

Basic program:

```
#include "startc24dx60k.bas"
```

```
int i  
byte MainSwitch
```

```
'-----'  
'-----'
```

```
OPTIONN = 0xB0  
ADCTL   = 0x10  
        '00010000 '  
PACTL   = 0xB4  
        '00110100 '  
TMSK2   = 0x40  
        '01000000 '  
SCCR2   = 0x2C  
        '00101100 '  
SCCR1   = 0x00  
        '00000000 '  
DDRD    = 0x02  
        '00000010 '  
BAUD    = TBAUD9600
```

```
'-----'  
'-----'
```

```
PORTB.2 = 0
```

```
for i = 1 to 30000  
  next i  
for i = 1 to 30000  
  next i  
for i = 1 to 30000  
  next i  
for i = 1 to 30000  
  next i  
for i = 1 to 30000  
  next i  
for i = 1 to 30000  
  next i  
for i = 1 to 30000  
  next i
```

```
Do while ( MainSwitch )  
  PORTB.2 = 1
```

```
Loop
```

```
'-----'  
'-----'
```

startc24dx60k.bas:

ProgramPointer \$8000
DataPointer \$0002
StackPointer \$01FF

sect vector
org \$FFFE
fdb \$8000
sect data

byte PORTA at \$1000
byte PIOC at \$1002
byte PORTC at \$1003
byte PORTB at \$1004
byte PORTCL at \$1005
byte DDRC at \$1007
byte PORTD at \$1008
byte DDRD at \$1009
byte PORTE at \$100A
byte CFORC at \$100B
byte OC1M at \$100C
byte OC1D at \$100D
int TCNT at \$100E
int TIC1 at \$1010
int TIC2 at \$1012
int TIC3 at \$1014
int TOC1 at \$1016
int TOC2 at \$1018
int TOC3 at \$101A
int TOC4 at \$101C
int TI405 at \$101E
byte TCTL1 at \$1020
byte TCTL2 at \$1021
byte TMSK1 at \$1022
byte TFLG1 at \$1023
byte TMSK2 at \$1024
byte TFLG2 at \$1025
byte PACTL at \$1026
byte PACNT at \$1027
byte SPCR at \$1028
byte SPSR at \$1029
byte SPDR at \$102A
byte BAUD at \$102B
byte SCCR1 at \$102C
byte SCCR2 at \$102D
byte SCSR at \$102E
byte SCDR at \$102F
byte ADCTL at \$1030
byte ADR1 at \$1031
byte ADR2 at \$1032
byte ADR3 at \$1033
byte ADR4 at \$1034
byte OPTIONN at \$1039

'Baudrates for turbo board

```
#define TBAUD38400    $20
#define TBAUD19200    $21
#define TBAUD9600     $22
#define TBAUD4800     $23
#define TBAUD2400     $24
#define TBAUD1200     $25
```

```
'Buadrates for standard board
```

```
#define BAUD9600     $30
#define BAUD4800     $31
#define BAUD2400     $32
#define BAUD1200     $33
```