

```
#define          STK_CTRL    ((volatile unsigned int *) (0xE000E010))
#define          STK_LOAD    ((volatile unsigned int *) (0xE000E014))
#define          STK_VAL     ((volatile unsigned int *) (0xE000E018))

void delay_250ns( void )
{
    /* SystemCoreClock = 168000000 */
    *STK_CTRL = 0;
    *STK_LOAD = ( (168/4) -1 );
    *STK_VAL = 0;
    *STK_CTRL = 5;
    while( (*STK_CTRL & 0x10000 )== 0 );
    *STK_CTRL = 0;
}

void delay_micro(unsigned int us)
{
#ifdef          SIMULATOR
    us = us / 1000;
    us++;
#endif
    while( us > 0 )
    {
        delay_250ns();
        delay_250ns();
        delay_250ns();
        delay_250ns();
        us--;
    }
}
```

```
#define B_E      0x40      /* Enable-signal */
#define B_SELECT 4        /* Select ASCII-display */
#define B_RW     2        /* 0=Write, 1=Read */
#define B_RS     1        /* 0=Control, 1=Data */

#define GPIO_E    0x40021000 /* MD407 port E */
...etc...
```

```
void ascii_ctrl_bit_set( unsigned char x )
{
    unsigned char c;
    c = *GPIO_E_ODRLOW;
    c |= ( B_SELECT | x );
    *GPIO_E_ODRLOW = c;
}
```

```
void ascii_ctrl_bit_clear( unsigned char x )
{
    unsigned char c;
    c = *GPIO_E_ODRLOW;
    c &= ( B_SELECT | ~x );
    *GPIO_E_ODRLOW = c;
}
```

```
void ascii_write_controller( unsigned char c )
{
    ascii_ctrl_bit_set( B_E );
    *GPIO_E_ODRHIGH = c;
    ascii_ctrl_bit_clear( B_E );
    delay_250ns();
}
```

```
unsigned char ascii_read_controller( void )
{
    unsigned char c;
    ascii_ctrl_bit_set( B_E );
    delay_250ns();
    delay_250ns();
    c = *GPIO_E_IDRHIGH;
    ascii_ctrl_bit_clear( B_E );
    return c;
}
```

```
unsigned char ascii_read_status()
{
    unsigned char c;
    *GPIO_E_MODER = 0x00005555;
    ascii_ctrl_bit_set( B_RW );
    ascii_ctrl_bit_clear( B_RS );
    c = ascii_read_controller( );
    *GPIO_E_MODER = 0x55555555;
    return c;
}
```