

Watchdog Timer Configuration

The WDT is used to generate a variety of output signals after a user programmable count. The WDT is suitable for use in the prevention of system lock-up, such as when software becomes trapped in a deadlock. Under these sort of circumstances, the timer will count to zero and the selected outputs will be driven. Under normal circumstance, the user will restart the WDT at regular intervals before the timer counts to zero.

SAMPLE CODE:

This code and information is provided "as is" without warranty of any kind, either expressed or implied, including but not limited to the implied warranties of merchantability and/or fitness for a particular purpose.

```
;[]=====
; Name: Enable_And_Set_Watchdog
; IN   : AL - 1sec ~ 255sec
; OUT  : None
;[]=====
Enable_And_Set_Watchdog Proc  Near
    push  ax                ;save time interval
    call  Unlock_Chip

    mov   cl, 2Bh
    call  Read_Reg
    and   al, NOT 10h
    call  Write_Reg         ;set GP24 as WDTO

    mov   cl, 07h
    mov   al, 08h
    call  Write_Reg         ;switch to LD8
    mov   cl, 0F5h
    call  Read_Reg
    and   al, NOT 08h
    call  Write_Reg         ;set count mode as second

    pop   ax
    mov   cl, 0F6h
    call  Write_Reg         ;set watchdog timer

    mov   al, 01h
    mov   cl, 30h
    call  Write_Reg         ;watchdog enabled

    call  Lock_Chip
    ret
Enable_And_Set_Watchdog Endp
```

```

;[]=====
; Name: Disable_Watchdog
; IN   : None
; OUT  : None
;[]=====
Disable_Watchdog Proc Near
                call    Unlock_Chip

                mov     cl, 07h
                mov     al, 08h
                call    Write_Reg          ;switch to LD8

                xor     al, al
                mov     cl, 0F6h
                call    Write_Reg          ;clear watchdog timer

                xor     al, al
                mov     cl, 30h
                call    Write_Reg          ;watchdog disabled

                call    Lock_Chip
                ret

Disable_Watchdog Endp
;[]=====
; Name      : Unlock_Chip
; IN       : None
; OUT      : None
;[]=====
Unlock_Chip Proc Near
                mov     dx, 2Eh
                mov     al, 87h
                out     dx, al
                out     dx, al
                ret

Unlock_Chip Endp
;[]=====
; Name      : Lock_Chip
; IN       : None
; OUT      : None
;[]=====
Unlock_Chip Proc Near
                mov     dx, 2Eh
                mov     al, 0AAh
                out     dx, al
                ret

Unlock_Chip Endp
;[]=====
; Name: Write_Reg

```

```
; IN   : CL - register index
;      AL - Value to write
; OUT  : None
```

```
;[]=====
```

```
Write_Reg Proc Near
           push ax
           mov  dx, 2Eh
           mov  al,cl
           out  dx,al
           pop  ax
           inc  dx
           out  dx,al
           ret
```

```
Write_Reg Endp
```

```
;[]=====
```

```
; Name: Read_Reg
; IN   : CL - register index
; OUT  : AL - Value to read
```

```
;[]=====
```

```
Read_Reg Proc Near
          mov  al,cl
          mov  dx, 2Eh
          out  dx, al
          inc  dx
          in   al, dx
          ret
```

```
Read_Reg Endp
```

```
;[]=====
```