

Re: Blinking LED with C18

Source: <http://sci.tech-archive.net/Archive/sci.electronics.basics/2006-03/msg00425.html>

- *From:* "Abstract Dissonance" <Abstract.Dissonance@xxxxxxxxxxx>
 - *Date:* Fri, 10 Mar 2006 13:35:27 -0600
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"BrunoG" <noreply@xxxxxxxxxxxxxxxxxxxx> wrote in message
[news:44118ed1\\$0\\$18324\\$8fcb975@xxxxxxxxxxxxxxxxxxxx](mailto:news:44118ed1$0$18324$8fcb975@xxxxxxxxxxxxxxxxxxxx)

"Abstract Dissonance" <Abstract.Dissonance@xxxxxxxxxxx> a écrit dans le
message de news: 1212q9mpt5j2s31@xxxxxxxxxxxxxxxxxxxx

I'm trying to blink an LED using C18 in MPLAB but the code doesn't work for some reason. It is the exact code that came from one of there examples... but the LED doesn't blink or even come on. I tried doing some other stuff but it didn't work either(and I commented it out).

I can't understand why this code doesn't work since "they" created but it doesn't. I was able to make the 16F688 blink using assembly but I'm trying to get it done in C with the 18F2455.

Anyone see why this isn't working?

Thanks,
Jon

```
#include <p18f2455.h>

#pragma config WDT = OFF

void delay (void)
{
int i;

for (i = 0; i < 10000; i++)
{
};

}

void main (void)
{
```

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```
/* Make all bits on the Port B (LEDs) output bits.
 * If bit is cleared, then the bit is an output bit.
 */

//ADCON0 = 0;
// ADCON1 = 0x6;
TRISB = 0;
// TRISA = 0;
// TRISC = 0;

while (1)
{
/* Reset the LEDs */
// PORTA = 0;
PORTB = 0;
// PORTC = 0;

/* Delay so human eye can see change */
delay ();

/* Light the LEDs */
// PORTA = 0xFF;
PORTB = 0xFF;
// PORTC = 0xFF;

/* Delay so human eye can see change */
delay ();
}
}
```

Hi,
try to add :

```
ADCON1 = 0x0E ;
```

to configure RB0..4 as digital I/O pins

check also extended instruction flag bit in configuration registers, this is a common issue migrating from p16 to p18

Regards,

Bruno

<http://www.micro-examples.com/public/microex-navig/doc/200-pic-microcontroller-examples.html>

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ok, I'll try.

Thanks,
Jon

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