

# M851 WristApp Design Guide



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# 1 Introduction

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The M851 Kernel is a platform that is geared for developing a variety of applications that can be incorporated into the operating system during power up or downloaded to EEPROM through USB Datalink communications. Refer to the M851 Application Design Guide for an overview of the M851 Kernel and how applications are processed in the M851 Kernel.

This document serves as a guide for developing a WristApp.

## 1.1 *Applicable Documents*

The following documents serves as detailed reference in the creation of this document.

- M851 Application Design Guide
- M851 WristApp API Reference Guide
- S1C88349 Core CPU Manual

## 1.2 *Definition of Terms*

ACB	<i>Application Control Block</i>
ADD	<i>Application Database Data. This is where application database records are stored.</i>
ASD	<i>Application System Data. This is where application will store variables required for its operation</i>
API	<i>Application Programming Interface</i>
APP	<i>An application.</i>
Common Memory Area	<i>Memory area allocated for use by all application.</i>
EEPROM	<i>Electrically Erasable Programmable Read Only Memory. External storage for the watch. Data and code must be loaded into internal memory prior to to be used or executed.</i>
Heap	<i>Memory allocated for the active application.</i>
KERNEL	<i>Encompasses all components making up the operating system: display, communication, resources, melody generator, hardware drivers, database, etc.</i>
WristApp	<i>An EEPROM-based application.</i>
Overlay	<i>A memory area allocated for code swapping of an EEPROM-based application.</i>

## 2 M851 Hardware

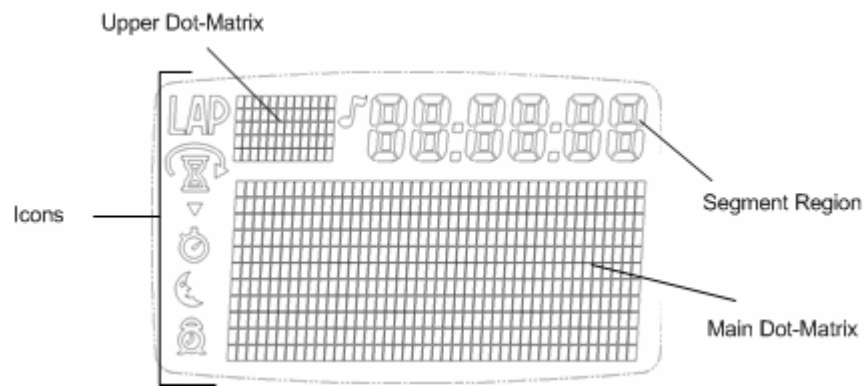
This section defines the hardware components in the M851 Watch.

### 2.1 Microcontroller

The microcontroller of the M851 is the EPSON 88349. It is an 8-bit microcontroller having 48Kbytes of ROM and 2Kbytes of RAM. It has built in hardware components to attached external devices like I/O ports, serial port, LCD, timers, etc. The operating system and a number of internal applications are masked in ROM.

### 2.2 LCD

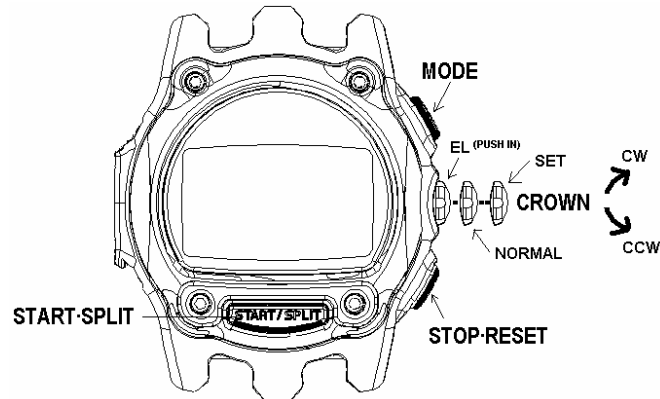
This serves as the information window of the watch. There are four regions in the viewing area:



Regions	Description
Icons	Unique icons (12) that can be used to shows status of system and application.
Upper Dot-Matrix	An 11 x 5 dot matrix area. Able to display 2 characters in either fixed or proportional fonts.
Segment Regions	Allows for the display of 6-digit segmented digits.
Main Dot Matrix	An 42 x 11 dot matrix area. Able to display characters in either fixed or proportional fonts, large and regular size.  Two lines are available for writing in this area when using the regular sized fonts.

### 2.3 Switches

The system provides eighth switches whose functionality and use is defined by the user interface. The kernel sends out switch activity to the foreground application through system events for processing.



Switch Name	Switch Type
START/SPLIT	Momentary Close
STOP/RESET	Momentary Close
MODE	Momentary Close
EL	Momentary Close
HOME	Permanent
SET1	Permanent
CW	Permanent
CCW	Permanent

## 2.4 Lamp

The display device is illuminated by an Electro-Luminescent (EL) display. The Night-mode feature is controlled by the kernel.

## 2.5 Buzzer

This will convert the digital signals generated inside the microcontroller into audible tones. Through a melody generator provided by the kernel, complex melodies can be generated following a melody structure.

## 2.6 USB Datalink

This includes the physical components that allows two-way communications between the watch and the PC. The PC serves as a user interface to the watch. It coordinates and controls the information that will be transferred to and from the watch. With the PC, the user can do the following:

- Activate or deactivate applications
- Customized mode names
- Select the order of the active applications in the mode list
- Set time and date
- Download EEPROM-based applications
- Download new databases for active applications
- Upload information stored in the watch
- Etc.

An internal application, COMMUNICATION MODE, interprets and processes all the commands being sent from the PC. This mode is automatically enabled when an active USB cable is plugged to the watch.



## **2.7 EEPROM**

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Microcontrollers have limited internal memory that can be used to store data and applications. The EEPROM serves as a high-capacity storage device that can be used to store data or code. The microcontroller is not capable of directly executing code stored in EEPROM. It must first be copied into internal memory prior to any processing or execution.

Utilities are provided by the kernel to facilitate accessing data from the EEPROM.

## 3 M851 Platform

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This section provides an overview of the M851 Kernel Architecture.

### 3.1 Overview

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The M851 Kernel is a real-time operating system that serves as a platform for executing applications in a state machine framework. The kernel is composed of the core, hardware, display, audio, timer resource, EEPROM manager, utilities, and communications.

<b>Core</b>	<p>The core module controls the operation of the entire system. It makes sure that all hardware events are processed in a timely manner and that applications operate in a predefined manner. The core architecture defines how applications are structured to work within the system.</p> <p>The core manages the resources that are made available to applications as well as manage the application. The core processes hardware events, and if required, it will pass system events corresponding to the hardware event to the application for further (and custom) processing.</p>
<b>Hardware Drivers</b>	<p>The Hardware drivers provide a layer abstraction to the actual implementation on how to operate any hardware. The hardware macros are available for use by the core and the applications. Some macros are to be used exclusively by the kernel.</p>
<b>Display Drivers</b>	<p>The Display drivers are an extension of the hardware drivers dedicated only to display services. It is a high level driver to allow the kernel and applications to display any data in any region on the display hardware. It provides complex display services such as blinking and scrolling.</p>
<b>Audio Drivers</b>	<p>The Audio drivers are an extension of the hardware drivers dedicated only to the melody generation. It is a high level driver that provides services to generate complex melodies.</p>
<b>Timer Resource</b>	<p>The Timer Resources handles all time keeping requirements for an application. A resource contains both data and code to control the data.</p> <p>The available resources are Time-of-Day resource, Time Zone Check resource, Backup resource, Timer resource, Stopwatch resource, and the Synchro resource.</p> <p>The resources are executed in the background. It provides macros to manipulate every aspect of its operation. The resource frees up the application from having to supply code to do timing specific operations such as keeping track of time, timer functions, and comparing time data.</p>
<b>Database Utilities</b>	<p>Provides utilities to access (read and write) records stored in EEPROM. It provides a number of database access operations namely: sequential, fixed-sized random, variable-size random and double linked list access.</p>
<b>Utilities</b>	<p>The Utilities modules provides common functions that may be used by any applications. For example: conversions, formatting, lookup, common banner display, pseudo-random number generation, etc.</p>
<b>Communications</b>	<p>The Communication module consists of two modules that work together.</p>

The first module are the the low level drivers that communicates with the serial port to receive and pre-process the data packets received through datalink.

The second module is the communication application. This receives the valid data packets and processes the command embedded in the packet.

## **3.2 Kernel Architecture**

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The Kernel manages a memory area known as Heap Memory. The Heap Memory serves as a depository for code or data that an application will use. It also allocates space used for code overlay for swapping in EEPROM-based applications code and code for periodic tasks.

The Kernel interfaces to the application through the Application Configuration Data (ACD) and the Application Control Block (ACB). The ACD and ACB provides the kernel with the info on how an application is configured in the system, the location of the application data, location of the state manager and the resource handler routines.

With this generic structure, the Kernel can process any application regardless of it being stored in internal memory or external memory. Adding new applications to the system is facilitated by this architecture whether the application will be added during the design time or after the microcontroller has been permanently programmed.

Due to its dependence on heap memory, the Kernel is limited in its ability to spawn a larger number of application in memory due to limited internal memory of the microcontroller.

## 4 WristApp Design Guide

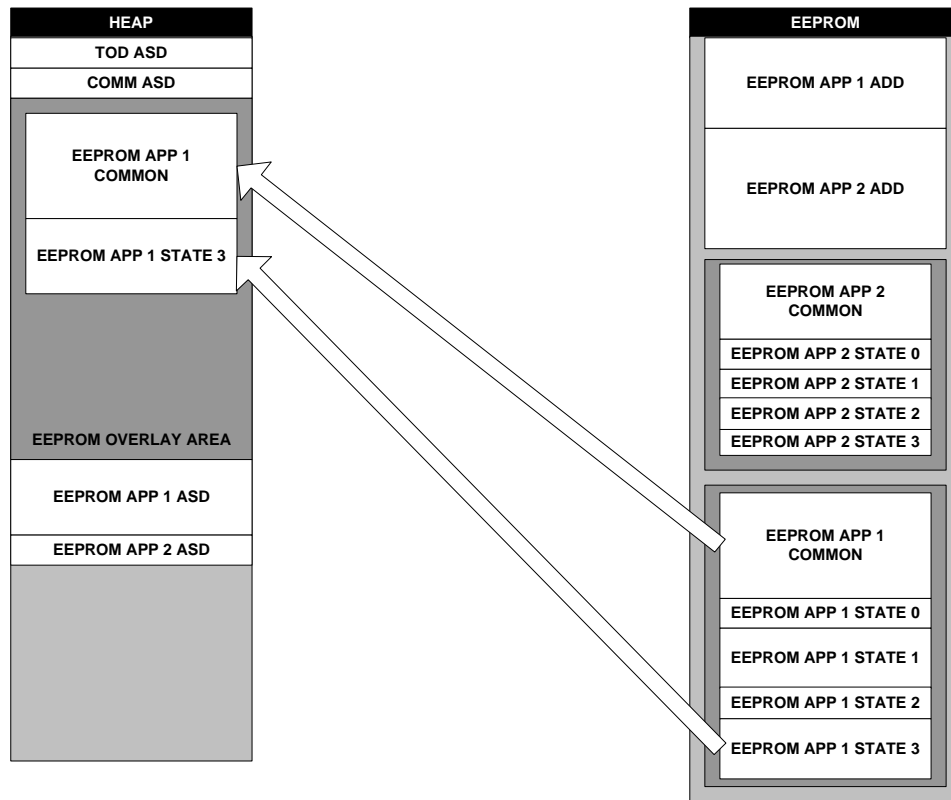
A WristApp is basically an EEPROM-based application. The kernel will support multiple EEPROM-based applications that also has a fixed address for its overlay area. Applications of this type can be larger than the maximum available heap memory. When an EEPROM based application becomes the foreground application through a mode change, the kernel will load the banner state into the application state handler overlay area. On the succeeding request for a state change, the kernel will load the new state handler code into the overlay area for execution.

The overlay memory area is used by all EEPROM-based applications to store both common and state code and has a fixed location in memory.

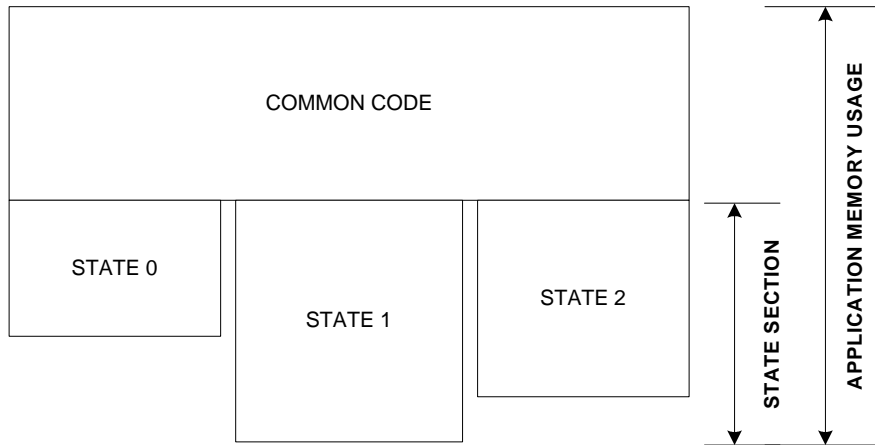
The ASD is located in the heap. Each EEPROM based application will have its own dedicated ASD section in the heap.

The code space is composed of two sections: common code and the application states. The common code has all the routines that will be called by the kernel and the application states. These routines are the: resource handler, mode banner message (if defined in application), display routines, and utility routines. The application states are the state handlers for each state used in the application.

Since only one state can be in the foreground at any given time, the kernel will automatically swap in the required state handler into the state section. This makes for efficient use of code space and allows for larger applications to be built even with limited physical memory. The figure below shows the memory usage of the overlay area.



The total size requirement for an EEPROM-based application must not exceed the HEAP memory specified by the system. The EEPROM-based application overlay usage is computed based on the sizes of the common code and the largest state handler. The overlay size is 900 bytes.



## 4.1 Naming Conventions

A three character prefix application code will be used to distinguish application owned labels and subroutines.

Type	Usage
Constants	All upper case characters.  Example:  <pre>TODNUMBEROFRESOURCE    equ    2 TODSECONDSDATAOFFSET    equ    0</pre>
Variables	Prefix is in upper case with mixed case for descriptive variable name.  Example:  <pre>TODSecondData TODMinuteData</pre>
Bit Variables	The letter 'B' in lower case with the application prefix code in upper case and mixed case for descriptive bit variable name.  Example:  <pre>bTODTrackingHoldToSet    equ    00000001B</pre>

Labels	All in lower case characters and descriptive of its function within the subroutine or program flow.  Example:  <code>todchecknextevent</code>
Subroutines	Prefix is all in lower case with mix case for descriptive label name.  Example:  <code>todDefaultStateManager</code> <code>todResourceRefreshHandler</code>
Filenames	MSDOS Filename convention. Eight character filename (maximum) with 3 character extension (maximum). ASM for source code files. H for header files.  Example:  <code>toddef.asm</code> <code>tod.h</code>

## 4.2 Files and Directories

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### 4.2.1 Header Files

Header files are stored under the H directory of an application. They will have the extension \*.H. Generally, applications will have three header files associated with them. Namely:

<b>General header File</b>	Contains application specific equates used by an application as well as redefinitions of system equates.
<b>Macro File</b>	Contains macro definitions that will be used by the application.
<b>Variable File</b>	Contains the offset definitions for variables as well as definitions for the application system and application database heap memory requirements. Bit definitions of application status flags are defined in this file.

### 4.2.2 Source Files

Source files are stored under the SRC directory of an application. They will have the extension \*.ASM. Typical source files are for the banner state, default state, set banner state, set state, popup state, background handler, display routines and utilities.

### 4.2.3 Build Directory

The build directory is where all outputs of the build scripts will be stored. This will allow the source and header directory free from the clutter of multiple object and list files. On a successful build of a wristapp, this directory will contain the parameter and code binary files for download to the watch.

## 4.3 Application Setup Parameters

The kernel will use these parameters to setup an application. The application will not be initialized if the kernel cannot allocate all the required system resources.

Application setup is done during power up for enabled ROM-based applications. During a communication session, any application can be initialized under PC control. In both operations, the setup parameters remain the same.

Most of the parameter settings indicated in this section (after some manipulation) will be stored in the kernel to the Application Configuration Data and Application Control Block. Each application has its own dedicated ACD and ACB.

### 4.3.1 Application Offset Mask

The Application Offset Mask specifies whether data specified in the parameter table needs to be converted to the absolute address in heap memory. This is because the kernel will allocate available heap memory for application system data as it is initialized in the system.

The Application Control Block addresses are all absolute memory addresses in internal memory.

This is the structure of the Application Offset Mask

Byte	Bit	Offset Mask Name	
0	0	bCOREAppSystemDataOffset	0 = Absolute Address 1 = Relative Address
	1	bCOREAppDatabaseDataOffset	0 = Absolute Address 1 = Relative Address
	2	bCOREAppStateManagerOffset	0 = Absolute Address 1 = Relative Address
	3	bCOREAppResourceHandlerOffset	0 = Absolute Address 1 = Relative Address
	4	bCOREAppModeNameOffset	0 = Absolute Address 1 = Relative Address
	5	<i>Unused</i>	
	6	<i>Unused</i>	
	7	<i>Unused</i>	

### 4.3.2 Timer Resource Requirements

The application will specify the number of timer resources it would require for its operation. It will retain ownership of the resource until it is removed from the system. When a resource is reserved, the kernel will place the index of the resource (in order of allocation) at the start of the application system data area.

Byte	Timer Resource Type	Maximum
0	Time of Day Resource <sup>1</sup>	4
1	Backup	2
2	Time Zone Check Resource	5
3	Timer Resource	3
4	Stopwatch Resource	2
5	Synchro Resource	1









<sup>1</sup> The TOD application owns three TOD resources. The kernel owns one TOD resource.

The resource index always start at 0x00. For example, the TOD Resource index are 0x00, 0x01, 0x02 and 0x03. The Timer Resource index are 0x00, 0x01 and 0x02.

### 4.3.3 Icon Resource

The application will specify the LCD flags it will use to convey status information when operating in background mode. These status flags will be visible only when the primary mode (TOD Application) is the foreground application. For example, a timer application will use the hourglass icon to indicate that it is running in the background.

A maximum of three applications can own and reserve an LCD icon during initialization. The kernel will check the usage status from each of the owners to determine how to display the icon. A BLINK condition has precedence over an ON or OFF status.

Byte	Bit	Icon Bit Name	Icon	Graphic
0	0	bCOREAppFlag_L	L	L
	1	bCOREAppFlag_A	A	A
	2	bCOREAppFlag_P	P	P
	3	bCOREAppFlag_NOTE	Note	
	4	bCOREAppFlag_HOURLASS	Hourglass	
	5	bCOREAppFlag_RING	Ring	
	6	bCOREAppFlag_ARROW	Arrow	
	7	bCOREAppFlag_ALARM	Alarm	
1	0	bCOREAppFlag_MOON_Flag	Moon	
	1	bCOREAppFlag_STP	Stopwatch	
	2	bCOREAppFlag_TIMELINE_Flag	Timeline	
	3	Unused		
	4	Unused		
	5	Unused		
	6	Unused		
	7	Unused		

**NOTE:** When an application is in foreground mode, it has full use of all the icons and is not restricted to the display limitations imposed by this parameter. The Timeline Icon should not be used (displayed) by the application owner when it is currently the foreground application.

### 4.3.4 Memory Requirements

The application will specify the number of bytes it requires of heap memory space. Heap memory can be used for both data and code. An application is not initialized if the kernel does not have enough memory to be allocated.

Word (16-bit)	Heap Memory Use
---------------	-----------------



0	Application Code Size
1	Application System Data Size
2	Application Database Size

For EEPROM-based applications, the code size and database size define the amount of EEPROM memory to be allocated. Application System Data size will be the amount of memory from the internal memory heap allocated for the ASD.

Although the code size for EEPROM-based apps can be larger than the wristapp overlay area size, the common code section and the state handler code must fit within the overlay area limitations (900 bytes).

### 4.3.5 Application Configuration Data

The application will specify through the Application Configuration Data how the application is going to behave in the kernel when initialized or executed. It also provides additional information to the kernel other system requirements.

Byte	Bit	Bit Name	Description
0	0	bCOREACDReserved	Restricted. Kernel Use Only.
	1	bCOREACDCodeLocation	0 = Internal Memory 1 = External Memory
	2	bCOREACDDatabaseDataLocation	0 = Internal Memory 1 = External Memory
	3	bCOREACDCodeInvalid	1 = Code is invalid
	4	bCOREACDDatabaseModified	1 = Database modified by user
	5	bCOREACDInvalidDatabase	1 = Database is invalid/not present
	6	bCOREACDPasswordRequired	1 = Password required for access
	7	bCOREACDUserSpecifiedModeName	1 = Mode name located in EEPROM

The table below shows some predefined configuration data definitions for WristApps.

Configuration Byte	Application
COREACDEEPROMAPP	CODE external. ADD external.

### 4.3.6 Application ID

This two-byte parameter is a unique identifier of an application. The application type is used during an application peek operation where the kernel searches for the first matching application for peeking.

The first byte indicates the application type, while the second byte indicates an instance of that application. By default, all ROM based application have an instance value of 0x00. If another instance of a ROM based application is initialized, the system will increment the Instance Number by 1.

Byte	Description
0	Application Type
1	Application Instance Number

Code	Application Type
000H	COREAPPTYPESYSTEM
002H	COREAPPTYPEOPTION
011H	COREAPPTYPEDATE
020H	COREAPPTYPECHRONO
021H	COREAPPTYPETIMER

022H	COREAPPTYPESYNCHROTIMER
023H	COREAPPTYPECOUNTER
040H	COREAPPTYPECONTACT
050H	COREAPPTYPETASK
060H	COREAPPTYPENOTES
070H	COREAPPTYPESCHEDULE
080H	COREAPPTYPETIDE
090H	COREAPPTYPEDEMO
0A0H	COREAPPTYPEGAME
0E0H	COREAPPTYPEALARM
0E1H	COREAPPTYPEAPPOINTMENT
0E2H	COREAPPTYPEOCCASION

Application types above index 0xDF are considered to be applications that is dependent upon the primary time zone settings. This will allow the background handler of these application to be called with the event **COREEVENT\_PRIMARY\_TIME\_CHANGE** whenever the primary time zone data changes.

NOTE: The instance number may be different than the value specified in this parameter table if downloaded through a PIM.

### 4.3.7 Address Control Block

The kernel uses these parameters to locate the start address of both data and code used during application execution. With the data in the Application Offset Mask, the kernel will convert the offset parameters into absolute memory addresses.

Word (16-bit)	Description
0	System Data Address/Offset
1	Database Data Address/Offset
2	State Manager Address/Offset
3	Resource Handler Address/Offset
4	Application Banner Name Address/Offset

The WristApp build script provides equates to plug into offset 2 and 3 of the Address Control Block. So use the following below:

Word (16-bit)	Description
0	System Data Address/Offset
1	Database Data Address/Offset
2	CODESTATEADDRESS
3	CODECOMMONADDRESS
4	Application Banner Name Address/Offset

NOTE: The string data array referenced by the Application Banner Name must follow the Application Banner Message Format.

### 4.3.8 Sample Application Parameter Template

The following is a sample application parameter template for a WristApp.

```

;=====
; ACB offset mask.
;=====

```

```

; Application System Data is located in heap.
; Other ACB entries are located either in ROM or EEPROM.
db      bCOREAppSystemDataOffset

;=====
; Number of resources required.
;=====

db      00h                ; TOD
db      00h                ; Backup
db      00h                ; Time Zone Check
db      00h                ; Timer Resource
db      00h                ; Stopwatch Resource
db      00h                ; Synchro Timer Resource

;=====
; Flag(s) ownership.
;=====

db      0                  ; LCD Flags 1
db      0                  ; LCD Flags 2

;=====
; Heap size requirements.
;=====

dw      0280H              ; Code
dw      CNTSYSTEMDATASIZE  ; ASD
dw      CNTDATABASDATASIZE ; ADD

;=====
; Application Configuration Data Byte.
;=====

db      COREACDEEPROMAPP   ; Code is external.

;=====
; Application Unique ID.
;=====

db      COREAPPTYPECOUNTER ; Application type
db      01h                ; Application instance number

;=====
; ACB Parameters.
;=====

dw      CNTSYSTEMDATASTARTOFFSET ; ASD address offset.
dw      CNTDATABASESTARTOFFSET   ; ADD address offset.
dw      CODESTATEADDRESS         ; App state manager address
dw      CODECOMMONADDRESS        ; App background handler address
dw      lcdBannerMsg_COUNTER     ; App mode name function address

```

### 4.3.9 Application Initialization

A WristApp is initialized for the first time when the current communication session is completed. The WristApp's background handler is processed with the system event **COREEVENT\_INIT**. This will allow the WristApp to setup the required parameters in the ASD section. It could also use this time to update ASD information from the database header info if available.

