

## Implementing Wake-up on Key Stroke

### INTRODUCTION

Microchip's PIC16CXX family of microcontrollers are ideally suited to directly interface to a keypad. The high 4-bits of PortB (RB4 - RB7) have internal pull-ups and can trigger a "change on port state" interrupt. This interrupt, if enabled, will wake the microcontroller from sleep. In most battery powered applications, a microcontroller is exercised when a key is pressed, e.g. in a remote keyless entry system. The life of the battery can be extended by using PIC16CXX microcontrollers. This can be done by putting the PIC16CXX microcontroller into sleep mode for most of the time and wake-up only when a key is pressed.

### IMPLEMENTATION

Figure 1 depicts an application where four keys are connected to RB4 - RB7. Internal pull-ups are used to maintain a high level on these inputs. In this example, LEDs are connected to RB0 - RB3. When SW1 is pressed, LED1 is turned on and when SW2 is pressed, LED2 is turned on and so on. The PIC16CXX is normally in sleep mode with the "change on port state" interrupt enabled. When SW1 is pressed, RB4 goes low and triggers an interrupt. Since the PIC16CXX is in sleep, it first wakes up and starts executing code at the interrupt vector. Note that if the global interrupt is enabled, the program execution after an interrupt is at the interrupt vector, if the global interrupt is not enabled, the program starts executing right after the sleep instruction.

After waking up, a 20 - 40 msec. de-bounce delay is executed which checks the port for a key hit and, depending on which key is hit, its associated LED is turned on. The LEDs are used purely for demonstration purposes. In a remote keyless entry application, the remote code would be transmitted when the appropriate key is hit.

Figure 2 depicts a 4x4 keypad interface to the PIC16CXX. When using the PIC16CXX in a keypad application, the internal pull-ups on RB4 - RB7 can be enabled eliminating the need for external pull-up resistors. The series 100Ω resistors are used for ESD protection, and are recommended in keypad interface applications.

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### SUMMARY

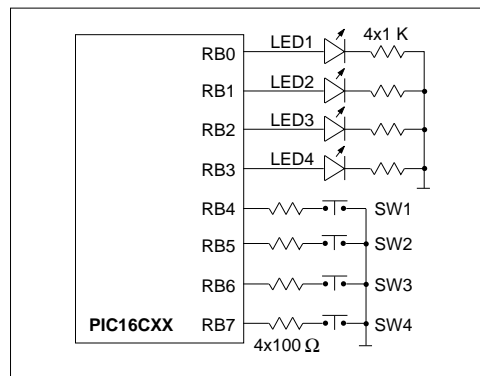
The PIC16CXX is ideally suited to interface directly to a Keypad application. Built in pull-up resistors and very low sleep current make it a very good candidate for battery powered remote operations and applications.

Performance:

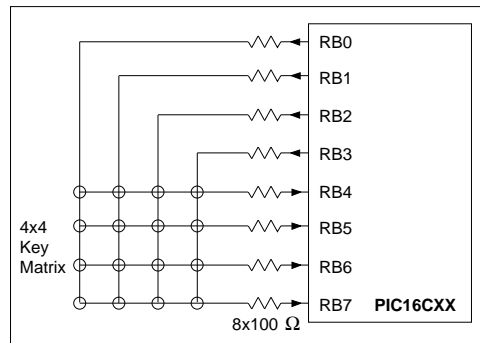
Code Size: 64 words

RAM Locations Used: 0 bytes

**FIGURE 1 - 4 KEY INTERFACE TO PIC16CXX**



**FIGURE 2 - 4X4 KEYPAD INTERFACE TO PIC16CXX**



# Implementing Wake-up on Key Stroke

MPASM 1.00 Released

WAKUP.ASM 7-15-1994 13:24:29

PAGE 1

```
LOC OBJECT CODE      LINE SOURCE TEXT
                                0001 ;This program demonstrates the wake-up on Keystroke feature of the
                                0002 ;PIC16C71. Port B pins RB4 - RB7 can be configured as inputs with
internal
                                0003 ;pull up resistors, also the interrupt associated with the change on
input
                                0004 ;on RB4 - RB7 can be set up to wake the chip from sleep. If the
                                0005 ;global interrupt is enabled just before sleep, the program will vector
to
                                0006 ;the interrupt vector (0004). If not the chip will continue execution
                                0007 ;just after the next instruction following sleep.
                                0008 ;In this example code, the port B is initialized to input 4 push-buttons
at
                                0009 ;RB4 - RB7. RB0 - RB3 are configured to drive LEDs corresponding to
                                0010 ;which push-button is hit (LED on RB0 when RB4 is hit and so on).
                                0011 ;Sleep is executed. When any keys is hit, the processor wakes
                                0012 ;up and jumps to the interrupt vector. The corresponding LED is
                                0013 ;turned on and after the key is released, the whole process is re-
peated.
                                0014 ;
                                0015         LIST P=16C71, F=INHX8M
                                0016 ;
0002         0017 z         equ     2
0007         0018 RBPu     equ     7
0010         0019 temp     equ     10h
0001         0020 OptionReg equ     1h
                                0021         include "picreg.equ"
                                0083
                                0084
                                0021
                                0022 ;
                                0023         org     0
0000 2805         0024         goto    start
                                0025 ;
                                0026         org     4
0004 2808         0027         goto    ServiceInterrupt
                                0028 ;
                                0029 ;
                                0030 start
0005 2024         0031         call    InitPortB      ;italize port B
                                0032 loop
                                0033 ;         sleep           ;sleep till key is hit
0006 0000         0034         nop
0007 2806         0035         goto    loop
                                0036 ;
                                0037 ServiceInterrupt
0008 180B         0038         btfsc   INTCON,RBIF      ;change on rb int?
0009 280D         0039         goto    ServiceWakup    ;yes then service
000A 128B         0040         bcf     INTCON,RTIE      ;clear RTCC int mask
000B 110B         0041         bcf     INTCON,RTIF      ;clear flag
000C 0008         0042         return
                                0043 ;
                                0044 ;This routine checks which keys is hit and lights up the
                                0045 ;corresponding LED associated with it. eg. RB0's LED when
                                0046 ;RB4's key is pressed. Finally it waits till all keys have
                                0047 ;been released before returning form the service routine.
                                0048 ServiceWakup
000D 118B         0049         bcf     INTCON,RBIE      ;clear mask
000E 0906         0050         comf   PORT_B,w        ;read PORT_B
                                0051         bcf     INTCON,RBIF      ;clear flag
000F 100B         0051         bcf     INTCON,RBIF      ;clear flag
0010 2035         0052         call    delay16           ;do de-bounce for 16mSecs
0011 0906         0053         comf   PORT_B,w        ;read port B again
0012 39F0         0054         andlw  B'11110000'      ;mask outputs
0013 0090         0055         movwf  temp           ;save in temp
```

