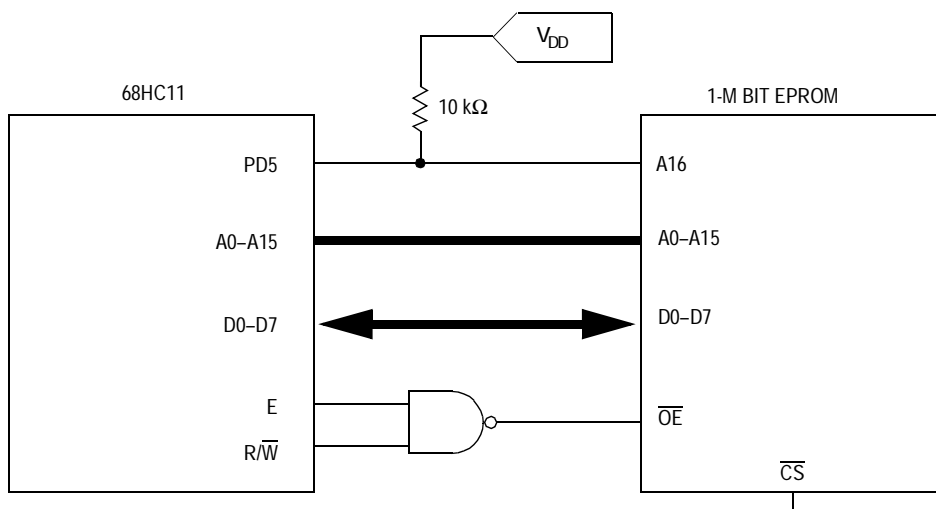


Figure 1. Software Paging Schematic Diagram

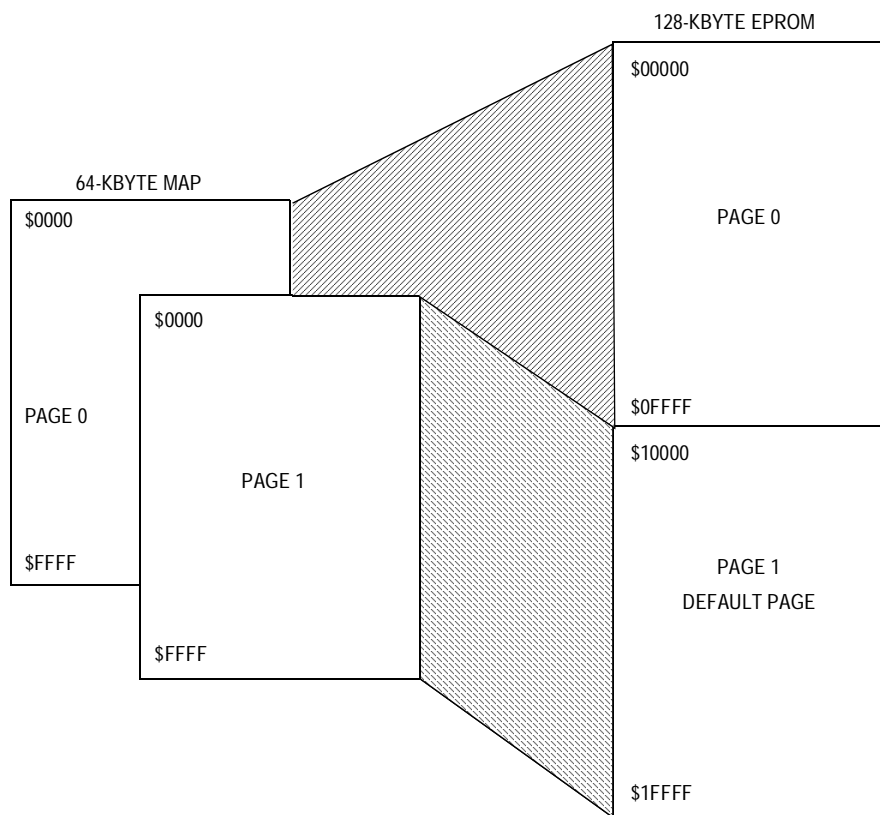


Figure 2. Software Paging Representation

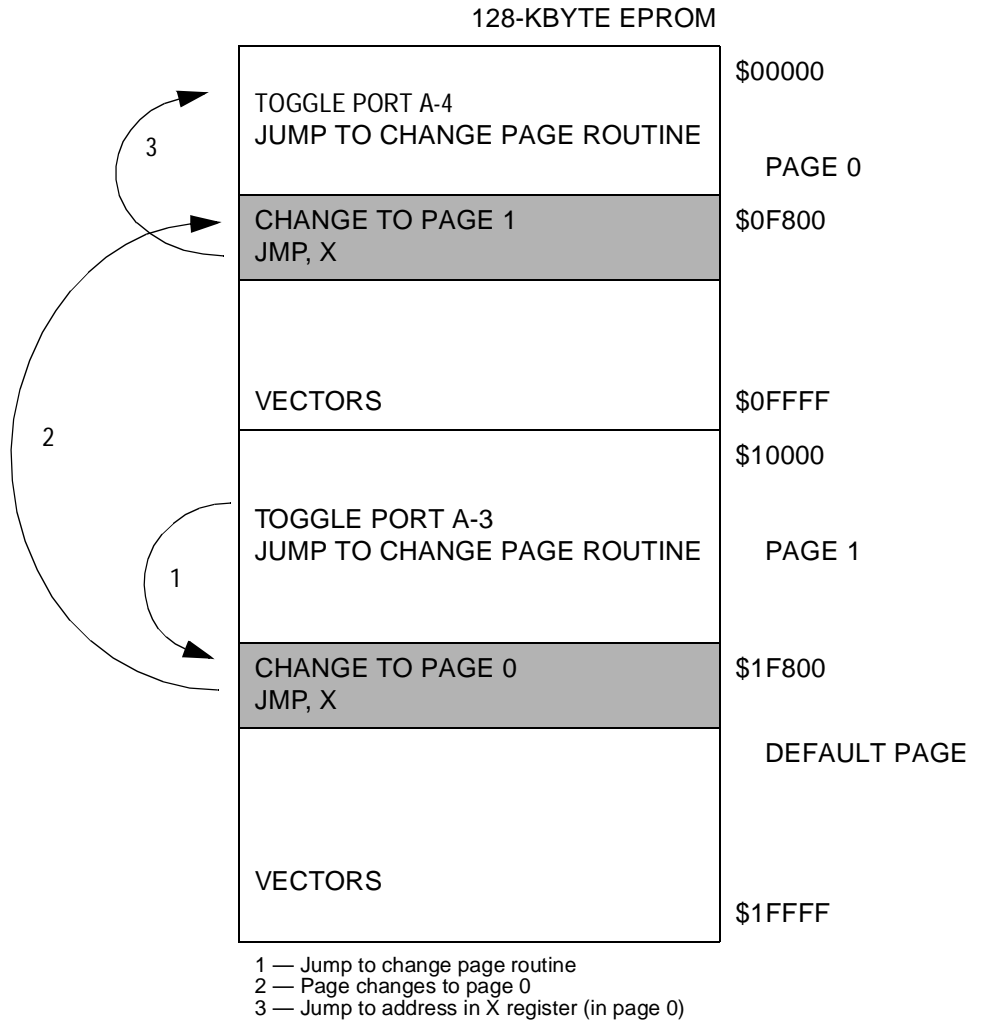


Figure 3. Flow of Program Changing from Page 1 to Page 0

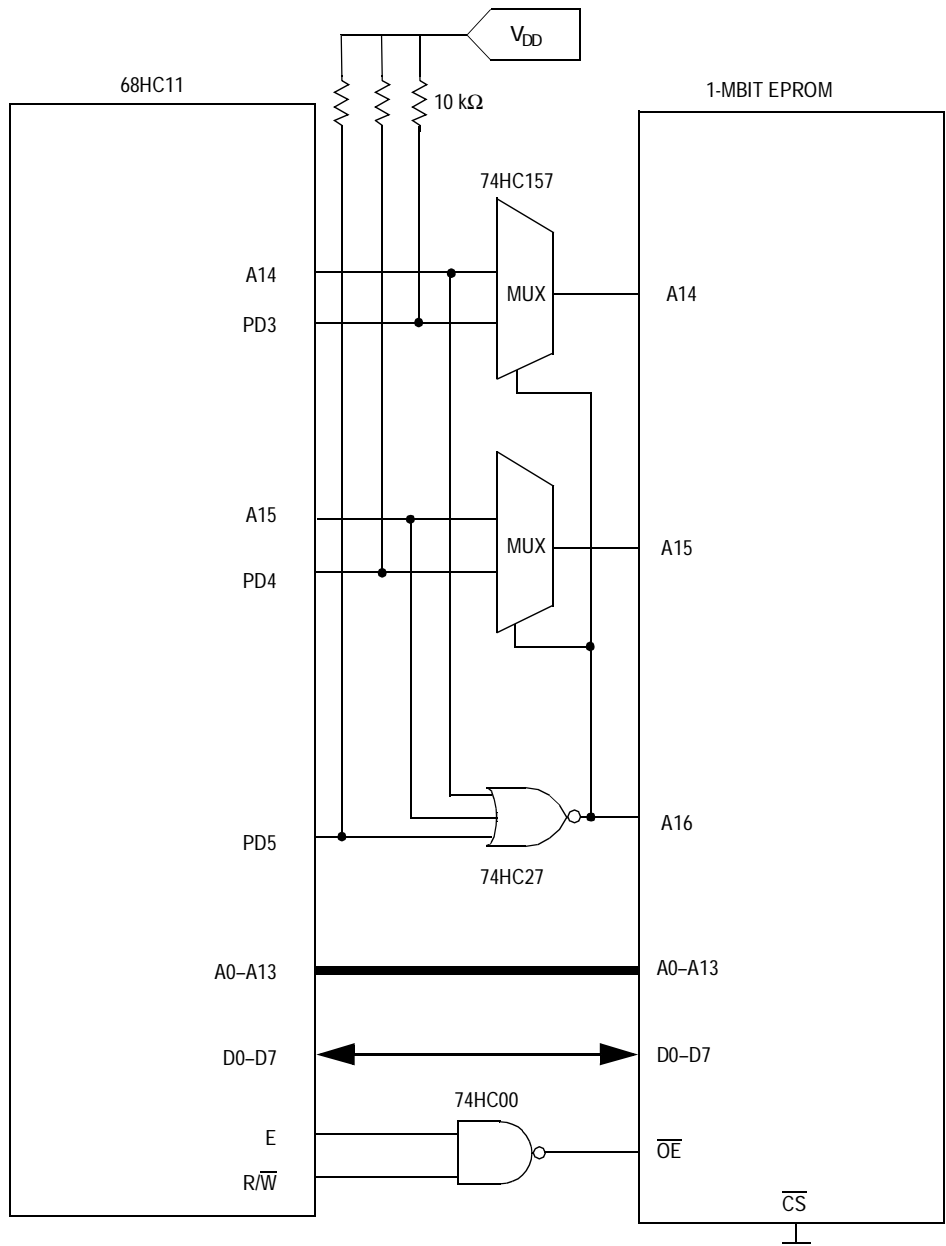


Figure 4. Hardware and Software Paging Schematic Diagram

Method B — Combined Hardware and Software Technique

The basic approach to this method is the same as in [Method A — Software Technique](#) except that hardware replaces some of the software. A port line together with M68HC11 addresses A14 and A15 are NORed to control the address A16 line of the EPROM. This signal is also used to select between the port line and address line for A14 and A15 (see [Figure 4](#)). The hardware between the port lines controlling the A14 and A15 addresses enables 64 Kbytes of user code to be addressed at all times with 48 Kbytes common to all the pages and then selecting one of five 16-Kbyte pages of EPROM memory.

In the example, port D(3) and address A14 are connected to the input of a 2-channel multiplexer such that port D(5), address A14, and address A14 control which of these two signals reaches the A14 pin of the EPROM. If addresses A14 or A15 are logic 1, the NOR gate outputs a logic 0 state, ensuring the A16 pin of the EPROM is a logic 0. In this case, address A14 controls the A14 pin of the EPROM and similarly A15 and port D(4) are selected such that address A15 controls the A15 pin of the EPROM. Thus the main 48-Kbyte portion of the EPROM memory may be addressed at all times at addresses \$4000 up to \$FFFF. With port D(5) and address A14 and A15 all at logic 0 (address range \$0000 to \$3FFF), the port lines port D(3) and port D(4) are selected in place of address lines A14 and A15. Page 0 is always selected whenever port D(5) is a logic 1. This makes it possible to have one of the five pages of 16 Kbytes paged into the 64-K addressing range of the HC11 while always maintaining the main 48 Kbytes of user code in the memory map.