## 4.4 Application State Handlers

### 4.4.1 Application Framework

The application is based on the state machine concept. Only one state is active at one time and processes all the external events. When a state becomes active, it will first initialize all required data and status prior to receiving and processing external events.

The M851 Kernel provides the mechanism to implement the state machine architecture. The applications are basically made up of a number of states, where each state handles a specific function of an application. For example, there is always a banner state, default state, a set state and a popup state.

The Kernel will only know the address of the Application State Manager located in the Application Control Block. The State Manager will use the system variable CORECurrentState to determine the actual state handler to execute.

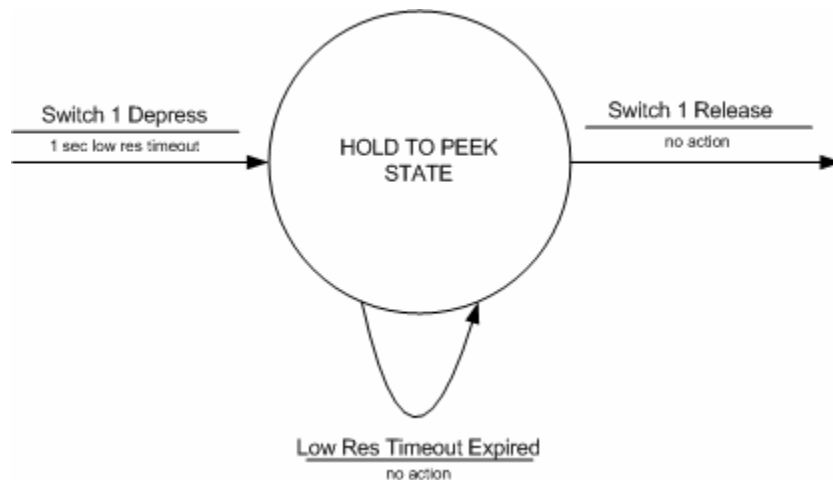
For EEPROM based application, only one state handler is located in the overlay area in heap. There is no need to have a state manager. The entry in the Application Control block will be the address of the state handler.

### 4.4.2 State Transition Diagram

The State Transition Diagram (STD) facilitates the creation of an application in a state machine framework. The STD shows in a graphic format the available application states, the events the state will be processing and the associated action and state transitions resulting from the event being processed. With the STD, the application can be analyzed at this stage for commonality and optimization. Once the STD is complete and optimized, it becomes the template in coding the state handlers.

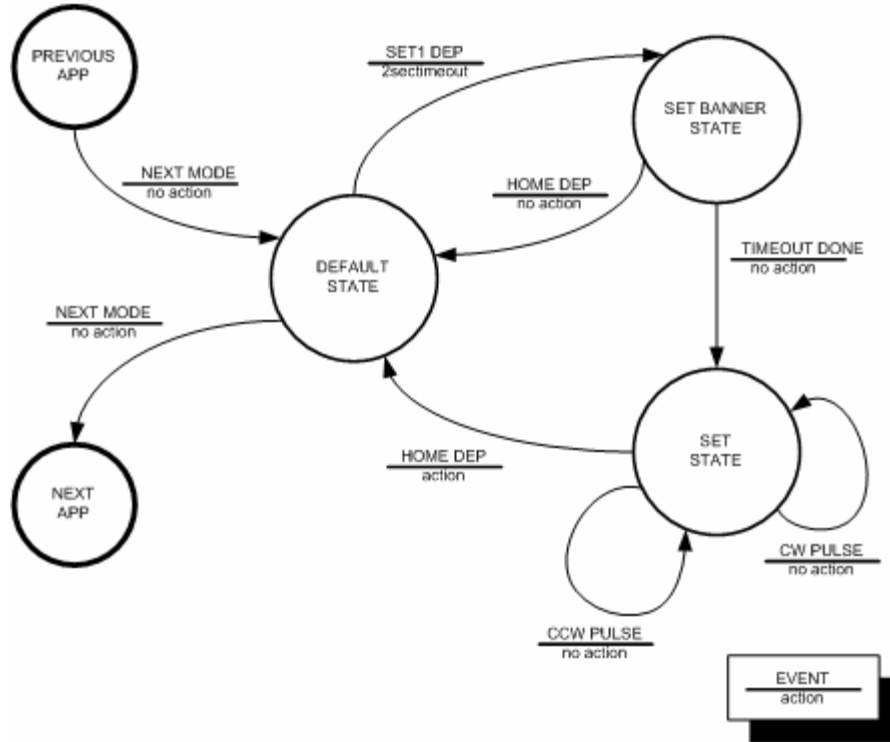
#### 4.4.2.1 A State Transition Diagram

The state is represented as a circle. The name of the state describes the general function of the state. The lines and arrows indicate the events that have occurred and the action to be taken.



#### 4.4.2.2 Application State Transition Diagram

The diagram below shows the state transition diagram for an entire application. This diagram shows the relationships and interaction between states.



### 4.4.2.3 Implementing The Application State Transition Diagram

The State Transition Diagram will serve as a guide to develop the application template for all the state handlers. With the template ready, the actual code to implement the function can be added to the appropriate sections.

Guidelines in the implementation:

- The arrows pointing from a state indicates the events that occurred while in the state is active. This will be processed inside a state.
- The arrow pointing into a state from another state will be processed in the new state as a state entry event.
- The actions are initialized inside the state handler when the event is processed.

The code template below shows the actual code to implement the application state transition diagram shown in the previous section. The macro code shown below are not the actual macros used in the M851 Kernel, but are used here for purposes of facilitating explanation of the operation of the code. The code below uses C syntax for discussion purposes only.

```

// ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
// ; DEFAULT STATE HANDLER
// ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

AppDefaultStateManager()
{
    switch(CORECurrentEvent)
    {
        case STATEENTRY:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; STATE ENTRY PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

            //
    
```

```

        // insert State Entry Processing Here
        //
        break;

    case SET1DEP:

        // ; SET 1 DEPRESS PROCESSING
        // ; SET 1 DEPRESS PROCESSING
        // ; SET 1 DEPRESS PROCESSING

        Breg = SET1BANNERSTATE;
        CORE_REQ_STATE_CHANGE;
        break;

    case MODEDEP:

        // ; NEXT MODE PROCESSING
        // ; NEXT MODE PROCESSING
        // ; NEXT MODE PROCESSING

        CORE_REQ_NEXT_MODE_CHANGE;
        break;

    }

}

// ; SET 1 BANNER STATE HANDLER
// ; SET 1 BANNER STATE HANDLER
// ; SET 1 BANNER STATE HANDLER

AppSet1BannerStateManager()
{
    switch(CORECurrentEvent)
    {
        case STATEENTRY:

            // ; STATE ENTRY PROCESSING
            // ; STATE ENTRY PROCESSING
            // ; STATE ENTRY PROCESSING

            //
            // insert State Entry Processing Here
            //

            CORE_REQ_TIMEOUT_2SEC;
            break;

        case HOMEDEP:

            // ; HOME DEPRESS PROCESSING
            // ; HOME DEPRESS PROCESSING
            // ; HOME DEPRESS PROCESSING

            Breg = DEFAULTSTATE;
            CORE_REQ_STATE_CHANGE;
            break;

        case TIMEOUTDONE:

            // ; TIMEOUT DONE PROCESSING
            // ; TIMEOUT DONE PROCESSING
            // ; TIMEOUT DONE PROCESSING

            Breg = SETSTATE;
            CORE_REQ_STATE_CHANGE;
            break;

    }

}
}

```

```

// ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
// ; SET STATE HANDLER
// ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

AppSetStateManager()
{
    switch(CORECurrentEvent)
    {
        case STATEENTRY:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; STATE ENTRY PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

            //
            // insert State Entry Processing Here
            //
            break;

        case HOMEDEP:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; HOME DEPRESS PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            Breg = DEFAULTSTATE;
            CORE_REQ_STATE_CHANGE;
            break;

        case CWPULSE:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; CW PULSE PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            //
            // Insert CW Pulse Setting Here
            //
            break;

        case CCWPULSE:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; CCW PULSE PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            //
            // Insert CCW Pulse Setting Here
            //
            break;
    }
}

```

### 4.4.3 State Index

The application can have a maximum of 256 states. The first six states are predefined for common operation among applications. The predefined states are shown in the table below.

Index	Kernel Definition	Description
0x00	COREBANNERSTATE	The state to proceed on a mode entry.
0x01	COREDEFAULTSTATE	The state to proceed to after a mode banner state and for any mode change requests that bypasses the mode banner state.
0x02	CORESET1BANNERSTATE	Using the common crown handler, this is the state that will be active when the crown is placed in the SET 1 position.

0x03	CORESET1STATE	Handles the application SET 1 processing.
0x04	COREPOPUPSTATE	The state to proceed on an application popup request through the kernel.
0x05	COREPASSWORDDEFAULTSTATE	Password entry default state handler
0x06	COREPASSWORDSETBANNERSTATE	Password entry set banner state handler
0x07	COREPASSWORDSETSTATE	Password entry set state handler
0x08	General Purpose State Index	These states have no kernel restrictions on its usage.
...		
0xFF		

**USER INTERFACE NOTES:**

- When in the CORESET1BANNERSTATE, the application must request for a banner timeout prior to changing state to CORESET1STATE.

**APPLICATION NOTE:**

- If the application does not support a popup state, the state index COREPOPUPSTATE can be used as a general purpose state index. Same rule follows for COREPASSWORDDEFAULTSTATE, COREPASSWORDSETBANNERSTATE and COREPASSWORDSETSTATE. This prevents skipping of unused state indexes.
- To support password protection, then the following indexes: COREPASSWORDDEFAULTSTATE, COREPASSWORDSETBANNERSTATE and COREPASSWORDSETSTATE should be used for common password entry and verification utility.

**4.4.4 System Events**

When the user depresses a switch, or a requested timeout has expired, or a state change was requested, the kernel will send these events to the foreground state of an application for processing. The following system events are defined:

System Event	Description
COREEVENT_STATEENTRY	<ul style="list-style-type: none"> <li>• Used to initialize a state when it becomes the foreground state.</li> <li>• Passed always on a mode or state change to the new state handler.</li> </ul>
COREEVENT_TIMEOUTDONE_LOWRES	<ul style="list-style-type: none"> <li>• When a requested low resolution timeout expires</li> </ul>
COREEVENT_TIMEOUTDONE_HIGHRES	<ul style="list-style-type: none"> <li>• When a requested high resolution timeout expires</li> </ul>
COREEVENT_STICKY_TIMEOUTDONE	<ul style="list-style-type: none"> <li>• When a sticky timeout conditions are completed.</li> </ul>
COREEVENT_CROWN_EL_DEPRESS	<ul style="list-style-type: none"> <li>• Passed when the crown is depressed</li> <li>• Used exclusively for EL control</li> </ul>
COREEVENT_CROWN_EL_RELEASE	<ul style="list-style-type: none"> <li>• Passed when the depressed crown is released.</li> <li>• Used exclusively for EL control.</li> </ul>



COREEVENT_CROWN_HOME	<ul style="list-style-type: none"> <li>Passed when the crown returns to the HOME position from any SET position.</li> </ul>
COREEVENT_CROWN_SET1	<ul style="list-style-type: none"> <li>Passed when the crown is placed in the SET 1 position.</li> </ul>
COREEVENT_CW_PULSES	<ul style="list-style-type: none"> <li>Sent to the application every 125ms when a CW transition of the crown is detected within the 125ms sample window.</li> <li>Used when the application places the system in pulse mode.</li> <li>The variable COREEventArgument stores the number of pulses detected within the sample window.</li> </ul>
COREEVENT_CCW_PULSES	<ul style="list-style-type: none"> <li>Sent to the application every 125ms when a CCW transition of the crown is detected within the 125ms sample window.</li> <li>Used only when the application places the system in pulse mode.</li> <li>The variable COREEventArgument stores the number of pulses detected within the sample window.</li> </ul>
COREEVENT_CW_EDGE_TRAILING COREEVENT_CW_EDGE_LEADING	<ul style="list-style-type: none"> <li>Sent to the application on a trailing/leading edge transition of the crown in the clockwise direction.</li> <li>Used only when the system is not in pulse mode.</li> <li>The application must use only the TRAILING events when in edge mode. This is where the iControl hardware makes a clinking sound.</li> </ul>
COREEVENT_CCW_EDGE_TRAILING COREEVENT_CCW_EDGE_LEADING	<ul style="list-style-type: none"> <li>Sent to the application on a trailing/leading edge transition of the crown in the counter-clockwise direction.</li> <li>Used only when the system is not in pulse mode.</li> <li>The application must use only the TRAILING events when in edge mode. This is where the iControl hardware makes a clinking sound.</li> </ul>
COREEVENT_MODEDEPRESS COREEVENT_STOPRESETDEPRESS COREEVENT_STARTSPLITDEPRESS	<ul style="list-style-type: none"> <li>Switch depression was detected.</li> </ul>
COREEVENT_MODERELEASE COREEVENT_STOPRESETRELEASE COREEVENT_STARTSPLITRELEASE	<ul style="list-style-type: none"> <li>Switch releases was detected.</li> </ul>
COREEVENT_POPUPCANCEL	<ul style="list-style-type: none"> <li>Sent to the application if any switch events was detected during melody generation phase of a popup. The event that cancelled the melody is stored in</li> </ul>

	<p>COREEventArgument.</p> <ul style="list-style-type: none"> <li>• The current popup melody is cancelled.</li> </ul>
COREEVENT_DISPLAY_UPDATE_TODRES	<ul style="list-style-type: none"> <li>• Sent to the application to indicate that a TOD resource (whose display update request bit was set) has been updated.</li> <li>• The event is sent directly by the timer resource when it updates its data set.</li> <li>• The application must specifically request the resource to send the update event.</li> </ul>
COREEVENT_DISPLAY_UPDATE_TMRRES	<ul style="list-style-type: none"> <li>• Sent to the application to indicate that a TIMER resource (whose display update request bit was set) has been updated.</li> <li>• The event is sent directly by the timer resource when it updates its data set.</li> <li>• The application must specifically request the resource to send the update event.</li> </ul>
COREEVENT_DISPLAY_UPDATE_STPRES	<ul style="list-style-type: none"> <li>• Sent to the application to indicate that a STOPWATCH resource (whose display update request bit was set) has been updated.</li> <li>• The event is sent directly by the timer resource when it updates its data set.</li> <li>• The application must specifically request the resource to send the update event.</li> </ul>
COREEVENT_DISPLAY_UPDATE_SYNCHRES	<ul style="list-style-type: none"> <li>• Sent to the application to indicate that a SYNCHRO resource (whose display update request bit was set) has been updated.</li> <li>• The event is sent directly by the timer resource when it updates its data set.</li> <li>• The application must specifically request the resource to send the update event.</li> </ul>
COREEVENT_MELODY_DONE	<ul style="list-style-type: none"> <li>• Sent to the application when the melody generator completes the requested melody.</li> <li>• The application must specify that a melody done event is to be sent after completion of the melody.</li> </ul>
COREEVENT_END_OF_SCROLLING_MESS	<ul style="list-style-type: none"> <li>• Sent to the application when the scrolling has reached the sentinel character.</li> <li>• The application must request that the event be sent after completion of the scroll.</li> <li>• Scrolling is stopped.</li> </ul>
COREEVENT_ICON_REFRESH	<ul style="list-style-type: none"> <li>• Sent to the application when any LCD icons for the primary mode are updated.</li> <li>• The application must request for these events.</li> </ul>
COREEVENT_EVENTGENERATION	<ul style="list-style-type: none"> <li>• Sent to the application when a resource</li> </ul>

	(previously setup for event generation) has detected a resource specific event condition.
COREEVENT_COMMDATAPACKETREADY	<ul style="list-style-type: none"> <li>• Sent to the comm application when a datalink packet has been completely received by the system</li> </ul>
COREEVENT_COMMFIRSTBYTERECEIVED	<ul style="list-style-type: none"> <li>• Sent to the comm application when the first byte of the datalink packet has been received by the system.</li> </ul>
COREEVENT_COMMDISCONNECTED	<ul style="list-style-type: none"> <li>• Sent to the comm application when the USB cable has been disconnected.</li> </ul>

## 4.4.5 Requesting System Events

Certain system events are passed to the application for processing only when it is requested by the application that these events be passed.

### 4.4.5.1 Switch Depressions

Switch depressions are passed to the applications only when the keymask for the switch has been enabled. It is advisable to allow only the switches that is used by the current state handler to prevent the switch event to be passed to the application and thus canceling all blinking, scrolling and timeouts.

The three macros to setup switch depress events are shown below:

<b>CORE_ALLOW_KEYS</b>	<i>Using the specified keymask bits, this macro specifies the switches to be passed as events to the application.</i>
<b>CORE_MASK_KEYS</b>	<i>Using the specified keymask bits, this macro specifies which switches are to be removed from the existing mask.</i>
<b>CORE_ALLOW_ALL_KEYMASK</b>	<i>This allows all switches to be passed to the application.</i>

The keymask bits are defined below:

```

bCOREModeSwitch
bCOREStopResetSwitch
bCOREStartSplitSwitch
bCORECWSwitch
bCORECCWSwitch
bCOREELSwitch

```

To allow only the mode and the stop/reset switch to be passed to the application, use the following code:

```

CORE_ALLOW_KEYS (bCOREModeSwitch|bCOREStopResetSwitch);

```

When using the macro CORE\_ALLOW\_KEYS, take note to specify the bit mask **bCOREModeSwitch** in the default state to allow mode changes.

### 4.4.5.2 Switch Releases

Switch Release events are only passed to the application if a switch depression was done previously. It is advisable to suspend switch releases if the application does not handle them in the current state handler to prevent an unused release event to be passed to the application killing any current blinking, scrolling or active timeouts.

The application can cancel the release event of the current depressed switch by calling the macro:

```
HW_KBD_CANCEL_CURRENT_SWITCH_RELEASE;
```

If an application does not want to handle any switch release events in the current handler, then the macro below should be used.

```
CORE_SUSPEND_SWITCH_RELEASE;
```

To re-enable switch releases to be passed as events again, then the macro below should be called.

```
CORE_ENABLE_SWITCH_RELEASE;
```

### 4.4.5.3 Popup Cancel Event

If a popup state handler generates a melody, the UI specifies that any switch depression will cancel the melody and proceed with processing. The application can define all switch cases to handle killing the melody.

The application can make use of the macro shown below. This macro will trap the “allowed” switch depress events and crown events and wrap it all in one core system event **COREEVENT\_POPUPCANCEL**. The trapped switches are now stored in **COREEventArgument**. This will also cancel the currently active melody.

```
CORE_REQUEST_MELODY_POPUPCANCEL;
```

The “allowed” switch depress events mentioned above indicates the switch events that matches the key mask on the foregroundstate handler. By default, EL switch depression are not passed as an event to the application. The UI might specify that the EL also cancel a popup. It is required that popup state handlers that requires the EL to cancel the popup must call the macro **CORE\_ALLOW\_ALL\_KEYMASK** to have the EL depress events be processed. When the popup has processed the popup cancel event, it can restore or specify a new keymask.

### 4.4.5.4 Ring Edges and Pulses

Ring Trailing Edges are ring events passed to the application by default. Ring Leading Edge Events are suspended by default.

To request ring pulse events to be passed to the application, the macro below should be called:

```
CORE_ENABLE_PULSE_MODE;
```

To request ring edge events again, the macro below should be used:

```
CORE_DISABLE_PULSE_MODE;
```

To suspend all ring types of ring edge events, the macro below should be used:

```
CORE_SUSPEND_RING_EVENTS;
```

### 4.4.5.5 Icon Refresh

Certain application requires that it be called whenever changes are being done to the status of the primary mode icons. These applications may be the TOD and the Options Mode. The TOD application requires an icon refresh event whenever the user manually enables/disables NightMode or the system automatically enables/disables Nightmode so it can update the MOON icon. The Options mode requires the update of the NightMode or the Chime whenever the system changes the current status so it can display the appropriate message. In the option mode, the event was used to update the message along with the icon depending on the UI requirement.

To enable or disable receiving the event `COREEVENT_ICON_REFRESH`, then the macros below should be called:

```
CORE_BACKGROUND_ICON_REFRESH_ENABLE;
CORE_BACKGROUND_ICON_REFRESH_DISABLE;
```

### 4.4.5.6 End of Scrolling

The application can request an event everytime a message that is scrolling reaches the end of the message. The macro is below to send the “end of scrolling” event to the application. This will also stop scrolling the message once it reaches the end of the message. If the size of the message does not require scrolling, then the event `COREEVENT_END_OF_SCROLLING_MESS` is sent after the message is displayed on the LCD.

```
LCD_SCROLL_RAM_OR_ROM_MSG_MAIN_DM_LINE2_EVENT_ON;
```

If the application want the message to scroll continuously, then the macro below is used:

```
LCD_SCROLL_RAM_OR_ROM_MSG_MAIN_DM_LINE2_EVENT_OFF;
```

### 4.4.5.7 Resource Updates

By default, on any state change, resource display updates are disabled by the core. To have resource display updates event passed to the application, the application must make an API call to the resource to request for updates. These events can then be used to display the new or updated data.

An application may request different types of resource to send the update events. Each resource type will send a unique system event. To request (and cancel) a resource update, use the following APIs:

```
KTOD_ENABLE_DISP_UPD_SEC_EVENT
KTOD_DISABLE_DISP_UPD_SEC_EVENT
KSTP_ENABLE_DISP_UPD_EVENT
KSTP_DISABLE_DISP_UPD_EVENT
KTMR_ENABLE_DISP_UPD_EVENT
KTMR_DISABLE_DISP_UPD_EVENT
KSYN_ENABLE_DISP_UPD_EVENT
KSYN_DISABLE_DISP_UPD_EVENT
```

### 4.4.5.8 Timeouts

Application must request application timeouts for the system to generate the timeout done events. The events are passed when the timeout counters decrements to zero.

```
CORE_REQ_TIMEOUT_HIRES <timeout_count_hires>;
CORE_REQ_TIMEOUT_LORES <timeout_count_lores>;
```

```
CORE_REQ_TIMEOUT_STICKY <timeout_count_lores >;
```

The parameter *timeout\_count\_lores* is specified in seconds. The following equates are available for *timeout\_count\_lores*:

<b>Equate</b>	<b>Description</b>
<b>TIMEOUTLORES_2SEC</b>	2 seconds
<b>TIMEOUTLORES_3SEC</b>	3 seconds
<b>TIMEOUTLORES_4SEC</b>	4 seconds
<b>TIMEOUTLORES_10SEC</b>	10 seconds
<b>TIMEOUTLORES_20SEC</b>	20 seconds

The parameter *timeout\_count\_hires* is specified in increments of 0.125 seconds. The following equates are available for *timeout\_count\_hires*:

<b>Equate</b>	<b>Description</b>
<b>TIMEOUTHIRES_P250SEC</b>	0.250 seconds
<b>TIMEOUTHIRES_P5SEC</b>	0.500 seconds
<b>TIMEOUTHIRES_1SEC</b>	1 second
<b>TIMEOUTHIRES_1P5SEC</b>	1.500 seconds
<b>TIMEOUTHIRES_2SEC</b>	2 seconds
<b>TIMEOUTHIRES_3SEC</b>	3 seconds
<b>TIMEOUTHIRES_4SEC</b>	4 seconds
<b>TIMEOUTHIRES_5SEC</b>	5 seconds
<b>TIMEOUTHIRES_6SEC</b>	6 seconds

## 4.4.6 State Manager

There is no need for a state manager for EEPROM based applications. This is because the kernel will only load the foreground state handler and into the same base address in the overlay area. The State Manager address specified in the application control block will store the base address for state handler.

### 4.4.6.1 Display Clearing On State Change

Using the macro **CORE\_REQ\_STATE\_CHANGE** to request a state change, the lcd display is always cleared. To prevent the display from being cleared during a state change, then the macro **CORE\_REQ\_STATE\_CHANGE\_NO\_CLEAR\_DISPLAY** should be used.

## 4.4.7 Mode Banner State Handler

The core will always make the mode banner the state to proceed on a mode change.

It is advised that the mode banner state define a popdown state usually the default state. This prevents a popup from occurring in the middle of the banner timeout from returning to the banner state. To set the popdown state, the following code is used:

```
// set popdown state should a popup occur during mode banner timeout
CORE_SET_POPDOWN_STATE OPTDEFAULTSTATE;
```

It is advised that the mode banner utilize the following code to display the mode banner message. This will allow the user through the PC to change the mode banner name.

```
// display the mode banner for the application
AReg = CORECurrentMode;
CORE_CALL_MODE_NAME;
```

By default, mode banner will request for a 1.5 second high resolution timeout before requesting a state change to the default state. Switch depressions will cancel the mode banner timeout. Crown Set event will not only cancel the mode banner timeout, but will proceed to the SET Banner State.

If the application supports password protection, then mode banner timeout event should make the password state handler the foreground state. This will require the user to enter a 2-character password, verified by the system before making the default state the foreground application.

If a password is currently required, it is advised that the banner state suspend popups. This will prevent a popup from occurring during mode banner timeout and directly going to default state. Another method is to make the password state the popdown state if a password is required. So on a popdown, the password state becomes the foreground state.