# Implementing Wake-up on Key Stroke

```
0014 0E10      0056      swapf    temp,w      ;switch low and high
0015 0086      0057      movwf   PORT_B      ;send as outputs.
0016 2018      0058      call    KeyRelease   ;check for key release
0017 0009      0059      retfie
0060 ;
0061 ;This sub-routine, waits till all key have been released
0062 ;In order to save power, the chip is in sleep mode till
0063 ;all keys are released.
0064 KeyRelease
0018 2035      0065      call    delay16     ;do debounce
0019 0906      0066      comf   PORT_B,w    ;read PORT_B
001A 100B      0067      bcf    INTCON,RBIF  ;clear flag
001B 158B      0068      bsf    INTCON,RBIE  ;enable mask
001C 39F0      0069      andlw  B'11110000'  ;clear outputs
001D 1903      0070      btfsc  STATUS,z     ;key still pressed?
001E 0008      0071      return  ;no then return
001F 0063      0072      sleep  ;else save power
0020 118B      0073      bcf    INTCON,RBIE  ;on wake up clear mask
0021 0906      0074      comf   PORT_B,w    ;
0022 100B      0075      bcf    INTCON,RBIF  ;clear flag
0023 2818      0076      goto   KeyRelease   ;try again
0077 ;
0078 ;
0079 ;This sub-routine, initializes PortB.
0080 InitPortB
0024 1683      0081      bsf    STATUS,RP0   ;select bank 1
0025 3003      0082      movlw  B'00000011'  ;Port_A digital I/O
0026 0088      0083      movwf  ADCON1      ;
0027 3000      0084      movlw  0            ;
0028 0085      0085      movwf  PORT_A      ;set port a as outputs
0029 30F0      0086      movlw  B'11110000'  ;RB0-RB3 outputs
002A 0086      0087      movwf  PORT_B      ;RB4-RB7 inputs
002B 1381      0088      bcf    OptionReg,RBPU ;enable pull up
002C 1283      0089      bcf    STATUS,RP0   ;select page 0
002D 0186      0090      clrf   PORT_B      ;init port B
002E 0185      0091      clrf   PORT_A      ;make port a all low
002F 1405      0092      bsf    PORT_A,0     ;make first bit high
0030 118B      0093      bcf    INTCON,RBIE  ;disable mask
0031 0806      0094      movf   PORT_B,w    ;read port
0032 100B      0095      bcf    INTCON,RBIF  ;clear flag
0033 158B      0096      bsf    INTCON,RBIE  ;enable mask
0034 0009      0097      retfie  ;enable global and return
0098 ;
0099 ;delay16 waits for approx 16.4mSecs using RTCC interrupts
0100 ;fosc speed is 4Mhz.
0101 delay16
0035 1683      0102      bsf    STATUS,RP0   ;select page 1
0036 3007      0103      movlw  B'00000111'  ;fosc/256 -> RTCC
0037 0081      0104      movwf  OptionReg    ;
0038 1283      0105      bcf    STATUS,RP0   ;select page 0
0039 0181      0106      clrf   RTCC        ;
003A 110B      0107      bcf    INTCON,RTIF  ;clear flag
003B 168B      0108      bsf    INTCON,RTIE  ;enable mask
0109 CheckAgain
003C 1D0B      0110      btfss  INTCON,RTIF  ;timer overflowed?
003D 283C      0111      goto   CheckAgain   ;no check again
003E 128B      0112      bcf    INTCON,RTIE  ;else clear mask
003F 110B      0113      bcf    INTCON,RTIF  ;clear flag
0040 0008      0114      return
0115 ;
0116      end
0117
0118
0119
0120
0121
0122
0123
0124
```

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MEMORY USAGE MAP ('X' = Used, '-' = Unused)

0000 : X-XXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXXXXXXXXXX XXXXXXXXXXXXXXX  
0040 : X-----

All other memory blocks unused.

Errors : 0  
Warnings : 0



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