There are few restrictions on the user code since the hardware provides the switching logic. Code can be made to run from one paged area to another by jumping to an intermediate routine in the main page. Port D is configured to be in the input state following reset which results in the main page plus page 0 of the paged memory in the 64-Kbyte address map since the port D lines each have a pullup resistor to maintain a logic high state after reset. A simple change memory map routine can then bring in the desired page at any time. [Appendix B — Hardware and Software Paging Scheme](#) shows the assembly code for a program that toggles different port pins in each of the five pages controlled from a

main routine in the main page. [Figure 5](#) shows the five overlaid pages expanded to a 128-K map with the flow of the program demonstrating a change from page 0 to page 1 by running the change page subroutine shown in bold type.

Implementation in C Language

The demonstration code was originally written in assembly language, but it may also be implemented in C, as shown in [Appendix C — C Language Routines for Method B](#). The change of page routines were written in C with the first part an example of using in-line code and the second part calling a function. The short example shows the assembly code on the left, generated by the C code on the right. This is very similar to the assembly code example in [Appendix B — Hardware and Software Paging Scheme](#), and so it is possible to extend the memory addressing beyond 64-Kbytes with the C language just as with assembly language.

Interrupt Conditions

The interrupt routines have normal latency when they reside in the main 48-Kbytes page since this is always visible to the CPU. The 25-cycle delay for changing pages may cause problems for interrupt routines in a paged area of memory.

Important Conditions

There are few special conditions for this method. The vectors must point to the main page of memory where the page changing routine must also reside. Routines in a paged area can only move to another page via the main 48-Kbyte page unless the technique in method A is utilized (for example, page change routine duplicated at identical addresses in both pages).

As with method A, the RAM and registers and internal EEPROM, if available and enabled, will all appear in the memory map in preference to external memory, so care must be taken to avoid these addresses or move the RAM or registers away to different addresses.

The assembler generates five blocks of code with identical address ranges used by the user code plus the main 48-Kbyte section. This could not be programmed directly into an EPROM since the second and subsequent pages would simply attempt to overwrite the first page. The code must, therefore, be split into blocks and programmed into the correct part of the EPROM. Some linkers may be capable of performing this function automatically.

Figure 6 illustrates the expansion of the pages into a single 128-Kbyte EPROM memory.

Customization

Clearly, the size of the paged areas may be made to suit the application with, for example, a 32-Kbyte main page and three 32 Kbytes of paged memory simply by not implementing control over the A14 address of the EPROM and not including port D(3) control. Similarly, by adding another port line to control address A13, the main program can be 56 Kbytes with nine pages of eight Kbytes each.

