Contents (ES)

BASIC COMMANDS

Introduction.

The PICAXE manual is divided into three sections:

Section 1 - Getting Started
Section 2 - BASIC Commands
Section 3 - Microcontroller interfacing circuits

This second section provides the syntax (with detailed examples) for all the BASIC commands supported by the PICAXE system. It is intended as a lookup reference guide for each BASIC command supported by the PICAXE system. As some commands only apply to certain size PICAXE chips, a diagram beside each command indicates the sizes of PICAXE that the command applies to.

When using the flowchart method of programming, only a small sub-set of the available commands are supported by the on-screen simulation. These commands are indicated by the corresponding flowchart icon by the description.

For more general information about how to use the PICAXE system, please see section 1 'Getting Started'.

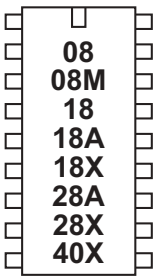
PICAXE Programming Editor Software

The software used for programming the PICAXE chips is called the 'Programming Editor'. This software is free to download from www.picaxe.co.uk. Please see section 1 of the manual ('Getting Started') for installation details and tutorials.

This manual was prepared using the 'enhanced compiler' in version 5.0.4 of the Programming Editor software.

The latest version of the software is available on the PICAXE website at
www.picaxe.co.uk

If you have a question about any command please post a question on the very active support forum at this website.



Las etiquetas

Las etiquetas (“main:” en el programa de arriba) pueden ser cualquier palabra (con la excepción de palabras claves como por ejemplo “switch”) pero DEBEN empezar con una letra. Cuando la etiqueta es definida por primera vez debe llevar al final el símbolo de dos puntos (:). Esto indica al ordenador que la palabra es una nueva etiqueta.

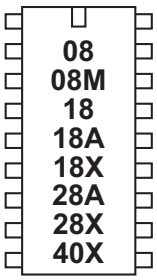
Example:

```
main:
      high 1            ‘ switch on output 1
      pause 5000        ‘ wait 5 seconds
      low 1             ‘ switch off output 1
      pause 5000        ‘ wait 5 seconds
      goto main         ‘ loop back to start
```

Whitespace
Es una buena técnica de programación usar tabulaciones (o espacios) al inicio de líneas sin etiquetas de manera que los comandos estén alineados. El término “espacios en blanco” es utilizado por programadores para definir tabulaciones, espacios y líneas en blanco. Dichos “”espacios en blanco”, utilizados correctamente, hacen al programa mucho más fácil de leer y entender

Comentarios

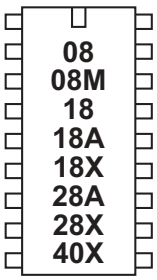
Los comentarios dentro de los programas deben iniciar con un apóstrofe (‘) o un punto y coma (;) y continúan hasta el final de la línea. La palabra “REM” también puede utilizarse para hacer comentarios.



Examples:

```
      high 0            ‘ make output 0 high
      pause 1000        ; pause 1 second
      low 0             REM make output 0 low

      #REM
      high 0
      pause 1000
      low 0
      #ENDREM
```



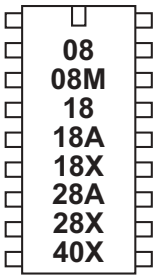
Constantes

Las constantes pueden definirse en cuatro modos: decimal, hexadecimal, binario y ASCII.

Los números decimales deben escribirse directamente sin ningún prefijo.
Los números hexadecimales deben estar precedidos de un símbolo de dólar ($).
Los números binarios deben estar precedidos de un símbolo de porcentaje (%).
Los valores ASCII deben encerrarse entre comillas (“”).

Examples:

```
100               ‘ 100 decimal
$64               ‘ 64 hex
%01100100         ‘ 01100100 binary
“A”               ‘ “A” ascii (65)
“Hello”           ‘ “Hello” = “H”,”e”,”l”,”l”,”o”
B1 = B0 ^ $AA     ‘ variable OR exclusiva B0 con valor AA hex
```



Variable Mathematics

Please see the ‘let’ command later in this manual.

Simbolos (symbol)

A los símbolos se les pueden asignar valores de constantes, nombres para variables y direcciones de programas. Los valores de constantes y nombres para variables se asignan introduciendo a continuación del nombre del símbolo un signo de igual (=), seguido por la variable o constante según sea el caso.

El nombre del símbolo puede ser cualquier nombre que no sea un comando y puede contener números (Por ejemplo: flash1, flash2, etc) siempre y cuando el primer carácter no sea un número (Por ejemplo: 1flash).

Las direcciones de programas se asignan introduciendo dos puntos (:) después del nombre del símbolo.

Examples:

```
symbol RED_LED = 7      ‘ definir un símbolo de constante
symbol COUNTER = B0     ‘ definir un símbolo de variable
let COUNTER = 200       ‘ precargar variable con el  valor de  200

main:                   ‘ definir dirección de programa
‘ la dirección del programa  debe  finalizar con  dos puntos (:)

high RED_LED            ‘ encender  salida 7
pause COUNTER           ‘ esperar 0.2 segundos
low RED_LED             ‘ apagar salida 7
pause COUNTER           ‘ esperar 0.2 segundos
goto main               ‘ regresar a inicio (main)
```

Directives

Directives are used by the software to set the current picaxe type and to determine which sections of the program listing are to be compiled. Directives are therefore not part of the PICAXE program, they are instructions to the software compiler.

All directives start with a # and must be used on a single line. Any other non-relevant line content after the directive is ignored.

#picaxe 08/08m/18/18a/18x/28/28a/28x/28x2/40x/40x2
Set the compiler mode. This directive also automatically defines a label of the PICAXE type e.g. #picaxe 08m is also the equivalent of #define 08m. If no #picaxe directive is used the system defaults to the currently selected PICAXE mode (View>Options>Mode menu).
Example: `#picaxe 08m`

#freq m4/m8/m16/m40
Set the clock frequency on parts that can be varied.
Example: `#freq m8`

#gosubs 16/255
Set the gosubs mode (16/255) on X parts.
Example: `#gosubs 16`

#define label
Defines a label to us in an ifdef or ifndef statements.
Example: `#define clock8`

Do not confuse the use of #define and symbol =
#define is a directive and, when used with #ifdef, determines which sections of code are going to be compiled.
'symbol = 'is a command used within actual programs to re-label variables and pins

#undefine label
Removes a label from the current defines list
Example: `#undefine clock8`

#ifdef / #ifndef label
#else
#endif
Conditionally compile code depending on whether a label is defined (#ifdef) or not defined (#ifndef)

Example:
```
#define clock8
#ifdef clock8
        let b1 = 8
#else
        let b1 = 4
#endif
```

#error comment
Force a compiler error at the current position
Example: **#error Code not finished!**

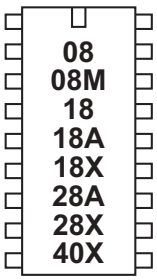
#rem / #endrem
Comment out multiple lines of text.
Example:

```
#rem
high 0
pause 1000
low 0
#endrem
```

#sim axe101/axe102/axe103/axe105/axe107/axe092
Use a 'real life project' on screen whist simulating
Example: **#sim axe105**

#simspeed value
Set the simulation delay (in milliseconds)
Example: **#simspeed 200**

#include filename
Include code from a separately saved file within this program.
Example: **#include c:\test.bas**
NOTE: Reserved for future use. Not currently implemented.



Variables

The RAM memory is used to store temporary data in variables as the program runs. It looses all data when the power is removed or reset. There are three types of variable - general purpose, storage, and special function.

See the 'let' command for details about variable mathematics.

General Purpose Variables.

There are 14 general purpose byte variables. These byte variables are labelled b0 to b13. Byte variables can store integer numbers between 0 and 255. Byte variables cannot use negative numbers or fractions, and will 'overflow' without warning if you exceed the 0 or 255 boundary values (e.g. 254 + 3 = 1) (2 - 3 = 255)

However for larger numbers two byte variables can be combined to create a word variable, which is capable of storing integer numbers between 0 and 65335. These word variables are labelled w0 to w6, and are constructed as follows:

w0 = b1 : b0
w1 = b3 : b2
w2 = b5 : b4
w3 = b7 : b6

w4 = b9 : b8
w5 = b11 : b10
w6 = b13 : b12

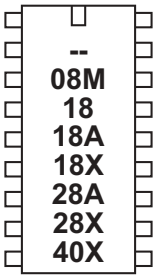
Therefore the most significant byte of w0 is b1, and the least significant byte of w0 is b0.

In addition bytes b0 and b1 (w0) are broken down into individual bit variables. These bit variables can be used where you just require a single bit (0 or 1) storage capability.

b0 = bit7: bit6: bit5: bit4: bit3: bit2: bit1: bit0
b1 = bit15: bit14: bit13: bit12: bit11: bit10: bit9: bit8

You can use any word, byte or bit variable within any mathematical assignment or command that supports variables. However take care that you do not accidentally repeatedly use the same 'byte' or 'bit' variable that is being used as part of a 'word' variable elsewhere.

All general purpose variables are reset to 0 upon a program reset.



Storage Variables.

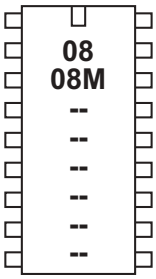
Storage variables are additional memory locations allocated for temporary storage of byte data. They cannot be used in mathematical calculations, but can be used to temporarily store byte values by use of the peek and poke commands.

The number of available storage locations varies depending on PICAXE type. The following table gives the number of available byte variables with their addresses. These addresses vary according to technical specifications of the microcontroller. See the poke and peek command descriptions for more information.

PICAXE-08	none	
PICAXE-08M	48	80 to 127 ($50 to $7F)
PICAXE-18	48	80 to 127 ($50 to $7F)
PICAXE-18A	48	80 to 127 ($50 to $7F)
PICAXE-18X	96	80 to 127 ($50 to $7F), 192 to 239 ($C0 to $EF)
PICAXE-28A	48	80 to 127 ($50 to $7F)
PICAXE-28X	112	80 to 127 ($50 to $7F), 192 to 239 ($C0 to $FF)
PICAXE-40X	112	80 to 127 ($50 to $7F), 192 to 239 ($C0 to $FF)

Special Function Variables

The special function variables available for use depend on the PICAXE type.



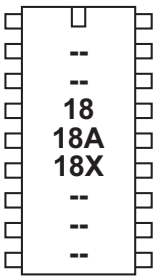
PICAXE-08 / 08M Special Function Registers
pins = the input / output port
dirs = the data direction register (sets whether pins are inputs or outputs)
infra = another term for variable b13, used within the 08M infrain2 command

The variable pins is broken down into individual bit variables for reading from individual inputs with an if...then command. Only valid input pins are implemented.

pins = x : x : x : pin4 : pin3 : pin2 : pin1 : x

The variable dirs is also broken down into individual bits.
Only valid bi-directional pin configuration bits are implemented.

dirs = x : x : x : dir4 : x : dir2 : dir1 : x



PICAXE-18 / 18A / 18X Special Function Registers

pins	= the input port when reading from the port
pins	= the output port when writing to the port
infra	= a separate variable used within the infrain command
keyvalue	= another name for infra, used within the keyin command

Note that pins is a 'pseudo' variable that can apply to both the input and output port.

When used on the left of an assignment pins applies to the 'output' port e.g.

```
let pins = %11000011
```

will switch outputs 7,6,1,0 high and the others low.

When used on the right of an assignment pins applies to the input port e.g.

```
let b1 = pins
```

will load b1 with the current state of the input port.

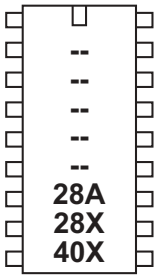
Additionally, note that

```
let pins = pins
```

means 'let the output port equal the input port'

The variable pins is broken down into individual bit variables for reading from individual inputs with an if...then command. Only valid input pins are implemented.

pins = pin7 : pin6 : x : x : x : pin2 : pin1 : pin0



PICAXE-28A / 28X / 40X Special Function Registers

pins	= the input port when reading from the port
pins	= the output port when writing to the port
infra	= a separate variable used within the infrain command
keyvalue	= another name for infra, used within the keyin command

Note that pins is a 'pseudo' variable that can apply to both the input and output port.

When used on the left of an assignment pins applies to the 'output' port e.g.

```
let pins = %11000011
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will switch outputs 7,6,1,0 high and the others low.

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will load b1 with the current state of the input port.

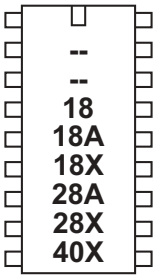
Additionally, note that

```
let pins = pins
```

means 'let the output port equal the input port'

The variable pins is broken down into individual bit variables for reading from individual inputs with an if...then command.

pins = pin7 : pin6 : pin5 : pin4 : pin3 : pin2 : pin1 : pin0



backward (reversa)

Syntax:

BACKWARD motor

- *Motor* es el nombre del respectivo motor, A ó B.

Function:

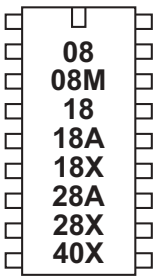
Hace girar en reversa al motor especificado

Information:

This is a 'pseudo' command designed for use by younger students with pre-assembled classroom models. It is actually equivalent to 'low 4 : low 5' (motor A) or 'low 6: low 7' (motor B). This command is not normally used outside the classroom.

Example:

```
main: forward A   ' motor  A girando hacia adelante
      wait 5      ' esperar 5 segundos
      backward A  ' motor  A girando en reversa
      wait 5      ' esperar 5 segundos
      halt A      ' detener  motor A
      wait 5      ' esperar 5 segundos
      goto main   ' regresar a inicio
```



branch (bifurcación)

Syntax:

BRANCH offset,(address0,address1...addressN)

-*Offset* es una variable/constante que especifica que número de dirección utilizar (0-N).

-Las direcciones (address0, address1... addressN) son etiquetas que especifican hacia adonde ir.

Function:

Ir a la dirección indicada por offset (si está dentro del rango).

Information:

This command allows a jump to different program positions depending on the value of the variable 'offset'. If offset is value 0, the program flow will jump to address0, if offset is value 1 program flow will jump to adddress1 etc.
If offset is larger than the number of addresses the whole command is ignored and the program continues at the next line.

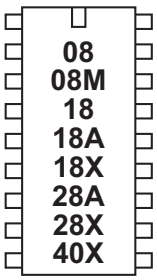
This command is identical in operation to on...goto

Example:

```
reset: let b1 = 0
       low 0
       low 1
       low 2
       low 3

main:  let b1 = b1 + 1
       if b1 > 3 then reset
       branch b1,(btn0,btn1, btn2, btn3)

btn0:  high 0
       goto main
btn1:  high 1
       goto main
btn2:  high 2
       goto main
btn3:  high 3
       goto main
```



button (botón)

Syntax:

BUTTON pin,downstate,delay,rate,bytevariable,targetstate,address

- *Pin* es una variable/constante (0-7) que especifica cual pin de salida/entrada utilizar.
- *Downstate* es una variable/constante (0 ó 1) que especifica que estado lógico leer cuando el botón es presionado.
- *Delay* es una variable/constante (0-255) que especifica el tiempo muerto antes de auto-repetir el ciclo del comando BUTTON.
- *Rate* es una variable/constante (0-255) que especifica la velocidad de auto-repetición de los ciclos de BUTTON.
- *Bytevariable* es el espacio de trabajo. Debe ser reiniciada a 0 antes de utilizarla por primera vez con el comando BUTTON .
- *Targetstate* es una variable/constante (0 ó 1) que especifica en que estado (0 = no presionado, 1 = presionado) debe estar el botón para que ocurra una bifurcación.

Address es una etiqueta que especifica adonde ir si el botón está en el *targetstate*.

Function:

Ignorar “rebotes del interruptor” (proceso de asegurarse que cuando el interruptor es presionado sólo se registre una vez el contacto realizado, ya que los interruptores mecánicos algunas veces “rebotan” al presionarlos y pueden producir que se registre más de un contacto), auto-repetir, y bifurcar si el botón está en el estado especificado por targetstate

Infomation:

When mechanical switches are activated the metal ‘contacts’ do not actually close in one smooth action, but ‘bounce’ against each other a number of times before settling. This can cause microcontrollers to register multiple ‘hits’ with a single physical action, as the microcontroller can register each bounce as a new hit. One simple way of overcoming this is to simply put a small pause (e.g. pause 10) within the program, this gives time for the switch to settle.

Alternately the button command can be used to overcome these issues. When the button command is executed, the microcontroller looks to see if the ‘downstate’ is matched. If this is true the switch is debounced, and then program flow jumps to ‘address’ if ‘targetstate’ = 1. If targetstate = ‘0’ the program continues.

If the button command is within a loop, the next time the command is executed ‘downstate’ is once again checked. If the condition is still true, the variable ‘bytevariable’ is incremented. This can happen a number of times until ‘bytevariable’ value is equal to ‘delay’. At this point a jump to ‘address’ is made if ‘targetstate’ = 1. Bytevariable is then reset to 0 and the whole process then repeats, but this time the jump to ‘address’ is made when the ‘bytevariable’ value is equal

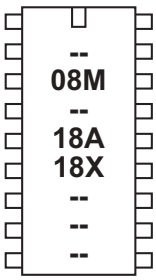
to 'rate'.

This gives action like a compter keyboard key press - send one press, wait for 'delay', then send multiple presses at time interval 'rate'.

Note that button should be used within a loop. It does not pause program flow and so only checks the input switch condition as program flow passes through the command.

Example:

```
main:       button 0,0,200,100,b2,0,cont
                        'saltar a  "cont" a menos que  pin0 = 0
            toggle 1    'sino bascular entrada
            goto main
cont:       etc.
```



calibfreq

Syntax:

CALIBFREQ {-} factor

- factor is a constant/variable containing the value -31 to 31

Function:

Calibrate the microcontrollers internal resonator. 0 is the default factory setting.

Information:

Some PICAXE chips have an internal resonator that can be set to 4 or 8Mhz operation via the setfreq command.

On these chips it is also possible to 'calibrate' this frequency. This is an advanced feature not normally required by most users, as all chips are factory calibrated to the most accurate setting. Generally the only use for calibfreq is to slightly adjust the frequency for serial transactions with third party devices. A larger positive value increases speed, a larger negative value decreases speed. Try the values -4 to + 4 first, before going to a higher or lower value.

Use this command with extreme care. It can alter the frequency of the PICAXE chip beyond the serial download tolerance - in this case you will need to perform a 'hard-reset' in order to carry out a new download.

The calibfreq is actually a pseudo command that performs a 'poke' command on the microcontrollers OSCTUNE register (address $90).

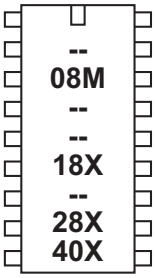
When the value is 0 to 31 the equivalent BASIC code is

```
poke $90, factor
pause 2
```

When the factor is -31 to -1 the equivalent BASIC code is

```
let b12 = 64 - factor
poke $90, factor
pause 2
```

Note that in this case variable b12 is used, and hence corrupted, by the command. This is necessary to poke the OSCTUNE register with the correct value.



count (contar)

Syntax:

COUNT pin, period, wordvariable

- *Pin* es una variable o constante que especifica cual pin de entrada/salida utilizar.
- *Period* es un período de tiempo (1-65535 ms)
- *variable* recibe el resultado (normalmente una variable de palabra)(1-65535)

Function:

Contar los impulsos en la entrada

Information:

Count verifica el estado del pin de entrada y cuenta el número de transiciones entre encendido (high) y apagado (low). A 4MHz el pin de entrada se verifica cada 20 us; por lo tanto, la mayor frecuencia de impulsos posible es 25Khz, asumiendo un ciclo de carga del 50% (igual tiempo apagado y encendido).

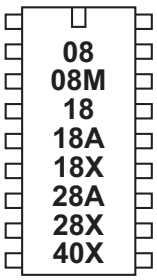
Take care with mechanical switches, which may cause multiple 'hits' for each switch push as the metal contacts 'bounce' upon closure.

Affect of increased clock speed:

The period value is 0.5ms at 8MHz and 0.25ms at 16MHz.
At 8MHz the input pin is checked every 10us, so the highest frequency of pulses that can be counted is 50kHz, presuming a 50% duty cycle (ie equal on-off time).
At 16MHz the input pin is checked every 5us, so the highest frequency of pulses that can be counted is 100kHz, presuming a 50% duty cycle (ie equal on-off time).

Example:

```
main:
      count 1, 5000, w1 ' contar impulsos ocurridos en 5 segundos
      debug w1          ' mostrar el valor
      goto main         ' sino volver al inicio
```



debug (depurar)

Syntax:

DEBUG {var}

- Las variables pueden mostrarse con sus valores actuales simplemente nombrándolas.

Function:

Durante la ejecución, visualizar en la ventana de depuración la información una vez encontrada la misma.

Information:

The debug command uploads the current variable values for *all* the variables via the download cable to the computer screen. This enables the computer screen to display all the variable values in the microcontroller for debugging purposes. Note that the debug command uploads a large amount of data and so significantly slows down any program loop.

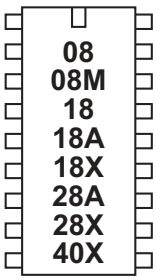
To display user defined debugging messages use the 'sertxd' command instead.

Affect of increased clock speed:

When using an 8 or 16Mhz clock speed ensure the software has been set with the correct speed setting to enable successful communication between microcontroller and PC.

Example:

```
main:
      let b1 = b1 + 1   ' incrementar el valor de b1
      readadc 2,b2      ' readadc
      debug b1          ' visualizar  valor
      pause 500         ' esperar 0.5 segundos
      goto main         ' regresar al inicio
```



dec

Syntax:

DEC var

- var is the variable to decrement

Function:

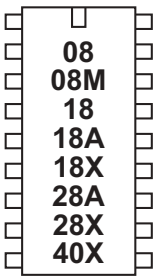
Decrement (subtract 1 from) the variable value.

Information:

This command is shorthand for 'let var = var - 1'

Example:

```
for b1 = 1 to 5
  dec b2
next b1
```



do...loop

Syntax:

```
DO
{code}
LOOP UNTIL/WHILE VAR ?? COND

DO
{code}
LOOP UNTIL/WHILE VAR ?? COND AND/OR VAR ?? COND...