Sample banner state handler:

```
optBannerStateManager()
{
    switch( CORECurrentEvent )
    {
        case COREEVENT_STATEENTRY:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; MODE BANNER ENTRY
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

            // set popdown state if a popup occurs during timeout
            CORE_SET_POPDOWN_STATE OPTDEFAULTSTATE;

            // display the mode banner for the application
            AReg = CORECurrentMode;
            CORE_CALL_MODE_NAME;

            // request for a 1.5 second timeout banner
            CORE_REQ_TIMEOUT_HIRES TIMEOUTHIREES_1P5SEC;
            break;

        case OPTEVENT_STOPRESETDEPRESS:
        case OPTEVENT_STARTSPLITDEPRESS:
        case COREEVENT_CW_EDGE_TRAILING:
        case COREEVENT_CCW_EDGE_TRAILING:
        case COREEVENT_TIMEOUTDONE_HIGHRES:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; CANCEL MODE BANNER TIMEOUT EVENTS
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

            // Request for a state change to set state
            BReg = OPTDEFAULTSTATE;
            CORE_REQ_STATE_CHANGE;
            break;

        case COREEVENT_CROWN_SET:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; CROWN SET EVENT PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

            // Request for a state change to set banner state
            BReg = OPTSETBANNERSTATE;
            CORE_REQ_STATE_CHANGE;
            break;

        case OPTEVENT_MODEDEPRESS:

            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
            // ; MODE SWITCH DEPRESS PROCESSING
            // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
    }
}
```

```

        // Request for a mode change to the next mode
        // or peek at primary time zone
        CORE_REQ_MODE_CHANGE_NEXT;
        break;
    }
}

```

The kernel provides two routines that will handle the basic banner state functionality that may be required by an application.

<code>coreCommonBannerStateHandler</code>	Common State Banner Handler
<code>coreCommonBannerStateHandlerWithPassword</code>	Common Banner State Handler with check for password.

When the above routines are used, the banner state handler will be coded as follows:

```

cntwaBannerStateManager:          ;**SUBROUTINE cntwaBannerStateManager
    car    coreCommonBannerStateHandler
    ret

                                ;**END SUBROUTINE cntwaBannerStateManager

```

If password protection is required for the mode, then the banner state handler will be coded as follows:

```

cntwaBannerStateManager:          ;**SUBROUTINE cntwaBannerStateManager
    car    coreCommonBannerStateHandlerWithPassword
    ret

                                ;**END SUBROUTINE cntwaBannerStateManager

```

If the routine `coreCommonBannerStateHandlerWithPassword` is used, then state index 5,6, and 7 should be coded as shown below:

For state handler index 5:

```

cntIndex5StateManager:           ;**SUBROUTINE cntIndex5StateManager
    car    corePasswordDefaultStateHandler
    ret

                                ;**END SUBROUTINE cntIndex5StateManager

```

For state handler index 6:

```

cntIndex6StateManager:           ;**SUBROUTINE cntIndex6StateManager
    car    corePasswordSetBannerStateHandler
    ret

                                ;**END SUBROUTINE cntIndex6StateManager

```

For state handler index 7:

```

cntIndex7StateManager:           ;**SUBROUTINE cntIndex7StateManager
    car    corePasswordSetStateHandler
    ret

                                ;**END SUBROUTINE cntIndex7StateManager

```



## 4.4.8 Default State Handler

The default state handler controls the main function specified for an application.

## 4.4.9 Set Banner State Handler

The core will always make the Set banner the state to proceed when the crown is pulled to the SET position.

It is advised that the set banner state define a popdown state usually the set state. This prevents a popup from occurring in the middle of the banner timeout from returning to the set banner state. To set the popdown state, the following code is used:

```
// set popdown state should a popup occur during mode banner timeout
CORE_SET_POPDOWN_STATE OPTSETSTATE;
```

Sample Set Banner State Handler:

```
optSetBannerStateManager()
{
    switch( CORECurrentEvent )
    {
        case COREEVENT_STATEENTRY:

            // ; SET BANNER ENTRY

            // set popdown state if a popup occurs during
            // set banner timeout
            CORE_SET_POPDOWN_STATE OPTSETSTATE;

            // clear display
            LCD_CLEAR_DISPLAY;

            //display 'ON/OFF TIME' for both night-mode and chime banner
            LCD_DISP_SMALL_DM_MSG_ONOFF_TIME;

            // request for a 1.5 second timeout banner
            CORE_REQ_TIMEOUT_HIRES TIMEOUTHIRES_1P5SEC;
            break;

        case OPTEVENT_MODEDEPRESS:
        case OPTEVENT_STOPRESETDEPRESS:
        case OPTEVENT_STARTSPLITDEPRESS:
        case COREEVENT_CW_EDGE_TRAILING:
        case COREEVENT_CCW_EDGE_TRAILING:
        case COREEVENT_TIMEOUTDONE_HIGHRES:

            // ; CANCEL SET BANNER TIMEOUT EVENTS

            // Request for a state change to set state
            BReg = OPTSETSTATE;
            CORE_REQ_STATE_CHANGE;
            break;

        case COREEVENT_CROWN_HOME:

            // ; CROWN HOME EVENT PROCESSING

            // Request for a state change to default state
            BReg = OPTDEFAULTSTATE;
            CORE_REQ_STATE_CHANGE;
            break;
    }
}
```

```

    }
}

```

#### 4.4.10 Set State Handler

The Set State Handler defines the setting function of an application. It is advised that the handler disable popups for the duration of the set state.

Use ring edge events if the data being set only has a few selection. Use ring pulse events to track the number of pulses detected in a predetermined time frame.

Use the acceleration routines to convert the raw pulses detected by the system to predetermined accelerated values. This allows for fast setting of data. Below is a sample code fragment that uses acceleration to update data.

```

case COREEVENT_CW_PULSES:

    // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
    // ; CW PULSE EVENT
    // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

    // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
    // ; CHIME SUB-OPTION
    // ;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

    // We will be adjusting only the hour data.
    // The minute data remains at zero.

    // We use the utility to convert the data in COREEventArgument
    // into accelerated data. The accelerated data is stored in
    // KRESMinBuffer.

    UTLACCELERATION_1MIN;
    AReg = KRESMinBuffer;

    // point to the current hour data of the current time structure
    // being displayed
    HLReg = OPTTimeStructurePtr;
    ++HLReg;
    BReg = *HLReg;

    // go to decimal math operations since our data is in packed BCD.
    UTL_DECIMAL_MATH_MODE;

    // add the current hour with the accelerated data.
    AReg += BReg;

    // check if we are still within hour maximum limits. if over,
    // then we should wraparound the data.
    if( AReg >= OPT_MAX_HOUR )
    {
        AReg -= OPT_MAX_HOUR;
    }

    // restore default math operation mode
    UTL_BINARY_MATH_MODE;

    // store the new hour data into the structure
    *HLReg = AReg;

    // display the new data and request blinking
    goto optSetDisplayRefreshTimeOnly;

```

### 4.4.11 Popup State Handler

The popup state handler is executed whenever a resource requests for a popup session. The kernel will call the interrupted application's Task Exit handler, stores the data in **CORECurrentMode** and **CORECurrentState** into **COREPopupMode** and **COREPopupState**. **CORECurrentState** is not saved if the state handler specified a different popdown state.

When a popup is complete, it must be terminated with a popdown request using the macro below. This will alert the kernel that a popup session is complete. The stored **COREPopupMode** and **COREPopupState** becomes the new foreground application unless the kernel detects that there are pending popups to be processed.

```
CORE_REQ_POPDOWN;
```

#### 4.4.11.1 Special Time Zone Check Popup Processing

Normally, when the popup state handler has processed the record that generated the popup through the Time Zone Check Popup, the state handler can request a popdown immediately.

There are some cases wherein there are more than one entry that matches the record that was entered into the Time Zone Check resource for checking. Since there is only one TZC Resource allocated to an application, there is no way to store the entries in individual TZC resources.

When the popup state handler completes processing (melody generation, melody cancellation or completion, 4 second timeout after scrolling, etc.), it could check for its database for any other record aside from the one already displayed. If there are no more entries, then it could then request a popdown. If there is another entry, then the popup state handler can re-execute the code stored in state entry event processing section to generate the new melody, etc. and proceed with processing the "new" popup.

It is up to the application on how many entries it wants to popup for the same time. The current UI specifies only one queued popup when the current one is active.

### 4.4.12 Password Entry State Handler

Some applications are required to check if a password is required to access the data stored in the database. If a password is required, it will request a state change to the application's password entry and verification state.

- The kernel provides a generic password entry and verification state handler. The state handler name is **corePasswordDefaultStateHandler()**, **corePasswordSetBannerStateHandler()** and **corePasswordSetStateHandler()**.

The application is required to allocate index 5, 6 and 7 in the Application State Manager. When the password is entered and verified, it will request a state change to the application's default state.

During execution of password handler states, all popups are suspended.

## 4.5 Built-in State Handlers

---

The system provides a number of state handlers that a wristapp can use that are already stored in ROM. This will speed up loading the code from EEPROM as well as minimize the total EEPROM usage of a WristApp.

These state handlers are designed to function in a predefined manner that are used by the built-in ROM applications. They should be used as intended.

State Handler	Description
coreCommonBannerStateHandler	<p><i>Handles mode banner state processing.</i></p> <ul style="list-style-type: none"> <li>• <i>Displays either the default mode banner message or the user defined mode banner stored in EEPROM;</i></li> <li>• <i>Waits for 1.5 seconds prior to requesting a state change to default state index;</i></li> <li>• <i>Process Mode Switch depression to proceed to the next mode;</i></li> <li>• <i>Setup the popup return state to be the default state index;</i></li> <li>• <i>Process the Crown_Set event to proceed to the Set Banner State index;</i></li> <li>• <i>Process the other switches to bypass the 1.5 second timeout and request a state change to the default state index.</i></li> </ul>
coreCommonBannerStateHandlerWithPassword	<p><i>Handles mode banner state processing.</i></p> <ul style="list-style-type: none"> <li>• <i>Displays either the default mode banner message or the user defined mode banner stored in EEPROM;</i></li> <li>• <i>Waits for 1.5 seconds prior to requesting a state change to default state index;</i></li> <li>• <i>Process Mode Switch depression to proceed to the next mode;</i></li> <li>• <i>Setup the popup return state to be the default state index;</i></li> <li>• <i>Checks if the mode is currently setup to request a password prior to proceeding to the default state index;</i></li> <li>• <i>If Password Not Required:</i> <ul style="list-style-type: none"> <li>○ <i>Process the Crown_Set event to proceed to the Set Banner State index;</i></li> <li>○ <i>Process the other switches to bypass the 1.5 second timeout and request a state change to the default state index.</i></li> </ul> </li> <li>• <i>If Password is required:</i> <ul style="list-style-type: none"> <li>○ <i>Process Crown_set event to proceed to the Password Set Banner state index;</i></li> <li>○ <i>Process the other switches to bypass the 1.5 second timeout and request a state change to the Password Default State index.</i></li> </ul> </li> </ul>
corePasswordDefaultStateHandler	<p><i>Handles the following:</i></p> <ul style="list-style-type: none"> <li>• <i>Displays the message “PASSWORD NEEDED”;</i></li> <li>• <i>Process the Crown_Set event to request a state change to the Password Set Banner state index;</i></li> <li>• <i>Process the Mode switch to proceed to the next mode;</i></li> </ul>
corePasswordSetBannerStateHandler	<p><i>Handles the following:</i></p>

- *Displays the message “ENTER PASSWORD”;*
- *Requests a 1.5 second banner timeout;*
- *On timeout expiration, request a state change to the Password Set State index;*
- *Process the Crown\_Home event to request a state change to the Password Default State index;*
- *Process switch events to bypass the timeout and request a state change to the Password Set State index;*

#### corePasswordSetStateHandler

*Handles the following:*

- *Handles all the events required to request input from the user for a two character password;*
- *Process the Crown\_Home event to check if the password entered is correct;*
- *If password is correct, request a state change to the default state index;*
- *If password is incorrect, then display the message “PASSWORD INVALID” and request a state change to the password default state index after a 2 second timeout period.*

#### utlYouRockStateManager

*If a WristApp does not support a set state, then the set banner state should use this function. It handles the following:*

- *Display the message “YOU ROCK!”;*
- *Process the Crown\_Home event to request a state change to the default state index.*

The code section below shows how the You Rock State Manager is used in the code:

```
SetStateManager:
    car    utlYouRockStateManager
    ret
```

The WristApp developer can choose to customize the operation of the built-in state handlers by preempting the system event passed by the OS. The code section below shows a way to bypass the message displayed on state entry to the utlYouRockStateManager with a custom message.

```
SetStateManager:
    ; preempt the STATE_ENTRY event for custom processing
    ld    A, [CORECurrentEvent]
    cp    A, #COREEVENT_STATEENTRY
    jr    NZ, process_event_in_default_handler

    ; display customized banner message
    ld    IY, #MY_CUSTOM_MESSAGE
    LCD_DISP_BANNER_MSG
    ret

process_event_in_default_handler:
```

```

car    utlYouRockStateManager
ret

MY_CUSTOM_MESSAGE:
; custom message "MY NAME"
db    LCDBANNER_COL4
db    DM5_M, DM5_Y
db    LCDBANNER_COL2
db    DM5_N, DM5_A, DM5_M, DM5_E
db    LCD_END_BANNER

```

## 4.6 Timer Resource Usage

The Timer Resource allows background operation under kernel control without having the application provide the code and data to update the required variables.

The application request ownership of specific Timer Resource for its operation only during application initialization. The kernel will automatically reserve the specified resource and store the resource index at the top of the application system data area. The reservation is done in this sequence: TOD, BACKUP, TZC, TIMER, STOPWATCH, and SYNCHRO.

### 4.6.1 Display Update Events

Any foreground application can request display update events from any resource (except for the Backup and Time Zone Check Resource). The events are processed by the application to show updated resource data. The frequency of events being passed to the application is dependent upon the type of resource. Only active resources will send out display update events to the foreground application.

Resource Type	Frequency
Time of Day Resource	1 Hz
Timer Resource	8 Hz
Stopwatch Resource	16 Hz
Synchro Resource	16 Hz

Display Update Event requests is not restricted to the owner application. Any foreground application can request this event from a resource. When an event occurs, the kernel will send the event associated with the resource. The following are the the different update events:

- COREEVENT\_DISPLAY\_UPDATE\_TODRES
- COREEVENT\_DISPLAY\_UPDATE\_TMRRES
- COREEVENT\_DISPLAY\_UPDATE\_STPRES
- COREEVENT\_DISPLAY\_UPDATE\_SYNRES

On a mode or state change, the kernel will cancel all display update event requests of all timer resources.

### 4.6.2 Popup and Event Generation

Owner applications can request popup or events to be generated to accompany any resource events that occurred. These events vary from resource to resource. The table below shows a summary of the events.

Resource Type	Resource Event
Backup Resource	<ul style="list-style-type: none"> <li>• Counter that is decremented every minute until it reaches 0.</li> </ul>

Time Zone Check Resource	<ul style="list-style-type: none"> <li>Exact Match with Reference Time.</li> </ul>
Timer Resource	<ul style="list-style-type: none"> <li>Countdown reaches 0:00.00.</li> <li>Countup reaches specified time of resource.</li> <li>Halfway<sup>2</sup> Count is reached (countup and countdown).</li> </ul>
Stopwatch Resource	<ul style="list-style-type: none"> <li>Countup data reached maximum time.</li> </ul>
Synchro	<ul style="list-style-type: none"> <li>Countup data reached maximum time.</li> </ul>

When an event is requested, the kernel will pass the event `COREEVENT_EVENTGENERATION` to the foreground application regardless of resource ownership.

When a popup is requested, the kernel will acknowledge the request and queues the resource popup. When the kernel completes other higher priority tasks, it will then proceed with the popup check operation. If multiple popups are queued, the popup priority is based on the following order: `TIMER`, `BACKUP`, `TIME ZONE CHECK`, `TIMER` and `SYNCHRO`.

The application owner of the resource will now become the foreground application. The current state would be the popup state (`COREPOPUPSTATE`).

If the application generates a message that can be cancelled by any switch depression, the macro `CORE_REQUEST_MELODY_POPUPCANCEL` must be called in the popup state handler. If a switch was used to cancel the melody, the kernel will convert the switch event into the event `COREEVENT_POPUPCANCEL` with the old switch event in `COREEventArgument`. The popup application must look at the entry in the `COREEventArgument` so that it can process the crown set event.

After completing the operation, the application must request a popdown through the macro `CORE_REQ_POPDOWN`.

#### APPLICATION NOTE

- Before an alarm or appointment application popup request for a popdown, it is advise that it checks all the entries in the database that matches the current time in the popup clock and if available, restart the popup sequence for the new entry. It is up to the application to determine how many more matching entries to popup. Take note that the application is not requesting a new popup here from the kernel.

### 4.6.3 Time Of Day Resource

The Time-of-Day resource keeps track of the time (second, minute, hour, date, month, year, day of week and week number). The resource provides a number of methods that can be used to manipulate, modify any data or status bits of a specific resource. Refer to the M851 Application Programming Interface Document for more details in using the TOD Resource.

TOD Resource Data Structure:

Offset	Data Type	Description
0	Application Index	Index of application owner
1	Resource Flag	Specifies status of the resource and how this data

<sup>2</sup> Typical use of this event is to track the halfway mark of a timer count. This mark can be any number between 0:00.00 and the countdown time.

		structure is displayed on the LCD.
2	Update Flag	Indicates the data positions that were recently updated.
3	Second	Seconds data in BCD format
4	Minute	Minute data in BCD format
5	Hour	Hour data in BCD format
6	Date	Date data in BCD format
7	Month	Month in BCD format
8	Year (Lo Byte)	Year data (low byte) in BCD format
9	Year (Hi Byte)	Year data (high byte) in BCD format
10	Day of Week	Computed Day of Week data
11	Week Number	Computed Week Number data in BCD format

Resource flag bit definitions:

Bit	Name	Description
0	bKReserved	Resource is owned
1	bKActive	Resource is active
2	bKDispUpdRequest	Display Update Event is requested
3	bKTODPrimaryTZ	Resource is the primary time zone
4	bKTODEuroFormat	Display date in Euro format
5	bKTOD24HourFormat	Display hour in 24-format
6	bKTODWeekNumberDisplay	Display week number
7	bKTODYMDFormat	Display in YMD format

Update flag bit definitions:

Bit	Name	Description
0	unused	
1	bKTODMinuteUpd	Minute data is updated
2	bKTODHourUpd	Hour data is updated
3	bKTODDateUpd	Date data is updated
4	bKTODMonthUpd	Month data is updated
5	bKTODYearUpd	Year data is updated
6	bKTODWeekUpd	Week data is updated
7	Unused	

#### 4.6.4 Backup Resource

The Backup Resource provides an application the ability to track the number of minutes since the last resource setup and activation.

This is used to track a backup alarm for an alarm application rather than wasting a Time Zone Check Resource which is much more complex to setup.

BACKUP Resource Data Structure:

Offset	Data Type	Description
0	Application Index	Index of application owner
1	Resource Flag	Specifies status of the resource
2	Counter	Specifies the number of minutes of countdown.

Resource flag bit definitions:

Bit	Name	Description
-----	------	-------------



0	bKReserved	Resource is owned
1	bKActive	Resource is active
2	Unused	
3	Unused	
4	Unused	
5	Unused	
6	bKGeneratePopup	Generate a popup when counter reaches zero.
7	bKGenerateEvent	Generate an event when counter reaches zero.

### 4.6.5 Time Zone Check Resource

The Time Zone Check Resource is used to check data stored in the resource against a reference time zone. This is primarily used for applications such as the alarm and appointment types. The application is responsible for determining the time data to store in the resource for checking.

The reference time zone discussed here is usually the primary time zone. But, if the time zone checking has been suspended for a long period of time (set mode, multiple popups, etc.), the kernel will grab a copy of the current primary time zone data and stores it into a popup clock resource. The popup clock resource will now become the new reference time zone. When the watch is in a position to initiate a time zone check, it will compare it against the reference time zone. The reference time zone is updated a minute every second until it catches up with the primary time zone. Any matching entry will be popped up. Once it exceeds the primary time zone data, the kernel disables the popup clock and makes the primary time zone as the reference time zone.

The resource will generally check for an exact match between hour and minute data. The user can also specify that the resource check for matching month, date, year or a combination of these entries.

The application must provide code in its Resource Handler to process the event **COREEVENT\_REFRESH** to put in the best entry in the time zone check resource. The application must use the reference timezone data. By convention, any application that changes data in the TOD resource must request the Kernel to execute all resource handlers with the event **COREEVENT\_REFRESH**.

TZC Resource Data Structure:

Offset	Data Type	Description
0	Application Index	Index of application owner
1	Resource Flag	Specifies status of the resource
2	Update Flag	Specifies if month, date and year data are required for an exact match
3	Minute	Minute data in BCD format
4	Hour	Hour data in BCD format
5	Date	Date data in BCD format
6	Month	Month in BCD format
7	Year (Lo Byte)	Year data (low byte) in BCD format
8	Year (Hi Byte)	Year data (high byte) in BCD format

Resource flag bit definitions:

Bit	Name	Description
0	bKReserved	Resource is owned
1	bKActive	Resource is active
2	Unused	
3	Unused	
4	Unused	

5	Unused	
6	bKGeneratePopup	Generate a popup when counter reaches zero.
7	bKGenerateEvent	Generate an event when counter reaches zero.

Update flag bit definitions:

Bit	Name	Description
0	Unused	
1	Unused	
2	Unused	
3	BKTZCDateUpd	Date data is significant in checking for exact match
4	BKTZCMonthUpd	Month data is significant in checking for exact match
5	bKTZCYearUpd	Year data is significant in checking for exact match
6	Unused	
7	Unused	

#### APPLICATION NOTES:

- If an application has multiple entries with the same popup time, only one entry is placed in the resource. Once the popup occurs, the application is responsible (if required) to display all the matching entries (like if a popup occurred) before requesting a popdown.
- Database is stored in EEPROM. Reading a number of records from EEPROM may take a long time and a watchdog reset might occur in the middle of the operation. It is recommended that the macro **HWRESETWATCHDOG** be inserted in the loop.

**NOTE:** *Having only one entry per application makes for efficient use of processor time (and battery life) since the application will search for the best record to put into the resource and will await until a popup occurs to check for the next entry. So every minute, even if an application has 50 active records, the kernel will check only one resource against the reference time zone.*

### 4.6.6 Timer Resource

The Timer Resource provides general timer functions to an application. This is used mainly by Timer applications. With this resource, an application can start, stop, and reset the timer. The timer can handle both count-down and count-up functions. With the user set data, the timer can do an automatic reload of the user set data and start counting. With the pre-warning data, the timer can invoke a popup to indicate the count has reach a specified time. The timer resource can be linked to start either a stopwatch resource or another timer resource when the timer has expired.

The following tables show the data structure of the timer resource.

TIMER Resource Data Structure:

Offset	Data Type	Description
0	Application Index	Index of application owner
1	Resource Flag	Specifies status of the resource
2	Update Flag	Specifies if month, date and year data are required for an exact match
3	Previous Counter Sample	<b><i>For resource use only</i></b>
4	Work Hundredth data	Running hundredths data in BCD format
5	Work Second data	Running seconds data in BCD format
6	Work Minute data	Running minute data in BCD format
7	Work Hour data	Running hours data in BCD format
8	Linked TMR ID	Index Link to TMR Resource

9	Linked STP ID	Index Link to STP Resource
10	User Second data	User set seconds data in BCD format
11	User Minute data	User set minute data in BCD format
12	User Hour data	User set hours data in BCD format
13	Pre-warning Second data	Pre-warning seconds data in BCD format
14	Pre-warning Minute data	Pre- warning minute data in BCD format
15	Pre-warning Hour data	Pre- warning hours data in BCD format
16	Running repeat counter data	Running repeat counter
17	Preset repeat counter data	Preset repeat counter

Resource flag bit definitions:

Bit	Name	Description
0	bKReserved	Resource is owned
1	bKActive	Resource is active
2	bKDispUpdRequest	Display update request
3	bKTMRLink	Link to a timer resource
4	bKSTPLink	Link to a stopwatch resource
5	bKNotReset	Indicates resource is not in reset state
6	bKGeneratePopup	Popup Request for resource events
7	bKGenerateEvent	Event Request for resource events

Update flag bit definitions:

Bit	Name	Description
0	bKTMRSecondUpd	Seconds data has been updated
1	bKTMRMinuteUpd	Minute data has been updated
2	bKTMRHourUpd	Hour data has been updated
3	BKTMRPreWarningPopup	Current popup is a pre-warning popup
4	BKTMRPreWarningDone	Pre-warning popup has already occurred
5	BKTMRRepeat	Automatically reload user data and begin countdown 0 = no repeat 1 = repeat countdown/countup
6	bKTMRPreWarning	Request for a pre-warning popup 0 = no pre-warning popup 1 = Request for a Pre-warning popup
7	bKTMRDirection	Count direction: 0 = count down 1 = count up

#### APPLICATION NOTES:

- POPUPS AND BACKGROUND HANDLERS

Popup requests are generated when a timer countdown/up expires. Along with the popup request, the resource will execute the application's background handler. In due time, the kernel will execute the application popup. This allows an application to keep on updating the timer resource with new countdown data even if popups are currently suspended by the system. For example: a timer application having multiple countdown data that is started in sequence. When the first countdown data expires, the application resource handler will load the new countdown data and starts the timer resource.

