



TouchCore Family

Application Note #033 (AN033-V1.0)

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AA

[GenTos]

Keil Inline Asm

V1.0

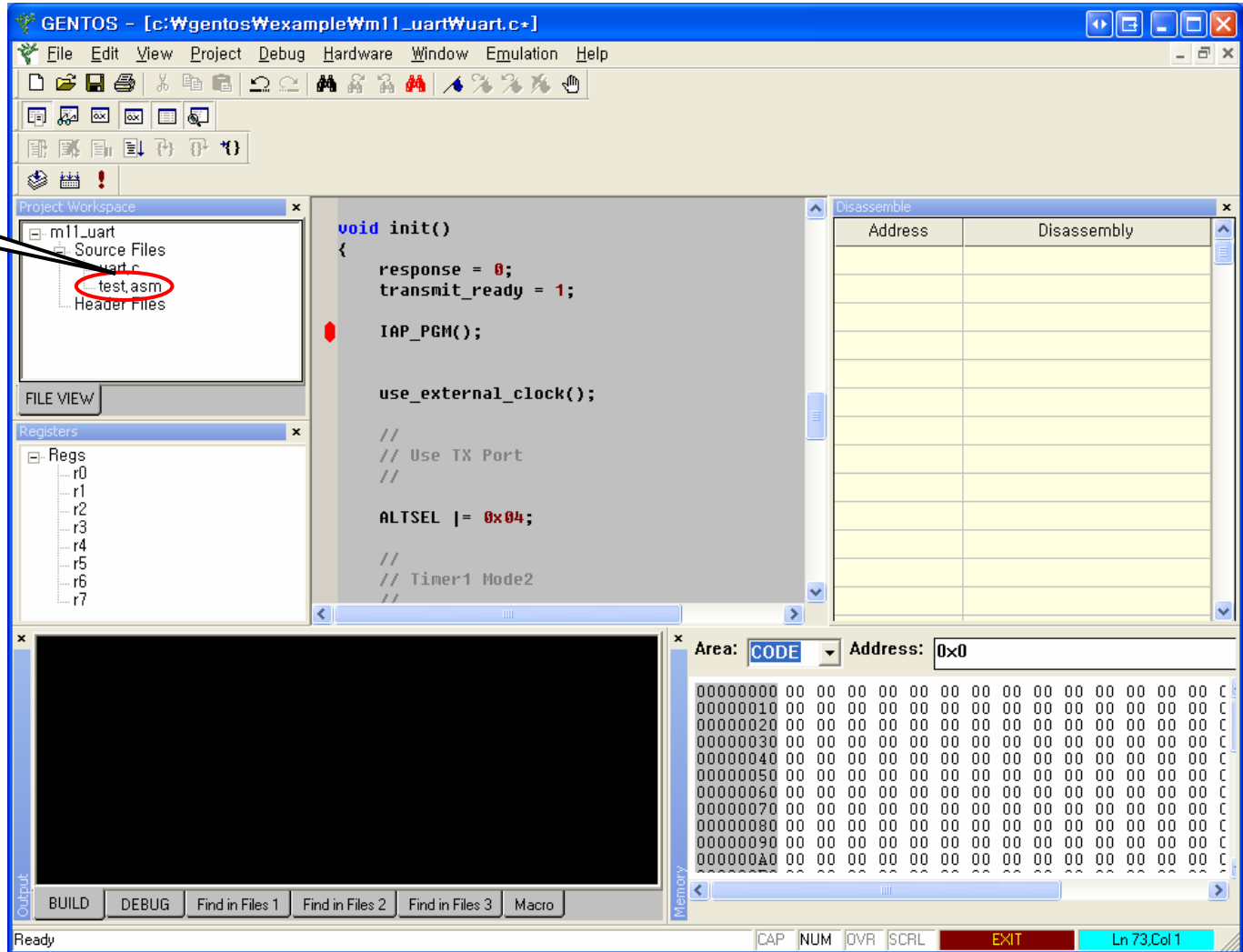
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1.1 Insert Inline Assembly code

- ◆ Insert assembly file in GenTos

Include the inline assembly files in source files list.



1.2 Insert Inline Assembly code

- ◆ Insert assembly file in GenTos

The screenshot shows the GenTos IDE with the following assembly code:

```
$NOMOD51
IAP_ERS_ADR      EQU      0FF3Eh
IAP_PGM_ADR     EQU      0FF29h

NAME            IAP_ROUTINE

?IAP_FCT_      SEGMENT CODE

PUBLIC IAP_PGM
PUBLIC IAP_ERS

IAP_ERS :      LCALL  IAP_ERS_ADR
              RET

IAP_PGM :      LCALL  IAP_PGM_ADR
              RET

END
```

Callout 1: Define the function names for Assembly codes using **PUBLIC** statement.

Callout 2: Write the Assembly codes.

The IDE interface includes a menu bar (File, Edit, View, Project, Debug, Hardware, Window, Emulation, Help), a toolbar, a register list (r0-r7), an output window, and a memory window showing hex data.

1.3 Insert Inline Assembly code

- ◆ Insert assembly file in GenTos

Call the Functions to use inline Assemble functions.

The screenshot shows the GenTos IDE interface. The main window displays a C program with the following code:

```
void init()
{
    response = 0;
    transmit_ready = 1;
    IAP_PGM();
    use_external_clock();
    //
    // Use TX Port
    //
    ALTSEL |= 0x04;
    //
    // Timer1 Mode2
    //
```

The `IAP_PGM();` line is highlighted with a red box. A callout box points to this line with the text: "Call the Functions to use inline Assemble functions." The IDE also shows a "Registers" window on the left, an "Output" window at the bottom left, and a "Memory" window at the bottom right displaying a memory dump for the CODE area starting at address 0x0.