DO UNTIL/WHILE VAR ?? COND
{code}
LOOP

DO UNTIL/WHILE VAR ?? COND AND/OR VAR ?? COND...
{code}
LOOP
```

- var is the variable to test
- cond is the condition

?? can be any of the following conditions

=	equal to
is	equal to
<>	not equal to
!=	not equal to
>	greater than
<	less than

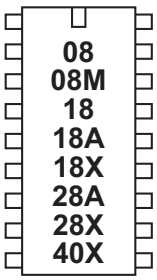
Function:
Loop whilst a condition is true (while) or false (until)

Information:
This structure creates a loop that allows code to be repeated whilst, or until, a certain condition is met. The condition may be in the 'do' line (condition is tested before code is executed) or in the 'loop' line (condition is tested after the code is executed).

The exit command can be used to prematurely exit out of the do...loop.

Example:

```
do
  high 1
  pause 1000
  low 1
  pause 1000
  inc b1
  if pin1 = 1 then exit
loop while b1 < 5
```



eeprom (eeprom)

Syntax:

DATA {location},(data,data...)

EEPROM {location},(data,data...)

- *Location* es una constante opcional (0-255) que especifica donde comenzar a almacenar los datos en el eeprom. Si no se especifica un registro (location), el almacenamiento comienza en donde había quedado anteriormente. Si inicialmente no se había especificado ningún registro, el almacenamiento comienza en 0.
- *Data* son constantes (0-255) las cuales serán almacenadas en el eeprom.

Function:

Pre-cargar los registros de los datos EEPROM.

Information:

Esto no es una instrucción sino mas bien un medio para pre-cargar registros EEPROM que de otro modo serían borrados.

With the PICAXE-08, 08M and 18 the data memory is shared with program memory. Therefore only unused bytes may be used within a program. To establish the length of the program use 'Check Syntax' from the PICAXE menu. This will report the length of program. Available data addresses can then be used as follows:

x

PICAXE-08	0 to (127 - number of used bytes)
PICAXE-08M	0 to (255 - number of used bytes)
PICAXE-18	0 to (127 - number of used bytes)

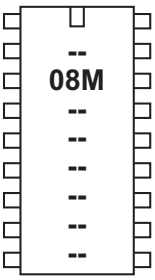
With the following microcontrollers the data memory is completely separate from the program and so no conflicts arise. The number of bytes available varies depending on microcontroller type as follows.

PICAXE-28, 28A	0 to 63
PICAXE-28X, 40X	0 to 127
PICAXE-18A, 18X	0 to 255

Example:

```
EEPROM 0,("Hello World")          ' salvar valores en EEPROM

main:     for b0 = 0 to 10              ' iniciar un bucle
          read b0,b1              ' leer  valor desde EEPROM
          serout 7,T2400,(b1)     ' transmitir a  módulo LCD serie
          next b0                 ' siguiente  carácter
```



disablebod

enablebod

Syntax:
DISABLEBOD
ENABLEBOD

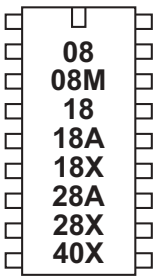
Function:
Disable or enable the on-chip brown out detect function.

Information:
Some PICAXE chips have a programmable internal brown out detect function, to automatically cleanly reset the chip on a power brown out. The brown out detect is always enabled by default when a program runs. However it is sometimes beneficial to disable this function to reduce current drain in battery powered applications whilst the chip is 'sleeping'.

Use of this command diablebod command prior to a sleep will considerably reduce the current drawn during the actual sleep command.

Example:

```
main: diablebod         ' disable brown out
      sleep 10          ' sleep for 23 seconds
      enablebod         ' enable brown out
      goto main         ' loop back to start
```



end (fin)

Syntax:

END

Function:

"Dormir" hasta que el programa sea reiniciado o el ordenador conectado. La alimentación eléctrica es reducida a un mínimo (asumiendo que no se están controlando salidas)

Nota: El compilador siempre incluye la instrucción END después de la ultima línea de un programa.

Information:

The end command places the microcontroller into low power mode after a program has finished. Note that as the compiler always places an END instruction after the last line of a program, this command is rarely required.
The end command switches off internal timers, and so commands such as servo and pwmout that require these timers will not function after an end command has been completed.

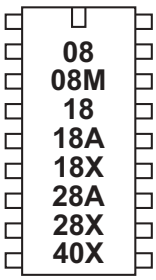
If you do not wish the end command to be carried out, place a 'stop' command at the bottom of the program. The stop command does not enter low power mode.

The main use of the end command is to separate the main program loop from sub-procedures as in the example below. This ensures that programs do not accidentally 'fall into' the sub-procedure.

Example:

```
main:
        let b2 = 15       ' configurar el valor de  b2
        pause 2000        ' esperar por dos segundos
        gosub flsh        ' ir a  un sub-procedimientp
        let b2 = 5        ' configurar el valor de  b2
        pause 2000        ' esperar por dos segundos
        gosub flsh        ' ir a  un sub-procedimientp
        end
              ' evita ir a un sub-procedimiento accidentalmente


flsh:   for b0 = 1 to b2
        ' define  el número de  repeticiones del  bucle en b2 veces
         high 1                ' encender salida 1
         pause 500             ' esperar 0.5 segundos
         low 1                 ' apagar salida 1
        pause 500              ' esperar 0.5 segundos
        next b0                ' fin del  bucle
        return                 ' retornar del sub-procedimiento
```



exit

Syntax:

EXIT

Function:

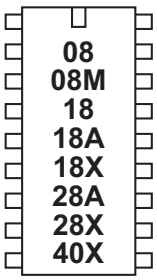
Exit is used to immediately terminate a do...loop or for...next program loop.

Information:

The exit command immediately terminates a do...loop or for...next program loop. It is equivalent to 'goto line after end of loop'.

Example:

```
main:
      do          ' start loop
      if b1 = 1 then
         exit
      end if
      loop        ' loop
```



for...next (para...siguiente)

Syntax:

FOR variable = start TO end {STEP {-}increment}
(other program lines)
NEXT {variable}

- La palabra *variable* será utilizada como un contador.
- *Start* es el valor inicial de *variable* (del contador).
- *End* es el valor final de *variable* (del contador).
- *Increment* es un valor opcional que permite cambiar el valor del contador, el cual por defecto es un incremento de +1 . Si *Increment* es precedido de un "-", se asumirá que el valor de *Start* es mayor que el de *End* y, por lo tanto, el valor de *Increment* será restado en vez de sumado en cada ciclo .

Function:
Iniciar un bucle FOR-NEXT

Information:
For...next loops are used to repeat a section of code a number of times. When a byte variable is used, the loop can be repeated up to 255 times. Every time the 'next' line is reached the value of variable is incremented (or decremented) by the step value (+1 by default). When the end value is exceeded the looping stops and program flow continues from the line after the next command.

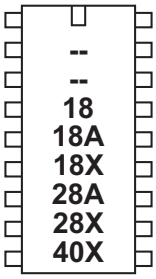
For...next loops can be nested 8 deep (remember to use a different variable for each loop).

The for...next loop can be prematurely ended by use of the exit command.

Example:

```
main:
      for b0 = 1 to 20          ' crear un  bucle de 20  ciclos
        high 1                  ' encender salida 1
        pause 500         ' esperar 0.5 segundos
        low 1             ' apagar salida 1
        pause 500         ' esperar 0.5 segundos
      next b0             ' fin del bucle, siguiente b0

      pause 2000          '  esperar 2 segundos
      goto main           ' regresar a inicio
```



forward (en marcha)

Syntax:

FORWARD motor

- *Motor* es el nombre del respectivo motor, A ó B.

Function:

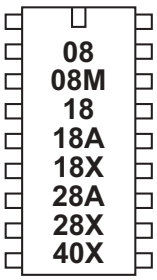
Hace girar el motor especificado

Information:

This is a 'pseudo' command designed for use by younger students with pre-assembled classroom models. It is actually equivalent to 'high 4 : low 5' (motor A) or 'high 6: low 7' (motor B). This command is not normally used outside the classroom.

Example:

```
main: forward A   ' motor  A girando hacia adelante
      wait 5      ' esperar 5 segundos
      backward A  ' motor  A girando en reversa
      wait 5      ' esperar 5 segundos
      halt A      ' detener  motor A
      wait 5      ' esperar 5 segundos
      goto main   ' regresar a inicio
```



gosub (ir a sub)

Syntax:

GOSUB address

- *address* es una etiqueta la cual especifica hacia adonde ir.

Function:

Ir a la sub-rutina especificada. Se permiten hasta 16 GOSUBS por programa y hasta cuatro niveles de profundidad

Information:

The gosub ('goto subprocedure') command is a 'temporary' jump to a separate section of code, from which you will later return (via the return command). Every gosub command MUST be matched by a corresponding return command.

Do not confuse with the 'goto' command which is a permanent jump to a new program location.

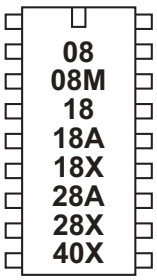
The table shows the maximum number of gosubs available in each microcontroller . Gosubs can be nested 4 deep (ie there is a four level stack available in the microcontroller).

	Standard Gosub	Interrupt Gosub	Stack
PICAXE-08	16	0	4
PICAXE-08M	15	1	4
PICAXE-18	16	0	4
PICAXE-18A	15	1	4
PICAXE-18X	15 or 255	1	4
PICAXE-28A	15	1	4
PICAXE-28X	15 or 255	1	4
PICAXE-40X	15 or 255	1	4

Sub procedures are commonly used to reduce program space usage by putting repeated sections of code in a single sub-procedure. By passing values to the sub-procedure within variables, you can repeat a section of code from multiple places within the program. See the sample below for more information.

Example:

```
main:
      let b2 = 15        ' asignar un valor a  b2
      pause 2000         ' esperar  2 segundos
      gosub flsh         ' ir a un  sub-procedimiento
      let b2 = 5         ' asignar un valor a  b2
      pause 2000         ' esperar  2 segundos
      gosub flsh         ' ir a un  sub-procedimiento
      end
            ' evita caer accidentalmente en un sub-procedimiento
flsh:
      for b0 = 1 to b2         ' crear un  bucle de b2  ciclos
        high 1                 ' encender salida 1
        pause 500              ' esperar 0.5 segundos
        low 1                  ' apagar salida 1
        pause 500              ' esperar 0.5 segundos
      next b0                  ' fin del  bucle
      return                   ' retornar del  sub-procedimiento
```



goto (ir a)

Syntax:

GOTO address

- *address* es una etiqueta la cual especifica hacia adonde ir.

Function:

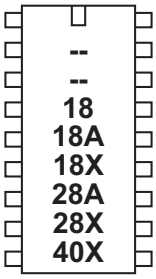
Ir a la dirección especificada

Information:

The goto command is a permanent 'jump' to a new section of the program. The jump is made to a label.

Example:

```
main:
      high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      pause 5000        ' esperar 5 segundos
      goto main         ' regresar al inicio
```



halt

Syntax:

HALT motor

- *Motor* es el nombre del respectivo motor, A ó B.

Function:

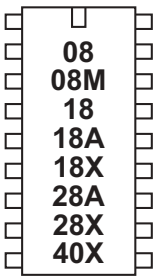
Detener el motor especificado

Information:

This is a 'pseudo' command designed for use by younger students with pre-assembled classroom models. It is actually equivalent to 'low 4 : low 5' (motor A) or 'low 6: low 7' (motor B). This command is not normally used outside the classroom.

Example:

```
main: forward A   ' motor  A girando hacia adelante
      wait 5      ' esperar 5 segundos
      backward A  ' motor  A girando en reversa
      wait 5      ' esperar 5 segundos
      halt A      ' detener  motor A
      wait 5      ' esperar 5 segundos
      goto main   ' regresar a inicio
```



high (alta)

Syntax:

HIGH pin,pin,pin...

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

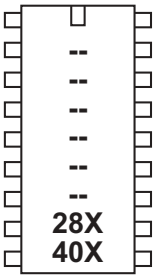
Poner en "high" (encendido) al pin de salida especificado.

Information:

The high command switches an output on (high).
On microcontrollers with configurable input/output pins (e.g. PICAXE-08) this command also automatically configures the pin as an output.

Example:

```
main: high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      pause 5000        ' esperar 5 segundos
      goto main         ' regresar a  inicio
```



high portc

Syntax:

HIGH PORTC pin,pin,pin...

- Pin is a variable/constant (0-7) which specifies the i/o pin to use.

Function:

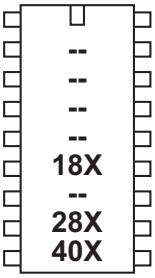
Make pin on portc output high.

Information:

The high command switches a portc output on (high).

Example:

```
main: high portc 1      ' switch on output 1
      pause 5000        ' wait 5 seconds
      low portc 1       ' switch off output 1
      pause 5000        ' wait 5 seconds
      goto main         ' loop back to start
```



i2cslave (esclavoi2c)

Syntax:

I2CSLAVE slave, speed, address

- *slave* es la dirección del esclavo i2c
- *speed* es la palabra clave i2cfast (400KHz) o i2cslow (100KHz)
- *address* es la palabra clave i2cbyte o i2cword

Function:

El comando i2cslave se utiliza para configurar los pines del PICAXE de manera que puedan utilizarse con el sistema i2c, y para definir el tipo de dispositivo i2c con el que se deben comunicar. Si usted está utilizando únicamente un dispositivo i2c, sólo necesitará un comando i2cslave dentro de su programa.

Después que el comando i2cslave se ha ejecutado, se pueden utilizar los comandos readi2c y writei2c para acceder al dispositivo i2c.

Description:

Dirección del Esclavo

La dirección del esclavo (slave) varía para los distintos dispositivos i2c (vea la tabla abajo). Para los EEPROMs seriales de la popular serie 24LCxx la dirección es comúnmente %1010xxxx.

Note que algunos dispositivos (por ejemplo el 24LC16B) incorporan la dirección de bloque (por ejemplo la página de memoria) dentro de los bits 1-3 de la dirección del esclavo. Otros dispositivos incluyen los pines de selección del dispositivo externo dentro de esos bits. En este caso se debe tener cuidado en asegurar que el hardware esté correctamente configurado para la dirección del esclavo utilizada.

El bit 0 de la dirección del esclavo es siempre el bit de read/write. Sin embargo, el valor introducido utilizando el comando i2cslave es ignorado por el PICAXE, ya que el mismo se sobrescribe apropiadamente cuando la dirección del esclavo se usa dentro de los comandos readi2c y writei2c.

Velocidad

La velocidad del bus i2c se selecciona utilizando alguna de las dos palabras claves: i2cfast o i2cslow (400KHz o 100KHz). El control interno de limitación de velocidad (slew rate) del microcontrolador se ajusta automáticamente a la velocidad de 400KHz.

Tamaño de la dirección

Los dispositivos i2c usualmente tienen una dirección de un solo byte (i2cbyte) o de doble byte (i2cword). Esto debe definirse correctamente para el tipo de dispositivo i2c utilizado. Si utiliza la dirección incorrecta obtendrá un comportamiento errático.

Affect of Increased Clock Speed:

Ensure you modify the speed keyword (i2cfast8, i2cslow8) at 8MHz or (i2cfast16, i2cslow16) at 16MHz for correct operation.

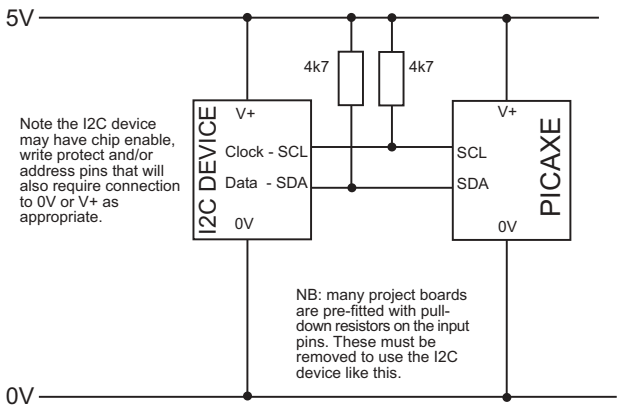
Settings for some common parts:

Device	Type	Slave	Speed	Address
24LC01B	EE 128	%1010xxxx	i2cfast	i2cbyte
24LC02B	EE 256	%1010xxxx	i2cfast	i2cbyte
24LC04B	EE 512	%1010xxbx	i2cfast	i2cbyte
24LC08B	EE 1kb	%1010xbbx	i2cfast	i2cbyte
24LC16B	EE 2kb	%1010bbbx	i2cfast	i2cbyte
24LC64	EE 8kb	%1010dddx	i2cfast	i2cword
24LC256	EE 64kb	%1010dddx	i2cfast	i2cword
DS1307	RTC	%1101000x	i2cslow	i2cbyte
MAX6953	5x7 LED	%101ddddx	i2cfast	i2cbyte
AD5245	Digital Pot	%010110dx	i2cfast	i2cbyte
SRF08	Sonar	%1110000x	i2cfast	i2cbyte
AXE033	I2C LCD	$C6	i2cslow	i2cbyte
CMPS03	Compass	%1100000x	i2cfast	i2cbyte
SPE030	Speech	%1100010x	i2cfast	i2cbyte

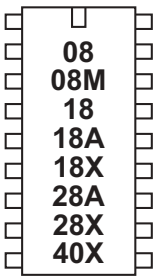
x = don't care (ignored)
b = block select (selects internal memory page within device)
d = device select (selects device via external address pin polarity)

See readi2c or writei2c for example program for DS1307 real time clock.

Tome en cuenta que el dispositivo i2c puede que tenga pines de habilitación de chip, protección contra escritura y direcciones, que también requieran conexión a 0V o +V según sea apropiado



NOTA: Muchos tableros de proyectos incluyen resistencias removibles en los pines de entrada. Estas deben retirarse para utilizar el dispositivo i2c de esta manera.



if...then \ elseif...then \ else \ endif

Syntax:

IF variable ?? value {AND/OR variable ?? value ...} THEN
{code}
ELSEIF variable ?? value {AND/OR variable ?? value ...} THEN
{code}
ELSE
{code}
ENDIF

- Variable(s) will be compared to value(s).
- Value is a variable/constant.

?? can be any of the following conditions

=	equal to
is	equal to
<>	not equal to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to

Function:

Compare and conditionally execute sections of code.

Information:

The multiple line if...then\ elseif \ else \ endif command is used to test input pin variables (or general variables) for certain conditions. If these conditions are met that section of the program code is executed, and then program flow jumps to the endif position. If the condition is not met program flows jumps directly to the next elseif or else command.

The 'else' section of code is only executed if none of the if or elseif conditions have been true.

When using inputs the input variable (pin1, pin2 etc) must be used (not the actual pin name 1, 2 etc.) i.e. the line must read 'if pin1 = 1 then...', not 'if 1 = 1 then...'

Note that

```
if b0 > 1 then (goto) label        '(single line structure)
if b0 > 1 then gosub label         '(single line structure)
if b0 > 1 then…else…endif          '(multi line structure)
```

are 3 completely separate structures which cannot be combined. Therefore the following line is invalid as it tries to combine both a single and multi-line structure

```
if b0 > 1 then goto label else goto label2
```

This is invalid as the compiler does not know which structure you are trying to use ie:

```
if b0 > 1 then goto label : else : goto label2
```

or

```
if b0 > 1 then : goto label : else : goto label2
```

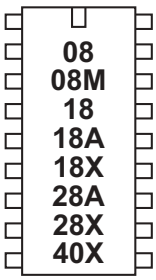
To achieve this structure the line must be re-written as

```
if b0 > 1 then
      goto label
else
      goto label2
endif
```

or

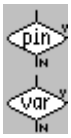
```
if b0 > 1 then : goto label : else : goto label2 : endif
```

The : character separates the sections into correct syntax for the compiler.



if...then (si...entonces)

if...and/or..then



Syntax:

IF variable ?? value {AND/OR variable ?? value ...} THEN address

- El valor de *variable* se comparará con el de *value*.
- *Value* es una variable/constante.
- *Address* es una etiqueta que especifica hacia adonde ir si la condición se cumple.

??puede ser cualquiera de los siguientes símbolos

=	equal to
is	equal to
<>	not equal to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to

Function:

Verificar si se cumple la condición enunciada e ir a la dirección indicada en caso afirmativo.

Information:

The if...then command is used to test input pin variables (or general variables) for certain conditions. If these conditions are met program flow jumps to the new label. If the condition is not met the command is ignored and program flow continues on the next line.

When using inputs the input variable (pin1, pin2 etc) must be used (not the actual pin name 1, 2 etc.) i.e. the line must read 'if pin1 = 1 then...', not 'if 1 = 1 then...'

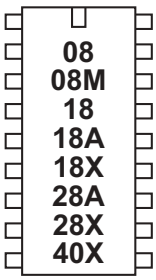
The if...then command only checks an input at the time the command is processed. Therefore it is normal to put the if...then command within a program loop that regularly scans the input. For details on how to permanently scan for an input condition using interrupts see the 'setint' command.

Examples:

Checking an input within a loop.