Application Note

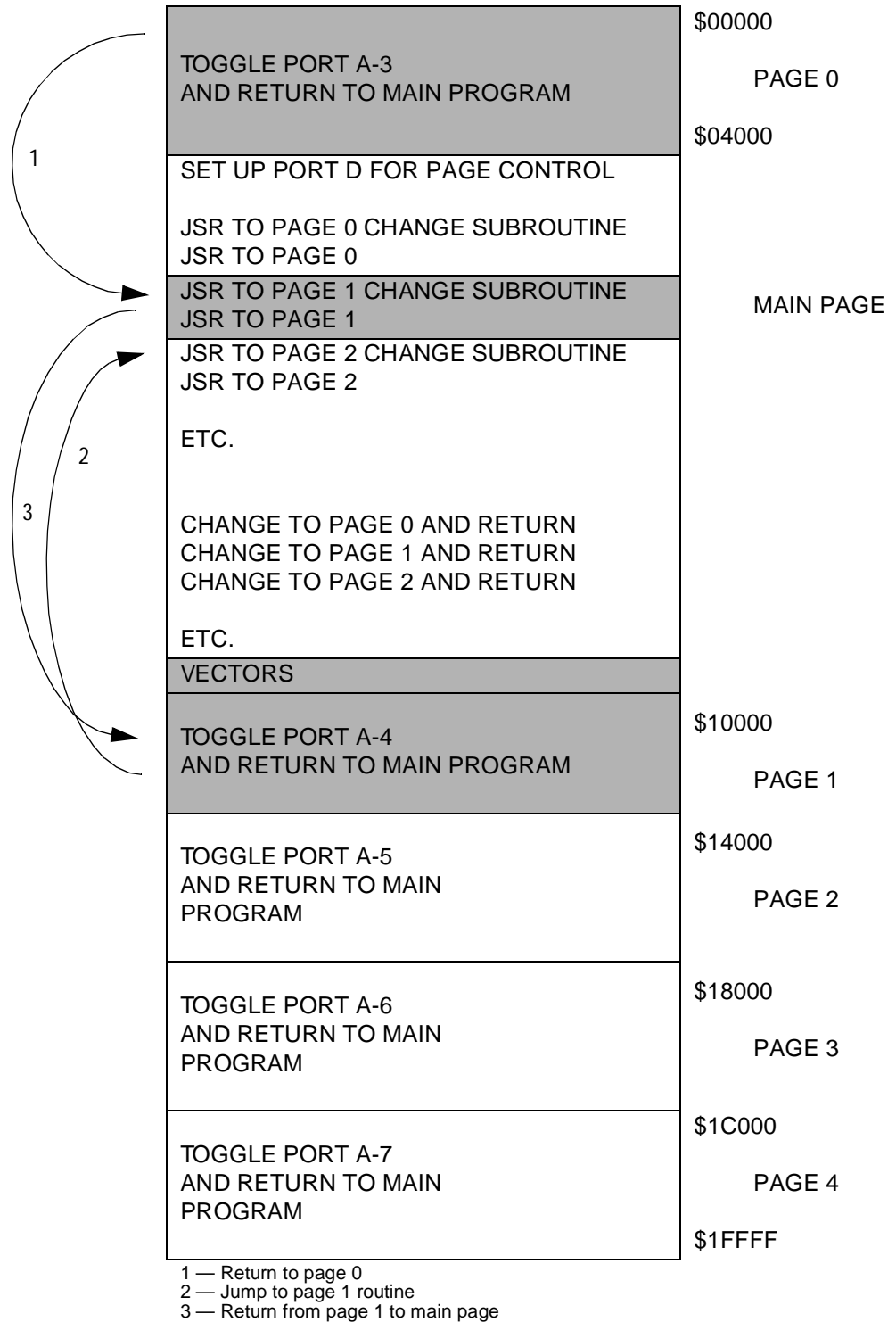


Figure 5. Illustration of Changing from Page 0 to Page 1

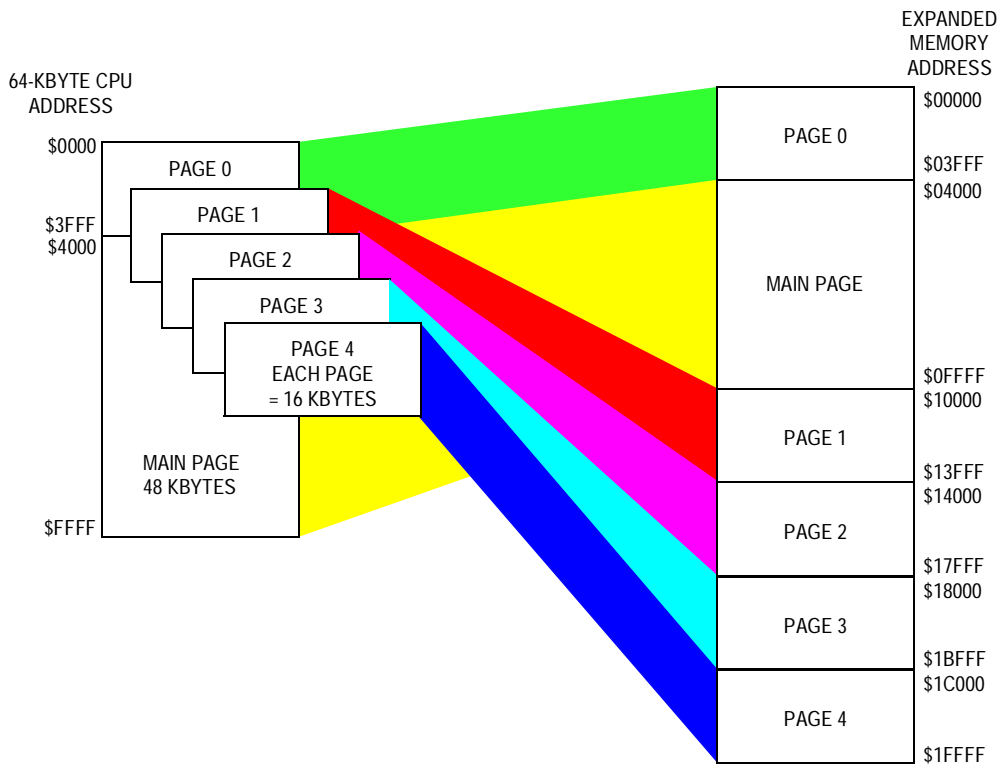


Figure 6. Hardware and Software Paging Representation

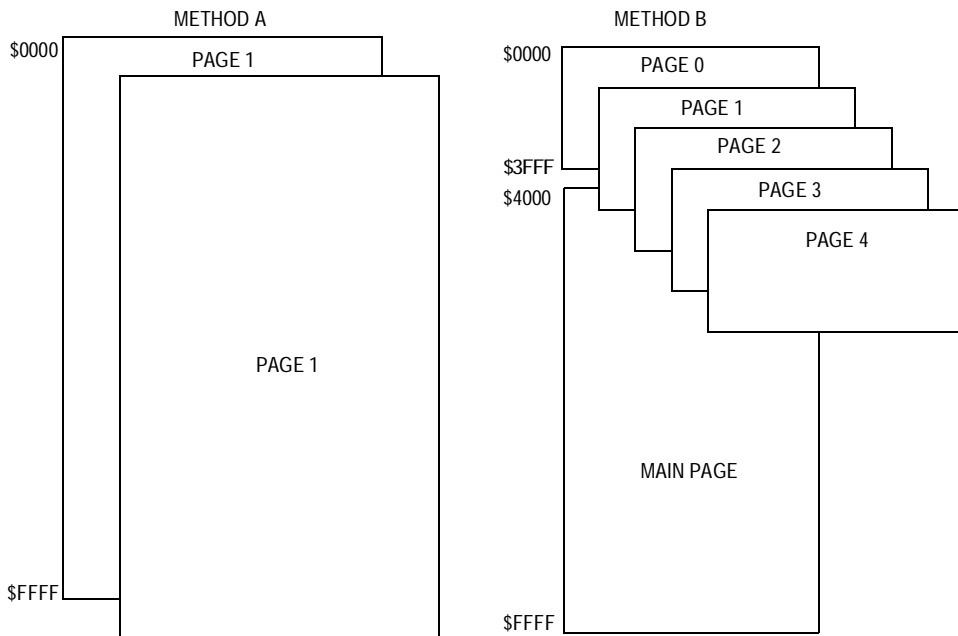


Figure 7. Comparison of Paging Schemes

In General

In both methods, the registers may be moved to more appropriate addresses. If the usage of RAM is not critical, the registers may be moved to address \$0000 by writing \$00 to the INIT register immediately after reset. For the MC68HC11G5, this means losing 128 bytes of RAM, but results in a clean memory map above \$1FF. In the examples, the registers and RAM remain at the default addresses and so care must be taken not to have user code from address \$0000 to \$01FF and \$1000 to \$107F for the MC68HC11G5. Note that the MC68HC11E9 and MC68HC11A8 have slightly different RAM and register address ranges plus the internal EEPROM which should be disabled if not used.

Figure 7 demonstrates the differences between the paging techniques by showing the overlap of the pages. The number and size of the pages can easily be modified by small changes to the page change routines and hardware.

Beyond 128 Kbytes

Both techniques may be scaled up with several port lines controlling address lines beyond address A15 with the addition of further change page routines and enhancing the return-from-interrupt routine to allow a return to a specific page in method A or the addition of further multiplexing logic in method B.

In Conclusion

The two methods described in detail are the basis for many other ways of controlling paging on a single large EPROM memory device or several smaller EPROMs. It is a simple matter to scale up or modify the techniques to suit a particular application or EPROM.

The software approach is the cheapest and allows for a main program of up to the full size of the EPROM while the combined hardware and software approach has a maximum main program size of 48 Kbytes (in this example) and no additional interrupt latency.

