

Re: PIC Assembler.

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Source: <http://sci.tech-archive.net/Archive/sci.electronics.basics/2007-10/msg01037.html>

- *From:* "David L. Jones" <altzone@xxxxxxxx>
 - *Date:* Fri, 26 Oct 2007 15:26:24 -0700
-

On Oct 27, 1:10 am, "ian field" <dai...@xxxxxxxxxxxx> wrote:

"Marra" <cresswellave...@xxxxxxxxxxxx> wrote in message

news:1193360493.191387.182070@xx

On 24 Oct, 00:24, "john jardine" <john.jard...@xxxxxxxxxxxx> wrote:

"ian field" <dai...@xxxxxxxxxxxx> wrote in message

[news:kcpTi.15009\\$qv1.3845@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:kcpTi.15009$qv1.3845@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

"Richard Seriani" <richard_s...@xxxxxxx>

wrote in message

[news:vPjTi.11299\\$BT5.19@xxxxxxxxxxxxxxxxxxxx](mailto:news:vPjTi.11299$BT5.19@xxxxxxxxxxxxxxxxxxxx)

"ian field"

<dai...@xxxxxxxxxxxx>

wrote in message

[news:V_2Ti.20084\\$0z6.19665@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx](mailto:news:V_2Ti.20084$0z6.19665@xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx)

Does
anyone
have a link
to any
tutorials for

Re: PIC Assembler.

PIC
assembly?

Over the
past few
months I've
been trying
many
permutations
of
Google
search
string, but
most of the
tutorials I've
found
assume
previous
experience
at writing
assy for
microprocessors.

Another
problem is
most of
what I've
found is
HTML
which is
untidy
to
save for
later study
and many
pages lose
their image
files after
being
saved to
disk
(anyone
know why
that
happens?).
Any help
appreciated.

Re: PIC Assembler.

TIA.

Ian,

Try these. Some are better than others and some have mistakes – but, you'll be able to spot those within a short time.

<http://www.mikroe.com/en/books/picbook/picbook.htm>

http://www.winpicprog.co.uk/pic_tutorial.htm

<http://www.mstracey.btinternet.co.uk/pictutorial/picmain.htm>

Saving these to your hard drive can be done with a right-click and save as. It creates two files, one is the html document and the other is a

file

folder with the graphics. At least, it does on my Windoz machine.

In a later post, someone also recommended the PIC Elmer 160 tutorial.

That

is a good one and each of the lessons downloads as a PDF.

<snip>

Re: PIC Assembler.

Many thanks, the first link is *very* interesting – I may already have the other 2 saved. The Elmer 160 starts off simple enough but the code

examples

quickly get heavy going, I need to go over a lot of simpler code over and over until I get the hang of it.

It's absolutely essential that you get to write the few lines needed to flash an LED. If you can get there and can see why you've caused the LED to flash then –ALL– other PIC programming is downhill. The "mstracey" link that Richard supplied, will do this, (upto "tutorial #5") but more importantly, the how's and why's of the individual instructions are described nicely.

Try and ignore anything written by Microchip. Sadly though, you may have to make use of Microchip's, bloated, inane piece of s***, known as "MPLAB", but remember, the hoops it forces you to jump through, are nothing to do with actual PIC programming but more reflect the mindset of Microchip's C programmers.– Hide quoted text –

– Show quoted text –

I have had no problems with MPLAB and it does provide a simulator.

Re: PIC Assembler.

I have had trouble with the Microchip FFT that the multiply routine had a bug.
I fixed it and sent it back to them.

To repeat an earlier question – would I find an earlier version of MPLAB easier to get started, or would I seriously disadvantage myself by denying myself of the advanced features of newer versions?

It seems a lot of people prefer to use a stand alone text editor, I'd welcome any advice as to which choice to make.

Use the latest version of MPLAB, you'd be a fool not too.

MPLAB comes into its own when you have all the other tools tied into it, like the C compiler and the ICD2 programmer/debugger. Then you only need one package to edit, compile, program, debug, and simulate. If you don't have an MPLAB compatible programmer, and/or a compiler that can be "integrated" into MPLAB, then you don't need to use MPLAB at all.

There is nothing wrong with the MPLAB text editor. It supports the all-important colour syntax highlighting, and has most of the usual features of a good editor.

Dave.

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