- PRE-WARNING POPUP

A pre-warning popup can be setup to indicate that the countdown has reach a predefined time. For example, a timer application can set up a half-way alert indicator when the countdown data reaches the half-time of the countdown. If an application is specified to generate only a beep when it reaches a halfway mark, the kernel by default will still clear the display. The display will flicker as the kernel switches to the popup state then back to the interrupted application. It is advisable to generate the beep inside the resource handler rather than in the popup to prevent the flicker.

- INVOKING A STOPWATCH RESOURCE

When a timer resource countdown data expires, it can automatically start a stopwatch resource by using the STP Link. For example, a timer application can start a chronograph application upon expiration. This is commonly referred to as the CDC (Count Down Chrono) operation. The application must check for the existence of an application before setting up the links to a stopwatch resource.

- INVOKING A TIMER RESOURCE

When a timer resource countdown data expires, it can invoke another timer resource to begin counting by using the TMR Link. For example: a timer application can have multiple countdown times used for an exercise routine. On expiration of the timer, it can automatically start another timer resource that has the next set of countdown data. The application must check for the existence of an application before setting up the links to a stopwatch resource.

- INVOKING A SYNCHRO RESOURCE

A synchro resource is automatically started if a timer resource is started from reset. The application will not do anything to make this happen. The synchro resource now keeps track of the application that started it. When the timer resource is stopped, the synchro stoppage timer will automatically started. If started again, the synchro stoppage timer will stop.

If an application is using two timer resource to implement a interval timer application, the timer application must take into consideration its effect on the synchro resource. The first timer must have its reset status flag set, while the second timer resource will have its reset status flag cleared. In that way, the start of the first interval time will start the synchro resource but the start of the second interval timer resource will not restart the synchro resource.

## 4.6.7 Stopwatch Resource

The Stopwatch Resource provides general chronograph functions to an application. This is used mainly by chrono applications. With this resource, an application can start, stop, and reset the chronograph. The stopwatch resource can be linked to start either a timer resource or another stopwatch resource when the stopwatch resource expires.

The following tables show the data structure of the stopwatch resource.

STOPWATCH Resource Data Structure:

Offset	Data Type	Description
0	Application Index	Index of application owner
1	Resource Flag	Specifies status of the resource
2	Update Flag	Specifies if month, date and year data are required for an exact match
3	Previous Counter Sample	<i>For resource use only</i>
4	Hundredth data	Running hundredths data in BCD format

5	Second data	Running seconds data in BCD format
6	Minute data	Running minute data in BCD format
7	Hour data	Running hours data in BCD format
8	Linked TMR ID	Index Link to TMR Resource
9	Linked STP ID	Index Link to STP Resource

Resource flag bit definitions:

Bit	Name	Description
0	bKReserved	Resource is owned
1	bKActive	Resource is active
2	bKDispUpdRequest	Display update request
3	bKTMRLink	Link to a timer resource
4	bKSTPLink	Link to a stopwatch resource
5	bKNotReset	Indicates resource is not in reset state
6	bKGeneratePopup	Popup Request for resource events
7	bKGenerateEvent	Event Request for resource events

Update flag bit definitions:

Bit	Name	Description
0	bKSTPSecondUpd	Seconds data has been updated
1	bKSTPMinuteUpd	Minute data has been updated
2	bKSTPHourUpd	Hour data has been updated
3	Unused	
4	Unused	
5	Unused	
6	Unused	
7	BKSTPRunout	Indicates if stopwatch resource has run out 0 = not reached maximum time 1 = reached maximum time (100 Hours)

- INVOKING A SYNCHRO RESOURCE

A synchro resource is automatically started if a stopwatch resource is started from reset. The application will not do anything to make this happen. The synchro resource now keeps track of the application that started it. When the stopwatch resource is stopped, the synchro stoppage timer will automatically started. If started again, the synchro stoppage timer will stop.

#### 4.6.8 Synchro Resource

The Synchro resource is a special type of stopwatch resource that is always linked to start when a timer or stopwatch resource is started from reset. The resource will activate its stoppage counters when the timer or stopwatch resource that started it is stopped by the user.

The synchro resource can only be reset under application control.

If a synchro resource is currently active and a stopwatch or timer resource is started from reset, the synchro resource is reset and started from 0:00.00.

The following tables show the data structure of the synchro resource.

SYNCHRO Resource Data Structure:

Offset	Data Type	Description
--------	-----------	-------------

0	Application Index	Index of application owner
1	Resource Flag	Specifies status of the resource
2	Update Flag	Specifies if month, date and year data are required for an exact match
3	Previous Counter Sample	<i>For resource use only</i>
4	Hundredth data	Running hundredths data in BCD format
5	Second data	Running seconds data in BCD format
6	Minute data	Running minute data in BCD format
7	Hour data	Running hours data in BCD format
8	Linked TMR ID	Index Link to TMR Resource
9	Linked STP ID	Index Link to STP Resource

Resource flag bit definitions:

Bit	Name	Description
0	bKReserved	Resource is owned
1	bKActive	Resource is active
2	bKDispUpdRequest	Display update request
3	bKTMRLink	Link to a timer resource
4	bKSTPLink	Link to a stopwatch resource
5	bKNotReset	Indicates resource is not in reset state
6	bKGeneratePopup	Popup Request for resource events
7	bKGenerateEvent	Event Request for resource events

Update flag bit definitions:

Bit	Name	Description
0	bKSYNSecondUpd	Seconds data has been updated
1	bKSYNMinuteUpd	Minute data has been updated
2	bKSYNHourUpd	Hour data has been updated
3	Unused	
4	Unused	
5	Unused	
6	Unused	
7	bKSYNRunout	Indicates if synchro resource has run out 0 = not reached maximum time 1 = reached maximum time (100 Hours)

## 4.7 Application System Data

Application specific variables are stored in the Application System Data (ASD). These variables are often used in the overall operation of the application.

**IMPORTANT:** For applications that use any timer resource, the kernel will store the resource index at the top of the ASD. The application is responsible for allocating the required number of bytes in the ASD for the resource index.

Since the ASD is stored in heap memory, applications can have its ASD stored anywhere in the heap. For this reason, access to the ASD variables is done through relative addressing. The kernel variable, **CORECurrentASDAddress**, stores the start address of the ASD of the foreground application. For the Background Handler, the start address of the ASD is stored in **COREBackgroundASDAddress** during execution.

The following code show how to access a variable in the ASD during foreground execution:

```

; load into A the byte value stored at offset VARIABLE_OFFSET
ld    IX, [CORECurrentASDAddress]
ld    A, [IX + VARIABLE_OFFSET]

```

The following code show how to access a variable in the ASD during background execution:

```

; load into A the byte value stored at offset VARIABLE_OFFSET
ld    IX, [COREbackgroundASDAddress]
ld    A, [IX + VARIABLE_OFFSET]

```

#### APPLICATION NOTES:

- Since this area take up valuable heap space, care must be taken to allocate variables here the will be used throughout the lifetime of the application. For temporary variables (variables that will be used only during a state execution, consider storing them under foreground common variables provided by the kernel.
- During application initialization, the application is responsible for clearing the variables in the ASD to a known value (usually 0). Care must be taken not to overwrite any variables where the kernel has stored all the resource indexes.

## 4.8 Application Database Data

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Database data is stored in the Application Database Data (ADD). ADD can be located in either internal or external memory. If the data stored in the ADD is small and fixed in size, it should be located in internal memory. ADD should be external if it is large and may require changes in its allocation size.

NOTE: By convention, ADD should be stored in external memory.

This section is updated with new information from the PC during a communications download.

The system variable **CORECurrentADDAddress** is available to the foreground application to access its database. If the ADD is internal, **CORECurrentADDAddress** specifies the starting address of the ADD memory block. If the ADD is external, **CORECurrentADDAddress** specifies the absolute address in EEPROM of the start of the database.

Background handlers will use the system variable **COREBackgroundADDAddress** to access database data.

If the ADD is stored in external memory, application must allocate in the ASD a buffer to store data retrieved from external memory. This will allow the application to provide utilities to process the data located in a fixed offset in the ASD. For messages to be scrolled, the kernel provides a 101 byte scroll buffer which the background scroll routines can directly manipulate. The scroll buffer is reference using the label **COREWorkBuffer**.

#### APPLICATION NOTES:

- The application can use the database utilities provided by the kernel. This allows accessing database records using random access or linked list methods.

## 4.9 System Variables

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The kernel provides a number of global system variables that are accessible by all application and system modules. The system variables is used for the following purposes:

- Provides a way of communicating application specific variables to be used by other applications that requires the information to process its data.
- Provides a mechanism for the kernel to pass parameters to an application with the use of direct addressing.

Variables/Flags	Description
<b>CORECurrentASDAddress</b>	The base address in internal memory where the Application System Data block resides.
<b>CORECurrentADDAddress</b>	Specifies the address in internal or external memory where the Application Database block resides.
<b>COREPTZIndex</b>	Updated by the TOD application (or communication mode) to indicate the TOD resource index of the primary time zone.
<b>COREReferenceTZIndex</b>	<p>Modified only by the kernel.</p> <p>This is used by the TimeZoneCheck resource to determine which TOD resource index to compare its time entries with.</p> <p>This is also used by the alarm or appointment type application to determine which timezone resource index to compare when filling out a TimeZoneCheck resource.</p> <p>When a popup occurs, the Kernel will copy primary time zone time into the popup clock resource. This allows the system to popup all queued alarms even though popups has been suspended for a long time. When popup clock time matches primary time zone time, COREReferenceTZIndex will be equal to COREPTZIndex.</p>
<b>COREPTZFormat</b>	<p>Modified by the TOD application (or communication mode) to indicate the timer and date format of the primary time zone.</p> <p>This is used for any application that depends on the formatting of the primary time zone to display its own data.</p>
<b>CORENightModeStatus</b>	<p>Modified by the NightMode Option application (or communication mode).</p> <p>This indicates the current status of NightMode.</p>
<b>CORENightModeTimeOnMinute</b>	<p>Modified by the NightMode Option application (or communication mode).</p> <p>This indicates the auto nightmode on time – minute.</p>
<b>CORENightModeTimeOnHour</b>	<p>Modified by the NightMode Option application (or communication mode).</p> <p>This indicates the auto nightmode on time – hour.</p>
<b>CORENightModeTimeOffMinute</b>	Modified by the NightMode Option application (or communication mode).



	This indicates the auto nightmode off time – minute.
<b>CORENightModeTimeOffHour</b>	Modified by the NightMode Option application (or communication mode).  This indicates the auto nightmode off time – hour.
<b>COREChimeStatus</b>	Modified by the Chime Option application (or communication mode).  This indicates the current status of chime.
<b>COREChimeTimeOnMinute</b>	Modified by the Chime Option application (or communication mode).  This indicates the auto chime on time – minute.
<b>COREChimeTimeOnHour</b>	Modified by the Chime Option application (or communication mode).  This indicates the auto chime on time – hour.
<b>COREChimeTimeOffMinute</b>	Modified by the Chime Option application (or communication mode).  This indicates the auto chime off time – minute.
<b>COREChimeTimeOffHour</b>	Modified by the Chime Option application (or communication mode).  This indicates the auto chime off time – hour.
<b>CORENightModeDuration</b>	Modified by the kernel and NightMode Option application.  This specifies the amount of time to enable nightmode.
<b>CORESwitchBeepStatus</b>	Indicates if a switch beep is generated for all switch depression.
<b>HWSTPDataBuffer</b>	On all switch depressions, the kernel will grab a copy of the 100hz free running counter data and store it in this variable.  This can then be used by the foreground state handler to be pass as parameters to activate or deactivate any kernel timer resources.

## 4.10 Common Variables

When an application uses a variable that will be used only for the duration of the execution of the state handler, it is best to store them in common variables. The advantages are two-fold. First, it reserves the heap memory for important variables allowing for more applications to be active at any given time. Second, the common variables are located in fixed memory, so direct addressing which uses less ROM can be used instead of the index relative addressing mode required for ASD.

The kernel allocates two types of common variables. The foreground and background common variables.

### 4.10.1 Foreground Use

The kernel allocates 24 bytes for foreground use. These variables are guaranteed to store application specific variables only when the application is the foreground application. Mode changes and popups may change these variables. Applications must initialize these variables during state entry events.

The common foreground variables is referenced using the label **COREForegroundCommonBuffer**. If the application does not use the 101 byte scroll buffer, it can make use of that space as a common foreground buffer.

### 4.10.2 Background Handler Use

These variables are to be used during the execution of the application's background handler. Upon completion of the background handler execution, the variables are not guaranteed to retain their values. A foreground application may use these variables only during processing a one foreground task like a system event processing. After processing the event, the data is no longer valid.

The common background variables is referenced using the label **COREBackgroundCommonBuffer**.

## 4.11 Background Handler

The Background Handler is a background task handler for an application. The application need not be the foreground application for the background handler to be called and executed. The table below shows the events being processed in the Background Handler. The events are stored in the variable **COREBackgroundEvent**.

Kernel System Event	When Used:
<b>COREEVENT_PORINIT</b>	<ul style="list-style-type: none"> <li>Used only for ROM-based application to setup/initialize the variables (or files) required by the application.</li> <li>Used/Passed only during system powerup.</li> </ul>
<b>COREEVENT_INIT</b>	<ul style="list-style-type: none"> <li>Used to setup/initialize the variables (or files) required by the application.</li> <li>Used/Passed only when a communication session has ended.</li> </ul>
<b>COREEVENT_TASKEEXIT</b>	<ul style="list-style-type: none"> <li>The background handler is executed by the kernel with this event prior to any mode change including popups.</li> </ul>
<b>COREEVENT_PEEK</b>	<ul style="list-style-type: none"> <li>Passed by the kernel to inform the application to display data on the screen for peek operation. This must be supported by an appointment and occasion application types.</li> <li>It is advised that applications check first the existence of the application before requesting a peek at the application.</li> <li>The PEEK event handler should clear the display prior to displaying any data.</li> <li>It should not use any of the foreground common variables when displaying the data.</li> </ul>

	<ul style="list-style-type: none"> <li>• It can request scrolling if required to display long messages.</li> </ul>
<b>COREEVENT_UPDATEDATABASEHEADER</b>	<ul style="list-style-type: none"> <li>• Prior to a start of a communication session, this event is passed to the application background handler to handle cleanup of active resources (if required). It will also be used by the application to update the application specific header information stored in the database. This will provide the PC with info on how to interpret the database stored in EEPROM without uploading the application's ASD block.</li> </ul>
<b>COREEVENT_APP_SHUTDOWN_FOR_COMM</b>	<ul style="list-style-type: none"> <li>• Prior to a start of a communication session, this event is passed to the application background handler to handle cleanup of active resources (if required). It will also be used by the application to update the application specific header information stored in the database. This will provide the PC with info on how to interpret the database stored in EEPROM without uploading the application's ASD block.</li> </ul>
<b>COREEVENT_TIMERFINISHED</b>	<ul style="list-style-type: none"> <li>• Used only by applications that uses the Timer resource.</li> <li>• The resource handler is called with this event when an event occurs in the timer resource.</li> <li>• This allows the application control over the resource with regards to updating the timer resource data as used in a interval timer application where a update inside a popup state handler is not practical.</li> </ul>
<b>COREEVENT_TIMERHALFWAYACHIEVED</b>	<ul style="list-style-type: none"> <li>• A timer resource countdown/countup operation has reached its halfway mark.</li> </ul>
<b>COREEVENT_STP_FORCIBLY_STARTED</b>	<ul style="list-style-type: none"> <li>• A stopwatch resource was started internally by a timer resource due to a countdown action chrono operation.</li> </ul>
<b>COREEVENT_STP_RUNOUT</b>	<ul style="list-style-type: none"> <li>• Stopwatch resource data has reached 100hrs.</li> </ul>
<b>COREEVENT_TZC_EXPIRED_NOPOPUP</b>	<ul style="list-style-type: none"> <li>• Time zone check resource has expired. No popup requested in the resource.</li> </ul>
<b>COREEVENT_TZC_EXPIRED_POPUP</b>	<ul style="list-style-type: none"> <li>• Time zone check resource has expired. A popup is requested by the resource.</li> </ul>
<b>COREEVENT_PRIMARY_TIME_CHANGE</b>	<ul style="list-style-type: none"> <li>• Request by a TOD application to indicate</li> </ul>

	<p>that the primary time has been modified by the user. This will call all the applications whose type is greater than 0xDF to allow it to update any variables or time zone check resource it is currently using.</p>
<b>COREEVENT_REFRESH_START</b>	<ul style="list-style-type: none"> <li>• Requests the application to update its data/resource due to change in system conditions (e.g. user update TOD primary time. This will be the initial event passed to start off a background task process.</li> </ul>
<b>COREEVENT_REFRESH_CONTINUE</b>	<ul style="list-style-type: none"> <li>• Requests the application to update its data/resource due to change in system conditions eg user update TOD primary time This will be used to continue the processing initiated previously by the background handler.</li> </ul>
<b>COREEVENT_PEEK_SEARCH_START</b>	<ul style="list-style-type: none"> <li>• Request the application to setup the variables required for an application peek operation. This will be the initial event passed to start off a background task process.</li> <li>• Used only by the rom based appointment application.</li> </ul>
<b>COREEVENT_PEEK_SEARCH_CONTINUE</b>	<ul style="list-style-type: none"> <li>• Request the application to setup the variables required for for an application peek operation This will be used to continue the processing initiated; previously by the background handler.</li> <li>• Used only by the rom based appointment application.</li> </ul>
<b>COREEVENT_DAY_UPDATE</b>	<ul style="list-style-type: none"> <li>• Request the appointment and occasion type applications to update system variables or flags due to a day update condition. This will be the initial event passed to start off a background task process.</li> </ul>
<b>COREEVENT_DAY_UPDATE_START</b>	<ul style="list-style-type: none"> <li>• Request the appointment and occasion type applications to update system variables or flags due to a day update condition. This will be the initial event passed to start off a background task process.</li> </ul>
<b>COREEVENT_DAY_UPDATE_CONTINUE</b>	<ul style="list-style-type: none"> <li>• Request the appointment and occasion type applications to update system variables or flags due to a day update condition. This will be used to continue the processing initiated previously by the background handler.</li> </ul>
<b>COREEVENT_HOUR_UPDATE</b>	<ul style="list-style-type: none"> <li>• Request the appointment and alarm type</li> </ul>

	applications to update system variables or flags due to an hour update condition. This will be the initial event passed to start off a background task process.
<b>COREEVENT_HOUR_UPDATE_START</b>	<ul style="list-style-type: none"> <li>Request the appointment and alarm type applications to update system variables or flags due to an hour update condition. This will be the initial event passed to start off a background task process.</li> </ul>
<b>COREEVENT_HOUR_UPDATE_CONTINUE</b>	<ul style="list-style-type: none"> <li>Request the appointment and alarm type applications to update system variables or flags due to an hour update condition. This will be used to continue the processing initiated previously by the background handler.</li> </ul>

## APPLICATION NOTES:

- All application must have a background handler (even if it is just a return instruction).
- For EEPROM-based applications, the resource handler must be located at the start of the common section.

### 4.11.1 Kernel Variables

Since the resource handler is executed mainly as a background task, the kernel provides system variables to be used exclusively by this handler. Prior to calling an application's resource handler, the kernel will setup the variables indicated in the table below.

<b>Kernel System Variable</b>	<b>Description</b>
<b>COREBackgroundAppIndex</b>	Application Index of application to process.
<b>COREBackgroundASDAddress</b>	Application System Data address of application to process.
<b>COREBackgroundADDAddress</b>	Application Database Data address of application to process.
<b>COREBackgroundEvent</b>	Event passed to the background handler to be processed.

## 4.12 Display Services

The kernel provides macros to format and display numbers, letters, punctuations and flags on any region of the display. There are 4 display regions on the M851 display:

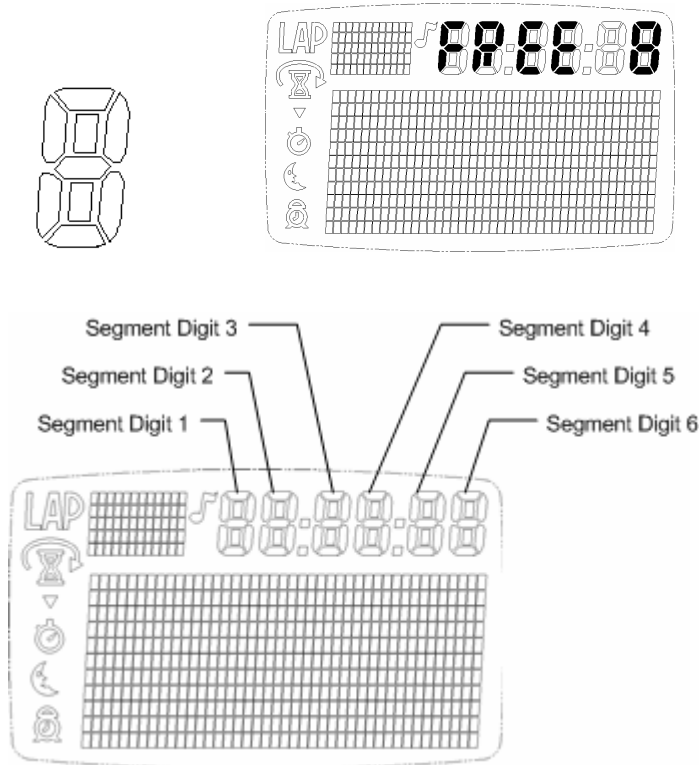
<b>Regions</b>	<b>Description</b>
Icons	Unique icons (12) that can be used to shows status of system and application.
Upper Dot-Matrix	An 11 x 5 dot matrix area. Able to display 2 characters in either fixed or proportional fonts.
Segment	Allows for the display of 6-digit segmented digits.
Main Dot Matrix	An 40 x 11 dot matrix area. Able to display characters in either fixed or

	<p>proportional fonts, large-sized fonts and regular-sized fonts.</p> <p>Two lines are available for writing in this area when using the regular sized fonts.</p>
--	---

### 4.12.1 Character Sets

The kernel supports four character sets that can be used only to a specific display region. The index for numbers (0 – 9) remains constant on all the character set definitions. This allows numbers to be displayed on all regions without special handling.

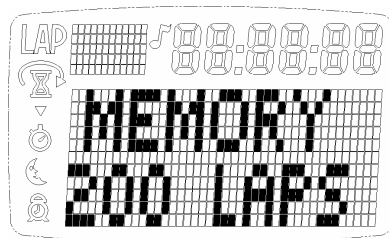
The table below is the character set for the segment region:

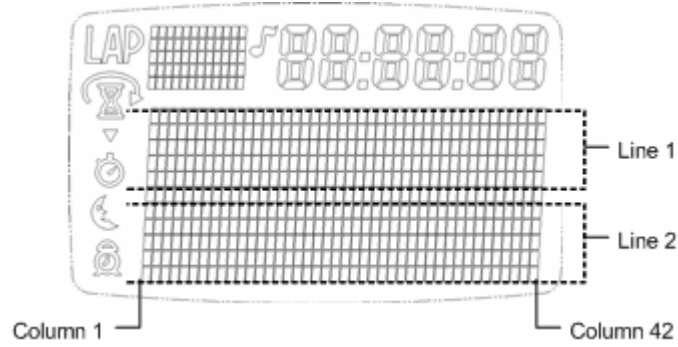


Character Code	Index Value	Character Displayed
SEG_0	0	0
SEG_1	1	1
SEG_2	2	2
SEG_3	3	3
SEG_4	4	4
SEG_5	5	5
SEG_6	6	6
SEG_7	7	7
SEG_8	8	8
SEG_9	9	9
SEG_A	10	A

SEG_B	11	B
SEG_C	12	C
SEG_D	13	D
SEG_E	14	E
SEG_F	15	F
SEG_G	16	G
SEG_H	17	H
SEG_I	18	I
SEG_J	19	J
SEG_K	20	K
SEG_L	21	L
SEG_M	22	M
SEG_N	23	N
SEG_O	SEG_0	O
SEG_P	24	P
SEG_Q	25	Q
SEG_R	26	R
SEG_S	SEG_5	S
SEG_T	27	T
SEG_U	28	U
SEG_V	29	V
SEG_W	30	W
SEG_Y	31	Y
SEG_Z	SEG_2	Z
SEG_SPACE	32	
SEG_MINUS	33	-
SEG_DASH	SEG_MINUS	-
SEG_PLUS	34	+
SEG_COLON	SEG_I	:
SEG_OPENPAR	SEG_C	(
SEG_CLOSEPAR	35	)
SEG_DOLLAR	36	\$

The table below is the character set for regular size dot-matrix characters.