Appendix A — Software Paging Scheme

```

1      **** EXTENDA.ASC ****
2      *
3      * TESTS EXTENDED MEMORY CONTROL
4      *
5      * For a single 1M bit (128K byte) EPROM split into 2 x 64K byte pages
6      * A16 is connected to Port D(5) which then selects which half of
7      * the EPROM is being accessed. PD5 = 1 after reset since it is in
8      * the input state with a pull-up resistor to Vdd.
9      *
10     * This code is written for the 68HC11G5 MCU but can be easily modified
11     * to run on any 68HC11 device. The 68HC11G5 has a non-multiplexed
12     * address and data bus in expanded mode.
13     *
14     *
15     *
16     *
17     ****
18     *
19     00000000    PORTA    EQU            $00
20     00000001    DDRA     EQU            $01
21     00000004    PORTB    EQU            $04
22     00000006    PORTC    EQU            $06
23     00000007    DDRC     EQU            $07
24     00000008    PORTD    EQU            $08
25     00000009    DDRD     EQU            $09
26     00000024    TMSK2    EQU            $24
27     00000025    TFLG2    EQU            $25
28     00000040    RTII     EQU            $40
29     00000040    RTIF     EQU            $40
30     00000026    PACTL    EQU            $26
31     00000080    DDRA7    EQU            $80
32     00010000    REGS     EQU            $1000
33     *
34     ****
35     *
36     *          RAM definitions (from $0000 to $01FF)
37     *
38     ****
39     *          ORG          $0000
40     00000000    PAGE      RMB          1          page number prior to interrupt
41     00000001    TIME      RMB          2          counter value for real time interrupt routine
42     *
43     00000020    NPAGE     EQU          $20          PORT D-5 page control line
44     00000200    ROMBASE   EQU          $0200       Avoid RAM (from $0 to $1FF)
45     0000f800    CHANGE    EQU          $F800
46     0000ffcc    VECTORS   EQU          $FFCC
47     *
48     *
49     *          ****
50     *          START OF MAIN PROGRAM
51     *          ****
52     *          page 0 (1st half of EPROM)
53     *
54     *
55     *
56     *          ****
57     *          org          ROMBASE
58     *          ****
59     *
60     *          Redirect reset vector to page 1
61     *
62     *          ****
63     00000200    ce0200    RESET0      LDX          #RESET
64     00000203    7ef800                JMP          CHGPAGE0
65     *
66     *
67     *
68     *          2nd half of page 0 loop running in page 1
69     *
70     *          ****
71     00000206    181c0010    LOOPP0      BSET          PORTA,Y,#$10    Toggle bit 4
72     0000020a    181d0010                BCLR          PORTA,Y,#$10
73     0000020e    ce0216                LDX          #LOOPP1      get return address in page 1
74     00000211    7ef800                JMP          CHGPAGE0      jump to change page routine
75     *
76     *
77     *
78     *          Real time interrupt service routine
79     *
80     *          ****

```

Application Note

```

81 00000214 181e254001 RTISRV          BRSET  TFLG2,Y,#RTIF,RTISRV
82 00000219 3b          RTI          return if not correct interrupt source
83          *          This is an RTI because interrupt vector
84          *          only points here when in page 1
85          *
86 0000021a          RTISERV
87 0000021a 8640          LDAA  #01000000    page 0 interrupt starts here
88 0000021c 18a725          STAA  TFLG2,Y      clear RTI flag
89 0000021f 9602          LDAA  TIME+1       get the time counter
90 00000221 4c          INCA          increment counter
91 00000222 b71004          STAA  PORTB+REGS   store time in port B
92 00000225 de01          LDX   TIME
93 00000227 08          INX
94 00000228 fd01          STX   TIME          and copy back into RAM
95 0000022a 7ef80a          JMP   RETRTIO      jump to RTI routine
96          *
97
98          *****
99          *
100         * CHANGE PAGE ROUTINE
101         *
102         * This code must be executed with the I-bit set to prevent interrupts
103         * during the change if it is a jump for an interrupt routine.
104         * Otherwise PAGE could be updated and then another interrupt could
105         * occur before the PAGE was changed causing the first interrupt
106         * routine to return to the wrong page
107         * The PAGE variable is not required for a normal jump and so it does
108         * not require the I-bit to be set (only the BSET is important).
109         *
110         * This code is repeated for the same position in both pages
111         * *****
112         *          jump routine
113         *          ORG   CHANGE          Address for this routine is fixed
114         *          cycles
115         * CHGPAGE0
116         *          LDAA  #0 2          set current page number = 0
117         *          STAA  PAGE 2       store page number
118         *          BSET  PORTD,Y,#NPAGE 8 change page by setting PD-5
119         *          JMP   0,X 3       This code is the same in both pages
120         *
121         * *****
122         *          return from interrupt routine running in page 0
123         *
124         *
125         *          check if interrupt occurred while code was running in page 1
126         *          and return to page 1 before the RTI command is performed
127         *
128         * *****
129         *          cycles
130         * RETRTIO
131         *          LDAA  PAGE 2       get page the interrupt ocured in
132         *          CMPA  #1 2         is it page 1
133         *          BEQ  RTIPAGE0 3    if yes then change page
134         *          RTI  12           otherwise, return from interrupt
135         *          RTIPAGE0
136         *          BSET  PORTD,Y,#NPAGE 8 change page and return from interrupt
137         *          RTI  12           This codes is the same in both pages
138         *
139         * *****
140         *          VECTORS
141         * *****
142         *
143         *          ORG   VECTORS
144         *          FDB  RESET0      EVENT 2
145         *          FDB  RESET0      EVENT 1
146         *          FDB  RESET0      TIMER OVERFLOW 2
147         *          FDB  RESET0      INPUT CAPTURE 6 / OUTPUT COMPARE 7
148         *          FDB  RESET0      INPUT CAPTURE 5 / OUTPUT COMPARE 6
149         *          FDB  RESET0      SCI
150         *          FDB  RESET0      SPI
151         *          FDB  RESET0      PULSE ACC INPUT
152         *          FDB  RESET0      PULSE ACC OVERFLOW
153         *          FDB  RESET0      TIMER OVERFLOW 1
154         *          FDB  RESET0      INPUT CAPTURE 4 / OUTPUT COMPARE 5
155         *          FDB  RESET0      OUTPUT COMPARE 4
156         *          FDB  RSEETO      OUTPUT COMPARE 3
157         *          FDB  RESET0      OUTPUT COMPARE 2
158         *          FDB  RESET0      OUTPUT COMPARE 1
159         *          FDB  RESET0      INPUT CAPTURE 3
160         *          FDB  RESET0      INPUT CAPTURE 2
161         *          FDB  RESET0      INPUT CAPTURE 1
162         *          FDB  RTISRV      REAL TIME INTERRUPT
163         *          FDB  RESET0      IRQ
164         *          FDB  RESET0      XIRQ
165         *          FDB  RESET0      SWI
166         *          FDB  RESET0      ILLEGAL OPCODE
167         *

