

This is the timer in question. This logic will take the preset value of the timer and break it into separate hour, minute, and second registers.

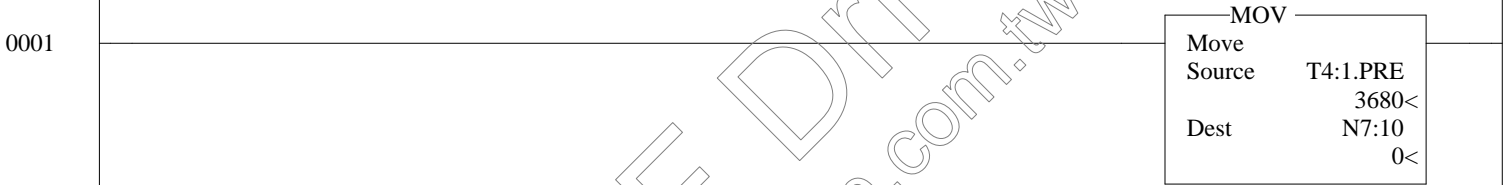
This example assumes that the timer has a timebase of 1.0 second. If you use .01, it will not work properly.

The results will be in:

- N7:0 -- Hours
- N7:1 -- Minutes
- N7:2 -- Seconds



This moves the preset into a working register. Note that if you want to do something like display the time left, subtract .acc from .pre and put the result into N7:10.

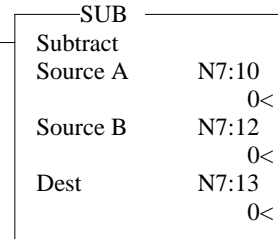
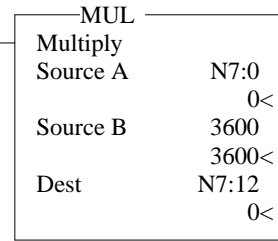
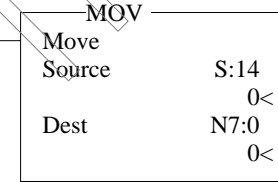
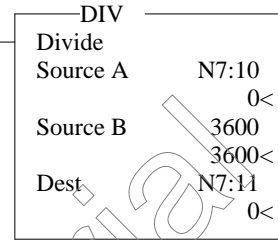
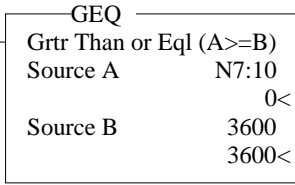


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If we have 1 (or more)hour in the timer, break out the hours value. Note that we do not use the result of the DIV instruction. This is because the processor like to *help* by rounding the result automatically. Instead, we go to the upper math register (S:14), which has the unrounded result.

0002



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If the value was less than an hour, put a zero in the hours register (N7:0), and move the value to the holding register for the next step.

0003

LES	
Less Than (A<B)	
Source A	N7:10
	0<
Source B	3600
	3600<

MOV	
Move	
Source	0
	0<
Dest	N7:0
	0<

MOV	
Move	
Source	N7:10
	0<
Dest	N7:13
	0<

Repeat the math for minutes. Again using the value in the math register for our real result. If less than 60, move it to the next step...

0004

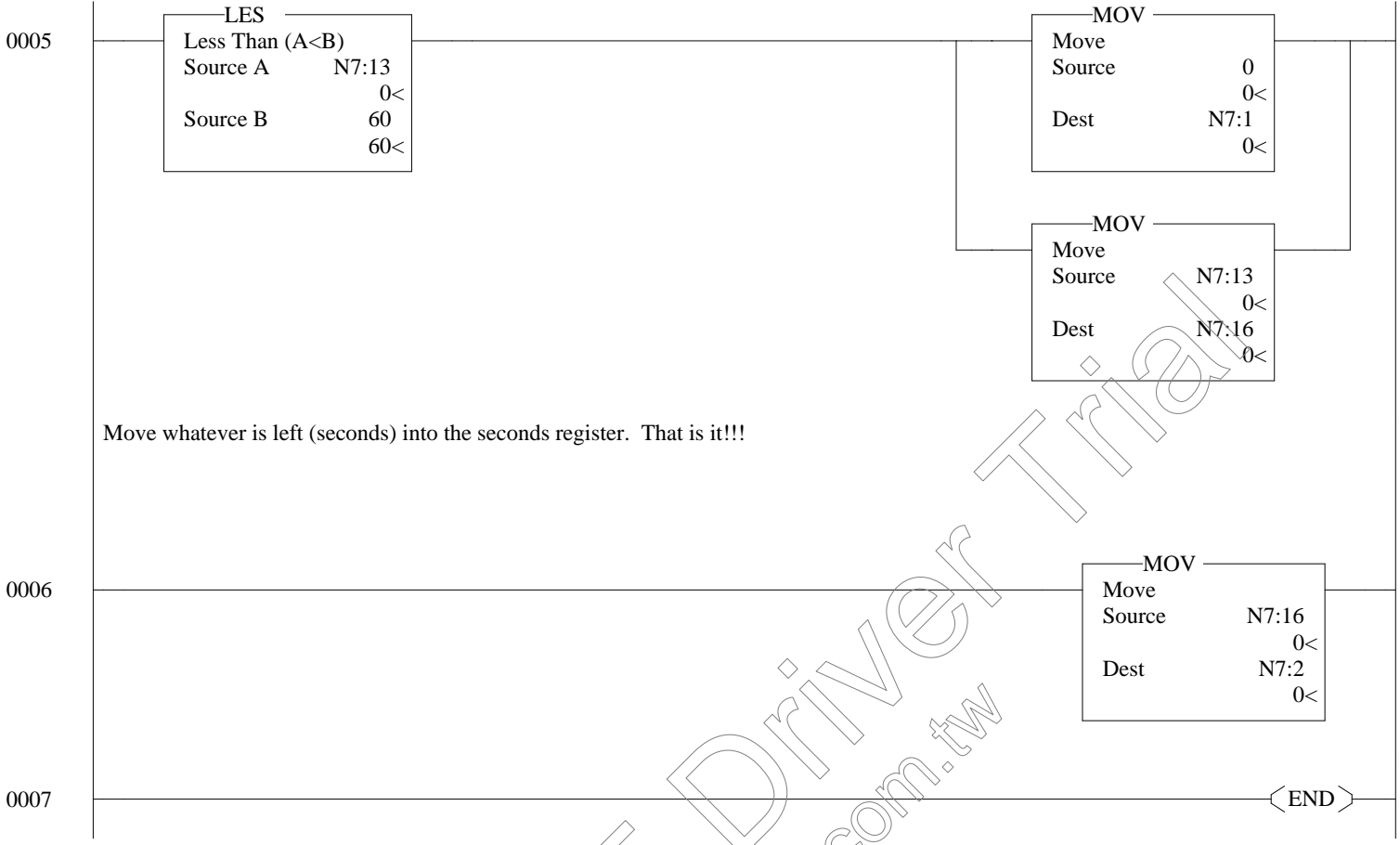
GEQ	
Grtr Than or Eq (A>=B)	
Source A	N7:13
	0<
Source B	60
	60<

DIV	
Divide	
Source A	N7:13
	0<
Source B	60
	60<
Dest	N7:14
	0<

MOV	
Move	
Source	S:14
	0<
Dest	N7:1
	0<

MUL	
Multiply	
Source A	N7:1
	0<
Source B	60
	60<
Dest	N7:15
	0<

SUB	
Subtract	
Source A	N7:13
	0<
Source B	N7:15
	0<
Dest	N7:16
	0<



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