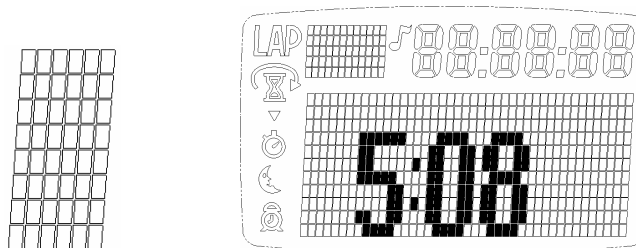
Character Code	Index	Character Displayed
DM5_0	0	0
DM5_1	1	1
DM5_2	2	2
DM5_3	3	3
DM5_4	4	4
DM5_5	5	5
DM5_6	6	6
DM5_7	7	7
DM5_8	8	8
DM5_9	9	9
DM5_BLANK	10	
DM5_A	11	A
DM5_B	12	B
DM5_C	13	C
DM5_D	14	D
DM5_E	15	E
DM5_F	16	F
DM5_G	17	G
DM5_H	18	H
DM5_I	19	I
DM5_J	20	J
DM5_K	21	K
DM5_L	22	L
DM5_M	23	M
DM5_N	24	N
DM5_O	25	O
DM5_P	26	P
DM5_Q	27	Q
DM5_R	28	R
DM5_S	29	S
DM5_T	30	T
DM5_U	31	U

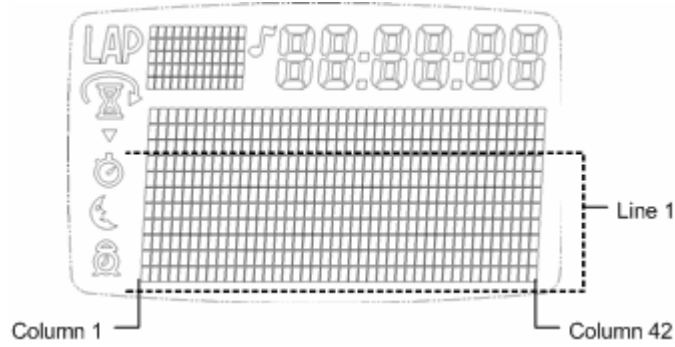


DM5_V	32	V
DM5_W	33	W
DM5_X	34	X
DM5_Y	35	Y
DM5_Z	36	Z
DM5_EXCLAMATION	37	!
DM5_DBLQUOTE	38	"
DM5_NUMBER	39	#
DM5_DOLLAR	40	\$
DM5_PERCENT	41	%
DM5_AMPERSAND	42	&
DM5_SGLQUOTE	43	'
DM5_OPENPAR	44	(
DM5_CLOSEPAR	45	)
DM5_ASTERISK	46	*
DM5_PLUS	47	+
DM5_COMMA	48	,
DM5_DASH	49	-
DM5_MINUS	DM5_DASH	-
DM5_PERIOD	50	.
DM5_SLASH	51	/
DM5_COLON	52	:
DM5_SEMICOLON	53	;
DM5_LESSTHAN	54	<
DM5_EQUAL	55	=
DM5_GREATERTHAN	56	>
DM5_QUESTION	57	?
DM5_ATREVERSED	58	n/a
DM5_OPENSQBACKET	59	[
DM5_BACKSLASH	60	\
DM5_CLOSESQBACKET	61	]
DM5_CIRCUMFLEX	62	^
DM5_UNDERSCORE	63	_
DM5_BACKAPOSTROPHE	64	`
DM5_OPENBRACE	65	{
DM5_VERTBAR	66	
DM5_CLOSEBRACE	67	}
DM5_TILDE	68	~
DM5_SECTION	69	n/a
DM5_EURO	70	n/a
DM5_POUND	71	€
DM5_YEN	72	¥
DM5_AUMLAUT	73	n/a
DM5_ARING	74	n/a
DM5_AELIGATURE	75	n/a
DM5_CCEDILLA	76	n/a
DM5_NTILDE	77	n/a

DM5_OUMLAUT	78	n/a
DM5_OSLASH	79	n/a
DM5_UUMLAUT	80	n/a
DM5_SZLIGATURE	81	n/a
DM5_INVEXCLAMATION	82	n/a
DM5_INVQUESTION	83	n/a
DM5_FEMORDINAL	84	n/a
DM5_DEGREE	85	n/a
DM5_MACRON	86	n/a
DM5_SPADE	87	n/a
DM5_CLUB	88	n/a
DM5_HEART	89	n/a
DM5_DIAMOND	90	n/a
DM5_TEN	91	n/a
DM5_NEWMOON	92	n/a
DM5_FIRSTQUARTER	93	n/a
DM5_LASTQUARTER	94	n/a
DM5_DOWNARROW	95	n/a
DM5_UPARROW	96	n/a
DM5_AM	97	"A" (AM time)
DM5_PM	98	"P" (PM time)
DM5_MFORAMPM	99	n/a
DM5_COMPRESS_1	100	
DM5_LEFTARROW	101	n/a
DM5_RIGHTARROW	102	n/a
DM5_CURSOR	103	n/a
DM5_SENTINEL	104	n/a
DM5_BLANK	105	

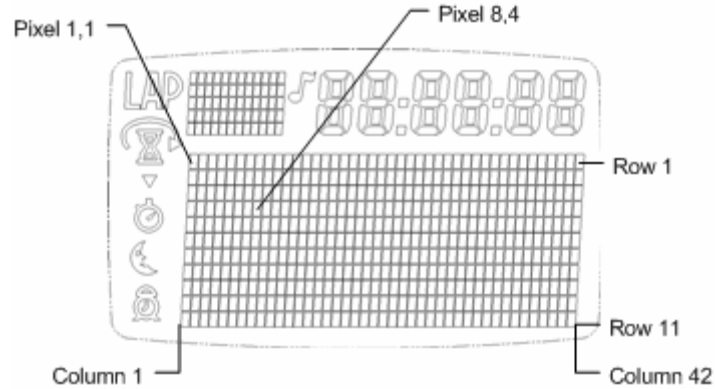
The table below is the large-font character set for the main dot matrix region.





Character Code	Index	Character Displayed
DM8_0	0	0
DM8_1	1	1
DM8_2	2	2
DM8_3	3	3
DM8_4	4	4
DM8_5	5	5
DM8_6	6	6
DM8_7	7	7
DM8_8	8	8
DM8_9	9	9
DM8_SPACE	10	
DM8_A	11	A
DM8_L	12	L
DM8_P	13	P
DM8_S	14	S
DM8_T	15	T
DM8_I	16	I
DM8_PERIOD	17	.
DM8_DOT	17	.
DM8_COLON	18	:
DM8_DASH	19	-

Pixel Operations. A pixel is referenced as Pixel (x,y) where x is the column number and y is the row number.



### 4.12.2 Displaying Numbers

The kernel provides macros to display numerical data that is stored in BCD-format. It is recommended that applications use BCD-formatted data for its numerical variables that will be displayed. The macros can display the BCD data in various formats such as:

- 1, 2 or 3 digits
- fixed and proportional fonts
- regular or large-sized fonts
- zero or no-zero suppression
- zero suppression in MSD position only

Displaying Numbers in the Segment Region
<code>LCD_DISP_2DIG_SEG_DATA_WITH_ZERO_SUP</code>
<code>LCD_DISP_3DIG_SEG_DATA_WITH_ZERO_SUP</code>
<code>LCD_DISP_2DIG_SEG_DATA_SUP_ZERO_MSD</code>
<code>LCD_DISP_3DIG_SEG_DATA_NO_LSD_SUP</code>
<code>LCD_DISP_2DIG_SEG_DATA_NO_ZERO_SUP</code>
<code>LCD_DISP_3DIG_SEG_DATA_NO_ZERO_SUP</code>

Displaying Numbers in Dot Matrix Regions – Zero Suppression
<code>LCD_DISP_SMALL_PROP_WIDTH_2DIG_DM_DATA_SUP_ZERO</code>
<code>LCD_DISP_SMALL_FIXED_WIDTH_2DIG_DM_DATA_SUP_ZERO</code>
<code>LCD_DISP_SMALL_PROP_WIDTH_3DIG_DM_DATA_SUP_ZERO</code>
<code>LCD_DISP_SMALL_FIXED_WIDTH_3DIG_DM_DATA_SUP_ZERO</code>

Displaying Numbers in Dot Matrix Regions – Zero Suppression on leading digits
<code>LCD_DISP_SMALL_PROP_WIDTH_2DIG_DM_DATA_SUP_ZERO_MSD</code>
<code>LCD_DISP_SMALL_FIXED_WIDTH_2DIG_DM_DATA_SUP_ZERO_MSD</code>
<code>LCD_DISP_SMALL_PROP_WIDTH_3DIG_DM_DATA_NO_LSD_SUP</code>
<code>LCD_DISP_SMALL_FIXED_WIDTH_3DIG_DM_DATA_NO_LSD_SUP</code>

Displaying Numbers in Dot Matrix Regions – No Zero Suppression
<code>LCD_DISP_SMALL_PROP_WIDTH_2DIG_DM_DATA_NO_ZERO_SUP</code>
<code>LCD_DISP_SMALL_FIXED_WIDTH_2DIG_DM_DATA_NO_ZERO_SUP</code>
<code>LCD_DISP_SMALL_PROP_WIDTH_3DIG_DM_DATA_NO_ZERO_SUP</code>
<code>LCD_DISP_SMALL_FIXED_WIDTH_3DIG_DM_DATA_NO_ZERO_SUP</code>

Displaying Large-Fonts on Main Dot-Matrix Region
--

LCD_DISP_BIG_2DIGIT_DM_DATA_SUP_ZERO
LCD_DISP_BIG_3DIGIT_DM_DATA_SUP_ZERO
LCD_DISP_BIG_2DIGIT_DM_DATA_SUP_ZERO_MSD
LCD_DISP_BIG_3DIGIT_DM_DATA_NO_LSD_SUP
LCD_DISP_BIG_2DIGIT_DM_DATA_NO_ZERO_SUP
LCD_DISP_BIG_3DIGIT_DM_DATA_NO_ZERO_SUP

Clearing 2-digit/3-digit in Dot Matrix Regions
LCD_CLR_SMALL_PROP_WIDTH_2DIG_DM_DATA
LCD_CLR_SMALL_FIXED_WIDTH_2DIG_DM_DATA
LCD_CLR_SMALL_PROP_WIDTH_3DIG_DM_DATA
LCD_CLR_SMALL_FIXED_WIDTH_3DIG_DM_DATA

### 4.12.3 Displaying Alphanumeric Characters

The kernel provides macros to display a character to any display region.

Displaying an alphanumeric character
LCD_DISP_SEG_CHAR
LCD_DISP_SMALL_PROP_WIDTH_DM_CHAR
LCD_DISP_SMALL_FIXED_WIDTH_DM_CHAR
LCD_DISP_BIG_DM_CHAR

Clearing character/digit position
LCD_CLR_2DIGIT_SEG
LCD_CLR_3DIGIT_SEG
LCD_CLR_BIG_2DIGIT_DM_DATA
LCD_CLR_BIG_3DIGIT_DM_DATA

### 4.12.4 Displaying Messages

Each display message macro requires a specific format in the definition of the message.

Sample Segment Message Display Usage:

```

IYReg = lcdSegMsg_WEEKLY;
LCD_DISP_SEG_LINE_MSG;

lcdSegMsg_WEEKLY:
    db SEG_W, SEG_E, SEG_E, SEG_K, SEG_L, SEG_Y

```

Sample Regular Dot-Matrix Font Message Display Usage:

```

// formatted message display
IYReg = lcdFormattedSPLITMessage;
LCD_DISP_FORMATTED_SMALL_FIXED_WIDTH_DM_MSG;

lcdFormattedSPLITMessage:
    LCDMAINDMLINE2COL4, 5, DM5_S, DM5_P, DM5_L, DM5_I, DM5_T

// unformatted message display
IYReg = lcdUnformattedSPLITMessage; // address of message
IXReg = LCDMAINDMLINE2COL4; // display address
BReg = 5; // characters displayed
LCD_DISP_UNFORMATTED_SMALL_PROP_WIDTH_DM_MSG;

lcdUnformattedSPLITMessage:

```

DM5\_S, DM5\_P, DM5\_L, DM5\_I, DM5\_T

Sample Large Dot-Matrix Font Message Display Usage:

```
// formatted message display
IYReg = lcdFormattedSPLITMessage;
LCD_DISP_FORMATTED_BIG_FONT_DM_MSG;

lcdFormattedSPLITMessage:
    LCDMAINMLINE2COL4, 5, DM8_S, DM8_P, DM8_L, DM8_I, DM8_T

// unformatted message display
IYReg = lcdUnformattedSPLITMessage; // address of message
IXReg = LCDMAINMLINE2COL4; // display address
BReg = 5 // characters displayed
LCD_DISP_UNFORMATTED_BIG_FONT_DM_MSG;

lcdUnformattedSPLITMessage:
    DM8_S, DM8_P, DM8_L, DM8_I, DM8_T
```

For more information, refer to the Application Programming Interface Document on how to use the message display macros.

Displaying messages
LCD_DISP_SEG_LINE_MSG
LCD_DISP_FORMATTED_SMALL_PROP_WIDTH_DM_MSG
LCD_DISP_FORMATTED_SMALL_FIXED_WIDTH_DM_MSG
LCD_DISP_UNFORMATTED_SMALL_PROP_WIDTH_DM_MSG
LCD_DISP_UNFORMATTED_SMALL_FIXED_WIDTH_DM_MSG
LCD_DISP_FORMATTED_BIG_FONT_DM_MSG
LCD_DISP_UNFORMATTED_BIG_FONT_DM_MSG
LCD_DISP_BANNER_MSG

**4.12.5 Clearing Display Regions**

The table below shows the macros to clear specific display regions.

Clearing display regions
LCD_FILL_DISPLAY
LCD_CLR_DISPLAY
LCD_CLR_ALL_FLAGS
LCD_CLR_SEG_LINE
LCD_CLEAR_UPPER_DM
LCD_CLEAR_MAIN_DM
LCD_CLR_MAIN_DM_LINE1
LCD_CLR_MAIN_DM_LINE2

## 4.13 Mode Banner

### 4.13.1 Handling

The application is responsible for displaying the application mode banner during mode selection. The application will provide the start address to a banner message during application initialization as well as the banner message itself. The kernel stores the mode name address information in the Application Control Block.

An application can specify that mode banner message to be displayed be taken from the Mode Banner Database in EEPROM. The banner message in EEPROM must be stored prior to any access.

The following macros provides the application with this choice.

- `CORE_USE_DEFAULT_MODE_BANNER`
- `CORE_USE_USER_SUPPLIED_MODE_BANNER`

The core macro `CORE_CALL_MODE_NAME` will display the mode banner either indicated in the Application Control Block or from EEPROM.

The kernel provides mode banner messages for built in ROM applications. These are:

Banner Messages Available in ROM
<code>lcdBannerMsg_TIME_OF_DAY</code>
<code>lcdBannerMsg_CHRONO</code>
<code>lcdBannerMsg_INTERVAL_TIMER</code>
<code>lcdBannerMsg_TIMER</code>
<code>lcdBannerMsg_APPT</code>
<code>lcdBannerMsg_DATE</code>
<code>lcdBannerMsg_NOTE</code>
<code>lcdBannerMsg_OPTION</code>
<code>lcdBannerMsg_SYNCHRO_TIMER</code>
<code>lcdBannerMsg_COMM</code>
<code>lcdBannerMsg_CONTACT</code>

### 4.13.2 Banner Message Format

The banner message has control codes embedded in the message that either indicates the column position and the end of the message. The table below shows the control codes:

Control Code	Description
<code>LCDBANNER_COLn</code>	Signals the starting column to display the message where <i>n</i> indicates the column position. This is always the first byte in the message. If the control code is present in the middle of the message array, this will signify the starting column in the second line.
<code>LCD_END_BANNER</code>	Signals the end of the banner message.

Sample code for a two-line mode banner message:

```
lcdBannerMsg_TIME_OF_DAY:
    db    LCDBANNER_COL12
    db    DM5_T, DM5_I, DM5_M, DM5_E
    db    LCDBANNER_COL6
    db    DM5_O, DM5_F, DM5_SPACE, DM5_D, DM5_A, DM5_Y
    db    LCD_END_BANNER
```

Sample code for a one-line mode banner message:

```
lcdBannerMsg_CHRONO:
    db    LCDBANNER_COL5
    db    DM5_C, DM5_H, DM5_R, DM5_O, DM5_N, DM5_O
    db    LCD_END_BANNER
```

Sample code for a one-line mode banner message in the second line:

```
lcdBannerMsg_CHRONO:
    db    LCDBANNER_COL1
    db    LCDBANNER_COL5
    db    DM5_C, DM5_H, DM5_R, DM5_O, DM5_N, DM5_O
    db    LCD_END_BANNER
```

## 4.14 Mode Change

---

The kernel provides a number of macros to provide an application control in changing the foreground application. During a mode change, including popups, the core will execute the following operations prior to giving control to the new foreground state handler:

1. Execute Resource Handler previous application with the **COREEVENT\_TASKEEXIT**.
2. Clear all display update request flags on all kernel resources.
3. Clear entire display.
4. Cancel all switch depressions.
5. Cancel all timeouts.
6. Blinking is cancelled.
7. Scrolling is cancelled.
8. **CORECurrentState** is set to **COREDEFAULTSTATE**.
9. **CORECurrentEvent** is set to **COREEVENT\_STATEENTRY**
10. **CORECurrentASDAddress** is set to the foreground application ASD address.
11. **CORECurrentADDAddress** is set to the foreground application ADD address
12. Copy Common Code from EEPROM to overlay area located after ASD.
13. Copy State 0 from EEPROM to overlay area located after common code.

### USER INTERFACE NOTES:

- The application will use the macro **CORE\_REQ\_MODE\_CHANGE\_NEXT** to change to the next mode. The kernel will make the determination if it should proceed to the next mode or go back to TOD mode. The kernel will keep track if the user intended to go back to primary mode or just peeking into the primary mode.
- The application can use the macro **CORE\_REQ\_MODE\_CHANGE\_NEXT\_NO\_PEEK** to change to the next mode or the primary mode without the peek at primary mode option.
- For a timer application in a CDC operation, it will request a special mode change macro that will bypass displaying the application banner and directly execute the default state.

## 4.15 State Change

---

During a state change, the core will execute the following operations prior to giving control to the state handler:

1. If the state change request macro used is **CORE\_REQ\_STATE\_CHANGE** then the entire display is cleared. If the macro used is **CORE\_REQ\_STATE\_CHANGE\_NO\_CLEAR\_DISPLAY**, then the display is not cleared.



2. Clear all display update request flags on all kernel resources.
3. Blinking is cancelled.
4. Scrolling is cancelled.
5. **CORECurrentEvent** is set to **COREEVENT\_STATEENTRY**
6. Copy the new state from EEPROM to overlay area location after common code.

## 4.16 Icons

The icons are used to indicate application status to the user that may otherwise be inappropriate to represent using messages. The icons available in the system are shown in the table below:

Icon	Common Use
L	<ul style="list-style-type: none"> <li>• Used in conjunction with A and P to display LAP</li> </ul>
A	<ul style="list-style-type: none"> <li>• Used in conjunction with L and P to display LAP</li> <li>• Indicate AM</li> </ul>
P	<ul style="list-style-type: none"> <li>• Used in conjunction with L and A to display LAP</li> <li>• Indicate PM</li> </ul>
LAP	<ul style="list-style-type: none"> <li>• Display LAP</li> </ul>
AP	<ul style="list-style-type: none"> <li>• Appointment is within a specified number of days from the primary time</li> </ul>
NOTE	<ul style="list-style-type: none"> <li>• Indicate hourly chime is active</li> </ul>
ALARM CLOCK	<ul style="list-style-type: none"> <li>• Indicate that an alarm is active</li> </ul>
RING or TAIL	<ul style="list-style-type: none"> <li>• Used in conjunction with the Hourglass icon and arrow to indicate timer app is in repeat mode</li> </ul>
ARROW	<ul style="list-style-type: none"> <li>• Used in conjunction with the hourglass or Stopwatch icon to indicate the mode of operation for a timer type application</li> </ul>
HOURLASS	<ul style="list-style-type: none"> <li>• Indicate that a timer type application is running</li> </ul>
STOPWATCH	<ul style="list-style-type: none"> <li>• Indicate that a chronograph type application is running</li> </ul>
MOON	<ul style="list-style-type: none"> <li>• Indicate that nightmode is active</li> </ul>
TIMELINE	<ul style="list-style-type: none"> <li>• Specifies upcoming appointment/occasions/both on the next 7 days.</li> </ul>

The icons are used in two different modes – foreground mode and application resource mode. Different macros are provided to control the icons in the two modes.

When an application is in the foreground mode, it has full control of all icons. Macros are provided to clear and display the icons.

Macros for Icon Control in Foreground Mode
LCD_UPD_L_FLAG ON/OFF
LCD_UPD_A_FLAG ON/OFF
LCD_UPD_P_FLAG ON/OFF
LCD_UPD_LAP_FLAG ON/OFF
LCD_UPD_NOTE_FLAG ON/OFF
LCD_UPD_ACLK_FLAG ON/OFF
LCD_UPD_TAIL_FLAG ON/OFF
LCD_UPD_ARROW_FLAG ON/OFF
LCD_UPD_TMR_FLAG ON/OFF
LCD_UPD_CHR_FLAG ON/OFF
LCD_UPD_MOON_FLAG ON/OFF
LCD_UPD_AP_FLAG ON/OFF
LCD_UPD_TIMELINE_FLAG ON/OFF

When the primary mode becomes the foreground application, the icons behave as application display icon resource. As resources, they are reserved during application initialization through the application

parameter file. The TOD application (being the primary mode) is designed not to use the icons in foreground mode. Typical use of the icons is to indicate application status. For example, the Hourglass icon is used to indicate that a timer type application is running in the background. With this setup, the primary mode does not need to know what applications are active in the background and how to update the application’s status icons. The applications are responsible for the state of its own icon status through the use of the macro indicated below:

**LCD\_UPDATE\_TOD\_FLAG\_RESOURCE\_STATE <IconName>, <IconStatus>**

*IconName* indicates the icon resource to modify. The table below shows the icon resource names

<b>Icon Resource Names</b>
MOON_RSRC_FLAG
NOTE_RSRC_FLAG
ACLK_RSRC_FLAG
ARROW_RSRC_FLAG
TAIL_RSRC_FLAG
TMR_RSRC_FLAG
CHR_RSRC_FLAG
P_RSRC_FLAG
A_RSRC_FLAG
L_RSRC_FLAG
AP_RSRC_FLAG
TIMELINE_RSRC_FLAG

*IconStatus* indicates how the icon resource is displayed in the primary mode. The table below shows the available icon status.

<b>Status for Icon Resource</b>
FLAG_ON
FLAG_OFF
BLINK_ON
BLINKOFF_FLAGOFF
BLINKOFF_FLAGON

<b>Status for Timeline Resource</b>
FLAG_ON   TIMELINE_DATA
FLAG_OFF

The timeline resource provides additional information when **FLAG\_ON** is set. **TIMELINE\_DATA** is a 7-bit data where each data bit represents a day from current date where an active appointment/occasion/both is scheduled to occur.

**APPLICATION NOTES:**

- The macro **LCD\_UPDATE\_TOD\_FLAG\_RESOURCE\_STATE** can be used in conjunction with the foreground macros without affecting the icon display state in the foreground mode. The changes are visible only when the primary mode becomes the foreground application.
- Only three applications can be allocated to specify in the application parameter file that it wants to use a specific display icon resource.

## 4.17 Generic Blink Services

The kernel generic blink services allows for greater flexibility in blinking any aspect of the display under application control. The application provides the start address of the display routine and the start address of the clear routine. When the generic blink engine is activated, it will use the two addresses specified to alternate showing and clearing a message, character, icon or any combination.

The generic blink manager provides a 4Hz blink rate. The generic blink macros are shown in the tables below.

<b>Blink Macros (4Hz)</b>
LCD_WRITE_4HZ_GEN_BLINK_DISP_ROUTINE_ADDR <addr>
LCD_WRITE_4HZ_GEN_BLINK_CLR_ROUTINE_ADDR <addr>
LCD_WRITE_4HZ_GEN_BLINK_POSITION <addr>
LCD_WRITE_4HZ_GEN_BLINK_DISP_ROUTINE_PRELOADED*
LCD_WRITE_4HZ_GEN_BLINK_CLR_ROUTINE_PRELOADED*
LCD_WRITE_4HZ_GEN_BLINK_POSITION_PRELOADED*

*\*The macros with the suffix PRELOADED indicate that the argument for the macro is already loaded in the BAREg register pair.*

Typical usage of the generic blink service.

```
BAREg = &todDisplayCityCode0;
LCD_WRITE_4HZ_GEN_BLINK_DISP_ROUTINE_PRELOADED;
LCD_WRITE_4HZ_GEN_BLINK_CLR_ROUTINE_ADDR todSetClearDisplayCityCode;
CORE_REQ_BLINK_4HZ;
```

### APPLICATION NOTES:

- Although the general definition for a blink operation is the display and clearing of data, it does not necessarily mean a blank display. Since the blink engine requires only a start address of two routines, it can be pointed to any routine for a different 'effect'. For example, it can be used to alternatively display the messages "INTRUDER" and "ALERT".

