Important Mistakes to Fix, August 15, 2012
Introduction to Embedded Systems: Interfacing to the Freescale 9S12 Textbook, Cengage Publishing 2009,

Page 21, add the work not, change

**Maintenance Tip:** It is better to have a software system that runs slow than one that does run at all.

to

**Maintenance Tip:** It is better to have a software system that runs slow than one that does not run at all.

On page 38, in the line directly above Figure 2.10 change
PC equals $F007

to
PC equals $F005.

page 41, table at the bottom, change -32787 to -32768 twice

page 44, figures 2.13 and 2.14, change the two flowcharts of Set
Flag = 0
to
Flag = 1

Page 74, Example 3.6, Program 3.1. change

`anda #$BF  ;PT5 low`

to

`anda #$DF  ;PT5 low`

Page 77, delete this line (this instruction does not exist)
`asrd  ; RegD=RegD/2  Signed shift right`

Page 131. Program 4.3. Change

`#define PTM     _P(0x0258)`
to

`#define PTP     _P(0x0258)`

Page 131. Program 4.3. Change

`DDRH     equ $026A  ; Direction`
`DDRJ     equ $0262  ; Direction`
to

`DDRH     equ $0262  ; Direction`
`DDRJ     equ $026A  ; Direction`

Page 136, 3 lines above figure 4.22, change

If one were to pull again from the stack (e.g., execute `pula`), the 3 would be popped off the stack into Reg A, and 1 would now be on the top of the stack (right-most picture of Figure 4.22).

to

If one were to pull again from the stack (e.g., execute `pula`), the 2 would be popped off the stack into Reg A, and 1 would now be on the top of the stack (right-most picture of Figure 4.22).
Page 193, section 6.1.1, line 2. **Change +127 to +255**

Indexed addressing mode uses a fixed offset with the 16-bit registers: X, Y, SP, or PC. The offset can be 5-bit (-16 to +15), 9-bit (-256 to +255), or 16-bit.

Page 218, Mistake Figure 6.20 (label from goE to waitE should be 10,11 not 01,11)

Next if input is 01 or 11

Page 220, Program 6.23 C version,

Change

PTT = FSM[n].Out<2; // set lights

To

PTT = FSM[n].Out<<2; // set lights

Page 530 change

Checkpoint 2.13: **ldaa #32** loads Register A with the value 50. On the other hand, **ldaa $36** loads the 8-bit memory contents at address $0032, which happens to be Port K.

to

Checkpoint 2.13: **ldaa #32** loads Register A with the value 50. On the other hand, **ldaa $32** loads the 8-bit memory contents at address $0032, which happens to be Port K.

Page 533, change

Checkpoint 3.40: **-56+64 = 8**, so V=0. **200+64 = 264**, so C=1 (overflow). N=0 (positive) and Z=0 (not zero).

Checkpoint 3.40: **-56+64 = 8**, so V=0. **200-192 = 8**, so C=0. N=0 (positive) and Z=0 (not zero).