```



```

168 0000ffa 0200          FDB  RESET0      COP
169 0000ffc 0200          FDB  RESET0      CLOCK MONITOR
170 0000ffe 0200          FDB  RESET0      RESET
171
172 *****
173 *+++++
174 *
175 *           page 1 (2nd half of EPROM)
176 *
177 *
178 *+++++
179 *****
180 *
181 *           MAIN ROUTINE NOT UNDER INTERRUPT CONTROL
182 *
183 *****
184
185          ORG  ROMBASE
186 0000200 8e01ff        RESET  LDS  #$01FF
187 0000203 bd021b        JSR  SETUP           initialize RTI interrupt and DDRs
188 0000206 86ff          LOOP1  LDAA  #$FF
189 0000208 181c0008     LOOP   BSET  PORTA,Y,#$08  Toggle bit 3
190 000020c 181d0008     BCLR  PORTA,Y,#$08
191 0000210 ce0206        LDX  #LOOPP0        set up jump to other page
192 0000213 7ef800        JMP  CHGPAGE1       go to other page
193 0000216          LOOPP1
194 0000216 4a           DECA           return point from other page
195 0000217 26ef        BNE  LOOP           toggle port A
196 0000219 20eb        BRA  LOOP1         start loop again
197
198 *****
199 *           INITIALIZATION ROUTINE
200 *****
201 *
202 000021b 0f          SETUP  SEI
203 000021c 18ce1000     LDY  #$1000        Register address offset
204 0000220 86ff          LDAA  #$FF
205 0000222 b71001     STAA DDRA+REGS    make port A all outputs
206 0000225 b71008     STAA PORTD+REGS   make sure port D-5 is written a 1
207 0000228 b71009     STAA DDRD+REGS    and only then make all outputs
208 000022b 8640        LDAA  #$01000000
209 000022d b71025     STAA TFLG2+REGS   clear RTI flag
210 0000230 b71024     STAA TMSK2+REGS   enable RTI interrupt
211 0000233 0e          CLI
212 0000234 39          RTS
213
214 *****
215 *
216 *           Redirect to the Real time interrupt service routine
217 *           Page 1 routine for service routine located in page 0
218 *****
219 0000235 181e254001 INTR1  BRSET  TFLG2,Y,#RTIF,GOODINT
220 000023a 3b          RTI           return if not correct interrupt source
221 *                                     This is an RTI because interrupt vector
222 *                                     only points here when in page 1
223 *
224 000023b          GOODINT
225 000023b ce021a     LDX  #RTISERV 3    get the interrupt entry point in page 0
226 0000233 73f800     JMP  CHPAGE! 3     jump to change page routine
227
228 *****
229 *
230 *           CHANGE PAGE ROUTINE
231 *
232 * This code must be executed with the I-bit set to prevent interrupts
233 * during the change if it is a jump for an interrupt routine.
234 * Otherwise PAGE could be updated and then another interrupt could
235 * occur before the PAGE was changed causing the first interrupt
236 * routine to return to the wrong page.
237 * The PAGE variable is not required for a normal jump and so it does
238 * not require the I-bit to be set (only the BCLR is important).
239
240 * This code is repeated for the same position in both pages
241 *****
242 * jump routine
243 * ORG          CHANGE          Address for this routine is fixed
244 *
245 *           CHGPAGE1          cycles
246 0000f800
247 0000f800 8601     LDAA  #$1 2        set current page number = 1
248 0000f802 9700     STAA  PAGE 2        store page page number
249 0000f804 181d0820 BCLR  PORTD,Y,#NPAGE 8 Change page by clearing PD-5
250 0000f808 6e00     JMP  0,X 3         This code is the same in both pages
251

```

Application Note

```

252 *****
253 *      return from interrupt routine running in page 0
254 *
255 *
256 *      check if interrupt occurred while code was running in page 1
257 *      and return to page 0 before the RTI command is performed
258 *
259 *****
260 *
261 0000f80a RETRTI1                                cycles
262 0000f80a 9600                                LDAA  PAGE      2      get page the interrupt occured in
263 0000f80c 8100                                CMPA  #0         2      is it page 0
264 0000f80e 2701                                BEQ   RTIPAGE1  3      if yes then change page
265 0000f810 3b                                RTI   12         otherwise, return from interrupt
266 0000f811                                RTIPAGE1
267 0000f811 181d0820                            BCLR  PORTD,Y,#NPAGE 8  change page and return from interrupt
268 0000f815 3b                                RTI   12         This codes is the same in both pages
269 *
270 *
271 *****
272 *
273 *      VECTORS
274 *
275 *****
276 0000ffcc 0200                                ORG   VECTORS
277 0000ffce 0200                                FDB  RESET      EVENT 2
278 0000ffd0 0200                                FDB  RESET      EVENT 1
279 0000ffd2 0200                                FDB  RESET      TIMER OVERFLOW 2
280 0000ffd4 0200                                FDB  RESET      INPUT CAPTURE 6 / OUTPUT COMPARE 7
281 0000ffd6 0200                                FDB  RESET      INPUT CAPTURE 5 / OUTPUT COMPARE 6
282 0000ffd8 0200                                FDB  RESET      SCI
283 0000ffda 0200                                FDB  RESET      SPI
284 0000ffdc 0200                                FDB  RESET      PULSE ACC INPUT
285 0000ffde 0200                                FDB  RESET      PULSE ACC OVERFLOW
286 0000ffe0 0200                                FDB  RESET      TIMER OVERFLOW 1
287 0000ffe2 0200                                FDB  RESET      INPUT CAPTURE 4 / OUTPUT COMPARE 5
288 0000ffe4 0200                                FDB  RESET      OUTPUT COMPARE 4
289 0000ffe6 0200                                FDB  RESET      OUTPUT COMPARE 3
290 0000ffe8 0200                                FDB  RESET      OUTPUT COMPARE 2
291 0000ffea 0200                                FDB  RESET      OUTPUT COMPARE 1
292 0000ffec 0200                                FDB  RESETE     INPUT CAPTURE 3
293 0000ffee 0200                                FDB  RESET      INPUT CAPTURE 2
294 0000fff0 0235                                FDB  INTR1     INPUT CAPTURE 1
295 0000fff2 0200                                FDB  RESET      REAL TIME INTRRUPT
296 0000fff4 0200                                FDB  RESET      IRQ
297 0000fff6 0200                                FDB  RESET      XIRQ
298 0000fff8 0200                                FDB  RESET      SWI
299 0000fffa 0200                                FDB  RESET      ILLEGAL OPCODE
300 0000fffc 0200                                FDB  RESET      COP
301 0000fffe 0200                                FDB  RESET      CLOCK MONITOR
302 *****
303                                RESETE
                                END