## 4.18 Scroll Services

To bypass the limited number of characters that can be displayed on a line in the main dot matrix area, the Kernel provide scrolling services that allows strings as long as 101 bytes to be scrolled automatically at fixed scroll speed. Macros are also provided to allow manual scrolling in both directions. The message pattern must be terminated with the DM5\_SENTINEL character.

The following macros are used to control the scrolling:

<b>Control Macro</b>	<b>Description</b>
LCD_GENERATE_SCROLL_EVENT	enable/disable event generation during scrolling
LCD_PAUSE_SCROLLING	pause automatic scrolling
LCD_RESUME_8HZ_SCROLLING	resume automatic scrolling
LCD_UPD_PIXEL_SCROLL_RATE	update pixel scroll rate
LCD_SCROLL_MSG_LEFT	scroll data by x number of pixel columns to the left
LCD_SCROLL_MSG_RIGHT	scroll data by x number of pixel columns to the right

The scroll display macros shown in the table below can be used to display message string (formatted for scrolling). The macros will check if the message is scrollable. If the entire message fits in the line, no scrolling is done otherwise, the Kernel will automatically invoke scrolling the message at a predefined

scroll rate. All messages intended for scrolling should have the DM5\_SENTINEL character as the last character in the message.

Display Macro	Description
LCD_SCROLL_RAM_OR_ROM_MSG_MAIN_DM_LINE1	scroll data from ROM or RAM in line 1 of the main DM area
LCD_SCROLL_RAM_OR_ROM_MSG_MAIN_DM_LINE2	scroll data from ROM or RAM in line 2 of the main DM area

Sample code to scroll a message in application system data area:

```

IYReg = *CORECurrentASDAddress + ALMEDBMESSAGEOFFSET;
LCD_SCROLL_RAM_OR_ROM_MSG_MAIN_DM_LINE2 EVENT_OFF;

```

#### APPLICATION NOTE:

- An application can specify that an event be passed back to the state handler whenever the entire message has been displayed. This is useful for popup state handlers where it will initiate a popdown operation only when the entire message has been displayed.

## 4.19 Password Protection

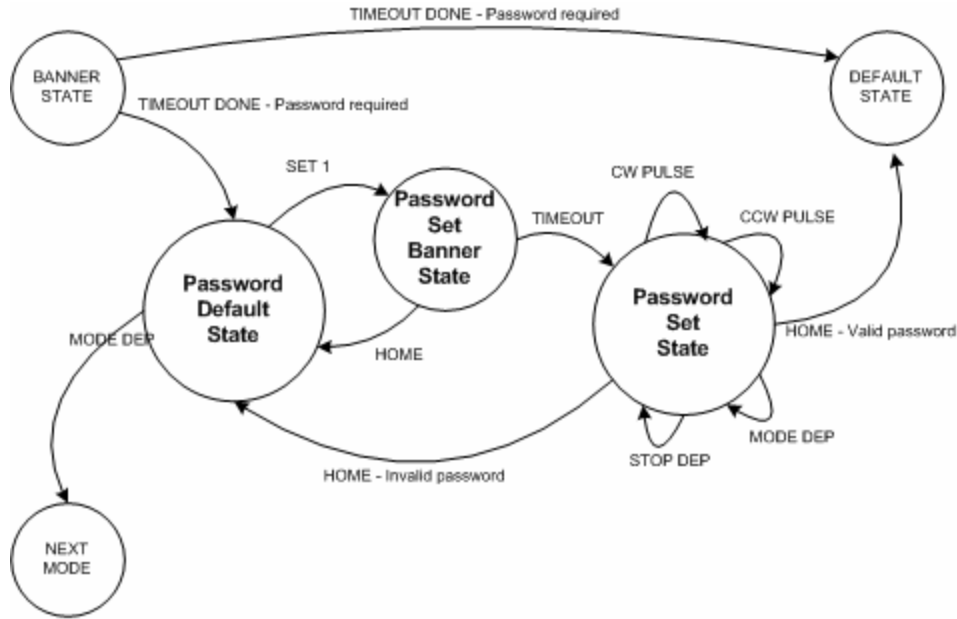
The Application Control Block will have a flag that will indicate that a password is required for the application prior to going into the default state.

The application will provide for a password state available in the state manager framework. The application banner state will make the decision (based on the ACB password flag) to proceed directly to default state or go to the password state.

The kernel will provide a utility that will be used to handle the application peek state for password entry and verification. If the password is entered correctly, it will proceed to the default state. If not, it will remain in the password state. The utility will also handle MODE change requests.

The password state handlers are:

- `corePasswordDefaultStateHandler()`
- `corePasswordSetBannerStateHandler()`
- `corePasswordSetStateHandler()`



## 4.20 Setting

The kernel provides macros that will change the events generated by the CW and CCW switches. During power-up, the reset handler will read the bond options to determine the type of setting mechanism that the watch will use. These are the crown-set and ring-set mechanism.

Mechanical Overview:

An upward movement of the crown will trigger the CW pin and a downward movement will trigger the CCW pin. In the ring mechanism, a rightward movement will trigger the CW pin and a leftward movement will trigger the CCW pin.

To simplify the conventions used for directions, only two directions are used: Clockwise and Counter-Clockwise. So for a crown mechanism, a forward movement will be clockwise direction. For the ring mechanism, a leftward movement will be the clockwise direction.

The hardware drivers then provide a software abstraction layer that simplifies the applications interaction with the CW and CCW switches by consistently dealing with CW and CCW direction.

The kernel provides two general types of events triggered by the CW and CCW switches – Edges and Pulses. Edge events are generated with each transition of the signals. The pulse events are generated from the number of pulses (a high-low-high transition) detected within a sample window of 125ms. No pulse events are passed if no pulses are detected. By default, the switches will generate edge type events.

### 4.20.1 CW/CCW Event Swapping

The kernel provides a macro to swap the CW and CCW events and to restore to default settings. This allows the application to reverse the signals in the hardware driver level while still dealing with clockwise and counterclockwise directions.

The swap operation is intended to have the application work with clockwise and counterclockwise directions when selecting data.

For a ring-set mechanism selecting a mode, a clockwise move will select the next mode. In setting data, a clockwise movement will increment the data. The swap operation will have no effect for a ring-set mechanism.

For a crown-set mechanism, a clockwise movement will select the previous mode. In setting data, a clockwise movement will increment the data. The swap operation was meant to handle this reverse operation to be transparent to the application.

Swap Macro	Description
CORE_RESET_LOGIC_CW_AND_CCW_TO_BOND_OPTIONS	Send the default CW and CCW events as dictated by the bond option setting.
CORE_REVERSE_LOGIC_CW_AND_CCW	Invert the current status of sending CW and CCW events to the application.

## 4.20.2 Ring/Crown Acceleration

In set operation, a typical application might use the edge events to toggle or select between a few selections. To select from a range of numbers, the application might elect to receive pulses so it can make use of data acceleration.

To enable pulses to be sent to the application, the kernel provides two macros to enable and disable the pulse feature.

Request	Description
CORE_ENABLE_PULSE_MODE	Sets the PulseMode flag. This will send out CW/CCW pulse events.
CORE_DISABLE_PULSE_MODE	Clears the PulseMode flag. This will send out CW/CCW edge events.

Acceleration converts the number of pulses generated within a window into predetermined values to allow faster setting of the data variables when the user turns the crown or ring fast. The predetermined values are defined such that if the ring or crown is turned slowly, it will only increment in single steps. Below is the predefined table of values for acceleration.

Used for most application setting that increments by 1:

Table Name: utlAccelerationTable utlAccelerationTable1Sec utlAccelerationTable1Min	
Number of Pulses	Accelerated Value
1	0x01
2	0x02
3	0x18
4	0x28

Used for application setting that increments by 5:

Table Name: utlAccelerationTable5Min	
Number of Pulses	Accelerated Value

1	0x05
2	0x10
3	0x55
4	0x55

Sample code to use acceleration:

```
// Get the number of pulses detected during sample window
LReg = COREEventArgument;

// lookup the corresponding accelerated data from table
IXReg = &utlAccelerationTable - 1;
BReg = *(IXReg + Lreg);
```

## 4.21 Timeout Services

The kernel provides two resolutions for timeout services available for the applications. These are the low-resolution timeouts that has a 1second resolution, and the other is the high-resolution timeout that has a resolution of 125ms.

The kernel provides two macros to request timeouts.

Timeout Macros
<b>CORE_REQ_TIMEOUT_LORES</b> <Number Of Second Interval>
<b>CORE_REQ_TIMEOUT_HIRES</b> <Number Of 125msec Interval>

When the timeout expires, the kernel will send an event (depending on the requested timeout resolution) to the application. The two events are: **COREEVENT\_TIMEOUTDONE\_LOWRES** and **COREEVENT\_TIMEOUTDONE\_HIGHRES**.

A special timeout macro is provided that works with the release of a switch during a specified timeout. This timeout is invoked using the macro **CORE\_REQ\_TIMEOUT\_STICKY**. When the switch that requested this special timeout is release prior to the required duration, the system will send the event **COREEVENT\_STICKY\_TIMEOUTDONE** when the timeout expires. If the switch remains depressed pass the specified timeout duration and is released, then the switch release event will be passed to the foreground application. The state handler must be able to handle both of these events.

## 4.22 Popups

Only timer resources can generate popup requests for processing by the application. This allows any critical events generated by the resource to be acknowledged and processed by the owner application.

Popup priority is based according to the resource type: **TIMER**, **STOPWATCH**, **SYNCHRO**, **BACKUP** and **TIMEZONECHECK**.

Applications not using the time zone check resource, timer resource, stopwatch resource and synchro resource do not require a popup state.

Prior to giving control to the application popup state, the kernel will clean up the current active application by calling the resource handler of the current application with the event **COREEVENT\_TASKEEXIT**. Then it saves the current mode and state to return to after the application popup state completes its processing. In most cases, the popup will return to the interrupted state of the application. In some cases, this poses a UI problem and is recommended that the state handler specify the application state to popdown. This is done through the macro **CORE\_SET\_POPDOWN\_STATE** where its takes the application state index to return to as its argument.

Once the popup state handler completes its task, it must execute the macro **CORE\_REQ\_POPDOWN** to restore the watch to the interrupted foreground application.

#### **USER INTERFACE NOTES:**

- Popups must be suspended whenever the crown is in the SET1 state.
- Popups are suspended when the Communication becomes the foreground application.
- All queued popup entries are removed when the communication module receives the first byte transmitted.

#### **APPLICATION NOTES:**

- When popups are suspended, the kernel will activate the popup clock (if it isn't already active) and grab a copy of the primary time zone time. When popups are again enabled by the system, the popup clock will serve as the reference time zone for the time zone check resource and is incremented by one minute for every second that elapsed. This will provide a method in which entries in the time zone check resource (and the application using the resource) will provide the user with a popup for all the entries that was 'missed out' during the popup suspension).
- Timing critical applications like the timer must not use the popup mechanism to load new values into the timer resource when it expires due to the fact that popups may be suspended. This will lead to inaccurate readings. For the timer resource, the resource is tasked to automatically execute the owner application's resource handler to handle the reload.

### **4.23 Application Peek Services**

---

Appointment and Occasion type applications are required to provide a peek service through the Resource Handler. When an application requests for a peek service for a particular application or application type, the kernel will look in the control block for a similar application. When found, it will execute the 'peeked at' application's background handler with an event **COREEVENT\_PEEK**. The background handler is only responsible for displaying the application's information. Since the current application remains the same, the resource handler must not use any common foreground variables used for displaying data.

It is advisable for the application to check for the existence of an application prior to calling a peek operation.

Typical usage of a peek macro:

```
BReg = COREAPPTYPEAPPOINTMENT;  
CORE_REQ_PEEK_APP_TYPE;
```

### **4.24 Background Tasks**

---

When a state handler or a background handler code is processed, the core will give control to the handler until it has completed all processing. If this processing takes a very long time, it would be perceived by the user that the watch has hanged based on unresponsiveness to switch depressions or the regular display updates are not being seen.

An example of this condition is when an alarm or appointment is searching for the next upcoming appointment. For a database of 800 records, this search would take about 10 seconds to complete. One of the conditions to start the alarm or appointment search is when the primary time zone data was changed by the user. Since the search is initiated through the background handler and taking 10 seconds to complete, the user will perceive the watch freezing its display for 10 seconds before the tod seconds begins ticking again. To prevent such delayed perception, the appointment and alarm applications are designed to make use of the background task execution capability of the M851. The operation involves processing 10 records



at a time, saving the current results of the partial search and requesting the system to call back the background handler when the system is not busy with other higher priority task. When the system is not busy, it will continue processing the background task reloading the previous results and starts processing the next 10 records. If not yet complete, it will continue requesting a background task.

To request for a background task, the following macros are used:

Background Task Macros
CORE_REQ_BACKGROUND_TASK
CORE_REQ_BACKGROUND_TASK_WITH_PRIORITYCHECK
CORE_REQ_BACKGROUND_TASK_FOR_APPTYPE
CORE_REQ_BACKGROUND_TASK_FOR_APPTYPE_WITH_PRIORITYCHECK
CORE_REQ_BACKGROUND_TASK_FOR_PTZBASEDAPPS
CORE_CLEAR_BACKGROUND_APPLICATION_TASK
CORE_CLEAR_ALL_BACKGROUND_APPLICATION_TASK

The following are the events that can be used to request a background task:

Events Used for the Background Task Macros
COREEVENT_REFRESH_START
COREEVENT_REFRESH_CONTINUE
COREEVENT_PEEK_SEARCH_START
COREEVENT_PEEK_SEARCH_CONTINUE
COREEVENT_DAY_UPDATE
COREEVENT_DAY_UPDATE_START
COREEVENT_DAY_UPDATE_CONTINUE
COREEVENT_HOUR_UPDATE
COREEVENT_HOUR_UPDATE_START
COREEVENT_HOUR_UPDATE_CONTINUE

## 4.25 Application Requests

During state handler processing, an application can send out a system request to the kernel. These requests will be acknowledged and processed by the kernel in either two places: during state processing or after state processing. The table below shows the system requests available to the application.

State Transition:

Request	Description
CORE_REQ_MODE_CHANGE	Requests a mode change to a specific mode.
CORE_REQ_MODE_CHANGE_NEXT	Requests a mode change to the next mode defined in the mode list with wraparound.  If application is active for more than 4 seconds, it will go to the Primary Mode.  If the mode change to the Primary mode was done through a MODE switch depress, then if the user holds the MODE for more than 1 second, the kernel will treat it as a Peek to Primary Mode. On release of the MODE switch, the system will go back to the old mode.

<b>CORE_REQ_MODE_CHANGE_NEXT_NO_PEEK</b>	Requests a mode change to the next mode defined in the mode list with wraparound.  If application is active for more than 4 seconds, it will go to the Primary Mode.  No Primary Mode Peek is enabled.
<b>CORE_REQ_STATE_CHANGE</b>	Request for a state change. This will clear the entire display.
<b>CORE_REQ_STATE_CHANGE_NO_CLEAR_DISPLAY</b>	Request for a state change without clearing the entire display.

Timeouts:

<b>Request</b>	<b>Description</b>
<b>CORE_REQ_TIMEOUT_HIRES</b>	Request for a high resolution timeout
<b>CORE_REQ_TIMEOUT_LORES</b>	Request for a Low resolution timeout.
<b>CORE_REQ_TIMEOUT_STICKY</b>	Request for a Sticky timeout
<b>CORE_CANCEL_TIMEOUTS</b>	Cancel ALL Timeouts

Popup and Peek Operation:

<b>Request</b>	<b>Description</b>
<b>CORE_REQ_POPDOWN</b>	Request a popdown
<b>CORE_REQ_PEEK_APP_TYPE</b>	Request a peek to the first application in the Application Configuration Data List (ACD) giving its App type.
<b>CORE_ENABLE_POPUPS</b>	Enable Popups in the current state.
<b>CORE_CANCEL_ANY_PTZ_POPUPS</b>	Cancel any Primary Time Zone Check (TZC) and Backup (BCK) resource popup
<b>CORE_SUSPEND_POPUPS</b>	Suspend any Popup during the current state processing.
<b>CORE_CANCEL_ALL_POPUPS</b>	Cancel all popups queued in the system

Blink and Scroll Services:

<b>Request</b>	<b>Description</b>
<b>CORE_ENABLE_2HZ_BLINKING</b>	Enables the 2Hz Blinking (used in the lcd module only)
<b>CORE_REQ_BLINK_2HZ</b>	Request Blinking at 2Hz
<b>CORE_CANCEL_BLINK_2HZ</b>	Cancel Blinking at 2Hz for one or more flags
<b>CORE_REQ_BLINK_4HZ</b>	Request Blinking at 4Hz
<b>CORE_CANCEL_BLINK_4HZ</b>	Cancel Blinking at 4Hz
<b>CORE_REQ_SCROLLING</b>	Request Scrolling
<b>CORE_CANCEL_SCROLLING</b>	Cancel 8hz scrolling

NightMode and Hourly Chime:

<b>Request</b>	<b>Description</b>
----------------	--------------------

<b>CORE_SET_NIGHT_MODE_AUTO</b>	Enables Automatic Processing of NightMode. NightMode is enabled and disabled following the ON and OFF time setting.
<b>CORE_NIGHT_MODE_ON</b>	Enables NightMode and disables automatic NightMode processing. Nightmode is deactivated after a specified time.
<b>CORE_NIGHT_MODE_OFF</b>	Disable NightMode and disable the automatic night mode processing.
<b>CORE_SET_CHIME_MODE_AUTO</b>	Enables Automatic Processing of Hourly Chime. Chime is enabled and disabled following the ON and OFF time setting.
<b>CORE_CHIME_MODE_ON</b>	Enables Hourly Chime and disables automatic Chime processing.
<b>CORE_CHIME_MODE_OFF</b>	Disable Hourly Chime and disable the automatic hourly chime processing.

Switches and Crown:

<b>Request</b>	<b>Description</b>
<b>CORE_RESET_LOGIC_CW_AND_CCW_TO_BOND_OPTIONS</b>	Send the default CW and CCW events as dictated by the bond option setting.
<b>CORE_REVERSE_LOGIC_CW_AND_CCW</b>	Invert the current status of sending CW and CCW events to the application.
<b>CORE_ENABLE_PULSE_MODE</b>	Sets the PulseMode flag. This will send out CW/CCW pulse events.
<b>CORE_DISABLE_PULSE_MODE</b>	Clears the PulseMode flag. This will send out CW/CCW edge events.
<b>CORE_SUSPEND_RING_EVENTS</b>	Suspends any ring events to be passed to the application.
<b>CORE_SUSPEND_RING_LEADING_EDGE_EVENTS</b>	Suspends any ring events matching High-Low transition to be passed to the application
<b>CORE_SUSPEND_SWITCH_RELEASE</b>	Suspends any switch releases to be passed to the application.
<b>CORE_ENABLE_SWITCH_RELEASE</b>	Enables any switch releases to be passed to the application.

Communications:

<b>Request</b>	<b>Description</b>
<b>CORE_SET_COMM_MODE_STATUS</b>	Indicate to the system that is currently in Communications mode.

Miscellaneous:

<b>Request</b>	<b>Description</b>
<b>CORE_LAMP_OFF</b>	Turn the Lamp OFF and clear the lamp request bit.

## 4.26 Using Database Files Located in EEPROM

---

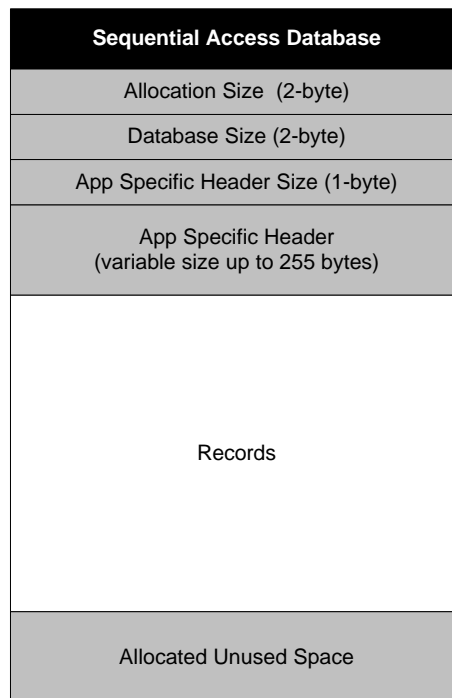
The kernel provides utilities to access records in databases stored in EEPROM. This is intended to minimize the application code size by providing utilities to access records in the database.

The application is responsible for setting aside memory in the Application System Data to serve as a buffer to hold a record from the database.

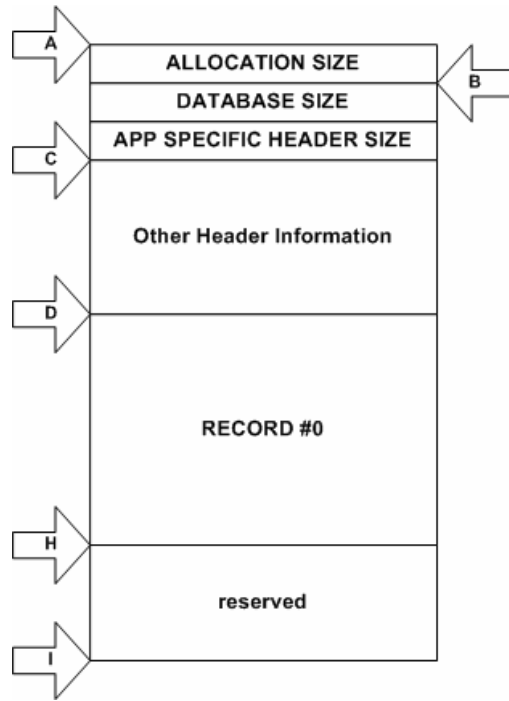
### 4.26.1 Database Structures and Access

The database provides utilities to handle 4 type of database structures. The database structure to use is dependent on the requirements of the application.

#### 4.26.1.1 Sequential Database Structure



The following section details how the fields in the database structures are computed. The diagram below shows an example of a sequential access database.

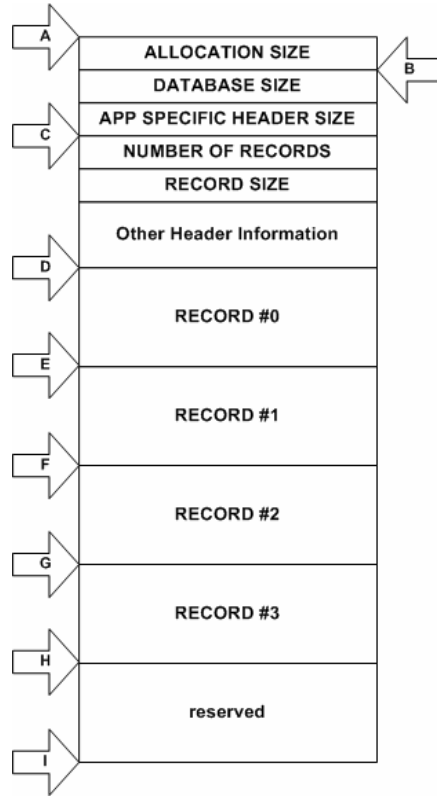


Section	Description
Allocation Size	<p>A 16-bit quantity indicating the EEPROM usage of the database. This value is always in multiples of 64. This optimizes the download speed during communications. The allocation size is defined by the A and I pointers.</p> $\text{AllocationSize} = (((\text{DatabaseSize}-1)/64)+1)*64$
Database Size	<p>A 16-bit quantity indicating the actual size of the database. This is computed by:</p> $\text{DatabaseSize} = \text{Offset}(H) - \text{Offset}(A)$

### 4.26.1.2 Fixed-Sized Random Database Structure

Random Access Database with Fixed-Size Record Structure	
Allocation Size (2-byte)	
Database Size (2-byte)	
App Specific Header Size (1-byte)	
Number of Records (2-byte)	
Record Size (1-byte)	
Remaining App Specific Header (variable size up to 252 bytes)	
Record Data #0	
Record Data #1	
Record Data #2	
Record Data #3	
Record Data #4	
Record Data #5	
...	
Record Data #n	

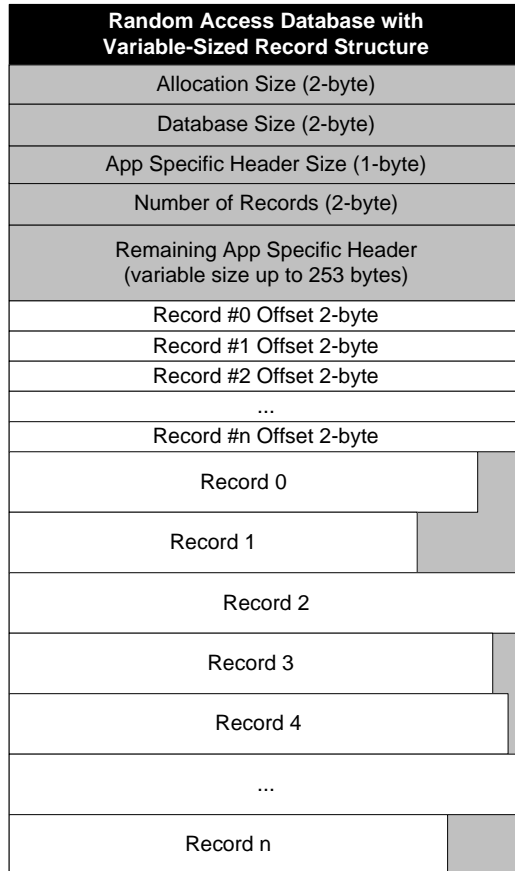
The following section details how the fields in the database structures are computed. The diagram below shows an example of a fixed-sized random access database with 4 records.