```
main:
      if pin0 = 1 then flsh   ' ir a "flsh" si el pin0 está en  high
      goto main         ' sino  regresar al inicio

flsh: high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      goto main         ' regresar a  inicio
```



if...then exit

if...and/or...then exit

Syntax:

IF variable ?? value {AND/OR variable ?? value ...} THEN EXIT

- Variable(s) will be compared to value(s).
- Value is a variable/constant.

?? can be any of the following conditions

=	equal to
is	equal to
<>	not equal to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to

Function:

Compare and conditionally exit a do...loop or for...next loop

Information:

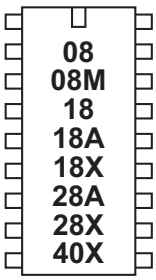
The if...then exit command is used to test input pin variables (or general variables) for certain conditions. If these conditions are met the current loop (do...loop or for...next) is prematurely ended.

Multiple compares can be combined with the AND and OR keywords. For examples on how to use AND and OR see the if...then goto command.

Example:

Checking an input within a do loop.

```
do
      if pin0 = 1 then exit   ' sub to flsh if pin0 is high
loop
```



if...then gosub

if...and/or...then gosub

Syntax:

IF variable ?? value {AND/OR variable ?? value ...} THEN GOSUB address

- Variable(s) will be compared to value(s).
- Value is a variable/constant.
- Address is a label which specifies where to gosub if condition is true.

?? can be any of the following conditions

=	equal to
is	equal to
<>	not equal to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to

Function:

Compare and conditionally execute a gosub command.

Information:

The if...then gosub command is used to test input pin variables (or general variables) for certain conditions. If these conditions are met a sub procedure is executed. If the condition is not met the command is ignored and program flow continues on the next line. Any executed sub procedure retuns to the next line.

When using inputs the input variable (pin1, pin2 etc) must be used (not the actual pin name 1, 2 etc.) i.e. the line must read 'if pin1 = 1 then gosub...', not 'if 1 = 1 then gosub...'

The if...then gousb command only checks an input at the time the command is processed. Therefore it is normal to put the if...then command within a program loop that regularly scans the input.

Multiple compares can be combined with the AND and OR keywords. For examples on how to use AND and OR see the if...then goto command.

Example:

Checking an input within a loop.

```
main:
      if pin0 = 1 then gosub flsh   ' sub to flsh if pin0 is high
      goto main                     ' else loop back to start

flsh: high 1            ' switch on output 1
      pause 5000        ' wait 5 seconds
      low 1             ' switch off output
      return
```

2 input AND gate

```
if pin1 = 1 and pin2 = 1 then gosub label
```

3 input AND gate

```
if pin0 =1 and pin1 =1 and pin2 = 1 then gosub label
```

2 input OR gate

```
if pin1 =1 or pin2 =1 then gosub label
```

analogue value between certain values

```
readadc 1,b1
if b1 >= 100  and b1 <= 200 then gosub label
```

To read the whole input port at once the variable 'pins' can be used

```
if pins = %10101010 then gosub label
```

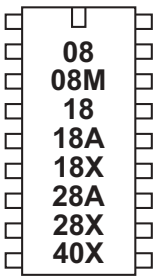
To read the whole input port and mask individual inputs (e.g. 6 and 7)

```
let b1 = pins & %11000000
if b1 = %11000000 then gosub label
```

The words is (=), on (1) and off (0) can also be used with younger students.

```
loop1:
      if pin0 is on then gosub flsh ' flsh if pin0 is high
      goto loop1          ' else loop back to start

flsh: high 1              ' switch on output 1
      pause 5000          ' wait 5 seconds
      low 1               ' switch off output 1
      return              ' return
```



inc

Syntax:

INC var

- var is the variable to increment

Function:

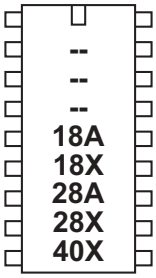
Increment (add 1 to) the variable value.

Information:

This command is shorthand for 'let var = var + 1'

Example:

```
for b1 = 1 to 5
  inc b2
next b1
```



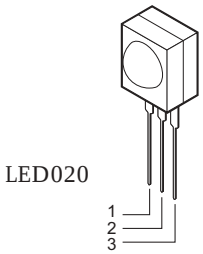
infrain (infraen)

Syntax:

INFRAIN

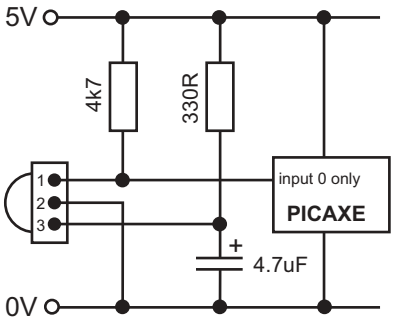
Function:

Esperar hasta recibir un nuevo comando infrarrojo.



Description:

This command is primarily used to wait for a new infrared signal from the infrared TV style transmitter. It can also be used with an infraout signal from a separate PICAXE-08M chip. All processing stops until the new command is received. The value of the command received is placed in the predefined variable 'infra'.

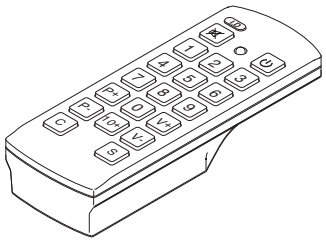


The infra-red input is input 0 on all parts that support this command.
The variable 'infra' is separate from the other byte variables.

After using this command you may have to perform a 'hard reset' to download a new program to the microcontroller. See the Serial Download section for more details.

Affect of Increased Clock Speed:

This command will only function at 4MHz



Use of TVR010 Infrared Remote Control:

The table shows the value that will be placed into the variable 'infra' depending on which key is pressed on the transmitter.

Before use (or after changing batteries) the TVR010 transmitter must be programmed with 'Sony' codes as follows:

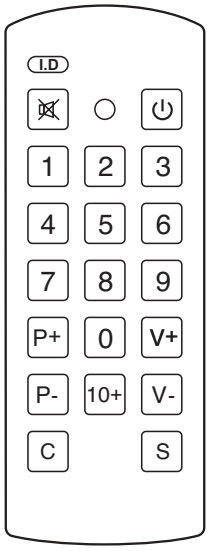
1. Insert 3 AAA size batteries, preferably alkaline.
2. Press 'C'. The LED should light.
3. Press '2'. The LED should flash.
4. Press '1'. The LED should flash.
5. Press '2'. The LED should flash and then go out.

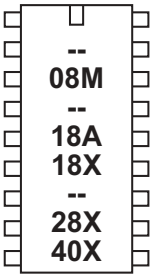
Key	Value
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
P+	10
0	11
V+	12
P-	13
10+	14
V-	15
Mute	16
Power	17

Example:

```
main:
      infrain                       'esperar la nueva señal
      if infra = 1 then swon1       'encender 1
      if infra = 2 then swon2       'encender 2
      if infra = 3 then swon3       'encender 3
      if infra = 4 then swoff1      'apagar 1
      if infra = 5 then swoff2      'apagar 2
      if infra = 6 then swoff3      'apagar 3
      goto main

swon1:      high 1
            goto main
swon2:      high 2
            goto main
swon3:      high 3
            goto main
swoff1:     low 1
            goto main
swoff2:     low 2
            goto main
swoff3:     low 3
            goto main
```

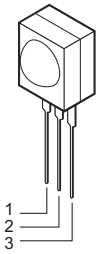




infrain2 (infraen2)

Syntax:

INFRAIN2

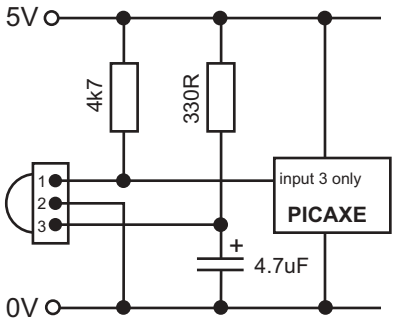


Function:

Esperar hasta recibir un nuevo comando infrarrojo.

Description:

This command is used to wait for an infraout signal from a separate PICAXE-08M chip. It can also be used with an infrared signal from the infrared TV style transmitter. All processing stops until the new command is received. The value of the command received is placed in the predefined variable 'infra'. This will be a number between 0 and 127. See the infraout command description for more details about the values that will be received from the TVR010 remote control.



On the PICAXE-08M 'infra' is another name for 'b13' - it is the same variable. The infra-red input is fixed to input 3 on the PICAXE-08M.

After using this command you may have to perform a 'hard reset' to download a new program to the microcontroller. See the Serial Download section for more details.

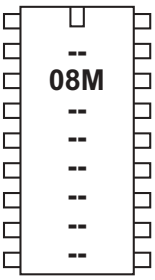
Affect of Increased Clock Speed:

This command will only function at 4MHz. Use a setfreq m4 command before this command if using 8MHz speed,

Example:

```
main:
      infrain2                    'esperar la nueva señal
      if infra = 1 then swon1     'encender 1
      if infra = 2 then swon2     'encender 2
      if infra = 4 then swoff1    'apagar 1
      if infra = 5 then swoff2    'apagar 2
      goto main

swon1:      high 1
            goto main
swon2:      high 2
            goto main
swoff1:     low 1
            goto main
swoff2:     low 2
            goto main
```



infraout

Syntax:

INFRAOUT device,data

- device is a constant/variable (valid device ID 1-31)
- data is a constant/variable (valid data 0-127)

Function:

Transmit an infra-red signal, modulated at 38kHz.

Description:

This command is used to transmit the infra-red data to Sony ™ device (can also be used to transmit data to another PICAXE that is using the infrain or infrain2 command). Data is transmitted via an infra-red LED (connected on output 0) using the SIRC (Sony Infra Red Control) protocol.

device - 5 bit device ID (0-31)
data - 7 bit data (0-127)

When using this command to transmit data to another PICAXE the device ID used must be value 1 (TV). The infraout command can be used to transmit any of the valid TV command 0-127. Note that the Sony protocol only uses 7 bits for data, and so data of value 128 to 255 is not valid.

Therefore the valid infraout command for use with infrain2 is
infraout 1,x ' (where x = 0 to 127)

Sony SIRC protocol:

The SIRC protocol uses a 38KHz modulated infra-red signal consisting of a start

Start	Data0	Data1	Data2	Data3	Data4	Data5	Data6	ID0	ID1	ID2	ID3	ID4
2.4ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms	1.2 or 0.6ms

bit (2.4ms) followed by 12 data bits (7 data bits and 5 device ID bits). Logic level 1 is transmitted as a 1.2 ms pulse, logic 0 as a 0.6ms pulse. Each bit is separated by a 0.6ms silence period.

Example:

All commercial remote controls repeat the signal every 45ms whilst the button is held down. Therefore when using the PICAXE system higher reliability may be gained by repeating the transmission (e.g. 10 times) within a for..next loop.

```
for b1 = 1 to 10
  infraout 1,5
  pause 45
next b1
```

Interaction between infrain, infrain2 and infraout command.

Infrain and Infraout

The original infrain command was designed to react to signals from the TV style remote control TVR010. Therefore it only acknowledges the data sent from the 17 buttons on this remote (1-9, 0. 10+, P+, P-, V+, V-, MUTE, PWR) with a value between 1 and 17.

The infraout command can be used to 'emulate' the TVR010 remote to transit signals that will be acceptable for the infrain command. The values to be used for each TV remote button are shown in the table.

TVR010 TV Remote Control	infraout equivalent command	infrain variable data value	infrain2 variable data value
1	infraout 1,0	1	0
2	infraout 1,1	2	1
3	infraout 1,2	3	2
4	infraout 1,3	4	3
5	infraout 1,4	5	4
6	infraout 1,5	6	5
7	infraout 1,6	7	6
8	infraout 1,7	8	7
9	infraout 1,8	9	8
P+	infraout 1,16	10	16
0	infraout 1,9	11	9
V+	infraout 1,18	12	18
P-	infraout 1,17	13	17
10+	infraout 1,12	14	12
V-	infraout 1,19	15	19
MUTE	infraout 1,20	16	20
PWR	infraout 1,21	17	21

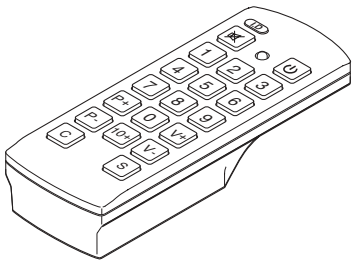
Infrain2 and Infraout

The infrain2 command will react to *any* of the valid TV data commands (0 to 127).

The infraout command can be used to transmit any of the valid TV command 0-127. Note that the Sony protocol only uses 7 bits for data, and so data of 128 to 255 is not valid.

Therefore the valid infraout command for use with infrain2 is (where x = 0 to 127)

infraout 1,x



Affect of Increased Clock Speed:

This command will only function at 4MHz.

Common Sony Device IDs.:

TV	1	VTR3	11
VTR1	2	Surround Sound	12
Text	3	Audio	16
Widescreen	4	CD Player	17
MDP / Laserdisk	6	Pro-Logic	18
VTR2	7	DVD	26

Button infraout data for a typical Sony TV (device ID 1)

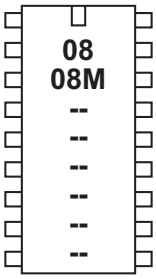
000 1 button
001 2 button
002 3 button
003 4 button
004 5 button
005 6 button
006 7 button
007 8 button
008 9 button
009 10 button/0 button
011 Enter
016 channel up
017 channel down
018 volume up
019 volume down
020 Mute
021 Power
022 Reset TV
023 Audio Mode:Mono/SAP/Stereo
024 Picture up
025 Picture down
026 Color up
027 Color down
030 Brightness up
031 Brightness down
032 Hue up
033 Hue down
034 Sharpness up
035 Sharpness down
036 Select TV tuner
038 Balance Left
039 Balance Right
041 Surround on/off
042 Aux/Ant
047 Power off
048 Time display
054 Sleep Timer
058 Channel Display
059 Channel jump
064 Select Input Video1
065 Select Input Video2
066 Select Input Video3

Button infraout data for a typical Sony TV (continued...)

074	Noise Reduction on/off
078	Cable/Broadcast
079	Notch Filter on/off
088	PIP channel up
089	PIP channel down
091	PIP on
092	Freeze screen
094	PIP position
095	PIP swap
096	Guide
097	Video setup
098	Audio setup
099	Exit setup
107	Auto Program
112	Treble up
113	Treble down
114	Bass up
115	Bass down
116	+ key
117	- key
120	Add channel
121	Delete channel
125	Trinitone on/off
127	Displays a red RtestS on the screen

Button infraout data for a typical Sony VCR (device ID 2 or 7)

000 1 button
001 2 button
002 3 button
003 4 button
004 5 button
005 6 button
006 7 button
007 8 button
008 9 button
009 10 button/0 button
010 11 button
011 12 button
012 13 button
013 14 button
020 X 2 play w/sound
021 power
022 eject
023 L-CH/R-CH/Stereo
024 stop
025 pause
026 play
027 rewind
028 FF
029 record
032 pause engage
035 X 1/5 play
040 reverse visual scan
041 forward visual scan
042 TV/VTR
045 VTR from TV
047 power off
048 single frame reverse/slow reverse play
049 single frame advance/slow forward play
060 aux
070 counter reset
078 TV/VTR
083 index (scan)
106 edit play
107 mark



input (entrada)

Syntax:

INPUT pin,pin,pin...

pin es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

Convertir en pin de entrada el pin especificado

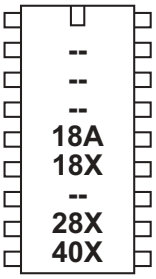
Information:

This command is only required on microcontrollers with programmable input/output pins (e.g. PICAXE-08M). This command can be used to change a pin that has been configured as an output back to an input.

All pins are configured as inputs on first power-up (apart from out0 on the PICAXE-08, which is always an output).

Example:

```
main:
      input 1           ' convertir al  pin en una entrada
      reverse 1         ' convertir al  pin en una salida
      reverse 1         ' convertir al  pin en una entrada
      output 1          ' convertir al  pin en una salida
```



keyin (entecla)

Syntax:
KEYIN

Function:
Esperar hasta que se presione una nueva tecla del teclado.

Information:
Este comando ordena al microcontrolador a esperar hasta que se presione una nueva tecla en el teclado del ordenador (conectado directamente al PICAXE – no el teclado utilizado durante la programación). Todos los procesos se detienen hasta que se presione una nueva tecla. El valor de la tecla presionada es colocado en una variable predefinida llamada “keyvalue”.

Tome en cuenta que debido al diseño de los teclados, el valor de cada tecla no tiene un orden lógico; el valor de cada tecla debe identificarse en la tabla incluida en la siguiente página. Algunas teclas utilizan dos números, en estas el primer número ($E0) es ignorado por el PICAXE y por lo tanto “keyvalue” retornará el segundo número únicamente. Note que todos los valores aparecen como números hexadecimales y por lo tanto deben estar precedidos del símbolo “$” al programar. Las teclas “PAUSA” e “IMPR PANT” no deben utilizarse ya que contienen un largo código especial multidígito.

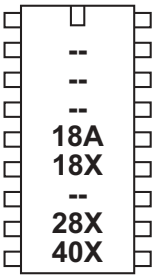
Affect of Increased Clock Speed:
This command will only function at 4MHz.

Example:

```
main:
keyin                  ‘esperar una nueva señal
      if keyvalue = $45 then swon1  ‘encender salida 1
      if keyvalue = $16 then swon2  ‘encender salida 2
      if keyvalue = $26 then swon3  ‘encender salida 3
      if keyvalue = $25 then swon1  ‘apagar salida 1
      if keyvalue = $2E then swon1  ‘apagar salida 2
      if keyvalue = $36 then swon1  ‘apagar salida 3
      goto main

swon1:      high 1
            goto main
swon2:      high 2
            goto main
swoff1:     low 1
            goto main
swoff2:     low 2
            goto main
```

KEY	CODE	KEY	CODE	KEY	CODE
A	1C	9	46	[	54
B	32	`	0E	INSERT	E0,70
C	21	-	4E	HOME	E0,6C
D	23	=	55	PG UP	E0,7D
E	24	\	5D	DELETE	E0,71
F	2B	BKSP	66	END	E0,69
G	34	SPACE	29	PG DN	E0,7A
H	33	TAB	0D	U ARROW	E0,75
I	43	CAPS	58	L ARROW	E0,6B
J	3B	L SHIFT	12	D ARROW	E0,72
K	42	L CTRL	14	R ARROW	E0,74
L	4B	L GUI	E0,1F	NUM	77
M	3A	L ALT	11	KP /	E0,4A
N	31	R SHFT	59	KP *	7C
O	44	R CTRL	E0,14	KP -	7B
P	4D	R GUI	E0,27	KP +	79
Q	15	R ALT	E0,11	KP EN	E0,5A
R	2D	APPS	E0,2F	KP .	71
S	1B	ENTER	5A	KP 0	70
T	2C	ESC	76	KP 1	69
U	3C	F1	05	KP 2	72
V	2A	F2	06	KP 3	7A
W	1D	F3	04	KP 4	6B
X	22	F4	06	KP 5	73
Y	35	F5	03	KP 6	74
Z	1A	F6	0B	KP 7	6C
0	45	F7	83	KP 8	75
1	16	F8	0A	KP 9	7D
2	1E	F9	01	]	5B
3	26	F10	09	;	4C
4	25	F11	78	'	52
5	2E	F12	07	,	41
6	36	PRNT SCR	??	.	49
7	3D	SCROLL	7E	/	4A
8	3E	PAUSE	??		



keyled

Syntax:

keyled mask

- Mask is a variable/constant which specifies the LEDs to use.

Function:

Set/clear the keyboard LEDs

Information:

This command is used to control the LEDs on a computer keyboard (connected directly to the PICAXE - not the keyboard used whilst programming). The mask value sets the operation of the LEDs.

Mask is used as follows:

Bit 0 - Scroll Lock (1=on, 0=off)
Bit 1 - Num Lock (1=on, 0=off)
Bit 2 - Caps Lock (1=on, 0=off)
Bit 3-6 - Not Used
Bit 7 - Disable Flash (1=no flash, 0=flash)

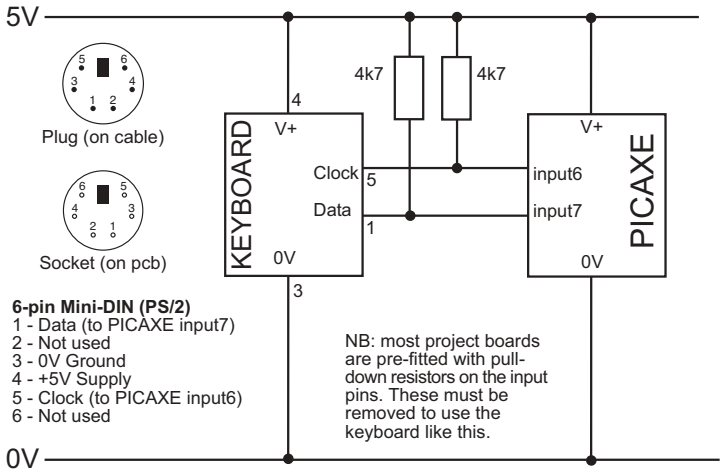
On reset mask is set to 0, and so all three LEDs will flash when the 'keyin' command detects a new key hit. This provides the user with feedback that the key press has been detected by the PICAXE. This flashing can be disabled by setting bit 7 of mask high. In this case the condition of the three LEDs can be manually controlled by setting/clearing bits 2-0.

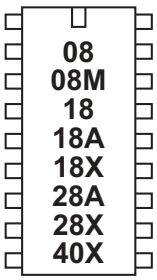
Affect of Increased Clock Speed:

This command will only function at 4MHz.

Example:

```
main:
      keyled %10000111  ' all LEDs on
      pause 500         ' pause 0.5s
      keyled %10000000  ' all LEDs off
      pause 500         ' pause 0.5s
      goto main         ' loop
```





let (sea)

Syntax:

{LET} variable = {-} value ?? value ...

- *Variable* es la variable sobre la que se va a operar.
- *Value* son las variables/constantes que operan sobre *variable*.

Function:

Realizar manipulación de variables. Las matemáticas se realizan de izquierda a derecha exclusivamente.

Information:

The microcontroller supports word (16 bit) mathematics. Valid integers are 0 to 65335. All mathematics can also be performed on byte (8 bit) variables (0-255). The microcontroller does not support fractions or negative numbers.

However it is sometimes possible to rewrite equations to use integers instead of fractions, e.g.

let w1 = w2 / 5.7

is not valid, but

let w1 = w2 * 10 / 57

is mathematically equal and valid.

The mathematical functions supported are:

+		; add	
-		; subtract	
*		; multiply	(returns low word of result)
**		; multiply	(returns high word of result)
/		; divide	(returns quotient)
//	(or %)	; modulus divide	(returns remainder)

MAX	; limit value to a maximum value	
MIN	; limit value to a minimum value	

AND	&	; bitwise AND	
OR	|	; bitwise OR	(typed as SHIFT + \ on UK keyboard)
XOR	^	; bitwise XOR	(typed as SHIFT + 6 on UK keyboard)
NAND		; bitwise NAND	
NOR		; bitwise NOR	
ANDNOT	&/	; bitwise AND NOT	(NB this is *not* the same as NAND)
ORNOT	|/	; bitwise OR NOT	(NB this is *not* the same as NOR)
XNOR	^/	; bitwise XOR NOT	(same as XNOR)

There is no shift left (<<) or shift right (>>) function. However the same function can be achieved by multiplying by 2 (shift left) or dividing by 2 (shift right).

All mathematics is performed strictly from left to right. It is not possible to enclose part equations in brackets e.g.

let w1 = w2 / (2 + b3)

is not valid. This would be entered as

let b3 = 2 + b3
let w1 = w2 / b3

The addition (+) and subtraction (-) commands work as expected. Note that the variables will overflow without warning if the maximum or minimum value is exceeded (0-255 for bytes variables, 0-65335 for word variables).

When multiplying two 16 bit word numbers the result is a 32 bit (double word) number. The multiplication (*) command returns the low word of a word*word calculation. The ** command returns the high word of the calculation.

The division (/) command returns the quotient (whole number) word of a word*word division. The modulus (// or %) command returns the remainder of the calculation.

The MAX command is a limiting factor, which ensures that a value never exceeds a preset value. In this example the value never exceeds 50. When the result of the multiplication exceeds 50 the max command limits the value to 50.

```
let b1 = b2 * 10 MAX 50
```

```
if b2 = 3 then b1 = 30
if b2 = 4 then b1 = 40
if b2 = 5 then b1 = 50
if b2 = 6 then b1 = 50          ' limited to 50
```

The MIN command is a similar limiting factor, which ensures that a value is never less than a preset value. In this example the value is never less than 50. When the result of the divison is less than 50 the min command limits the value to 50.

```
let b1 = 100 / b2 MIN 50
```

```
if b2 = 1 then b1 = 100
if b2 = 2 then b1 = 50
if b2 = 3 then b1 = 50          ' limited to 50
```

The AND, OR, XOR, NAND, NOR, XNOR commands function bitwise on each bit in the variables. ANDNOT and ORNOT mean, for example 'A AND the NOT of B' etc. This is not the same as NOT (A AND B), as with the traditional NAND command.

A common use of the AND (&) command is to mask individual bits:

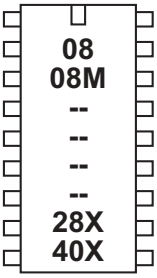
```
let b1 = pins & %00000110
```

This masks inputs 1 and 2, so the variable only contains the data of these two inputs.

Example:

```
main:
      let b0 = b0 + 1          ' increment b0
      sound 7,(b0,50)          ' make a sound
      if b0 > 50 then rest     ' after 50 reset
      goto main                ' loop back to start

rest:
      let b0 = b0 max 10       ' limit b0 back to 10
                               ' as 10 is the maximum value
      goto main                ' loop back to start
```



let dirs =

let dirsc =

Syntax:

{LET} dirs = value

{LET} dirsc = value

- Value(s) are variables/constants which operate on the data direction register.

Function:

Configue pins as inputs or outputs (let dirs =) (PICAXE-08/08M)

Configue pins as inputs or outputs on portc (let dirsc =) (PICAXE-28X/40X)

Information:

Some microcontrollers allow inputs to be configured as inputs or outputs. In these cases it is necessary to tell the microcontroller which pins to use as inputs and/or outputs (all are configured as inputs on first power up). There are a number of ways of doing this:

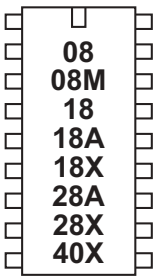
1) Use the input/output/reverse commands.
2) Use an output command (high, pulsout etc) that automatically configures the pin as an output.
3) Use the let dirs = statement.

When working with this statement it is conventional to use binary notation. With binary notation pin 7 is on the left and pin 0 is on the right. If the bit is set to 0 the pin wil be an input, if the bit is set to 1 the pin will be an output.

Note that the 8 pin PICAXE have some pre-configured pins (e.g. pin 0 is always an output and pin 3 is always an input). Adjusting the bits for these pins will have no affect on the microcontroller.

Example:

```
let dirs = %00000011    ' switch pins 0 and 1 to outputs
let pins = %00000011    ' switch on outputs 0 and 1
```



let pins =

let pinsc =

Syntax:

{LET} pins = value

{LET} pinsc = value

- Value(s) are variables/constants which operate on the output port.

Function:

Set/clear all outputs on the main output port (let pins =).
Set/clear all outputs on portc (let pinsc =) (PICAXE-28X/40X only)

Information:

High and low commands can be used to switch individual outputs high and low. However when working with multiple outputs it is often convenient to change all outputs simultaneously. When working with this statement it is conventional to use binary notation. With binary notation output7 is on the left and output0 is on the right. If the bit is set to 0 the output will be off (low), if the bit is set to 1 the output will be on (high).

Do not confuse the input port with the output port. These are separate ports on all except the 8 pin PICAXE. The command

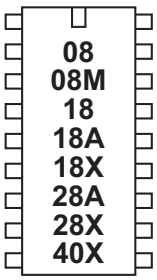
let pins = pins

means 'make the output port the same as the input port'.

Note that on devices that have input/output bi-directional pins (08/08M), this command will only function on output pins. In this case it is necessary to configure the pins as outputs (using a let dirs = command) before use of this command.

Example:

```
let pins = %11000011    ' switch outputs 7,6,0,1 on
pause 1000              ' wait 1 second
let pins = %00000000    ' switch all outputs off
```



lookdown (igualar)

Syntax:
LOOKDOWN target,(value0,value1...valueN),variable
- *variable* recibe el resultado (si se encuentra alguno).
- *target* es el objetivo y es una variable/constante la cual será comparada con los valores de la tabla (values)
- *values* son variables/constantes.

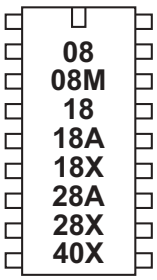
Function:
Busca dentro de una tabla de valores un número que coincida con el objetivo (target) y lo introduce en la variable (si lo encuentra).

Information:
The lookdown command should be used when you have a specific value to compare with a pre-known list of options. The target variable is compared to the values in the bracket. If it matches the 5th item (value4) the number '4' is returned in variable. Note the values are numbered from 0 upwards (not 1 upwards). If there is no match the value of variable is left unchanged.

In this example the variable b2 will contain the value 3 if b1 contains "d" and the value 4 if b1 contains "e"

Example:

```
lookdown b1,("abcde"),b2
```



lookup (buscar)

Syntax:

LOOKUP offset,(data0,data1...dataN),variable

- *variable* recibe el resultado (si se encuentra alguno).
- *offset* es una variable/constante que especifíca que datos (data#) (0-N) poner dentro de la variable.
- *values* son variables/constantes.

Function:

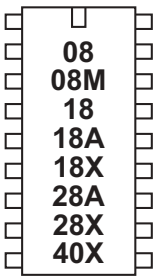
Buscar en una tabla de valores los datos especificados por el "offset" y almacenarlos en la variable (si están dentro del rango).

Description:

The lookup command is used to load varaiable with different values. The value to be loaded in the position in the klookup table defined by offset. In this example if b0 = 0 then b1 will equal "a", if b0 =1 then b1 will equal "b" etc. If offset exceeds the number of entries in the lookup table the value of variable is unchanged.

Example:

```
main:
      let b0 = b0 + 1          ' incrementar b0
      lookup b0,("abcd"),b1    ' introducir carácter ascii en b1
      if b0 < 4 then main      ' ir a main si  b0 < 4
      end
```



low (baja)

Syntax:

LOW pin,pin,pin...

- *pin* es una variable/constante (0-4) que especifica cual pin de entrada/salida utilizar.

Function:

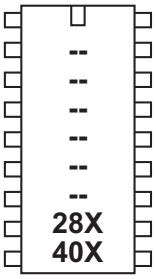
Poner en "low" (apagado) al pin de salida especificado

Information:

The low command switches an output off (low).
On microcontrollers with configurable input/output pins (e.g. PICAXE-08) this command also automatically configures the pin as an output.

Example:

```
main: high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      pause 5000        ' esperar 5 segundos
      goto main         ' regresar a  inicio
```



low portc

Syntax:

LOW PORTC pin,pin,pin...

- Pin is a variable/constant (0-7) which specifies the i/o pin to use.

Function:

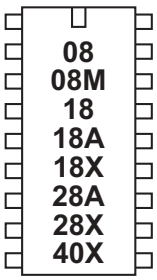
Make pin on portc output low.

Information:

The high command switches a portc output off (low).

Example:

```
main: high portc 1      ' switch on output 1
      pause 5000        ' wait 5 seconds
      low portc 1       ' switch off output 1
      pause 5000        ' wait 5 seconds
      goto main         ' loop back to start
```



nap (siesta)

Syntax:

NAP period

period es una constante/variable que determina la duración de la siesta. La duración del período de siesta está dada por: 2^period * 18 ms; en donde *period* puede ser un número del 1 al 7.

Function:

Tomar una siesta por un período de tiempo determinado . El consumo de energía eléctrica se reduce en un porcentaje dependiente de la longitud del período de la siesta.

Information:

The nap command puts the microcontroller into low power mode for a short period of time. When in low power mode all timers are switched off and so the pwmout and servo commands will cease to function. The nominal period of time is given by this table. Due to tolerances in the microcontrollers internal timers, this time is subject to -50 to +100% tolerance. The external temperature affects these tolerances and so no design that requires an accurate time base should use this command.

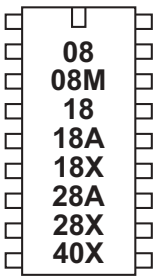
Period	Time Delay
0	18ms
1	32ms
2	72ms
3	144ms
4	288ms
5	576ms
6	1.152 s
7	2.304 s

Affect of increased clock speed:

The nap command uses the internal watchdog timer which is not affected by changes in resonator clock speed.

Example:

```
main: high 1            ' encender salida 1
      nap 4             ' tomar una siesta  por 2^4 x 18ms
      low 1             ' apagar salida 1
      nap 7             ' tomar una siesta  por 2^7 x 18ms
      goto main         ' regresar a inicio
```



on...goto

Syntax:

ON offset GOTO address0,address1...addressN

- Offset is a variable/constant which specifies which Address# to use (0-N).
- Addresses are labels which specify where to go.

Function:

Branch to address specified by offset (if in range).

Information:

This command allows a jump to different program positions depending on the value of the variable 'offset'. If offset is value 0, the program flow will jump to address0, if offset is value 1 program flow will jump to adddress1 etc.
If offset is larger than the number of addresses the whole command is ignored and the program continues at the next line.

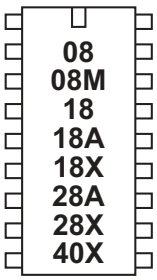
This command is identical in operation to branch

Example:

```
reset:  let b1 = 0
        low 0
        low 1
        low 2
        low 3

main:   let b1 = b1 + 1
        if b1 > 3 then reset
        on b1 goto btn0,btn1, btn2, btn3
        goto main

btn0:   high 0
        goto main
btn1:   high 1
        goto main
btn2:   high 2
        goto main
btn3:   high 3
        goto main
```



on...gosub

Syntax:

ON offset GOSUB address0,address1...addressN

- Offset is a variable/constant which specifies which subprocedure to use (0-N).
- Addresses are labels which specify which subprocedure to gosub to.

Function:

gosub address specified by offset (if in range).

Information:

This command allows a conditional gosub depending on the value of the variable 'offset'. If offset is value 0, the program flow will gosub to address0, if offset is value 1 program flow will gosub to adddress1 etc.
If offset is larger than the number of addresses the whole command is ignored and the program continues at the next line.

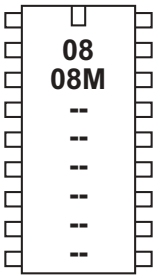
The return command of the sub procedure will return to the line after on...gosub

Example:

```
reset:  let b1 = 0
        low 0
        low 1
        low 2
        low 3

main:   let b1 = b1 + 1
        if b1 > 3 then reset
        on b1 gosub btn0,btn1, btn2, btn3
        goto main

btn0:   high 0
        return
btn1:   high 1
        return
btn2:   high 2
        return
btn3:   high 3
        return
```



output (salida)

Syntax:

OUTPUT pin,pin, pin...

- *pin* es una variable/constante (0-7) que especifica cual pin de salida/entrada utilizar.

Function:

Convertir en pin de salida el pin especificado.

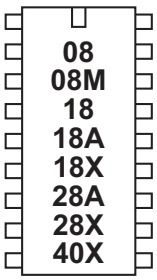
Information:

This command is only required on microcontrollers with programmable input/output pins (e.g. PICAXE-08M). This command can be used to change a pin that has been configured as an input to an output.

All pins are connfigured as inputs on first power-up (apart from out0 on the PICAXE-08, which is always an output).

Example:

```
main:
      input 1          ' convertir al  pin en una entrada
      reverse 1        ' convertir al  pin en una salida
      reverse 1        ' convertir al  pin en una entrada
      output 1         ' convertir al  pin en una salida
```



pause (pausa)

Syntax:

PAUSE milliseconds

- *milliseconds* es una variable/constante (0-65535) que específica cuantos milisegundos debe durar la pausa.

Function:

Hacer una pausa por período de tiempo determinado. La precisión de la duración de la pausa depende de la velocidad del resonador, y se presume la utilización de un resonador de 4MHz.

Information:

The pause command creates a time delay (in milliseconds at 4MHz). The longest time delay possible is just over 65 seconds. To create a longer time delay (e.g. 5 minutes) use a for...next loop

```
for b1 = 1 to 5    ' 5 loops
pause 60000        ' wait 60 seconds
next b1
```

During a pause the only way to react to inputs is via an interrupt (see the setint command for more information). Do not put long pauses within loops that are scanning for changing input conditions.

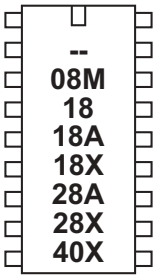
When using time delays longer than 5 seconds it may be necessary to perform a 'hard reset' to download a new program to the microcontroller. See the Serial Download section for more details.

Affect of increased clock speed:

The timebase is reduced to 0.5ms at 8MHz and 0.25ms at 16MHz.

Example:

```
main: high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      pause 5000        ' esperar 5 segundos
      goto main         ' regresar a  inicio
```



peek (poner)

Syntax:

PEEK location,variable,variable,WORD wordvariable...

- *Location* es una variable/constante que especifica una dirección de registro. Los valores de registro validos van de 0 a 127.
- *variable* recibe el byte de datos leído.

Function:

Leer el contenido del registro FSR (location) dentro de la variable especificada. Esto permite utilizar registros no definidos por las variables b0 a b13.

Information:

The function of the poke/peek commands is two fold.

The most commonly used function is to store temporary byte data in the microcontrollers spare 'storage variable' memory. This allows the general purpose variables (b0 to b13) to be re-used in calculations. Remember that to save a word variable two separate poke/peek commands will be required - one for each of the two bytes that form the word.

Addresses $50 to $7F are general purpose registers that can be used freely.
Addresses $C0 to $EF can also be used by PICAXE-18X.
Addresses $C0 to $FF can also be used by PICAXE-28X, 40X.

The second function of the peek command is for experinced users to study the internal microcontroller SFR (special function regsisters).

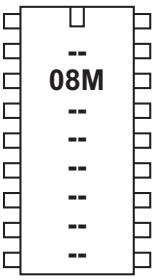
Addresses $00 to $1F and $80 to $9F are special function registers (e.g. PORTB) which determine how the microcontroller operates. Avoid using these addresses unless you know what you are doing! The command uses the microcontroller FSR register which can address register banks 0 and 1 only.

Addresses $20 to $4F and $A0 to $BF are general purpose registers reserved for use with the PICAXE bootstrap interpreter. Poking these registers will produce unexpected results and could cause the interpreter to crash.

When word variables are used (with the keyword WORD) the two byte sof the word are saved/retrieved in a little endian manner (ie low byte at addrees, high byte at address + 1)

Example:

```
peek 80,b1
' poner el  valor del registro 80 dentro de la variable b1
peek 80, word w1
```



play

Syntax:

PLAY tune,LED

- Tune is a variable/constant (0 - 3) which specifies which tune to play
  - 0 - Happy Birthday
  - 1 - Jingle Bells
  - 2 - Silent Night
  - 3 - Rudolf the Red Nosed Reindeer
- LED is a variable/constant (0 -3) which specifies if other outputs flash at the same time as the tune is being played.
  - 0 - No outputs
  - 1 - Output 0 flashes on and off
  - 2 - Output 4 flashes on and off
  - 3 - Output 0 and 4 flash alternately

Function:

Play an internal tune on the PICAXE-08M (i/o pin2).

Description:

The PICAXE-08M can play musical tones. The PICAXE-08M is supplied with 4 pre-programmed internal tunes, which can be output via the play command. As these tunes are included within the PICAXE-08M bootstrap code, they use very little program memory. To generate your own tunes use the 'tune' command, although this requires a much greater amount of program mmeory.

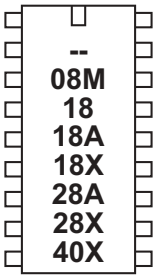
See the Tune command for suitable piezo / speaker circuits.

Affect of increased clock speed:

The tempo (speed) of the tune is doubled at 8MHz!

Example:

```
play 3,1    ' rudolf red nosed reindeer with output 0 flashingpoke
```



poke (asigna)

Syntax:

POKE location,data,data,WORD wordvariable...

- *Location* es una variable/constante que especifica una dirección de registro. Los valores de registro validos van de 0 a 127.
- *Data* es una variable/constante que provee los datos que deben escribirse en el registro.

Function:

Escribir datos especificados en el registro FSR (location). Esto permite utilizar registros no definidos por las variables b0 a b13.

Information:

The function of the poke/peek commands is two fold.

The most commonly used function is to store temporary byte data in the microcontrollers spare 'storage variable' memory. This allows the general purpose variables (b0 to b13) to be re-used in calculations. Remember that to save a word variable two separate poke/peek commands will be required - one for each of the two bytes that form the word.

Addresses $50 to $7F are general purpose registers that can be used freely.
Addresses $C0 to $EF can also be used by PICAXE-18X.
Addresses $C0 to $FF can also be used by PICAXE-28X, 40X.

The second function of the poke command is for experinced users to write values to the internal microcontroller SFR (special function regsisters).

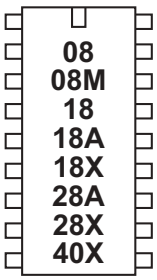
Addresses $00 to $1F and $80 to $9F are special function registers (e.g. PORTB) which determine how the microcontroller operates. Avoid using these addresses unless you know what you are doing! The command uses the microcontroller FSR register which can address register banks 0 and 1 only.

Addresses $20 to $4F and $A0 to $BF are general purpose registers reserved for use with the PICAXE bootstrap interpreter. Poking these registers will produce unexpected results and could cause the interpreter to crash.

When word variables are used (with the keyword WORD) the two byte sof the word are saved/retrieved in a little endian manner (ie low byte at address, high byte at address + 1)

Example:

```
poke 80,b1
' salvar el  valor de b1 en el registro  80
poke 80, word w1
```



pulsin (impent)

Syntax:

PULSIN pin,state,variable

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *State* es una variable/constante (0 ó 1) que especifica en que estado (0 ó 1) debe estar el pin para que comience la medición del impulso, el cual es medido en 10us.
- *Variable* recibe y almacena el resultado (1-65536). Si no se recibe un impulso en menos de 0.65536 seg. el resultado será 0.

Function:

Medir un impulso de entrada

Information:

The pulsin command measures the length of a pulse. In no pulse occurs in the timeout period, the result will be 0. If state = 1 then a low to high transistion starts the timing, if state = 0 a high to low transistion starts the timing.
Use the count command to count the number of pulses with a specified time period.

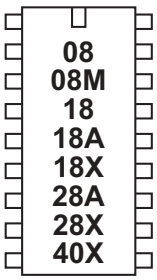
It is normal to use a word variable with this command.

Affect of Increased Clock Speed:

4MHz	10us unit	0.65536s timeout
8MHz	5us unit	0.32768s timeout
16MHz	2.5us unit	0.16384s timeout

Example:

```
pulsin 3,1,w1
‘medir y almacenar la longitud de un impulso en el pin 3,
‘dentro de b1.
```



pulsout (impsal)

Syntax:

PULSOUT pin,time

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *Time* es una variable/constante que especifica el período del impulso (0-65535) en 10us.

Function:

Enviar un impulso de longitud especificada.

Information:

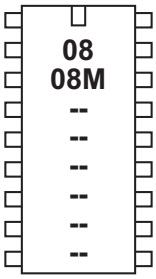
The pulsout command generates a pulse of length time. If the output is initially low, the pulse will be high, and vice versa. This command automatically configures the pin as an output, but for reliable operation on 8 pin PICAXe you should ensure this pin is an output before using the command.

Affect of Increased Clock Speed:

4MHz	10us unit
8MHz	5us unit
16MHz	2.5us unit

Example:

```
main:
pulsout 4,150     ' enviar un  impulso de 1.5 ms por el pin 4
pause 20          ' pausa de 20 ms
goto main         ' loop back to start
```



pwm (pwm)

Syntax:

PWM pin,duty,cycles

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *Duty* es una variable/constante (0-255) que especifica el nivel analógico.
- *Cycles* es una variable/constante (0-255) que especifica el número de ciclos. Cada ciclo toma aproximadamente 5 ms.

Function:

Enviar una señal PWM (modulación de la anchura de impulso) y luego convertir en entrada al pin utilizado. Este comando se utiliza para enviar voltajes analógicos (0-5V) mediante un pin conectado a una resistencia que a su vez está conectada a un condensador conectado a tierra; en donde la unión resistencia-condensador constituye la salida analógica. La PWM debe enviarse periódicamente para actualizar al voltaje analógico.

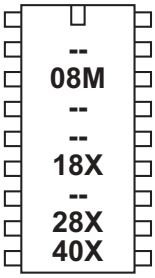
Information:

This command is rarely used. For pwm control of motors etc. the pwmout command is recommended instead.

This pwm command is used to provide 'bursts' of PWM output to generate a pseudo analogue output on the PICAXE-08/08M (pins 1, 2, 4). This is achieved with a resistor connected to a capacitor connected to ground; the resistor-capacitor junction being the analog output. PWM should be executed periodically to update/refresh the analog voltage.

Example:

```
main:
      pwm 4,150,20      ' enviar 20 señales  pwm por el  pin 4
      pause 20          ' pausa de 20 ms
      goto main         ' regresar a  inicio
```



pwmout

Syntax:

PWMOUT pin,period,duty cycles

- *Pin* es una variable o constante que especifica cual pin de entrada/salida utilizar (Sólo el pin 3 está disponible en el chip 18X, el 1 o el 2 en el 28X)
- *Period* es una variable o constante (0-255) la cual indica el período de la PWM.
- *Duty* es una variable o constante (valor de 10 bit) que indica el ciclo de carga.

Function:

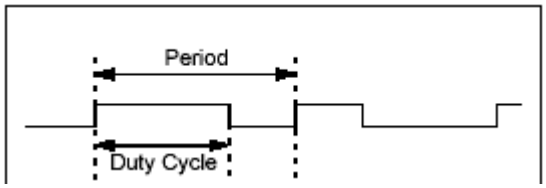
Genera una salida pwm (modulación de la anchura de impulso) contínua utilizando el módulo interno pwm del microcontrolador.

Information:

This command is **different** to most other BASIC commands in that the pwmout **runs continuously** (in the background) until another pwmout command is sent. Therefore it can be used, for instance, to continuously drive a motor at varying speeds. To stop pwmout send a pwmout command with period = 0.

The PWM period = (period + 1) x 4 x resonator speed

(resonator speed for 4MHz = 1/4000000)



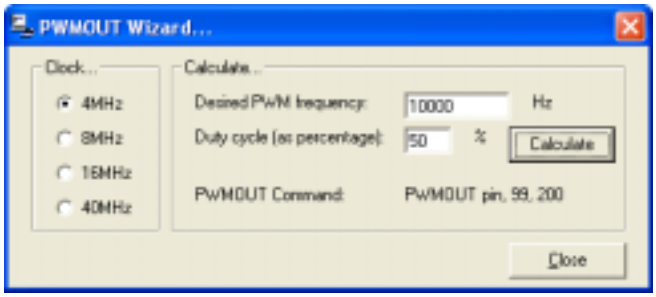
The PWM duty cycle = (duty) x resonator speed

Note that the period and duty values are linked by the above equations. If you wish to maintain a 50:50 mark-space ratio whilst increasing the period, you must also increase the duty cycle value appropriately. A change in resonator will change the formula.

NB: If you wish to know the frequency, PWM frequency = 1 / (the PWM period)

In many cases you may want to use these equations to setup a duty cycle at a known frequency = e.g. 50% at 10 kHz. The Programming Editor software contains a wizard to automatically calculate the period and duty cycle values for you in this situation.

Select the PICAXE>Wizards>pwmout menu to use this wizard.



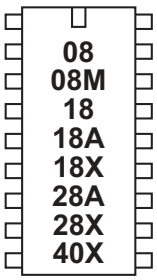
As the pwmout command uses the internal pwm module of the microcontroller there are certain restrictions to its use:

1) The command only works on certain pins (28X/40X -1&2, 18X - 3, 08M -2).
2) Duty cycle is a 10 bit value (0 to 1023). The maximum duty cycle value must not be set greater than 4x the period, as the mark 'on time' would then be longer than the total PWM period (see equations above)! Setting above this value will cause erratic behaviour.
3) The pwmout module uses a single timer for both pins on 28X/40X. Therefore when using PWMOUT on both pins the period will be the same for both pins.
4) The servo command cannot be used at the same time as the pwmout command as they both use the same timer.
5) pwmout stops during nap, sleep, or after an end command

To stop pwmout on a pin it is necessary to isssue a pwmout pin,0,0 command.

Example:

```
main:
      pwmout 2,150,100        ' configurar la  pwm
      pause 1000              ' pausa 1 segundo
      goto main               ' regresar al inicio del  bucle
```



random (aleatorio)

Syntax:

RANDOM wordvariable

- *Variable* es tanto el espacio de trabajo como el resultado. Debido a que el comando *random* genera una secuencia seudo-aleatoria, se recomienda invocarlo repetidas veces dentro de un bucle.

Function:

Generar un número seudo-aleatorio dentro de la variable especificada.

Description:

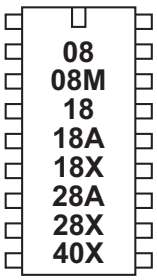
The random command generates a pseudo-random sequence of numbers between 0 and 65535. All microcontrollers must perform mathematics to generate random numbers, and so the sequence can never be truly random. On computers a changing quantity (such as the date/time) is used as the start of the calculation, so that each random command is different. The PICAXE does not contain such date functionality, and so the sequence it generates will always be identical unless the value of the word variable is set to a different value before the random command is used.

The most common way to overcome this issue is to repeadedly call the random command within a loop, e.g. whilst waiting for a switch push. As the number of loops will vary between switch pushes, the output is much more random.

If you only require a byte variable (0-255), still use the word variable (e.g. w0) in the command. As w0 is made up of b0 and b1, you can use either of these two bytes as your desired byte variable.

Example:

```
main:
random w0   ‘ generar  un  número aleatorio dentro de w0 (b0:b1)
let pins = b1 ‘ poner números aleatorios en los pines de  salida
pause 100   ‘ esperar 0.1 segundos
goto main   ‘ regresar a inicio
```



readadc (leeradc)

Syntax:

READADC channel,variable

- *channel* es una variable/constante que especifica una dirección byte (0-3).
- *variable* recibe el byte de datos leído.

Function:

Leer el contenido de un canal ADC (8 bit) dentro de una variable.

Information:

The readadc command is used to read the analogue value from the microcontroller input pins. Note that not all inputs have internal ADC functionality - check the table below for the PICAXE chip you are using.

On microcontrollers with 'shared' inputs the ADC pin is also a digital input pin. On microcontrollers with 'separate' inputs the ADC pins are separate pins.

The resolution of ADC is also shown in the table. The readadc command is used to read all types. However with 10 bit ADC types the reading will be rounded to a byte value 8 bits. Use the readadc10 command to read the full 10 bit value.

	Quantity	Type	Pin Numbers
PICAXE-08	1 - low	shared	1
PICAXE-08M	3 - 10 bit	shared	1,2,4
PICAXE-18	3 - low	shared	0,1,2
PICAXE-18A	3 - 8 bit	shared	0,1,2
PICAXE-18X	3 - 10 bit	shared	0,1,2
PICAXE-28A	4 - 8 bit	separate	0,1,2,3
PICAXE-28X	4 - 10 bit	separate	0,1,2,3
PICAXE-40X	7 - 10 bit	separate	0,1,2,3,5,6,7

Low-resolution ADC inputs are based upon the microcontrollers internal 16 step comparator rather than the conventional internal ADC module.

An8-bit resolution analogue input will provide 256 different analogue readings (0 to 255) over the full voltage range (e.g. 0 to 5V). A low-resolution analogue input will provide 16 readings over the lower two-thirds of the voltage range (e.g. 0 to 3.3V). No readings are available in the upper third of the voltage range.

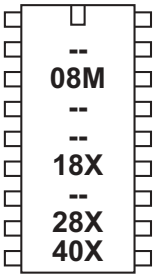
To ensure consistency between standard and low-resolution analogue input readings, the low-resolution reading on PICAXE-08 and 18 will 'jump' in 16 discrete steps between the nearest standard 8-bit readings, according to the table below.

Standard 8 Bit Reading	Low Resolution Reading
0-10	0
11-20	11
21-31	21
32-42	32
43-52	43
53-63	53
64-74	64
75-84	75
85-95	85
96-106	96
107-116	107
117-127	117
128-138	128
139-148	139
149-159	149
160-170	160
Values greater than 170 (170-255)	160

Example:

```
main: readadc 1,b1
      ' leer la señal del  canal 1 dentro de la  variable b1
      if b1 > 50 then flsh          ' ir a flsh si b1>50
      goto main                     ' sino regresar a  inicio

flsh:
      high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      goto main         ' regresar a  inicio
```



readadc10 (leeradc10)

Syntax:

READADC10 channel,wordvariable

- *channel* es una variable/constante que especifica una dirección byte (0-3).
- *wordvariable* recibe el byte de datos leído.

Function:

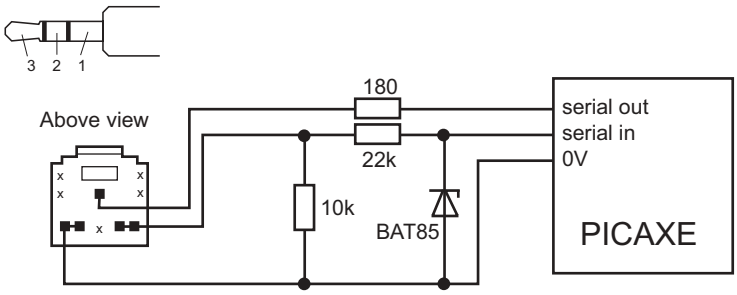
Leer el contenido de un canal ADC (10 bit) dentro de una wordvariable.

Information:

The readadc10 command is used to read the analogue value from microcontrollers with 10-bit capability. Note that not all inputs have internal ADC functionality - check the table under 'readadc' command for the PICAXE chip you are using.

As the result is 10 bit a word variable must be used - for a byte value use the readadc command instead.

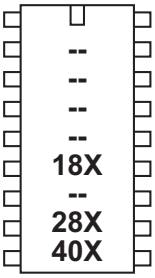
When using the debug command to output 10 bit numbers, the electrical connection to the computer via the download cable may slightly affect the ADC values. In this case it is recommened that the 'enhanced' interface circuit is used on a serial connection (cable AXE026, not required with USB cable AXE027). The Schottky diode within this circuit reduces this affect.



Example:

```
main: readadc 1,b1
      ' leer la señal del  canal 1 dentro de la  variable b1
      if b1 > 50 then flsh          ' ir a flsh si b1>50
      goto main                     ' sino regresar a  inicio

flsh:
      high 1            ' encender salida 1
      pause 5000        ' esperar 5 segundos
      low 1             ' apagar salida 1
      goto main         ' regresar a  inicio
```



readi2c (leeri2c)

Syntax:

READI2C (variable,...)

READI2C location,(variable,...)

- *location* es una variable o constante que especifica una dirección de byte o de palabra.
- *variable* (pueden ser varias) recibe el/los bytes de datos leídos.

Function:

Leer el registro i2c dentro de la variable especificada.

Information:

Use of i2c parts is covered in more detail in the separate 'i2c Tutorial' datasheet.

Este comando se utiliza para leer bytes de datos de un dispositivo i2c. *Location* define la dirección de inicio desde donde se debe empezar a leer, aunque es posible leer más de un byte secuencialmente (si el dispositivo i2c tolera lectura secuencial).

Location debe ser un byte o una palabra según sea definido dentro del comando i2cslave. Antes de utilizar este comando se debe ejecutar el comando i2cslave.

Si el hardware i2c está configurado incorrectamente o si se han utilizado datos incorrectos en el comando i2cslave, se cargará dentro de cada variable el valor de 255 ($FF).

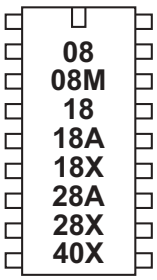
Example:

```
; Ejemplo de cómo utilizar el Reloj DS1307
; Note que los datos son enviados y recibidos en formato BCD

' fijar la dirección del esclavo del DS1307
i2cslave %11010000, i2cslow, i2cbyte

'leer hora y fecha y depurar  pantalla

main:
      readi2c 0, (seconds, mins, hour, day, date, month, year)
      debug b1
      pause 2000
      goto main
```



read (leer)

Syntax:

READ location,variable,variable, WORD wordvariable

- *location* es una variable/constante que especifica una dirección byte (0-255).
- *variable* recibe el byte de datos leído.

Function:

Leer el contenido de la ubicación de memoria eeprom especificada dentro de la variable

Information:

The read command allows byte data to be read from the microcontrollers data memory. The contents of this memory is not lost when the power is removed. However the data is updated (with the EEPROM command specified data) upon a new download. To save the data during a program use the write command.

The read command is byte wide, so to read a word variable two separate byte read commands will be required, one for each of the two bytes that makes the word (e.g. for w0, read both b0 and b1).

With the PICAXE-08, 08M and 18 the data memory is shared with program memory. Therefore only unused bytes may be used within a program. To establish the length of the program use 'Check Syntax' from the PICAXE menu. This will report the length of program. Available data addresses can then be used as follows:

PICAXE-08	0 to (127 - number of used bytes)
PICAXE-08M	0 to (255 - number of used bytes)
PICAXE-18	0 to (127 - number of used bytes)

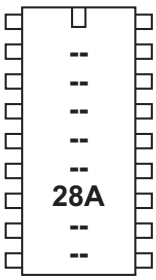
With the following microcontrollers the data memory is completely separate from the program and so no conflicts arise. The number of bytes available varies depending on microcontroller type as follows.

PICAXE-28, 28A	0 to 63
PICAXE-28X, 40X	0 to 127
PICAXE-18A, 18X	0 to 255

When word variables are used (with the keyword WORD) the two byte sof the word are saved/retrieved in a little endian manner (ie low byte at addrees, high byte at address + 1)

Example:

```
main: for b0 = 0 to 63          ' iniciar un bucle
        read b0,b1              ' leer valor dentro de b1
        serout 7,T2400,(b1)     ' transmitir  valor a LCD serie
      next b0                   ' siguiente b0
```



readmem (leermem)

Syntax:

READMEM location,data

- *location* es una variable/constante que especifica una dirección byte (0-255).
- *variable* recibe el byte de datos leído.

Function:

Leer registro especificado de la memoria eeprom dentro de la variable. Provee 256 bytes de espacio de almacenaje adicionales al comando " read"

Information:

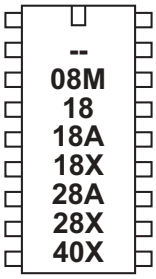
The data memory on the PICAXE-28A is limited to only 64 bytes. Therefore the readmem command provides an additional 256 bytes storage in a second data memory area. This second data area is not reset during a download.

This command is not available on the PICAXE-28X as a larger i2c external EEPROM can be used.

The readmem command is byte wide, so to read a word variable two separate byte read commands will be required, one for each of the two bytes that makes the word (e.g. for w0, read both b0 and b1).

Example:

```
main: for b0 = 0 to 63          ' iniciar un bucle
        readmem b0,b1           ' leer valor dentro de b1
        serout 7,T2400,(b1)     ' transmitir  valor a LCD serie
      next b0                   ' siguiente b0
```



readoutputs

Syntax:

READOUTPUTS var

- var is a variable to receive the output pins values

Function:

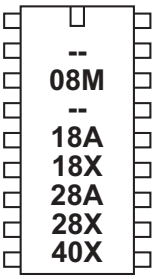
Read the output pins value into variable.

Information:

The current state of the output pins can be read into a variable using the readoutputs command. Note that this is not the same as 'let var = pins', as this let command reads the status of the input (not output) pins.

Example:

```
main:
      readoutputs b1          ' read outputs value into b1
```



readtemp (leertemp)

Syntax:

READTEMP pin,variable

- *pin* es el pin de entrada.
- *variable* recibe el byte de datos leído.

Function:

La temperatura se lee en pasos de 1 grado, y el rango de operación del sensor va de –55 a + 125 grados Celsius. Tome en cuenta que el bit 7 es 0 para temperaturas positivas y 1 para temperaturas negativas. (Por ende, los valores negativos aparecerán como 128 + el valor numérico).

Information:

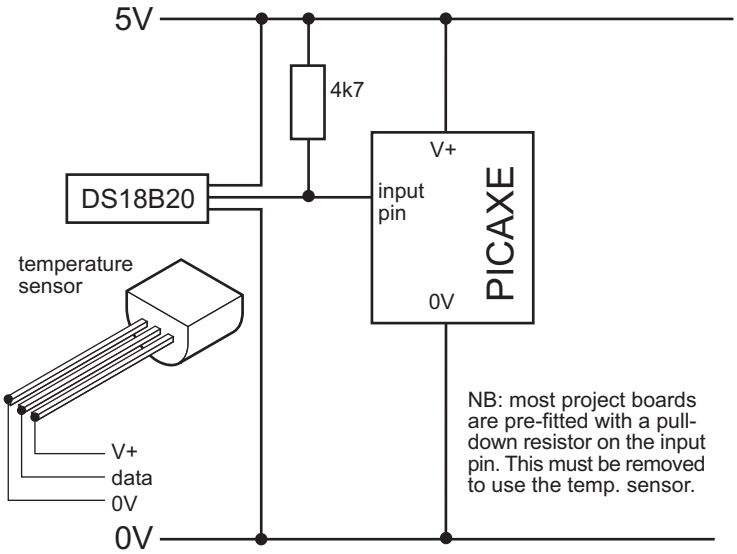
El comando readtemp no funciona con las versiones anteriores del sensor (DS1820 o DS1820S) ya que estas tienen una resolución interna diferente.
This command cannot be used on pin0 or pin3 of the PICAXE-08M.

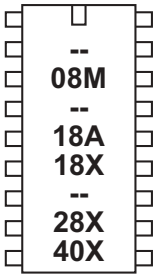
Affect of increased clock speed:

This command only functions at 4MHz.

Example:

```
main:
      readtemp 1,b1          ' leer  el valor dentro de  b1
      if b1 > 127 then neg   ' verificar si  el valor es negativo
      serout 7,T2400,(#b1)   ' transmitir el  valor al LCD serial
      goto loop
neg:
      let b1 = b1 - 128      ' ajustar el  valor negativo
      serout 7,2400,("-")    ' transmitir el  símbolo  negativo
      serout 7,2400,(#b1)    ' transmitir el valor al LCD serial
      goto main
```





readtemp12 (leertemp12)

Syntax:

READTEMP12 pin,wordvariable

- *pin* es el pin de entrada.
- *wordvariable* recibe el byte de datos leído.

Function:

La temperatura se lee y almacena en la variable de palabra especificada (resolución de 0.125 grados) como un dato de 12 bit. El usuario debe interpretar loas datos mediante manipulación matemática. Para mayor información acerca de la relación Temperatura/Datos, vea la ficha técnica DS18B20 (www.dalsemi.com).

Information:

This command is for advanced users only. For standard 'whole degree' data use the readtemp command.

The temperature is read back as the raw 12 bit data into a word variable (0.125 degree resolution). The user must interpret the data through mathematical manipulation. See the DS18B20 datasheet (www.dalsemi.com) for more information on the 12 bit Temperature/Data relationship.

See the readtemp command for a suitable circuit.

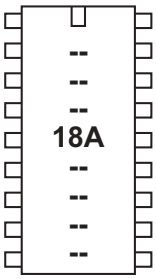
Note the readtemp12 command does not work with the older DS1820 or DS18S20 as they have a different internal resolution.

Affect of increased clock speed:

This command only functions at 4MHz.

Example:

```
main:
      readtemp12 1,w1          ' read value into b1
      debug w1                 ' transmit to computer screen
      goto main
```



readowclk (leereloj)

Syntax:

readowclk pin

- *pin* es una variable o constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

Lee los segundos transcurridos en un chip de reloj DS2415.

Information:

A continuación se muestra un ejemplo de cómo leer los segundos transcurridos con el reloj monocable DS2415. Este comando no está disponible para el PICAXE-28X a menos que se utilice un dispositivo más poderoso tal como el i2c DS1307.

El DS2415 es un "contador de segundos" de alta precisión. Por cada segundo el contador de 32 bits (4 bytes) incrementa en 1. Este dispositivo no es propiamente un reloj, es un contador que, desde que se activa va contando permanentemente los segundos transcurridos. La medida del tiempo transcurrido es muy precisa debido a la utilización de un cristal de reloj. Al tomar dos lecturas de los segundos totales transcurridos, se pueden calcular los segundos transcurridos en ese lapso de tiempo. El registro de 32 bits tiene capacidad para almacenar hasta 136 años en segundos. Opcionalmente, el DS2415 puede alimentarse independientemente con una batería de 3V de manera que continúe operando al cortar la alimentación del chip PICAXE. Después de conectar la fuente de alimentación al DS2415 se debe ejecutar el comando *resetowclk* para activar el cristal del reloj y reiniciar el contador.

El comando *readowclk* lee el contador de 32 bits y luego coloca dicho valor de 32 bits, de una manera compuesta, en las variables b10 a b13 (variables w6 y w7 en el caso que se utilicen variables de palabras).

Utilización de variables de byte:

El número almacenado en b10 es el número de segundos "sobrantes" (<256 segundos)

El número almacenado en b11 es ese número x 256 segundos

El número almacenado en b12 es ese número x 65536 segundos

El número almacenado en b13 es ese número x 16777216 segundos

Utilización de variables de palabras:

El número almacenado en w6 es el número de segundos "sobrantes" (<65536 segundos)

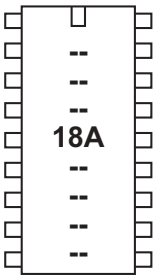
El número almacenado en w7 es ese número x 65536 segundos

Affect of Increased Clock Speed:

This command will only function at 4MHz.

Example:

```
main:
      resetowclk 2            ' reiniciar el  reloj del pin 2
loop1:
      readowclk 2       ' leer el  valor del reloj en la entrada 2
      debug b1          ' mostrar el tiempo transcurrido
      pause 10000       ' esperar 10 segundos
      goto loop1
```



resetowclk (reinreloj)

Syntax:

resetowclk pin

- *pin* es una variable o constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

Reinicia a 0 los segundos en el chip de reloj DS2415

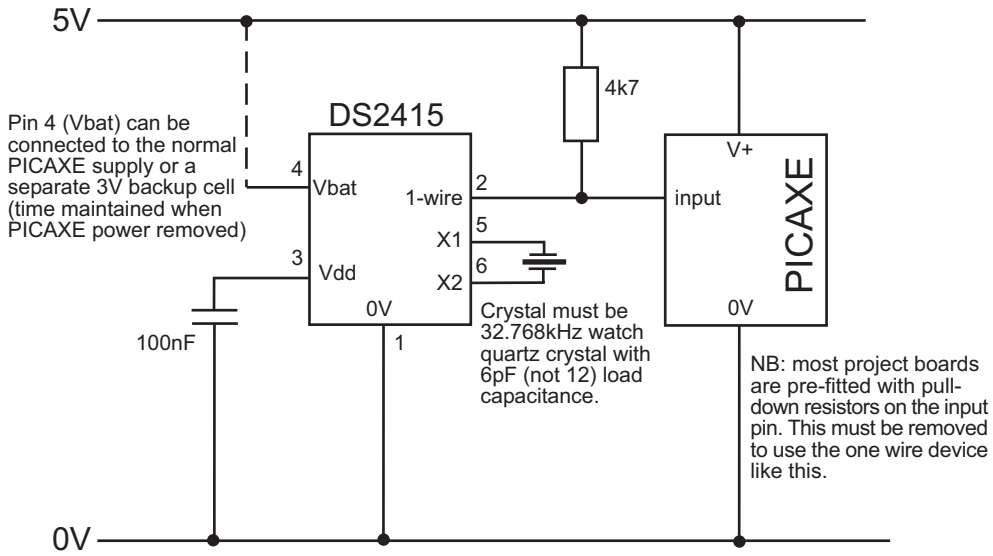
Information:

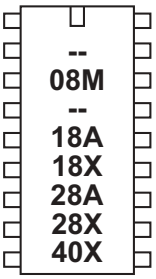
Este comando reinicia el tiempo en el chip del reloj monocable DS2415. También enciende el cristal del reloj, y por lo tanto debe utilizarse cuando el chip es encendido por primera vez para permitir el conteo del tiempo.

Affect of Increased Clock Speed:

This command will only function at 4MHz.

(Ver ejemplo arriba)





readowsn

Syntax:

readowsn pin

- Pin is a variable/constant (0-7) which specifies the i/o pin to use.

Function:

Read serial number from any Dallas 1-wire device.

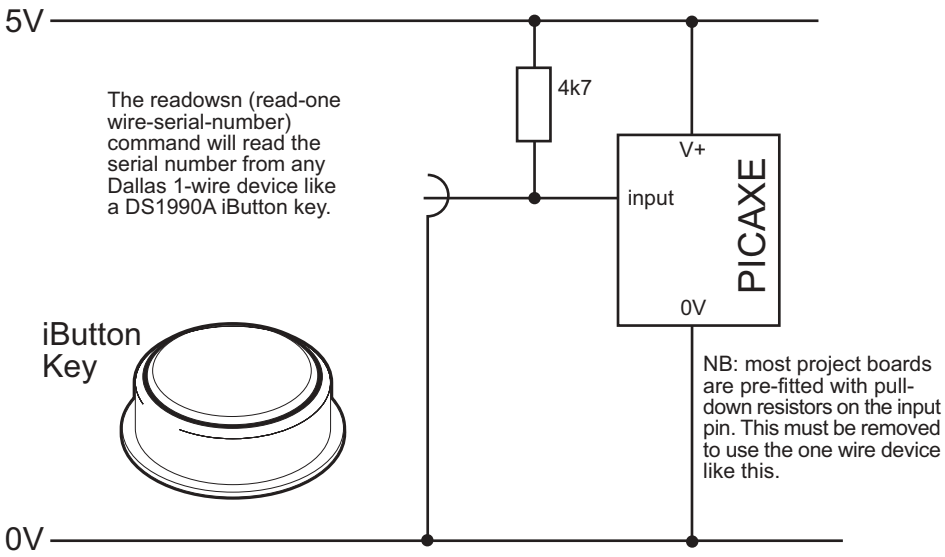
Information:

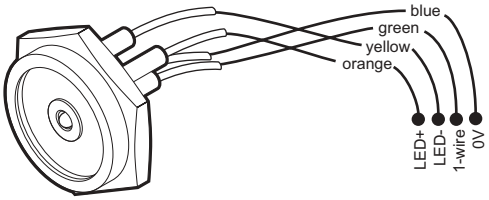
This command (read-one-wire-serial-number) reads the unique serial number from any Dallas 1-wire device (e.g DS18B20 digital temp sensor, DS2415 clock, or DS1990A iButton).

If using an iButton device (e.g. DS1990A) this serial number is laser engraved on the casing of the iButton.

The readowsn command reads the serial number and then puts the family code in b6, the serial number in b7 to b12, and the checksum in b13

Note that you should not use variables b6 to b13 for other purposes in your program during a readowsn command.





Part RSA002 - iButton Contact probe

Example:

```
main:
      let b6 = 0  ' reset family code to 0

      ' loop here reading numbers until the
      ' family code (b6) is no longer 0

loop1:
      readowsn 2  ' read serial number on input2
      if b6 = 0 then loop1

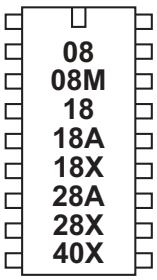
      ' Do a simple safety check here.
      ' b12 serial no value will not likely be FF
      ' if this value is FF, it means that the device
      ' was removed before a full read was completed
      ' or a short circuit occured

      if b12 = $FF then main

      'Everything is ok so continue

      debug b1          ' ok so display
      pause 1000        ' short delay

      goto main
```



return (retorna)

Syntax:

RETURN

Function:

Retornar de una subrutina.

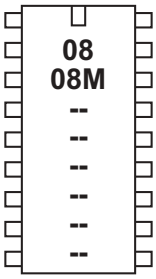
Information:

The return command is only used with a matching 'gosub' command, to return program flow back to the main program at the end of the sub procedure. If a return command is used without a matching 'gosub' beforehand, the program flow will crash.

Example:

```
main:
      let b2 = 15       ' configurar el valor de b2
      pause 2000        ' esperar 2 segundos
      gosub flsh        ' ir al sub-procedimiento flsh
      let b2 = 5        ' configurar el valor de b2
      pause 2000        ' esperar 2 segundos
      gosub flsh        ' ir al sub-procedimiento flsh
      end               ' evita ir a un sub-procedimiento
                        ' accidentalmente


flsh: for b0 = 1 to b2        ' crear un bucle de b2 ciclos
            high 1            ' encender salida 1
            pause 500         ' esperar 0.5 segundos
            low 1             ' apagar salida 1
            pause 500         ' esperar 0.5 segundos
      next b0                 ' siguiente b0
      return                  ' retornar del sub-procedimiento
```



reverse (invertir)

Syntax:

REVERSE pin,pin,pin...

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

Invierte la configuración del pin especificado (entrada a salida o viceversa)

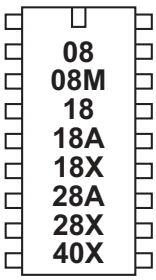
Information:

This command is only required on microcontrollers with programmable input/output pins (e.g. PICAXE-08M). This command can be used to change a pin that has been configured as an input to an output.

All pins are connfigured as inputs on first power-up (apart from out0 on the PICAXE-08, which is always an output). Note that pin3 is always an input.

Example:

```
main:
      input 1          ' convertir al  pin en entrada
      reverse 1        ' convertir al  pin en salida
      reverse 1        ' convertir al  pin en entrada
      output 1         ' convertir al  pin en salida
```



select case \ case \ else \ endselect

Syntax:

```
SELECT VAR
CASE VALUE
{code}
CASE VALUE, VALUE...
{code}
CASE VALUE TO VALUE
{code}
CASE ?? value
{code}
ELSE
{code}
ENDSELECT
```

- Var is the value to test.
- Value is a variable/constant.

?? can be any of the following conditions

=	equal to
is	equal to
<>	not equal to
!=	not equal to
>	greater than
>=	greater than or equal to
<	less than
<=	less than or equal to

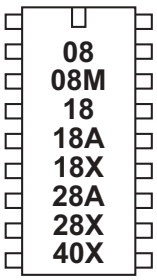
Function:
Compare a variable value and conditionally execute sections of code.

Information:
The multiple select \ case \ else \endselect command is used to test a variable for certain conditions. If these conditions are met that section of the program code is executed, and then program flow jumps to the endselect position. If the condition is not met program flows jumps directly to the next case or else command.

The 'else' section of code is only executed if none of the case conditions have been true.

Example:

```
select case b1
case 1
      high 1
case 2,3
      low 1
case 4 to 6
      high 2
else
      low 2
endselect
```



serin (serent)

Syntax:

SERIN pin,baudmode,(qualifier,qualifier...)
SERIN pin,baudmode,(qualifier,qualifier...),{#}variable,{#}variable...
SERIN pin,baudmode,{#}variable,{#}variable...

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *Baudmode* es una variable/constante (0-7) que especifica el modo:

T2400	entrada real
T1200	entrada real
T600	entrada real
T300/T4800	entrada real
N2400	entrada invertida
N1200	entrada invertida
N600	entrada invertida
N300/N4800	entrada invertida

- *Qualifiers* son variables/constantes opcionales (0-255) que deben recibirse en un orden exacto para que los bytes subsiguientes puedan recibirse y almacenarse dentro de las variables.
- *variables* reciben los resultados (0-255). Los signos # opcionales se utilizan para introducir números decimales ascii dentro de las variables.

Function:

Entradas en serie con "calificadores"(qualifiers) opcionales (8 datos, sin paridad, 1 parada).

Information:

The serin command is used to receive serial data into an input pin of the microcontroller. It cannot be used with the serial download input pin, which is reserved for program downloads only.

Pin specifies the input pin to be used. Baud mode specifies the baud rate and polarity of the signal. When using simple resistor interface, use N (inverted) signals. When using a MAX232 type interface use T (true) signals. The protocol is fixed at N,8,1 (no parity, 8 data bits, 1 stop bit).

Note that the 4800 baud rate is only available on the X parts. Note that the microcontroller may not be able to keep up with complicated datagrams at this speed - a maximum of 2400 is recommended when a 4 MHz resonator is used.

Qualifiers are used to specify a 'marker' byte or sequence. The command

```
serin 1,N2400,("ABC"),b1
```

requires to receive the string "ABC" before the next byte read is put into byte b1

Without qualifiers

```
serin 1,N2400,b1
```

the first byte received will be put into b1 regardless.

All processing stops until the new serial data byte is received. This command cannot be interrupted by the setint command. The following example simply waits until the sequence "go" is received.

```
serin 1,N2400,("go")
```

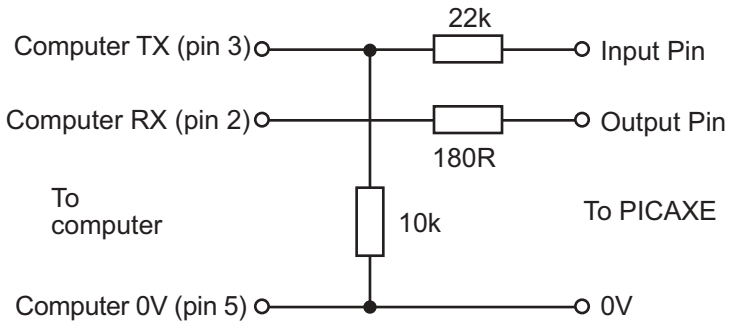
After using this command you may have to perform a 'hard reset' to download a new program to the microcontroller. See the Serial Download scetion for more details.

Affect of Increased Clock Speed:
Increasing the clock speed increases the serial baud rate as shown below. However due to the sensitive nature of serial communications it is recommened that only a 4MHz resonator is used.

Baudmode	4MHz	8MHz	16MHz
300	300	600	1200
600	600	1200	2400
1200	1200	2400	4800
2400	2400	4800	9600
4800	4800	9600	19200

A maximum of 4800 is recommended for complicated serial transactions.

Internal resonators are not as accurate as external resonators, so in high accuracy applications an external resonator device is recommended. However microcontrollers with an internal resonator may be used successfully in most applications, and may also be calibrated using the calibfreq command if required.

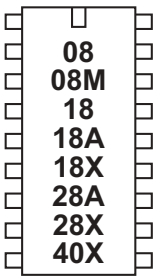


Example Computer Interface Circuit:

PICAXE-08/08M ONLY - Due to the internal structure of input3 (leg 4) of the PICAXE-08, a 1N4148 diode is required betwen the pin and V+ for serin to work on this particular pin ('bar' end of diode to V+) with this circuit. All other pins have an internal diode.

Example:

```
main: for b0 = 0 to 63        ' iniciar un bucle
      serin 6,T2400,b1        ' recibir un valor en  serie
      write b0,b1             ' escribir valor dentro de  b1
next b0                       ' siguiente b0
```



serout (sersal)

Syntax:

SEROUT pin,baudmode,({#}data,{#}data...)

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *Baudmode* es una variable/constante (0-7) que especifica el modo:

T2400	salida real
T1200	salida real
T600	salida real
T300/T4800	salida real
N2400	salida invertida
N1200	salida invertida
N600	salida invertida
N300/N4800	salida invertida

- *Data* son variables/constantes (0-255) con los datos que se desean enviar como salidas.
- Los signos # opcionales se utilizan para introducir números decimales ascii dentro de las variables.

Function:

Transmit serial data output (8 data bits, no parity, 1 stop bit).

Information:

The serout command is used to transmit serial data from an output pin of the microcontroller. It cannot be used with the serial download output pin - use the sertxd command in this case.

Pin specifies the output pin to be used. Baud mode specifies the baud rate and polarity of the signal. When using simple resistor interface, use N (inverted) signals. When using a MAX232 type interface use T (true) signals. The protocol is fixed at N,8,1 (no parity, 8 data bits, 1 stop bit).

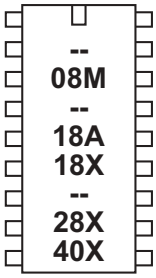
Note that the 4800 baud rate is only available on the X parts. Note that the microcontroller may not be able to keep up with complicated datagrams at this speed - a maximum of 2400 is recommended when a 4 MHz resonator is used.

The # symbol allows ascii output. Therefore #b1, when b1 contains the data 126, will output the ascii characters “1” ”2” ”6” rather than the raw data 126.

Please also see the interfacing circuits , affect of resonator clock speed, and explanation notes of the ‘serin’ command, as all of these notes also apply to the serout command.

Example:

```
main:
for b0 = 0 to 63              ' iniciar un bucle
      read b0,b1              ' leer valor de b0 dentro de  b1
      serout 7,T2400,(b1)     ' transmitir el  valor al LCD serie
next b0                       ' siguiente b0
```



sertxd (sertxd)

Syntax:

SERTXD ({#}data,{#}data...)

- *data* son las variables o constantes (0-255) que suministran los datos que constituirán la salida. Los símbolos "#" son opcionales y se utilizan para transmitir datos con números decimales ascii en vez de simples caracteres. Al escribir textos, estos se pueden encerrar entre comillas ("Hello").

Function:

Salida en serie mediante el pin de programación serout (4800 baudios, 8 datos, sin paridad, 1 parada)

Information:

The sertxd command is similar to the serout command, but acts via the serial output pin rather than a general output pin. This allows data to be sent back to the computer via the programming cable. This can be useful whilst debugging data - view the uploaded data in the PICAXE>Terminal window. There is an option within View>Options>Options to automatically open the Terminal windows after a download.

The baud rate is fixed at 4800,n,8,1

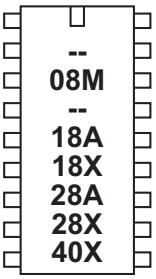
Affect of Increased Clock Speed:

Increasing the clock speed increases the serial baud rate as shown below.

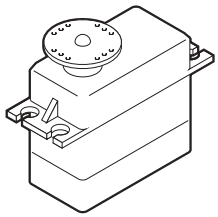
4MHz	8MHz	16MHz
4800	9600	19200

Example:

```
main:
      for b0 = 0 to 63  ' iniciar un bucle
            read b0,b1  ' leer el valor de b0 dentro de b1
            sertxd(b1)  ' transmitir el valor al LCD serial
      next b0           ' siguiente b0
```



servo (servo)



Syntax:

SERVO pin,pulse

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *pulse* es una variable/constante (75-255) que especifica l a posición adonde se desea mover el servo.

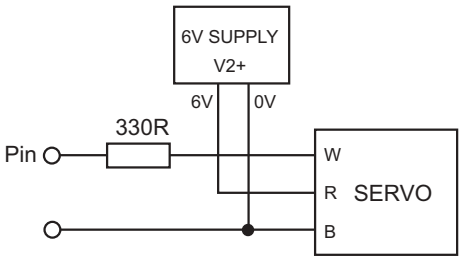
Function:

Enviar impulsos por un pin de salida para controlar un servo de control por radio

Information:

Este comando envía impulsos *high* a través de un pin por periodos de tiempo dados por la ecuación *pulse* x (0.01 ms). Los impulsos se repiten cada 20 ms. Usualmente los servos de control por radio requieren impulsos de 0.75 a 2.25 ms cada 20 ms. Por lo tanto, el comando *servo 1,75* moverá al servo a un extremo (0°), el comando *servo 1,225* moverá al servo al otro extremo (180°) y *servo 1,150* moverá al servo a su posición central.

Este comando es diferente a todos los otros comandos BASIC en el sentido que los impulsos continúan hasta que se envíe otro comando *servo*, *high* ó *low*. Los comandos *high* y *low* detienen los impulsos inmediatamente. El comando *servo* funciona de la siguiente manera: cuando se envía un nuevo comando con un *pulse* distinto, la longitud del impulso se ajusta al nuevo valor y por consiguiente el servo se mueve a su nueva posición.



No se deben utilizar *pulses* menores de 75 ni mayores de 225 ya que esto puede provocar un mal funcionamiento del servo. Debido a las tolerancias de fabricación de los servos, todos los valores (*pulse*) que indican las posiciones donde se desea mover a los mismos son aproximados y se requiere siempre realizar ajustes y afinamiento mediante experimentación.

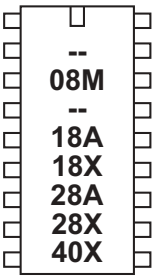
Note que el tiempo de procesamiento requerido para procesar los comandos *servo* cada 20 ms provoca un retraso en la ejecución de otros comandos. Por ejemplo, un comando de pausa tomará un tiempo ligeramente mayor que lo esperado. Por esta misma razón, los impulsos del comando *servo* son temporalmente deshabilitados al ejecutar comandos *serin* y *serout* muy sensibles.

Affect of increased clock speed:

The servo command will only function correctly at 4MHz.

Example:

```
main: servo 4,75        ' mover el servo a un  extremo
      pause 2000        ' esperar 2 segundos
      servo 4,150       ' mover el servo a su posición central
      pause 2000        ' esperar 2 segundos
      servo 4,225       ' mover el servo al otro  extremo
      pause 2000        ' esperar 2 segundos
      goto main         ' regresar a  inicio
```



setint (setint)

Syntax:

SETINT input,mask

- *input* es una variable o constante (0-7) que especifica una condición en la entrada.
- *Mask* es una constante o variable (75-255) que especifica la "máscara".

Function:

Interrumpir el programa si se da la condición específica para la entrada.

Information:

Este comando causa una interrupción "encuesta" (Polled interrupt) al darse cierta condición en un pin de entrada.

La interrupción encuesta es la manera más rápida de reaccionar a una situación particular en las entradas. Es el único tipo de interrupción disponible en los sistemas PICAXE. El puerto de entrada se verifica entre la ejecución de una línea de comandos y otra en el programa, y continuamente durante la ejecución de cualquier comando de pausa. Si se cumple con la condición especificada para la entrada, el programa salta a un sub-procedimiento (gosub). Una vez que el sub-procedimiento se ejecuta, el programa retorna y continúa ejecutando el programa principal.

La condición de interrupción puede ser cualquier patrón de ceros (0) y unos (1) en el puerto de entrada , "enmascarado" por el byte "mask". Por lo tanto, cualquier bit "enmascarado" por un "0" en un byte "mask" será ignorado.

Ejemplo:
Para interrumpir el programa cuando únicamente la entrada1 está encendida (high):

```
Setint %00000010,%00000010
```

Para interrumpir el programa cuando únicamente la entrada1 está apagada (low):

```
Setint %00000000,%00000010
```

Para interrumpir el programa cuando la entrada0 esta encendida (high), la entrada1 encendida (high) y la entrada2 apagada (low):

```
Setint %00000011,%00000111
```

etcétera...

Sólo se permite un patrón de entrada a la vez. Para deshabilitar la interrupción debe ejecutar el comando SETINT con el valor de "0" como byte "mask".

Notas:
1) Cada programa que utilice el comando SETINT debe tener su interrupción correspondiente: un sub-procedimiento (que termine con el comando "return") al final del programa.
2) Después que ocurre la interrupción, la función es deshabilitada. Por lo tanto, si desea re-habilitar la interrupción, debe utilizar nuevamente el comando SETINT dentro del mismo sub-procedimiento. La interrupción no se habilitará nuevamente hasta que se ejecute el comando "return" del sub-procedimiento.
3) Si la condición de interrupción no termina durante la ejecución del sub-

procedimiento, puede ocurrir una segunda interrupción inmediatamente.
4) Luego de que el código de interrupción se ha ejecutado, el programa continúa ejecutándose en la siguiente línea del programa principal. En caso de que la interrupción se dé durante la ejecución de un comando de pausa, el tiempo faltante para terminar dicha pausa será ignorado y el programa continuará en la siguiente línea.

Ejemplo:

```
setint %10000000,%10000000
‘ activar la interrupción cuando el pin7 se enciende (high)

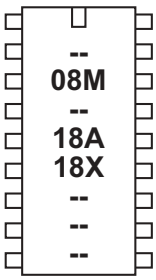
main:
low 1       ‘ apagar la salida1
pause 2000  ‘ esperar 2 segundos
goto main   ‘ regresar al  inicio

interrupt:
high 1            ‘ encender la salida1
if pin7 = 1 then interrupt
‘ continuar en el sub-bucle hasta que cambie la condición de
interrupción en la entrada
pause 2000  ‘ esperar 2 segundos
setint %10000000,%10000000
‘ reactivar la  interrupción
return            ‘ retornar del sub-procedimiento
```

En este ejemplo el LED de la salida 1 se encenderá inmediatamente después que se encienda el interruptor de la entrada. Si se utilizara el comando “if pin7 = 1 then...”, el programa tardaría hasta dos segundos en encender el LED ya que el comando “if” no se procesa durante el tiempo de retardo del comando “pause 2000” del bucle del programa principal (para comparar, abajo se muestra el programa estándar).

```
main:
      low 1       ‘ apagar salida 1
      pause 2000  ‘ esperar 2 segundos
      if pin7 = 1 then sw_on
      goto main   ‘ regresar al inicio

sw_on:
      high 1            ‘ encender salida 1
      if pin7 = 1 then sw_on
‘ continuar en el sub-bucle hasta que cambie la condición
      pause 2000  ‘ esperar 2 segundos
      goto main   ‘ regresar al bucle principal
```



setfreq

Syntax:

setfreq freq

- freq is the keyword m4 or m8.

Function:

Set the internal clock frequency for microcontrollers with internal resonator to 4MHz (default) or 8MHz.

Information:

The setfreq command can be used to double the speed of operation of the microcontroller from 4MHz to 8MHz. However note that this speed increase affects many commands, by, for instance, changing their properties (e.g. all pause commands are half the length at 8MHz).

On devices with an external resonator this command cannot be used - the value of the external resonator must be changed to alter the clock frequency.

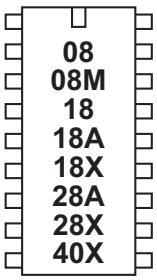
The change occurs immediately. All programs default to m4 (4MHz) if a setfreq command is not used. Note that you may have to perform a 'hard reset' at 4MHz if a new download fails after using this command.

The 8 and 4MHz frequencies are factory preset to the most accurate settings. However advanced users may use the calibfreq command to adjust these factory preset settings.

Some commands such as readtemp will only work at 4MHz. In these cases change back to 4MHz temporarily to operate these commands.

Example:

```
setfreq m4        ' setfreq to 4MHz
readtemp 1,b1     ' do command at 4MHz
setfreq m8        ' set freq back to 8MHz
```



shiftin

Information:
The PICAXE microcontrollers do not have a shiftin command. However the same functionality found in other products can be achieved by using the sub procedures provided below. These sub-procedures are also saved in the file called shiftin_out.bas in the \samples folder of the Programming Editor software.

To use, simply copy the symbol definitions to the top of your program and copy the appropriate shiftin sub procedures to the bottom of your program.

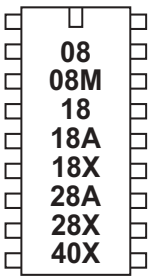
Do not copy all options as this will waste memory space.
It is presumed that the data and clock outputs (sdata and sclk) are in the low condition before the gosub is used.

BASIC line
"shiftin serdata, sclk, mode, (var_in(\bits)) "
becomes
gosub shiftin_LSB_Pre (for mode LSBPre)
gosub shiftin_MSB_Pre (for mode MSBPre)
gosub shiftin_LSB_Post (for mode LSBPost)
gosub shiftin_MSB_Post (for mode MSBPost) '

```
' ~~~~~ SYMBOL DEFINITIONS ~~~~~
' Required for all routines. Change pin numbers/bits as required.
' Uses variables b7-b13 (i.e. b7,w4,w5,w6). If only using 8 bits
' all the word variables can be safely changed to byte variables.
'

'***** Sample symbol definitions *****
symbol sclk = 5          ' clock (output pin)
symbol sdata = 7         ' data (output pin for shiftout)
symbol serdata = input7 ' data (input pin for shiftin, note input7
symbol counter = b7      ' variable used during loop
symbol mask = w4         ' bit masking variable
symbol var_in = w5       ' data variable used durig shiftin
symbol var_out = w6      ' data variable used during shiftout
symbol bits = 8          ' number of bits
symbol MSBvalue = 128    ' MSBvalue
            '(=128 for 8 bits, 512 for 10 bits, 2048 for 12 bits)
```

```
'=====================================================================
' ~~~~~ SHIFTIN ROUTINES ~~~~~
' Only one of these 4 is required - see your IC requirements
' It is recommended you delete the others to save space
'=====================================================================
' ***** Shiftin LSB first, Data Pre-Clock *****
shiftin_LSB_Pre:
                let var_in = 0
                for counter = 1 to bits ' number of bits
                var_in = var_in / 2     ' shift right as LSB first
                if serdata = 0 then skipLSBPre
                var_in = var_in + MSBValue    ' set MSB if serdata = 1
skipLSBPre:     pulsout sclk,1    ' pulse clock to get next data bit
                next counter
                return
'=====================================================================
' ***** Shiftin MSB first, Data Pre-Clock *****
shiftin_MSB_Pre:
                let var_in = 0
                for counter = 1 to bits ' number of bits
                var_in = var_in * 2     ' shift left as MSB first
                if serdata = 0 then skipMSBPre
                var_in = var_in + 1     ' set LSB if serdata = 1
skipMSBPre:     pulsout sclk,1    ' pulse clock to get next data bit
                next counter
                return
'=====================================================================
' ***** Shiftin LSB first, Data Post-Clock ***** '
shiftin_LSB_Post: let var_in = 0
                for counter = 1 to bits ' number of bits
                var_in = var_in / 2     ' shift right as LSB first
                pulsout sclk,1    ' pulse clock to get next data bit
                if serdata = 0 then skipLSBPost
                var_in = var_in + MSBValue    ' set MSB if serdata = 1
skipLSBPost:    next counter
                return
'=====================================================================
' ***** Shiftin MSB first, Data Post-Clock *****
shiftin_MSB_Post: let var_in = 0
                for counter = 1 to bits ' number of bits
                var_in = var_in * 2     ' shift left as MSB first
                pulsout sclk,1    ' pulse clock to get next data bit
                if serdata = 0 then skipMSBPost
                var_in = var_in + 1     ' set LSB if serdata = 1
skipMSBPost:    next counter
                return
'=====================================================================
```



shiftout

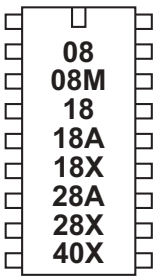
Information:
The PICAXE microcontrollers do not have a shiftout command. However the same functionality found in other products can be achieved by using the sub procedures provided below. These sub-procedures are also saved in the file called shiftin_out.bas in the \samples folder of the Programming Editor software.

To use, simply copy the symbol definitions (listed within the shiftin command) to the top of your program and copy the appropriate shiftout sub procedures below to the bottom of your program.

Do not copy both options as this will waste memory space.
It is presumed that the data and clock outputs (sdata and sclk) are in the low condition before the gosub is used.
BASIC line
"shiftout sdata, sclk, mode, (var_out(\bits))"
becomes
gosub shiftout_LSBFirst (for mode LSBFirst)
gosub shiftout_MSBFirst (for mode MSBFirst)

Note the symbol definitions listed in the 'shiftin' command must also be used.

```
'====================================================================
' ***** Shiftout LSB first *****
shiftout_LSBFirst:
            for counter = 1 to bits       ' number of bits
            mask = var_out & 1            ' mask LSB
            low sdata                     ' data low
            if mask = 0 then skipLSB
            high sdata                    ' data high
skipLSB:    pulsout sclk,1                ' pulse clock for 10us
            var_out = var_out / 2         ' shift variable right for LSB
            next counter
            return
'====================================================================
' ***** Shiftout MSB first *****
shiftout_MSBFirst:
            for counter = 1 to bits       ' number of bits
            mask = var_out & MSBValue     ' mask MSB
            low sdata                     ' data low
            if mask = 0 then skipMSB
            high sdata                    ' data high
skipMSB:    pulsout sclk,1                ' pulse clock for 10us
            var_out = var_out * 2         ' shift variable left for MSB
            next counter
            return
'====================================================================
```



sleep (dormir)

Syntax:

SLEEP period

-*period* es una variable/constante que especifica la duración del comando *sleep* en segundos (0-65535).

Function:

"Dormir" por algunos segundos (resolución ~ 2.3s, precisión 99.9%). Cuando el microcontrolador está "durmiendo" el consumo de energía eléctrica se reduce a 1/100 del consumo regular (si no se está controlando nada).

Information:

The sleep command puts the microcontroller into low power mode for a period of time. When in low power mode all timers are switched off and so the pwmout and servo commands will cease to function. The nominal period is 2.3s, so sleep 10 will be approximately 23 seconds. The sleep command is not regulated and so due to tolerances in the microcontrollers internal timers, this time is subject to -50 to +100% tolerance. The external temperature affects these tolerances and so no design that requires an accurate time base should use this command.

Shorter 'sleeps' are possible with the 'nap' command.

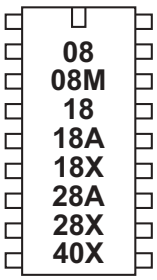
Some PICAXE chips (e.g. 08M) support the disablebod (enablebod) command to disable the brown-out detect function. Use of this command prior to a sleep will considerably reduce the current drawn during the sleep command.

Affect of increased clock speed:

The sleep command uses the internal watchdog timer which is not affected by changes in resonator clock speed.

Example:

```
main: high 1            ' encender salida 1
      sleep 10          ' dormir por 9.2 segundos
      low 1             ' apagar salida 1
      sleep 100         ' dormir por 98.9 segundos
      goto main         ' loop back to start
```



sound (sonido)

Syntax:

SOUND pin,(note,duration,note,duration...)

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.
- *notes* son variables/constantes (0-255) que especifican el tipo de nota y su frecuencia. La nota 0 es muda. Las notas 1-127 son notas con tonos ascendientes. Las notas 128-255 son ruido blanco ascendente.
- *Duration* es una variable/constante (0-255) que especifica la duración de la nota.

Function:

Emitir sonidos con las notas y duraciones especificadas. El pin de salida debe tener conectados un zumbador ó un altavoz, y un condensador electrolítico de 10uf. El zumbador se debe conectar entre el pin y la conexión a tierra.

Information:

This command is designed to make audible 'beeps' for games and keypads etc. To play music use the play or tune command instead. Note and duration must be used in 'pairs' within the command.

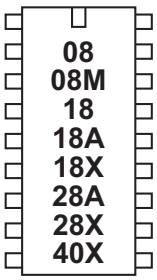
See the tune command for suitable piezo / speaker circuits.

Affect of Increased Clock Speed:

This length of the note is halved at 8MHz and quartered at 16MHz.

Example:

```
main: let b0 = b0 + 1          ' incrementar b0
      sound 7,(b0,50)          ' emitir un sonido
      goto main                ' regresar al  inicio
```



stop

Syntax:

STOP

Function:

Enter a permanent stop loop until the power cycles (program re-runs) or the PC connects for a new download.

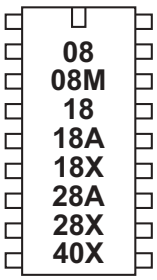
Information:

The stop command places the microcontroller into a permament loop at the end of a program. Unlike the end command the stop command does not put the the microcontroller into low power mode after a program has finished.

The stop command does not switch off internal timers, and so commands such as servo and pwmout that require these timers will continue to function.

Example:

```
main:
      pwmout 1,120,400
      stop
```



switch on/off (encender/anagar)

Syntax:

SWITCH ON pin, pin, pin...
SWITCHON pin, pin, pin...
SWITCH OFF pin, pin, pin...
SWITCHOFF pin, pin, pin...

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

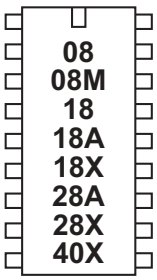
Poner al pin de salida especificado en high / low

Information:

This is a 'pseudo' command designed for use by younger students It is actually equivalent to 'high' or 'low', ie the software outputs a high or low command as appropriate.

Example:

```
main: switch on 7            ' encender salida 7
      wait 5                 ' esperar 5 segundos
      switch off 7           ' apagar salida 7
      wait 5                 ' esperar 5 segundos
      goto main              ' regresar a inicio
```



symbol (simbolo)

Syntax:

SYMBOL symbolname = value

SYMBOL symbolname = value ?? constant

- *symbolname* es un texto el cual debe comenzar con una letra o con un "_". Después del primer carácter, también puede contener números ("0"-"9").
- *value* es una variable o constante a la cual se le esta dando el nombre especificado por symbolname.

Function:

Asignar un valor a un nuevo nombre de símbolo.

Information:

Symbols are used to rename constants or variables to make them easier to remember during a program. Symbols have no affect on program length as they are converted back into 'numbers' before the download.

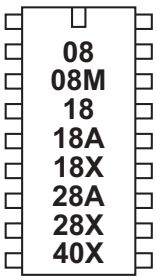
Symbols can contain numeric characters, but must not start with a numeric character. Naturally symbol names cannot be command names or reserved words such as input, step, etc. See the list of reserved words at the end of this section.

When using input and output pin definitions take care to use the term 'pin0' not '0' when describing input variables to be used within if...then statements.

Example:

```
symbol RED_LED = 7      ' define un nombre de símbolo para una constante
symbol COUNTER = B0     ' define un nombre de símbolo para una variable

      let COUNTER = 200 ' pre-cargar símbolo counter con 200
main: high RED_LED      ' encender salida 7
      pause COUNTER     ' esperar 0.2 segundos
      low RED_LED       ' apagar salida 7
      pause COUNTER     ' esperar 0.2 segundos
      goto main         ' regresar a inicio
```



toggle (bascular)

Syntax:

TOGGLE pin,pin,pin...

- *pin* es una variable/constante (0-7) que especifica cual pin de entrada/salida utilizar.

Function:

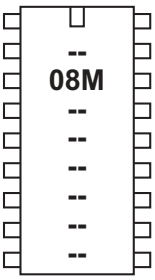
Convertir en salida al pin especificado y bascular su estado.

Information:

The high command inverts an output (high if currently low and vice versa)
On microcontrollers with configurable input/output pins (e.g. PICAXE-08) this command also automatically configures the pin as an output.

Example:

```
main:
      toggle 7          ' bascular salida 7
      pause 1000        ' esperar  1 segundo
      goto loop         ' regresar  a inicio
```



tune

Syntax:

TUNE LED, speed, (note, note, note...)

- LED is a variable/constant (0 -3) which specifies if other outputs flash at the same time as the tune is being played.
  - 0 - No outputs
  - 1 - Output 0 flashes on and off
  - 2 - Output 4 flashes on and off
  - 3 - Output 0 and 4 flash alternately
- speed is a variable/constant (1-15) which specifies the tempo of the tune.
- notes are the actual tune data generated by the Tune Wizard.

Function:

Plays a user defined musical tune on the PICAXE-08M.

Information:

The tune command allows musical 'tunes' to be played on the PICAXE-08M. Playing music on a microcontroller with limited memory will never have the quality of commercial playback devices, but the tune command performs remarkably well. Music can be played on economical piezo sounders (as found in musical birthday cards) or on better quality speakers.

The following information gives technical details of the note encoding process. However most users will use the 'Tune Wizard' to automatically generate the tune command, by either manually sequentially entering notes or by importing a mobile phone ring tone. Therefore the technical details are only provided for information only – they are not required to use the Tune Wizard.

Note that the tune command compresses the data, but the longer the tune the more memory that will be used. The 'play' command does not use up memory in the same way, but is limited to the 4 internal preset tunes.

All tunes play on a piezo sounder or speaker, connected to output 2 (leg 5) of the PICAXE-08M. Some sample circuits are shown later in this section.

Speed:
The speed of music is normally called 'tempo' and is the number of 'quarter beats per minute' (BPM). This is defined within the PICAXE system by allocating a value of 1-15 to the speed setting.

The sound duration of a quarter beat within the PICAXE is as follows:

sound duration = speed x 65.64 ms

Each quarter beat is also followed by a silence duration as follows,

silence duration = speed x 8.20 ms

Therefore the total duration of a quarter beat is:

total duration = (speed x 65.64)
+ (speed x 8.20)
= speed x 73.84 ms

Therefore the approximate number of beats per minute (bpm) are:

bpm = 60 000 / (speed x 73.84)

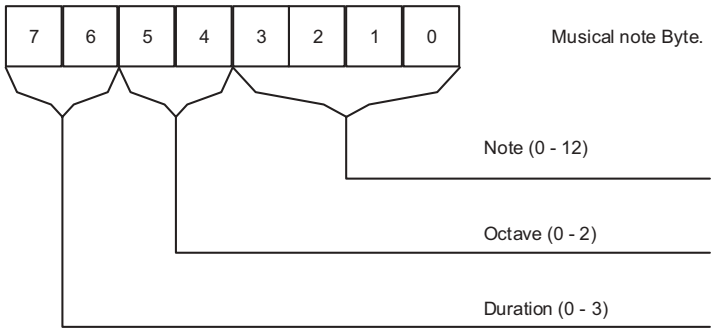
A table of different speed values are shown here. This gives a good range for most popular tunes.

Speed	BPM
1	812
2	406
3	270
4	203
5	162
6	135
7	116
8	101
9	90
10	81
11	73
12	67
13	62
14	58
15	54

Note that within electronic music a note normally plays for 7/8 of the total note time, with silence for 1/8. With the PICAXE the ratio is slightly different (8/9) due to memory and mathematical limitations of the microcontroller.

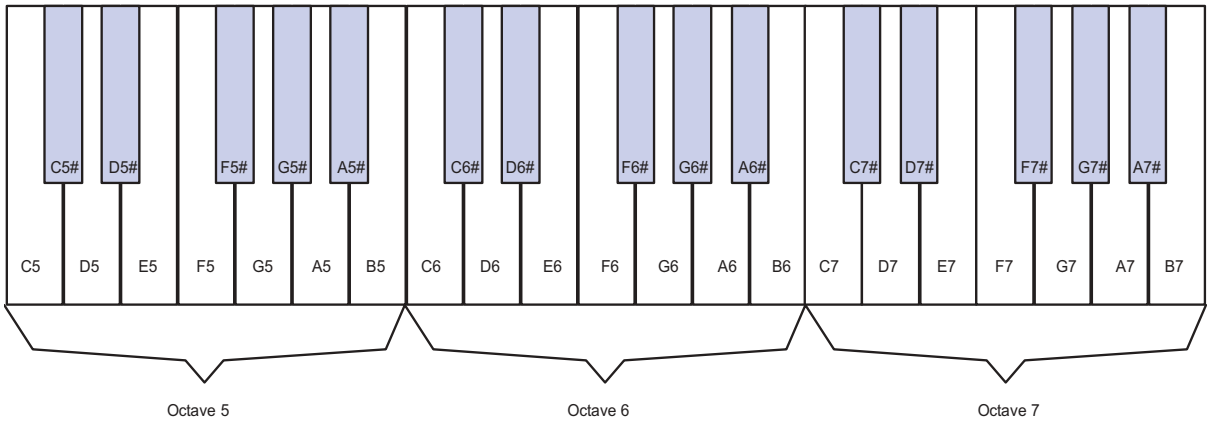
Note Bytes:

Each note byte is encoded into 8 bits as shown. The encoding is optimised to ensure the most common values (1/4 beat and octave 6) both have a value of 00. Note that as the PICAXE also performs further optimisation on the whole tune, the length of the tune will not be exactly the same length as the number of note bytes. 1/16, 1/32 and 'dotted' notes are not supported.



76 = Duration	54 = Octave	3210 = Note
00 = 1/4	00 = Middle Octave (6)	0000 = C
01 = 1/8	01 = High Octave (7)	0001 = C#
10 = 1	10 = Low Octave (5)	0010 = D
11 = 1/2	11 = not used	0011 = D#
		0100 = E
		0101 = F
		0110 = F#
		0111 = G
		1000 = G#
		1001 = A
		1010 = A#
		1011 = B
		11xx = Pause

Piano Representation of Note Frequency

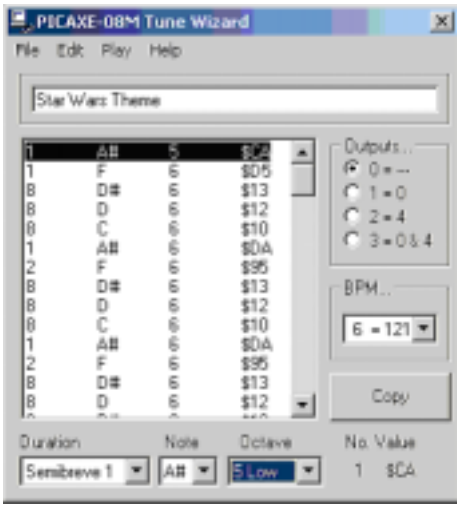


C5 = 262 Hz
C5# = 277 Hz
D5 = 294 Hz
D5# = 311 Hz
E5 = 330 Hz
F5 = 349 Hz
F5# = 370 Hz
G5 = 392 Hz
G5# = 415 Hz
A5 = 440 Hz
A5# = 466 Hz
B5 = 494 Hz

C6 = 523 Hz ("Middle C")
C6# = 554 Hz
D6 = 587 Hz
D6# = 622 Hz
E6 = 659 Hz
F6 = 698 Hz
F6# = 740 Hz
G6 = 784 Hz
G6# = 831 Hz
A6 = 880 Hz
A6# = 932 Hz
B6 = 988 Hz

C7 = 1047 Hz
C7# = 1109 Hz
D7 = 1175 Hz
D7# = 1245 Hz
E7 = 1318 Hz
F7 = 1396 Hz
F7# = 1480 Hz
G7 = 1568 Hz
G7# = 1661 Hz
A7 = 1760 Hz
A7# = 1865 Hz
B7 = 1975 Hz

PICAXE-08M Tune Wizard



The Tune Wizard allows musical tunes to be created for the PICAXE-08M. Tunes can be entered manually using the drop-down boxes if desired, but most users will prefer to automatically import a mobile phone monophonic ringtone. These ringtones are widely available on the internet in RTTTL format (used on most Nokia phones). Note the PICAXE can only play one note at a time (monophonic), and so cannot use multiple note (polyphonic) ringtones.

There are approximately 1000 tunes for free download on the software page of the www.picaxe.co.uk website. Some other possible sources for free ringtones are:

http://www.ringtonerfest.com/
http://www.free-ringtones.eu.com/
http://www.tones4free.com/

To start the Tune Wizard click the PICAXE>Wizard>Tune Wizard menu.

The easiest way to import a ringtone from the internet is to find the tune on a web page. Highlight the RTTTL version of the ringtone in the web browser and then click Edit>Copy. Move back to the Tune Wizard and then click Edit>Paste Ringtone.

To import a ringtone from a saved text file, click File>Import Ringtone.

Once the tune has been generated, select whether you want outputs 0 and 4 to flash as the tune plays (from the options within the 'Outputs' section).

The tune can then be tested on the computer by clicking the 'Play' menu (if your computer is fitted with soundcard and speakers). The tune played will give a rough idea of how the tune will sound on the PICAXE, but will differ slightly due to the different ways that the computer and PICAXE generate and playback sounds. On older computers the tune generation may take a couple of seconds as generating the tune is very memory intensive.

Once your tune is complete click the 'Copy' button to copy the tune command to the Windows clipboard. The tune can then be pasted into your main program.

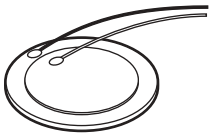
Tune Wizard menu items:

File	New	Start a new tune
	Open	Open a previously saved tune
	Save As	Save the current tune
	Import Ringtone	Open a ringtone from a text file
	Export Ringtone	Save tune as a ringtone text file
	Export Wave	Save tune as a Windows .wav sound file
	Close	Close the Wizard
Edit	Insert Line	Insert a line in the tune
	Delete Line	Delete the current line
	Copy BASIC	Copy the tune command to Windows clipboard
	Copy Ringtone	Copy tune as a ringtone to Windows clipboard
	Paste BASIC	Paste tune command into Wizard
	Paste Ringtone	Paste ringtone into Wizard
Play		Play the current tune on the computer's speaker
Help	Help	Start this help file.

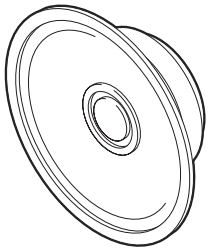
Ring Tone Tips & Tricks:

1. After generating the tune, try adjusting the tempo by increasing or decreasing the speed value by 1 and listening to which 'speed' sounds best.
2. If your ringtone does not import, make sure the song title at the start of the line is less than 50 characters long and that all the text is saved on a single line.
3. Ringtones that contain the instruction 'd=16' after the description, or that contain many notes starting with 16 or 32 (the odd one or two doesn't matter) will not play correctly at normal speed on the PICAXE. However they may sound better if you double the PICAXE processor speed by using a 'setfreq m8' command before the tune command.
4. The PICAXE import filters 'round-down' dotted notes (notes ending with '.'). You may wish to change these notes into longer notes after importing.

Sound Circuits for use with the play or tune command.



The simplest, most economical, way to play the tunes is to use a piezo sounder. These are simply connected between the output pin 2 (leg 5) of the PICAXE-08M and 0V (see circuits below).



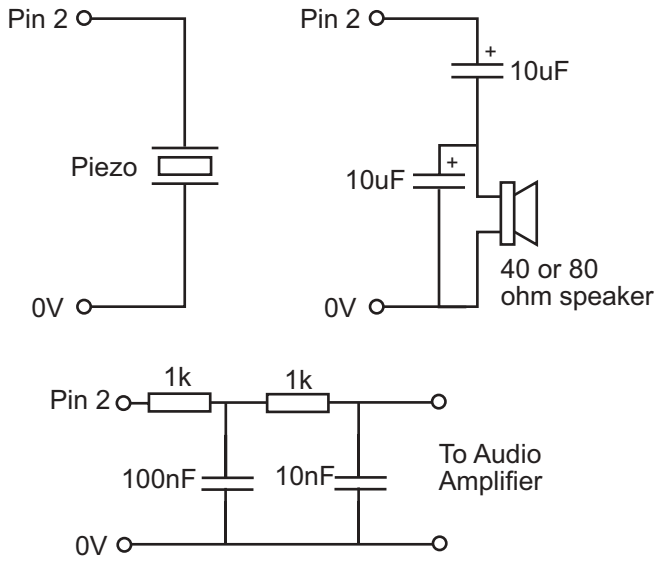
The best piezo sound comes from the 'plastic cased' variants. Uncased piezos are also often used in schools due to their low cost, but the 'copper' side will need fixing to a suitable sound-board (piece of card, polystyrene cup or even the PCB itself) with double sided tape to amplify the sound.

For richer sounds a speaker should be used. Once again the quality of the sound-box the speaker is placed in is the most significant factor for quality of sound. Speakers can be driven directly (using a series capacitor) or via a simply push-pull transistor amplifier.

A 40 or 80 ohm speaker can be connected with two capacitors as shown. For an 8 ohm speaker use a combination of the speaker and a 33R resistor in series (to generate a total resistance of 39R).

The output can also be connected (via a simple RC filter) to an audio amplifier such as the TBA820M.

The sample .wav sound files in the \music sub-folder of the Programming Editor software are real-life recordings of tunes played (via a speaker) from the microcontroller chip.



Ringing Tones Text Transfer Language (RTTTL) file format specification

```
<name> <sep> [<defaults>] <sep> <note-command>+
<name> := <char>+ ; max length 10 characters        PICAXE accepts up to 50
<sep> := ":"
<defaults> :=
<def-note-duration> |<def-note-scale> |<def-beats>
<def-note-duration> := "d=" <duration>
<def-note-octave> := "o=" <octave>
<def-beats> := "b=" <beats-per-minute>

; If not specified, defaults are
; duration = 4 (quarter note)
; octave = 6
; beats-per-minute = 63 (decimal value)              PICAXE defaults to 62

<note-command> :=
[<duration>] <note> [<octave>] [<special-duration>] <delimiter>

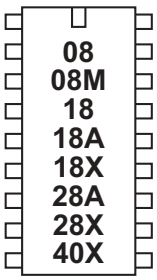
<duration> :=
"1" |                ; Full 1/1 note
"2" |                ; 1/2 note
"4" |                ; 1/4 note
"8" |                ; 1/8 note
"16" |               ; 1/16 note                    Not used – PICAXE changes to 8
"32" |               ; 1/32 note                    Not used – PICAXE changes to 8

<note> :=
"C" |
"C#" |
"D" |
"D#" |
"E" |
"F" |
"F#" |
"G" |
"G#" |
"A" |
"A#" |
"B" |                ; "H" can also be used              PICAXE exports using B
"P"                  ;  pause

<octave> :=
"5" |                ; Note A is 440Hz
"6" |                ; Note A is 880Hz
"7" |                ; Note A is 1.76 kHz
"8"                  ; Note A is 3.52 kHz          Not used - PICAXE uses octave 7

<special-duration> :=
"."                  ; Dotted note                 Not used - PICAXE rounds down

<delimiter> := ","
```



wait (esperar)

Syntax:

WAIT seconds

- *seconds* es una constante (0-65) que especifica la duración de la pausa.

Function:

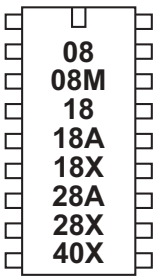
Hacer una pausa por el tiempo especificado.

Information:

This is a 'pseudo' command designed for use by younger students It is actually equivalent to 'pause * 1000', ie the software outputs a pause command with a value 1000 greater than the wait value. Therefore this command cannot be used with variables. This command is not normally used outside the classroom.

Example:

```
main: switch on 7              ' encender salida 7
      wait 5                   ' esperar 5 segundos
      switch off 7             ' apagar salida 7
      wait 5                   ' esperar 5 segundos
      goto main                ' regresar a inicio
```



write (escribir)

Syntax:

WRITE location,data ,data, WORD wordvariable...

- *location* es una variable/constante que especifica una dirección de byte (0-255).
- *Data* es una variable/constante que provee los bytes de datos a escribir.

Function:

Escribir datos en un registro (location) de la memoria eeprom.

Information:

The write command allows byte data to be written into the microcontrollers data memory. The contents of this memory is not lost when the power is removed. However the data is updated (with the EEPROM command specified data) upon a new download. To read the data during a program use the read command.

The write command is byte wide, so to write a word variable two separate byte write commands will be required, one for each of the two bytes that makes the word (e.g. for w0, write/read both b0 and b1).

With the PICAXE-08, 08M and 18 the data memory is shared with program memory. Therefore only unused bytes may be used within a program. To establish the length of the program use 'Check Syntax' from the PICAXE menu. This will report the length of program. Available data addresses can then be used as follows:

PICAXE-08	0 to (127 - number of used bytes)
PICAXE-08M	0 to (255 - number of used bytes)
PICAXE-18	0 to (127 - number of used bytes)

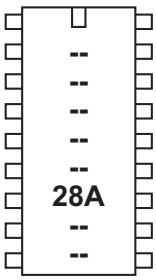
With the following microcontrollers the data memory is completely separate from the program and so no conflicts arise. The number of bytes available varies depending on microcontroller type as follows.

PICAXE-28, 28A	0 to 63
PICAXE-28X, 40X	0 to 127
PICAXE-18A, 18X	0 to 255

When word variables are used (with the keyword WORD) the two byte sof the word are saved/retrieved in a little endian manner (ie low byte at addrees, high byte at address + 1)

Example:

```
main: for b0 = 0 to 63        ' iniciar un bucle
        serin 6,T2400,b1      ' recibir valor en serie
        write b0,b1           ' escribir el valor dentro de b1
      next b0                 ' siguiente b0
```



writemem (escribirmem)

Syntax:

WRITEMEM location,data

- *location* es una variable/constante que especifica una dirección byte (0-255).
- *Data* es una variable/constante que provee los byte de datos a escribir.

Function:

Escribir datos de memoria FLASH en el registro indicado. Este comando provee 256 bytes adicionales de espacio de almacenamiento al comando “write”

Information:

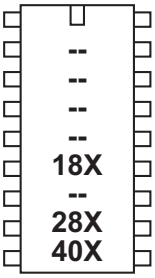
The data memory on the PICAXE-28A is limited to only 64 bytes. Therefore the writemem command provides an additional 256 bytes storage in a second data memory area. This second data area is not reset during a download.

This command is not available on the PICAXE-28X as a larger i2c external EEPROM can be used.

The writemem command is byte wide, so to write a word variable two separate byte write commands will be required, one for each of the two bytes that makes the word (e.g. for w0, read both b0 and b1).

Example:

```
main: for b0 = 0 to 63          ‘ iniciar un bucle
         serin 6,T2400,b1       ‘ recibir valor en serie
         writemem b0,b1         ‘ escribir el valor dentro de b1
      next b0                   ‘ siguiente b0
```



writei2c (escribiri2c)

Syntax:

WRITEI2C location,(variable,...)

WRITEI2C (variable,...)

- *location* es una variable o constante que especifica una dirección de byte o de palabra.
- *Variable* contiene el/los bytes de datos a escribir.

Function:

Escribir bytes de datos dentro de un registro i2c.

Information:

Este comando se utiliza para escribir datos al dispositivo i2c. *Location* define la dirección de inicio desde donde se debe empezar a escribir, aunque es posible escribir más de un byte secuencialmente (si el dispositivo i2c tolera lectura secuencial – tenga cuidado al utilizar EEPROMs ya que a menudo hay limitaciones de escritura en bloque).

Tome en cuenta que la mayor parte de los EEPROMs requieren de una pausa de 10ms después del comando writei2c. Si usted no incluye esta pausa (mediante el comando *pause 10*) puede que los datos se corrompan.

Location debe ser un byte o palabra (word) tal y como se define dentro del comando i2cslave. Dentro de un programa, se debe utilizar el comando i2cslave antes de utilizar este comando.

Si el dispositivo i2c está configurado incorrectamente o se han utilizado los datos i2cslave incorrectos, no se generará ningún error. Por lo tanto, si lo desea, puede verificar que los datos se hayan salvado correctamente mediante el comando readi2c.

Example:

```
; Ejemplo de cómo utilizar el reloj DS1307
; Tome en cuenta que los datos se envían  y reciben en  formato BCD.
      ‘ especificar la dirección del  esclavo del DS1307
      i2cslave %11010000, i2cslow, i2cbyte
      ‘ escribir la hora y la fecha.  Ejemplo: 11:59:00 del Jueves 25/
12/03
      start_clock:
      let seconds = $00       ‘ 00 todo en formato BCD
      let seconds = seconds + 128
                        ‘ Habilitar el  bit CH de segundos
      let mins    = $59       ‘ 50 todo en formato BCD
      let hour    = $11       ‘ 11 todo en formato BCD
      let day     = $03       ‘ 03 todo en formato BCD
      let date    = $25       ‘ 25 todo en formato BCD
      let month   = $12       ‘ 12 todo en formato BCD
      let year    = $03       ‘ 03 todo en  formato BCD
      let control = %00010000 ‘ Habilitar salida a 1Hz
      write i2c 0, (seconds, mins, hour, day, date, month, year,
control)
       end
```

Additional Reserved Keywords

In addition to the command names (see index on page 1-2), the following are also reserved keywords within the compiler. These words may not be used as lables or symbols within a program.

a, and, andnot
b, b0 -b13, bit0 - bit15, byte
c, cls, cr
d, dirs, dir0 - dir7
i2cfast, i2cfast8, i2cfast16, i2cslow, i2cslow8, i2cslow16
inputa, infra, input0-input7, is
lf, keyvalue
m, m4, m8
n300, n600, n1200, n2400, n4800
on, off, or, ornot, outpin0 - outpin7, output0-output7
pin0 - pin7, port, pot
step
to, then, t300, t600, t1200, t2400, t4800
until
w0, w1, w2, w3, w4, w5, w6, w7, while, word
x, x2, xnor, xor, xornot

Manufacturer Website:

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