

Important Mistakes to Fix, August 15, 2012

Introduction to Embedded Systems: Interfacing to the Freescale 9S12 Textbook, Cengage Publishing 2009,  
ISBN-10: 049541137X | ISBN-13: 9780495411376

Page 21, add the word **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).

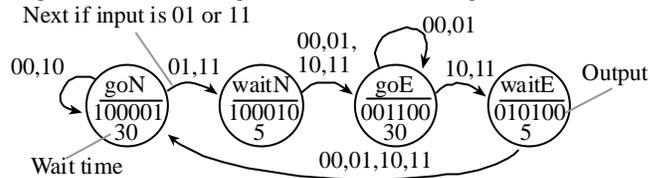
to

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)



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).