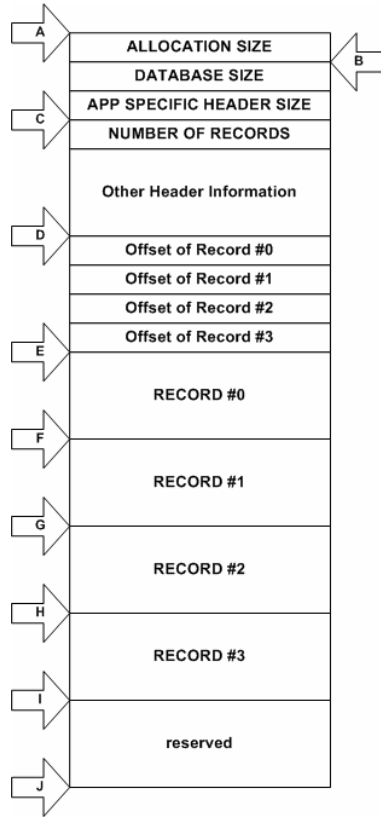
Section	Description
Allocation Size	A 16-bit quantity indicating the EEPROM usage of the database. This

	<p>value is always in multiples of 64. This optimizes the download speed during communications. The allocation size is defined by the A and I pointers.</p> $\text{AllocationSize} = (((\text{DatabaseSize}-1)/64)+1)*64$
<b>Database Size</b>	<p>A 16-bit quantity indicating the actual size of the database. This is computed by:</p> $\text{DatabaseSize} = \text{Offset}(H) - \text{Offset}(A)$
<b>App Specific Header Size</b>	<p>An 8-bit quantity that indicates the number of bytes allocated for application specific information. This section can also store information about the database itself. It might be used after an upload of the database to recreate the database in the PC.</p> $\text{AppSpecificHeaderSize} = \text{Offset}(D) - \text{Offset}(C)$ <p>The required minimum value for this section is 0x03 (2 bytes for number of records and 1 byte for record size).</p>
<b>Number Of Records</b>	<p>A 16-bit quantity that specifies the number of records in the database.</p>

### 4.26.1.3 Variable-Sized Random Database Structure



The following section details how the fields in the database structures are computed. The diagram below shows an example of a variable size random access database with 4 records.

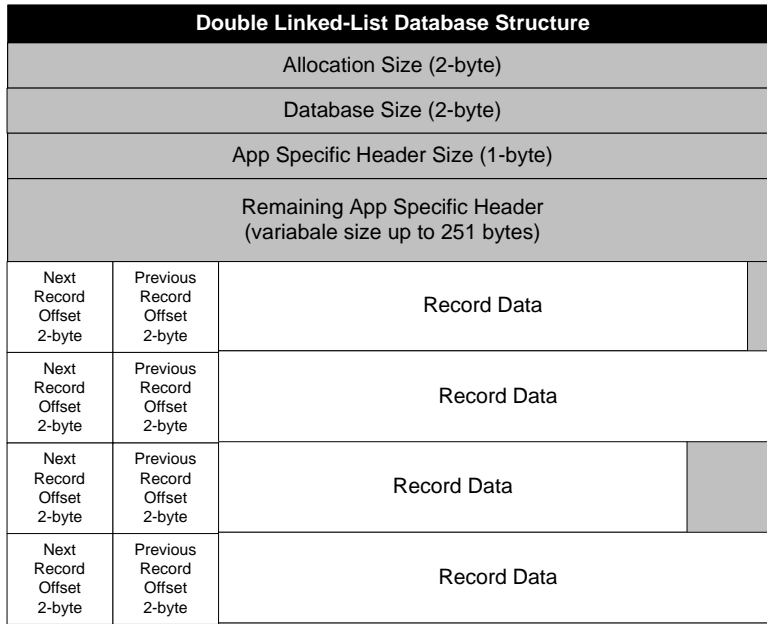


Section	Description
Allocation Size	<p>A 16-bit quantity indicating the EEPROM usage of the database. This value is always in multiples of 64. This optimizes the download speed during communications. The allocation size is defined by the A and I pointers.</p> $\text{AllocationSize} = (((\text{DatabaseSize}-1)/64)+1)*64$
Database Size	<p>A 16-bit quantity indicating the actual size of the database. This is computed by:</p> $\text{DatabaseSize} = \text{Offset}(I) - \text{Offset}(A)$
App Specific Header Size	<p>An 8-bit quantity that indicates the number of bytes allocated for application specific information. This section can also store information about the database itself. It might be used after an upload of the database to recreate the database in the PC.</p> $\text{AppSpecificHeaderSize} = \text{Offset}(D) - \text{Offset}(C)$ <p>The required minimum size of this section is 0x02 (2 bytes for the number of records.)</p>

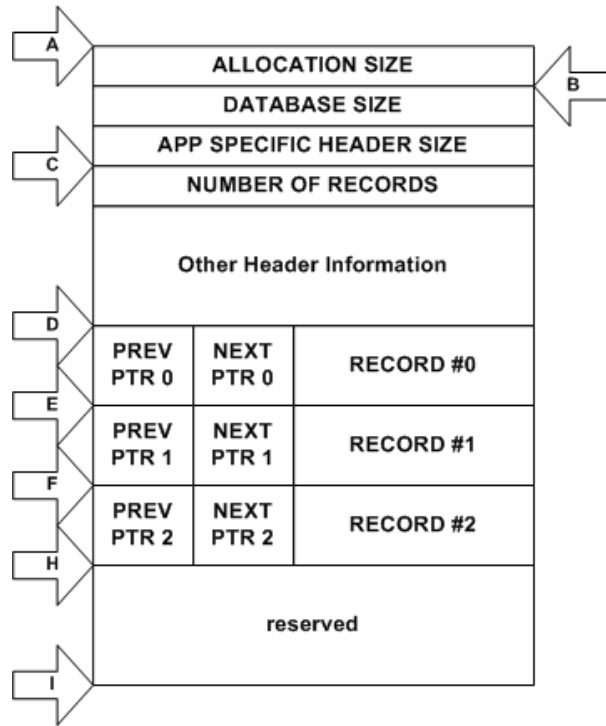


<b>Number Of Records</b>	A 16-bit quantity that specifies the number of records in the database. The number of records will also indicate the number of offset pointers.
<b>Offset of Record #0</b>	A 16-bit quantity that points to the base offset of Record #0.  $OffsetOfRecord\_0 = Offset(E) - Offset(D)$
<b>Offset of Record #1</b>	A 16-bit quantity that points to the base offset of Record #1.  $OffsetOfRecord\_1 = Offset(F) - Offset(D)$
<b>Offset of Record #2</b>	A 16-bit quantity that points to the base offset of Record #2.  $OffsetOfRecord\_2 = Offset(G) - Offset(D)$
<b>Offset of Record #3</b>	A 16-bit quantity that points to the base offset of Record #3.  $OffsetOfRecord\_3 = Offset(H) - Offset(D)$

### 4.26.1.4 Link-List Database Structure



The following section details how the fields in the database structures are computed. The diagram below shows an example of a link-list access database with 3 records.



Section	Description
Allocation Size	<p>A 16-bit quantity indicating the EEPROM usage of the database. This value is always in multiples of 64. This optimizes the download speed during communications. The allocation size is defined by the A and I pointers.</p> $\text{AllocationSize} = (((\text{DatabaseSize}-1)/64)+1)*64$
Database Size	<p>A 16-bit quantity indicating the actual size of the database. This is computed by:</p> $\text{DatabaseSize} = \text{Offset}(H) - \text{Offset}(A)$
App Specific Header Size	<p>An 8-bit quantity that indicates the number of bytes allocated for application specific information. This section can also store information about the database itself. It might be used after an upload of the database to recreate the database in the PC.</p> $\text{AppSpecificHeaderSize} = \text{Offset}(D) - \text{Offset}(C)$ <p>The required minimum size of this section is 0x02 (2 bytes for the number of records.)</p>
Number Of Records	<p>A 16-bit quantity that specifies the number of records in the database. The number of records will also indicate the number of offset pointers.</p>
Previous Pointer #0	<p>A 16-bit quantity that points to the base offset of the previous record. Since this is the first record in the list (there is no previous record), its value is 0x0000.</p> $\text{PrevPointer}_1 = 0x0000$

Next Pointer #0	A 16-bit quantity that points to the base offset of the next record (Record #1).  $\text{NextPointer}_0 = \text{Offset}(E) - \text{Offset}(A)$
Previous Pointer #1	A 16-bit quantity that points to the base offset of the previous record (Record #0).  $\text{PrevPointer}_1 = \text{Offset}(D) - \text{Offset}(A)$
Next Pointer #1	A 16-bit quantity that points to the base offset of the next record (Record #2).  $\text{NextPointer}_1 = \text{Offset}(F) - \text{Offset}(A)$
Previous Pointer #2	A 16-bit quantity that points to the base offset of the previous record (Record #1).  $\text{PrevPointer}_1 = \text{Offset}(E) - \text{Offset}(A)$
Next Pointer #2	A 16-bit quantity that points to the base offset of the next record (Record #2). Since this is the last record in the list, its value is 0x0000.  $\text{NextPointer}_1 = 0x0000$

## 4.26.2 Database Usage Macros

For opening and closing a database file:

```
DB_OPEN_FILE
DB_OPEN_FILE_LINK_LIST
DB_CLOSE_FILE
```

For writing to a sequential access or to a link list database record:

```
DB_WRITE_RECORD
DB_WRITE_RECORD_WITHOFFSET
DB_READ_RECORD
DB_READ_RECORD_WITHOFFSET
```

For writing to a fixed-sized random access database record:

```
DB_WRITE_RECORD_RANDOMFIX
DB_WRITE_RECORD_WITHOFFSET_RANDOMFIX
DB_READ_RECORD_RANDOMFIX
DB_READ_RECORD_WITHOFFSET_RANDOMFIX
```

For writing to a variable-sized random access database record:

```
DB_WRITE_RECORD_RANDOMVAR
DB_WRITE_RECORD_WITHOFFSET_RANDOMVAR
DB_READ_RECORD_RANDOMVAR
```

**DB\_READ\_RECORD\_WITHOFFSET\_RANDOMVAR**

For double linked list record manipulation:

**DB\_LOCATE\_INSERTION\_BYSIZE\_LINKLIST**  
**DB\_REMOVE\_RECORD\_LINKLIST**  
**DB\_INSERT\_RECORD\_LINKLIST**

To determine the absolute address in EEPROM where a record is located:

**DB\_GET\_ABSOLUTE\_ADDRESS\_OF\_RECORD\_RANDOMVAR**  
**DB\_GET\_ABSOLUTE\_ADDRESS\_OF\_RECORD\_RANDOMFIX**

### 4.26.3 Opening and Closing a Database

Executing the macro **DB\_OPEN\_FILE** opens a database file for read or write access. It also powers up the EEPROM. The macro also sets up database specific variables so it can properly execute the macros provided to access the different type of database structures.

It is required that when the database access has been completed during state execution, it should call the macro **DB\_CLOSE\_FILE** to power down the EEPROM.

### 4.26.4 Upload and Download of Database

When a database is downloaded by the PC to the watch, the database is contains all the information required by an application using the database in the Application Specific Header Block.

When a download is complete, the kernel will execute the applications Resource Handler with the event **COREEVENT\_INIT**. This gives the application the opportunity to check the database being downloaded. Since the information in the Application Specific Header Block is the information that the application requires in the ASD, it can copy the information from the database into the ASD through the macro:

**DB\_READ\_APPLICATION\_INFOHEADER**

The application will use the data now present in the ASD for database manipulation and access.

When a database upload is required by the PC, the kernel will execute the Resource Handler of the database owner with the event **COREEVENT\_UPDATEDATABASEHEADER**. This will copy ASD data specific to the database. This allows the PC to interpret the database. The application can use the macro to upload ASD data to the database header.

**DB\_WRITE\_APPLICATION\_INFOHEADER**

### 4.26.5 PC Synchronization of Watch Data

The PC software requires status flags of the database and the record for synchronization purposes.

The kernel provides a status flag is stored in the Application Configuration Data to indicate that a database record has been modified. Only database that has been marked modified will be uploaded to the PC. When the application modifies an entry in the record, it should call the macro below to mark the database as modified.

**CORE\_DATABASE\_MODIFIED\_BY\_USER**

The application is also responsible to make it a part of the record two status flags required by the PC. This is the Record Modified and Record Deleted Flag.

#### APPLICATION NOTES:

- It is required to close a database file after using it. Opening a file for access will also power the EEPROM. Closing a file will deactivate power to the EEPROM.

## 4.27 Melody Services

The kernel provides ten system melodies for use by the application. Nine are predefined as system melodies. One is defined for a custom melody. The kernel also provides macros to activate and deactivate any melody. The user can change the melodies by downloading the new melody pattern from the PC.

The following are the macros used for manipulating the melodies.

Audio Macros
AUDSTART_SYSTEM_MELODY
AUDSTOP_MELODY

The available system melody indexes are:

Index	Melody Name	Typical Use
0	AUDSWBEEPMELODY	Switch beep
1	AUDHOURCHIMEMELODY	Hour chime
2	AUDALARMMELODY	Alarm popup melody
3	AUDAPPOINTMENTMELODY	Appointment popup melody
4	AUDTIMERMELODY	Timer melody
5	AUDINTERVALTIMERMELODY	Interval timer melody
6	AUDHALFTIMERMELODY	Halfway Mark of Timer melody
7	AUDCOMMERRORMELODY	Communications error tone
8	AUDCUSTOMMELODY	User define melody

These system melodies are activated by using the macro AUDSTART\_SYSTEM\_MELODY. The application can specify whether a COREEVENT\_MELODY\_DONE is sent to the foreground application when the melody is completed.

The melody done action parameters are:

Action Parameter	Description
AUDSENDMELODYDONEEVENT	The event COREEVENT_MELODY_DONE is sent to the foreground application when the melody is done.
AUDNOMELODYDONEEVENT	No action is required when the melody is done.

Below is a sample code to activate a system melody.

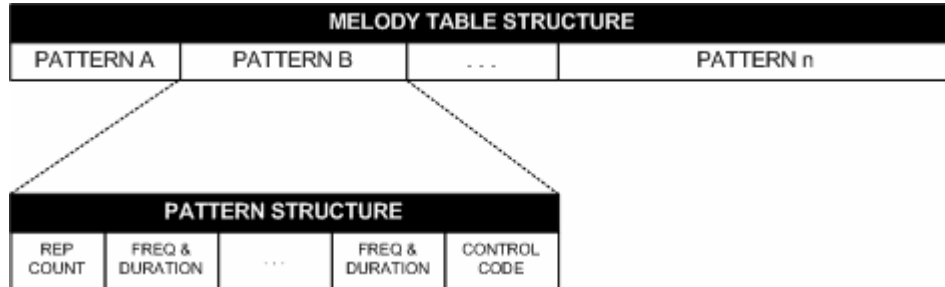
```
// begin alarm system melody and generate melody done event
AUDSTART_SYSTEM_MELODY AUDALARMMELODY, AUDSENDMELODYDONEEVENT
```

An application can define a melody table located in its own code space. The table must conform with the Melody Table Structure discussed in the next section. To activate the user melody table, use the macro

**AUDSTART\_SYSTEM\_MELODY** with the **AUDCUSTOMEMELODY** as the argument. To define the base address of the custom melody pattern, use the macro **AUDSETUP\_MELODYADDRESS**.

### 4.27.1 Melody Table Structure

A melody table consists of one or more melody patterns. A melody pattern contains a repetition count, frequency and duration codes, and a control code. The control code is used to indicate the end of a melody pattern. For a melody pattern that is repeated more than once, the control code signals the audio driver to repeat the melody pattern. When the repetition count of the melody pattern is complete, the control code indicates whether it is the end of the melody table or that another melody pattern exists. The maximum size for each pattern is 255 bytes.



**REP COUNT** Indicates number of repetitions for current pattern. Maximum value is 255.

**FREQ & DURATION** A byte value indicating the frequency and duration. The frequency data is stored in the upper nibble. The duration data is stored in the lower nibble.

The available frequency codes are:

**AUD1KHZ**  
**AUD1p3KHZ**  
**AUD1p6KHZ**  
**AUD2KHZ**  
**AUD2p3KHZ**  
**AUD2p7KHZ**  
**AUD3p2KHZ**  
**AUD4KHZ**  
**AUDNULL**

The Duration is a value from 0 to 15. The actual time duration is computed using the formula:

$$\frac{(Duration + 1)}{32}$$

Maximum Time: 0.5 seconds

Minimum Time: 21.35 milliseconds

**CONTROL CODE** Indicates an end of a current melody pattern. Depending on the control code being used, it signifies that another melody pattern exists or this is the last pattern.

The available control codes are:

**AUDCONTINUEPATTERN**  
**AUDENDMELODYPATTERN**

A sample melody pattern used to generate the Timex Step Tone.

```

////////////////////////////////////
; ALARM MELODY TABLE
////////////////////////////////////

audSysAlarm:

    db 10                ; number of repetitions
    db (AUD2KHZ)|3      ; frequency and duration
    db (AUDNULL)|3      ; frequency and duration
    db (AUD2KHZ)|3      ; frequency and duration
    db (AUDNULL)|15     ; frequency and duration
    db (AUDNULL)|3      ; frequency and duration
    db AUDCONTINUEPATTERN ; continue to next pattern
    db 40                ; number of repetitions
    db (AUD2KHZ)|3      ; frequency and duration
    db (AUDNULL)|3      ; frequency and duration
    db AUDENDMELODYPATTERN ; end of melody pattern

```

## 5 COUNTER WristApp: Putting it all together.

This section will go through the process of building a wristapp – the Counter WristApp – from design, compile and downloading the application to the watch. This application is simple and does not require any database access.

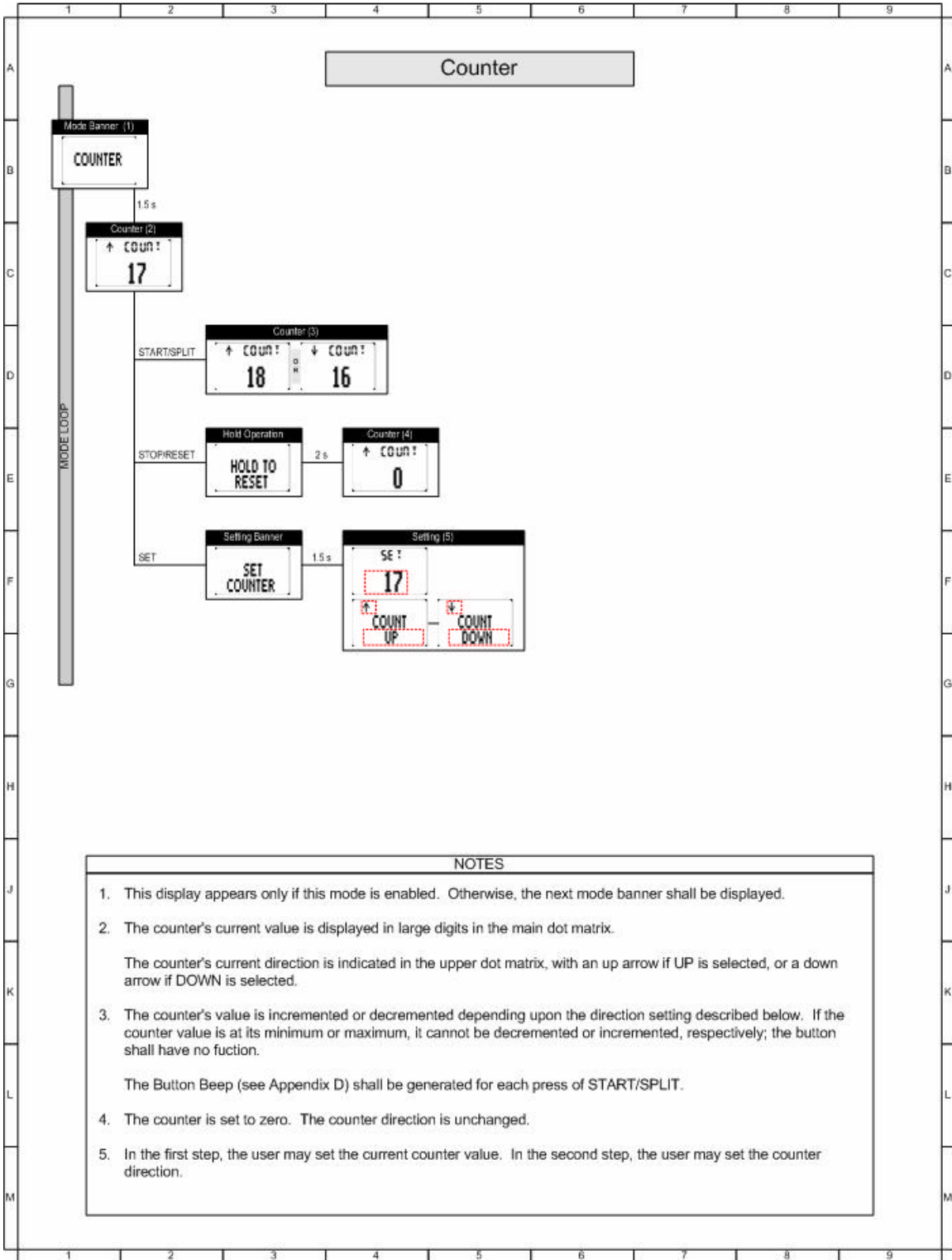


**WARNING:** *There is no debugging capability once the WristApp is downloaded into the watch. You will either have a fully operational wristapp or the watch resets during WristApp execution.*

### 5.1 Specification

The diagram below shows how the counter wristapp operates and how it interacts with the user inputs.





- NOTES**
1. This display appears only if this mode is enabled. Otherwise, the next mode banner shall be displayed.
  2. The counter's current value is displayed in large digits in the main dot matrix.  
  
The counter's current direction is indicated in the upper dot matrix, with an up arrow if UP is selected, or a down arrow if DOWN is selected.
  3. The counter's value is incremented or decremented depending upon the direction setting described below. If the counter value is at its minimum or maximum, it cannot be decremented or incremented, respectively; the button shall have no function.  
  
The Button Beep (see Appendix D) shall be generated for each press of START/SPLIT.
  4. The counter is set to zero. The counter direction is unchanged.
  5. In the first step, the user may set the current counter value. In the second step, the user may set the counter direction.

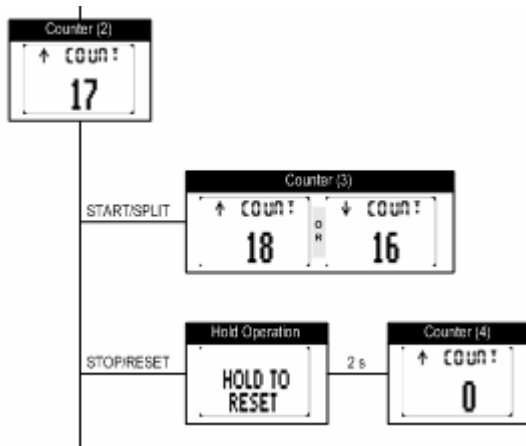
## 5.2 States

### 5.2.1 State Transition Diagram

The specification can be broken down into its basic components. The counter application can be grouped into 4 distinct operations: banner, default, set banner and set operations.



**The Banner State Handler.** This involves mainly displaying the name of the mode. We need to design this handler to allow the M851 PIM to display the user specified mode banner. Notice the required 1.5 second timeout prior to going into default mode.



**The Default State Handler.** This is the main interface of the application.

NOTE: The hold-to-reset operation may be put into a different state handler to simplify the number of events the default state handler will process. Since this is a small application, putting the reset operation inside the default state handler is easily facilitated.



**The Set State Banner Handler.** By convention, this is a required state prior to going to the actual setting state. Notice the required 1.5 second timeout prior to going into the set state handler.