```

Appendix B — Hardware and Software Paging Scheme

```

1 *****EXTENDB.ASC *****
2 *
3 * TESTS EXTENDED MEMORY CONTROL
4 *
5 * for a single 1M bit (128K byte) EEPROM split into 48KB + 5 x 16KB
6 * $4000 - $FFFF      48K  COMMON PAGE
7 * $0200 - $3FFF      16K  PAGES 0,1,2,3,4
8 *
9 * A multiplexer is used to switch between address and port D lines
10 * controlled by PD5 and A16 is controlled by /(PD5+A14+A15)
11 * This ensures that Address A16 is a logic 1 whenever A14 or A15 are
12 * high and that all three lines must be low for the paged memory between
13 * addresses $00000 and $0FFFF.
14 *
15 *
16 *          SOURCE CODE          EPROM
17 *          ADDRESS              ADDRESS
18 *          0000                |-----| 00000
19 *          |                   |-----|
20 *          |                   |-----| PAGE 0
21 *          |                   |-----|
22 *          |                   |-----|
23 *          |                   |-----| MAIN PAGE
24 *          |                   |-----|
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80 *          |                   |-----|
    
```

```

63 *          PD5
64 *          |
65 *          |
66 *          |
67 *          |
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79 *          |
80 *          |
    
```

PD3, PD4 and PD5 = 1 AFTER RESET
 SINCE PULL-UP RESISTORS FORCE HIGH STATE WITH PORT D AS INPUTS
 WHICH DEFAULTS TO MAIN PROGRAM PLUS PAGE 0

Application Note

```

81      *
82      00000000      PORTA      EQU      $00
83      00000001      DDRA       EQU      $01      68HC11G5 only
84      00000004      PORTB      EQU      $04
85      00000006      PORTC      EQU      $06
86      00000007      DDRC       EQU      $07
87      00000008      PORTD      EQU      $08
88      00000009      DDRD       EQU      $09
89      00000024      TMSK2      EQU      $24
90      00000025      TFLG2      EQU      $25
91      00000040      RTII       EQU      $40
92      00000040      RTIF       EQU      $40
93      00000026      PACTL      EQU      $26
94      00000080      DDRA7      EQU      $80      68HC11E9 only
95      00001000      REGS       EQU      $1000
96      *
97      *
98      *
99      *      RAM definitions
100     *
101     *
102     *      ORG      $0000
103     00000000      TIME      RMB      2      Real time interrupt routine counter
104     *
105     00000200      ROMBASE0     EQU      $0200      Avoid RAM (from $0 to $1FF)
106     00000400      ROMBASE1     EQU      $0400
107     0000ffcc      VECTORS     EQU      $FFCC
108     *
109     *
110     *      PAGE 0 = $00000 - $04FFF (A16=0,A15=0,A14=0) => PAGE0=%00100000
111     *      MAIN = $04000 - $0FFFF (A16=0) => START=%001XX000
112     *      PAGE 1 = $10000 - $13FFF (A16=1,A15=0,A14=0) => PAGE1=%00000000
113     *      PAGE 2 = $14000 - $17FFF (A16=1,A15=0,A14=1) => PAGE2=%00001000
114     *      PAGE 3 = $18000 - $1BFFF (A16=1,A15=1,A14=0) => PAGE3=%00010000
115     *      PAGE 4 = $1C000 - $1FFFF (A16=1,A15=1,A14=1) => PAGE4=%00011000
116     *
117     *      PAGEn is added to %xx000xxx to give the state of port
118     *      D(3), D(4) and D(5).
119     *
120     00000000      START      EQU      $00
121     00000020      PAGE0      EQU      $20
122     00000000      PAGE1      EQU      $00
123     00000008      PAGE2      EQU      $08
124     00000010      PAGE3      EQU      $10
125     00000018      PAGE4      EQU      $18
126     *
127     *
128     *
129     *
130     *      page 0 (1st half of EPROM)
131     *
132     *
133     *
134     *      org      ROMBASE0
135     00000200 181c0008 LOOPP0      BSET   PORTA,Y,#$08
136     00000204 181d0008      BCLR   PORTA,Y,#$08      Toggle Port A-3
137     00000208 7e4014      JMP    MAIN0      return to main page
138     *
139     *
140     *      START OF MAIN PROGRAM
141     *
142     *
143     *      MAIN ROUTINE NOT UNDER INTERRUPT CONTROL
144     *
145     *
146     *
147     *      ORG      ROMBASE1
148     00004000 8e01ff      RESET   LDS    #$01FF
149     00004003 bd204e      JSR    SETUP      initialize RTI interrupt and DDRs
150     00004006 181c0840 LOOP      BSET   PORTD,Y,$40
151     0000400a 181d0840      BCLR   PORTD,Y,$40      main routine toggles port D-2
152     0000400e bd4062      JSR    CHGAGE0     select page 0
153     00004011 7e0200      JMP    LOOPP0      Toggle Port A-3
154     00004014 bd406d      MAIN0   JSR    CHGPAGE1     select page 1
155     00004017 bd0200      JSR    LOOPP1      Toggle Port A-4
156     0000401a bd4078      JSR    CHGPAGE2     select page 2
157     0000401d bd0200      JSR    LOOPP2      Toggle Port A-5
158     00004020 bd4083      JSR    CHGPAGE3     select page 3
159     00004023 7e0200      JMP    LOOPP3      Toggle Port A-6
160     00004026 bd408e      MAIN3   JSR    CHGPAGE4     select page 4
161     00004029 7e0200      JMP    LOOPP4      Toggle Port A-7
162     0000402c 20d8      MAIN4   BRA    LOOP      start loop again
163     *
164     *
165     *      INITIALIZATION ROUTINE
166     *
167     *

```

```

168 0000402e 0f      SETUP          SEI
169 0000402f 18ce1000    LDY            #$1000      Register address offset
170 00004033 86ff          LDAA           #$FF
171 00004035 b71001        STAA           DDRA+REGS   make port A all outputs (68HC11G5)
172 00004038 b71009        STAA           DDRD+REGS   make port D all outputs
173 0000403b 7f0000        CLR            TIME
174 0000403e 7f0001        CLR            TIME+1
175 00004041 4f            CLRRA
176 00004042 b71000        STAA           PORTA+REGS
177 00004045 b71008        STAA           PORTD+REGS
178 00004048 8640          LDAA           #%01000000
179 0000404a b71025        STAA           TFLG2+REGS  clear the RTI flag
180 0000404d b71024        STAA           TMSK2+REGS  enable RTI interrupt
181 00004050 0e            CLI
182 00004051 39            RTS
183
184 *
185 *****
186 *
187 *           Real time interrupt service routine
188 *
189 *****
189 00004052 8640          RTISRVS        LDAA           #%01000000
190 00004054 b71025        STAA           TFLG2+REGS  clear TRI flag
191 00004057 9601          LDAA           TIME+1
192 00004059 b71004        STAA           PORTB+REGS   store counter in port B
193 0000405c de00          LDX            TIME         get time counter
194 0000405e 08            INX            INX          increment counter
195 0000405f df00          STX            TIME         save counter value in RAM
196 00004061 3b            RTI              Return from interrupt
197
198 *
199 *****
199 * CHANGE PAGE
200 * acc B (bits 3-5) contains the 1's complement of new page number address
201 *
202 *           SOURCE CODE
203 *           ADDRESS
204 *           0000
205 *           |-----|
206 *           | PAGE 0 |
207 *           |-----|
208 *           | MAIN PAGE |
209 *           |-----|
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```

Application Note

```
255 0000408a b71008 STAA PORTD+REGS write back to port D
256 0000408d 39 RTS (only bits 3, 4 and 5 are changed)
257 *
258 0000408e CHGPGAGE4
259 0000408e b61008 LDAA PORTD+REGS get port D data
260 00004091 84c7 ANDA #11000111 make middle 3 bits low state
261 00004093 8b18 ADDA #PAGE4 add PAGE descriptor to this
262 00004095 b71008 STAA PORTD+REGS write back to port D
263 00004098 39 RTS (only bits 3, 4 and 5 are changed)
264 *
265 *****
266 * VECTORS
267 *****
268 *
269 ORG VECTORS
270 0000ffcc 4000 FDB RESET EVENT 2
271 0000ffce 4000 FDB RESET EVENT 1
272 0000ffd0 4000 FDB RESET TIMER OVERFLOW 2
273 0000ffd2 4000 FDB RESET INPUT CAPTURE 6 / OUTPUT COMPARE 7
274 0000ffd4 4000 FDB RESET INPUT CAPTURE 5 / OUTPUT COMPARE 6
275 0000ffd6 4000 FDB RESET SCI
276 0000ffd8 4000 FDB RESET SPI
277 0000ffda 4000 FDB RESET PULSE ACC INPUT
278 0000ffdc 4000 FDB RESET PULSE ACC OVERFLOW
279 0000ffde 4000 FDB RESET TIMER OVERFLOW 1
280 0000ffe0 4000 FDB RESET INPUT CAPTURE 4 / OUTPUT COMPARE 5
281 0000ffe2 4000 FDB RESET OUTPUT COMPARE 4
282 0000ffe4 4000 FDB RESET OUTPUT COMPARE 3
283 0000ffe6 4000 FDB RESET OUTPUT COMPARE 2
284 0000ffe8 4000 FDB RESET OUTPUT COMPARE 1
285 0000ffea 4000 FDB RESET INPUT CAPTURE 3
286 0000ffec 4000 FDB RESET INPUT CAPTURE 2
287 0000ffee 4000 FDB RESET INPUT CAPTURE 1
288 0000fff0 4052 FDB RTISRV REAL TIME INTRRUPT
289 0000fff2 4000 FDB RESET IRQ
290 0000fff4 4000 FDB RESET XIRQ
291 0000fff6 4000 FDB RESET SWI
292 0000fff8 4000 FDB RESET ILLEGAL OPCODE
293 0000ffa 4000 FDB RESET COP
294 0000fffc 4000 FDB RESET CLOCK MONITOR
295 0000fffe 4000 FDB RESET RESET
296 *
297 *****
298 *
299 *
300 * page 1 (2nd half of EPROM)
301 *
302 *
303 *
304 * org ROMBASE0
305 00000200 181c0010 LOOPP1 BSET PORTA,Y,#$10
306 00000204 181d0010 BCLR PORTA,Y,#$10 Toggle Port A-4
307 00000208 39 RTS
308 *
309 *
310 * page 2 (2nd half of EPROM)
311 *
312 *
313 *
314 * org ROMBASE0
315 00000200 181c0020 LOOPP2 BSET PORTA,Y,#$20
316 00000204 181d0020 BCLR PORTA,Y,#$20 Toggle Port A-5
317 00000208 39 RTS
318 *
319 *
320 * page 3 (2nd half of EPROM)
321 *
322 *
323 *
324 * org ROMBASE0
325 00000200 181c0040 LOOPP3 BSET PORTA,Y,#$40
326 00000204 181d0040 BCLR PORTA,Y,#$40 Toggle Port A-6
327 00000208 7e4026 JMP MAIN3 return to main page
328 *
329 *
330 * page 4 (2nd half of EPROM)
331 *
332 *
333 *
334 * org ROMBASE0
335 00000200 181c0080 LOOPP4 BSET PORTA,Y,#$80
336 00000204 181d0080 BCLR PORTA,Y,#$80 Toggle Port A-7
337 00000208 7e402c JMP MAIN4 return to main page
338 *****
339 END
```

Appendix C — C Language Routines for Method B

```

/* CHGPAGE.C
   C coded extended memory control for 68HC11
*/
*/
*****
/* HC11 structure - I/O registers for MC68HC11 */
struct HC11IO {
unsigned char PORTA; /* Port A - 3 input only, 5 output only */
unsigned char Reserved; /* Motorola's unknown register */
unsigned char PIOC; /* Parallel I/O control */
unsigned char PORTC; /* Port C */
unsigned char PORTB; /* Port B - Output only */
unsigned char PORTCL; /* Alternate port C latch */
unsigned char Reserved1; /* Motorola's unknown register 2 */
unsigned char DDRC; /* Data direction for port C */
unsigned char PORTD; /* Port D */
unsigned char DDRD; /* Data direction for port D */
unsigned char PORTE; /* Port E */
};
/* End of structure HC11IO */
*****
#define regbase (*(struct HC11IO *) 0x1000)
typedef unsigned char byte;

/* Some arbitrary user defined values */
#define page0 0x20
#define page1 0x00
#define page2 0x08
#define pagemask 0xc7

/* Macro to generate in line code */
#define chgpage (a) regbase.PORTD = (regbase.PORTD & pagemask) + a

/* Function prototype */
void func_chgpage (byte p);


/* Externally defined functions in separate pages */
extern void func_in_page0(); /* Dummy function in page 0 */
extern void func_in_page2(); /* Dummy function in page 2 */
-----C source code-----
main()
{
chgpage(page2);
/* Change page using inline code */
func_in_page2();
/* Call function in page 2 */
func_chgpage(page0);
/* Change page using function call */
func_in_page0();
/* Call function in page 0 */
}

void func_chgpage(p)
byte p;
{
chgpage(p);
}

import func_in_page2
import func_in_page0
end

```

Application Note

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