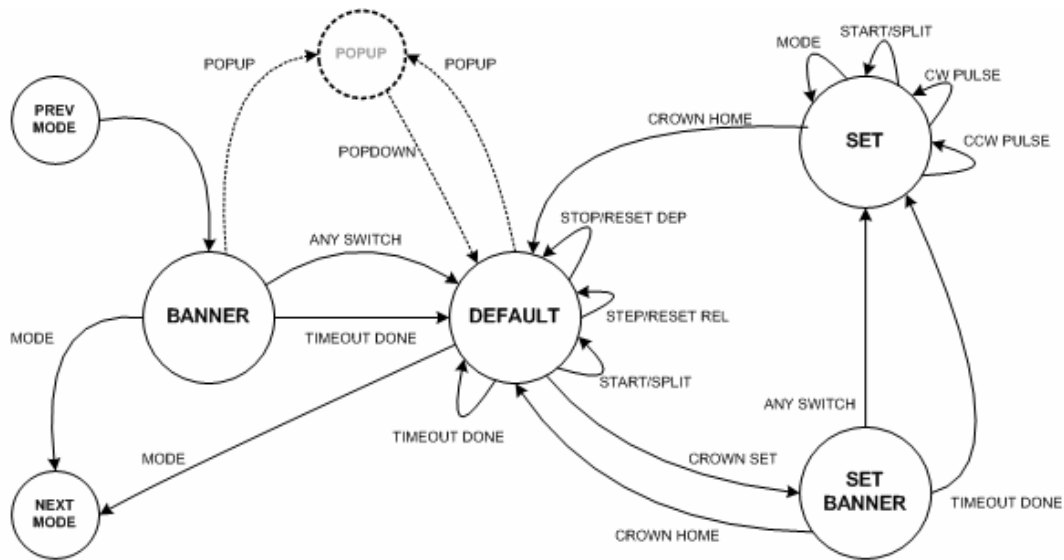


**The Set State Handler.** This will handle all aspects of setting for the application. The dotted rectangle shows blinking. Each display line represents the fields for setting. This first line shows setting of the counter initial value. The second line shows setting of the count direction.

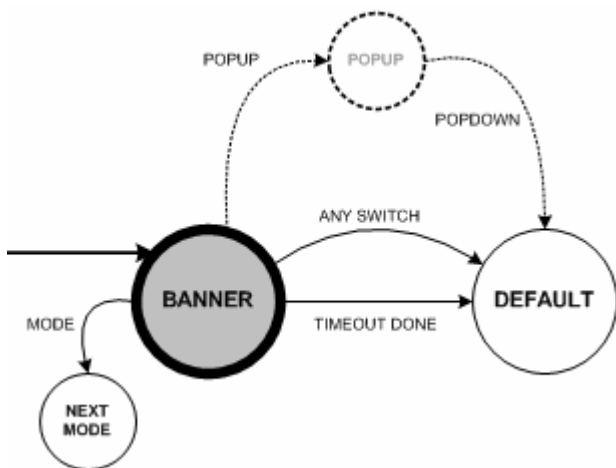
The diagram shown below shows the operations involved to implement the wristapp. Most applications with a setting operation would usually use the basic four states: banner, default, set banner and set state. This allows the wristapp to conform with conventions used in the m851.

The diagram shows the inputs that should be handled by each state handler. This can also serve as a checklist to confirm that all system events are handled.

- Arrows pointing to a state is handled as a State Entry event in the pointed (destination) state.
- Arrows pointing away from a state indicates the event that is processed by the state handler. If it points back to the same state, it means that no state change is required. Lines and arrows pointing to another state indicates that the event should also request for a state change.
- Dotted lines indicate a watch activity that is not controlled by the application such as a popup operation. When a popup is complete through a popdown, the dotted line away from the popup state indicates where it should go back. States with no dotted lines indicates that popups are not allowed to occur. By convention, popups are suspended when the foreground state is either the set banner state or set state.
- Lines going to the state NEXT MODE is handled through a mode change.



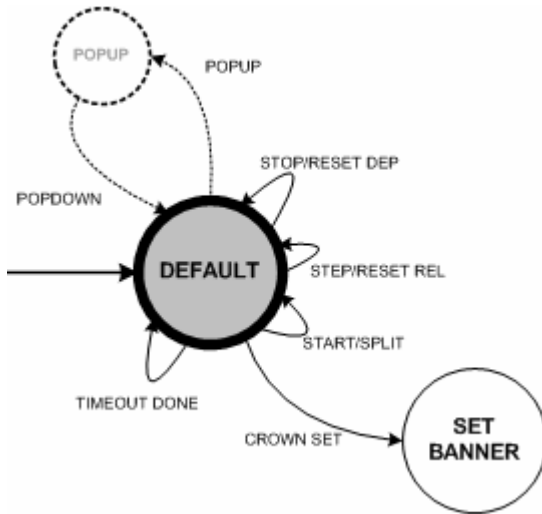
### 5.2.2 Banner State



The banner state should handle the following cases:

- Handle the system event STATEENTRY and do the following:
  - Allow popups to occur. But popdown should directly proceed to the default state.
  - Request for a 1.5 second hi-res timeout
- Handle the MODESWITCHDEPRESS to go to the next mode.
- Handle STARTSPLITDEPRESS to go to the default state.
- Handle STOPRESETDEPRESS to go to the default state.
- When hi-res timeout expires, proceed to the default state.

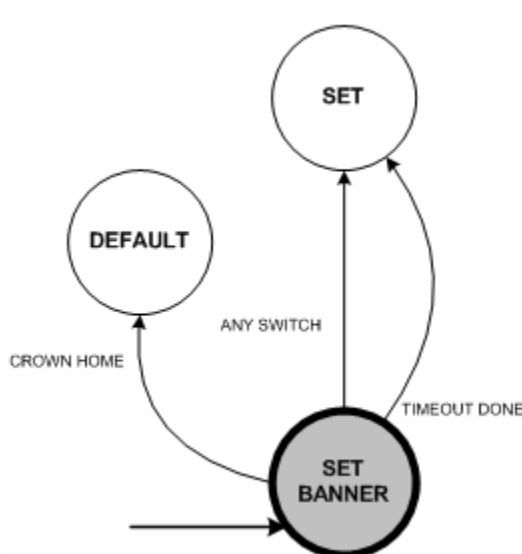
### 5.2.3 Default State



The default state should handle the following cases:

- Handle the system event STATEENTRY and do the following:
  - Display counter data
- Handle the MODESWITCHDEPRESS to go to the next mode.
- Handle STARTSPLITDEPRESS. This will either increment or decrement the counter. Stop when boundary conditions are reached.
- Handle STOPRESETDEPRESS to go into a reset operation:
  - Display HOLD TO RESET
  - Allow switch releases to be passed as events
  - Request 2 second hi-res timeout
- Handle STOPRESETRELEASE:
  - Clear display
  - Display counter data
- Handle the event TIMEOUTDONE\_HIGHRES:
  - Clear current counter to 0.
  - Display counter data.
- Handle CROWN\_SET and request a state change to the set banner state index.

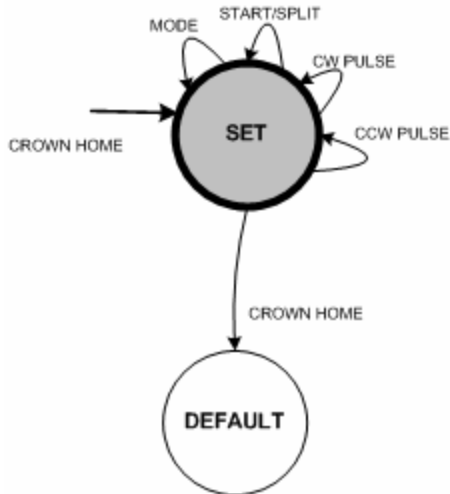
### 5.2.4 Set Banner State



The set banner state should handle the following cases:

- Handle the system event STATEENTRY and do the following:
  - Do not allow popups to occur.
  - Request for a 1.5 second hi-res timeout
- Handle the MODESWITCHDEPRESS to go to the set state.
- Handle STARTSPLITDEPRESS to go to the set state.
- Handle STOPRESETDEPRESS to go to the set state.
- When hi-res timeout expires, proceed to the set state.
- Handle CROWN\_HOME and request a state change to the default state index.

### 5.2.5 Set State



### The set state should handle the following cases:

- Handle the system event STATEENTRY and do the following:
  - Initialize the first setting field position
  - Display current data to be set
  - Setup and request for 4hz blinking
  - Set the system into pulse mode to generate the PULSE events.
- Handle the MODESWITCHDEPRESS to go to the next field setting with wraparound.
- Handle the STOPRESETDEPRESS to go to the next field setting with wraparound.
- Handle the CW\_PULSES. Increment counter data (using acceleration) or toggle count direction.
- Handle the CCW\_PULSES. Decrement counter data (using acceleration) or toggle count direction.
- Handle CROWN\_HOME and request a state change to the default state index (after some data validation).

## 5.3 State Index

The table below shows the index assigned to each state handler.

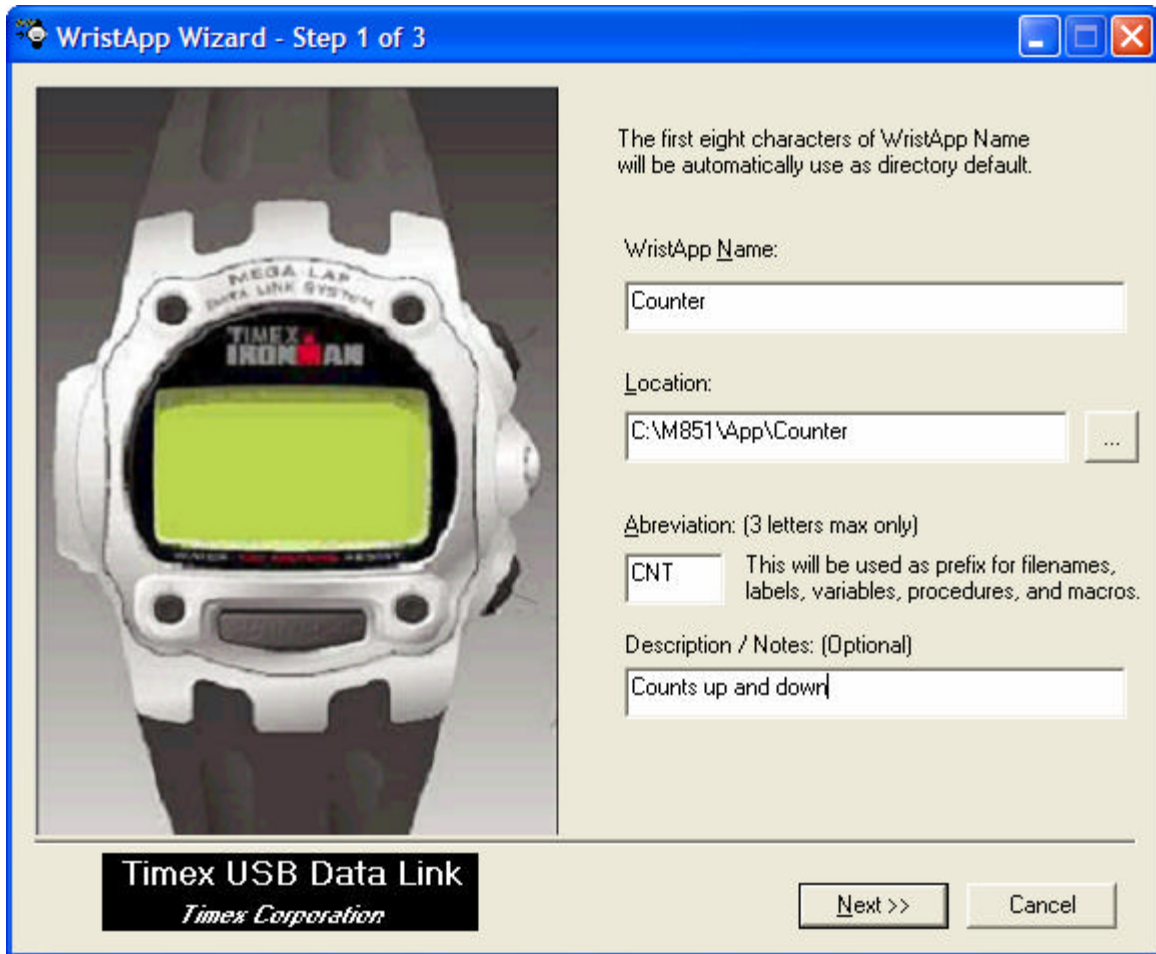
Index	State
0	Banner state index
1	Default state index
2	Set banner state index
3	Set state index

## 5.4 Using the WristApp Wizard to Create Templates

The WristApp Wizard will facilitate in the creation of the required files for a project. The files generated are complete and can be assembled and linked and downloaded into the watch. The files will serve as a template to be modified to implement the WristApp.

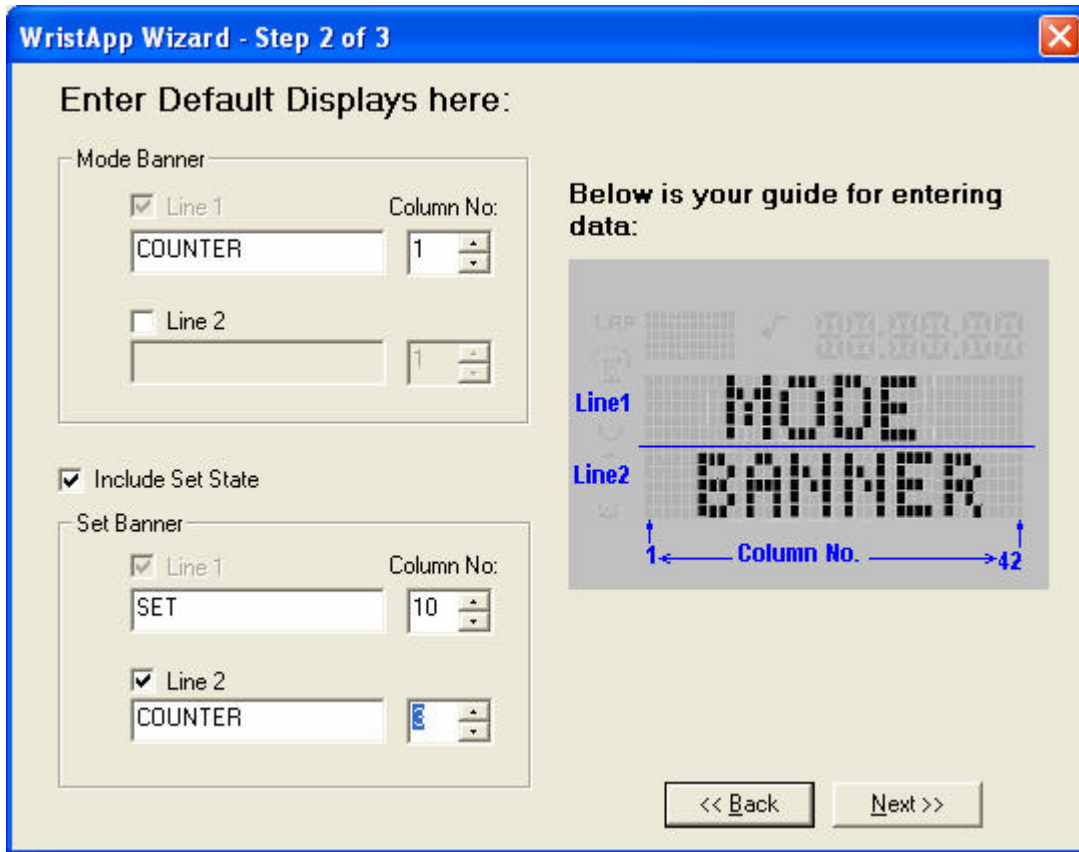
### 5.4.1 Step 1 of 3

Section	Description
WristApp Name	<i>Specify the name of the wristapp folder. This is limited to 8 characters due to the limitations imposed on the assembler and linker utilities.</i>
Location	<i>Specify the path of the application. By default, the application is stored under the directory C:\m851\app.</i>
Abbreviation	<i>The abbreviation code is used to uniquely name the filename, variables, macros, procedures and labels used in the wristapp.</i>
Description	<i>Specify the WristApp function.</i>



### 5.4.2 Step 2 of 3

Section	Description
Mode Banner	<i>Specify the text that will be displayed when the WristApp becomes the foreground application. The column number is used to center the banner name without resorting to space characters for padding.</i>
Include Set State	<i>Check this box if a set state is used in the WristApp. By convention, if a set state is used, there must be a set banner state that describes the setting function.</i>
Set Banner	<i>Specify the text that will be displayed when the WristApp enters a setting operation. The column number is used to center the banner name without resorting to space characters for padding.</i>



### 5.4.3 Step 3 of 3

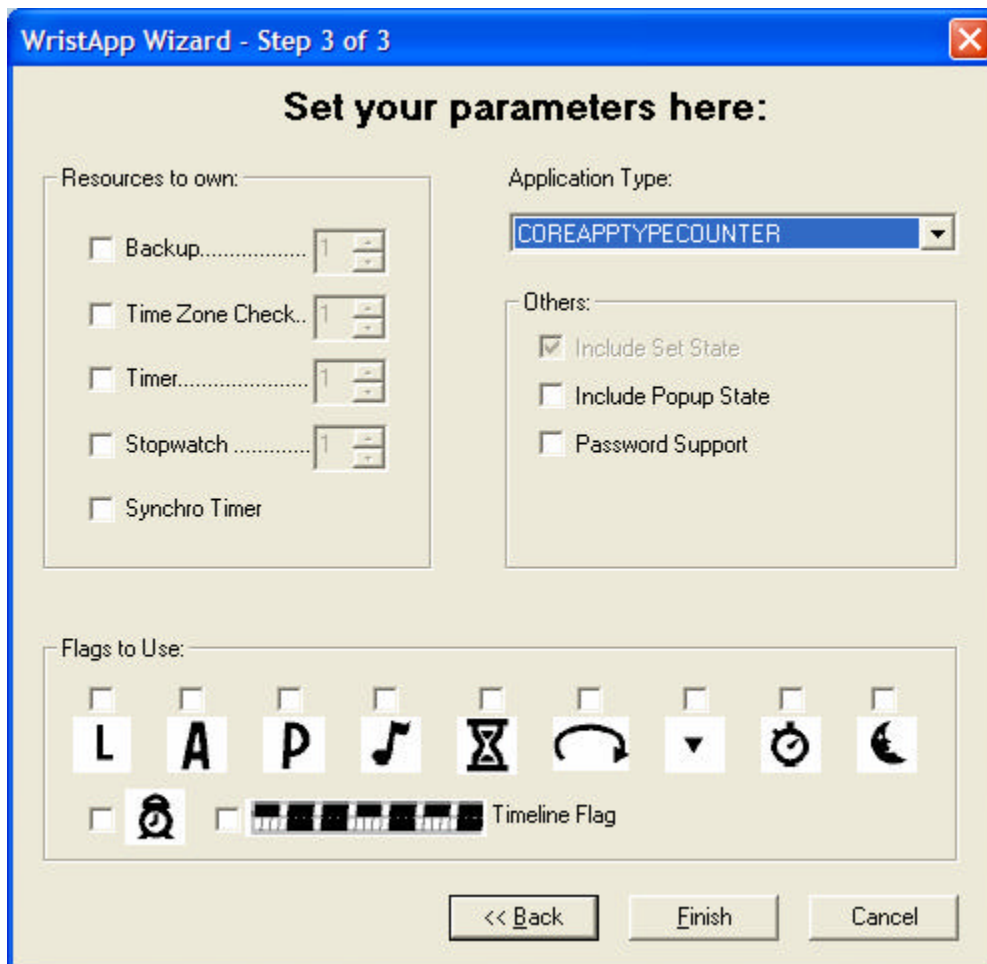
Section	Description
Resource to Own	<p>Specify the resource type and number required for the WristApp. If a resource is checked, the wizard will automatically create the variable placeholder for the resource index during allocation. This can be found in the XXXvars.h</p> <p><i>Note: The counter wristapp does not use any of the resources provided by the system.</i></p>
Application Type	<p>Select the application type of the WristApp. By default, you can use the COREAPPTYPEGENERIC.</p> <p>Certain application types will provide the WristApp will additional benefit specific to an application type. For example, the appointment type wristapp will be passed an event during hour and day rollovers. Alarm type application are called during hour rollovers. Another example is when the primary time zone is modified by the user, the following application types are informed of the change: appointment, occasion and alarm.</p>
Primary Mode Icon Resource	<p>Check the primary mode icons used by the WristApp. These icons are used as status information of a wristapp when it is currently active in the</p>

*background or to display WristApp specific information..*

*For example, the Stopwatch icon is can be used by a chrono wristapp to indicate the state of the chrono: ON if chrono is running, OFF if chrono is stopped.*

*Another example could be that an alarm wristapp can use the Alarm Clock icon to indicate that an alarm is active and will popup within 12 hours. It could also be blinked to indicate that a backup alarm is pending.*

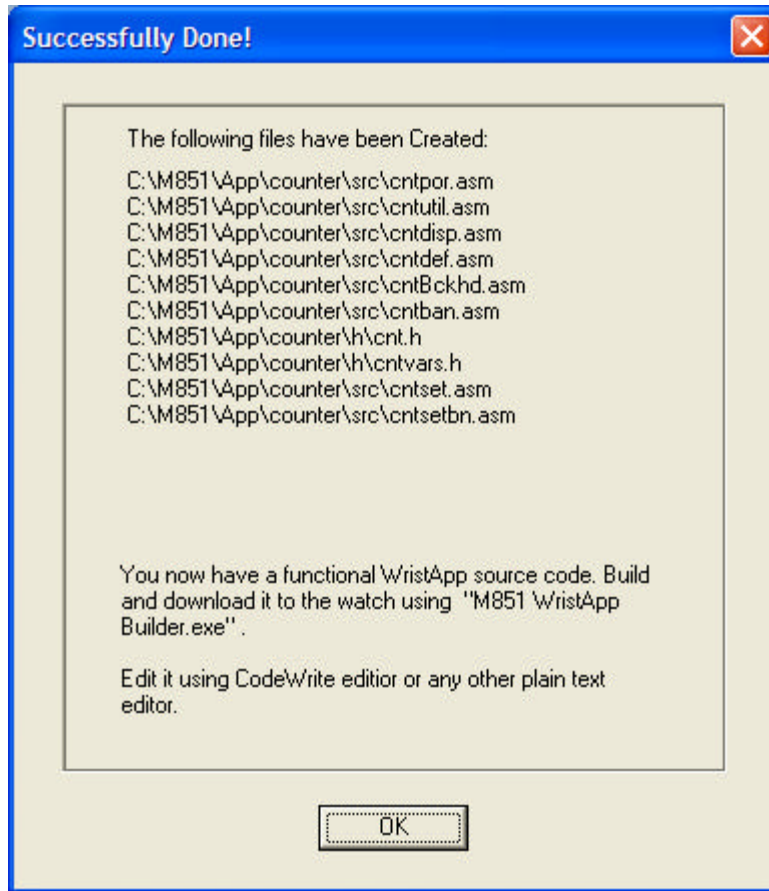
*Note: The counter application does not use any primary mode icons.*



### 5.4.4 File Template Generation

The following screen shows the files being generated by the WristApp wizard ready for modification. This wizard will also generate the *appname.SCR* that can be opened by the M851 WristApp Builder utility.





## 5.5 State Files

The state handlers are to be coded in different files. This will allow the build scripts to properly place the correct state handler code to be loaded from eeprom during execution. In this example, we have the following files:

File	Description
cntban.asm	Banner state source file.
cntdef.asm	Default state source file.
cntsetbn.asm	Set banner state source file.
cntset.asm	Set state source file.

## 5.6 Background Handler

All WristApps are required to handle these system events. In the counter application, most of these required system events are coded with just RET (RETurn from Subroutine) instructions. The background handler will be located at the start of the common section.

Event	Description
COREEVENT_INIT	Sent by the system to initialize the application data after a communication session.
COREEVENT_TASKEEXIT	Sent by the system whenever a voluntary or involuntary (i.e. popup) mode change. This allows

	the application to clean up prior to making another application the new foreground application.
COREEVENT_PEEK	Sent by the system whenever another application requests the mode to display its current data set. For example, the TOD requires an an appointment and occasion type application to support this request.
COREEVENT_APP_SHUTDOWN_FOR_COMM	Sent by the system when the watch begins communications with the PC. This allows the application to clean up its data and perhaps update the database header for upload.

The background handler code will be coded into a separate file. This will allow the build scripts to locate the background handler code to be loaded into the overlay area.

File	Description
cntBckHd.asm	Background handler source file.

## 5.7 Parameter File

The M851 requires information about the wristapp so it can be incorporated into the system. Below is the parameter file for the counter application:

```

;=====
; ACB offset mask.
;=====

; Application System Data is located in heap.
; Other ACB entries are located either in ROM or EEPROM.
db      bCOREAppSystemDataOffset

;=====
; Number of resources required.
;=====

db      00h          ; TOD
db      00h          ; Backup
db      00h          ; Time Zone Check
db      00h          ; Timer Resource
db      00h          ; Stopwatch Resource
db      00h          ; Synchro Timer Resource

;=====
; Flag ownership.
;=====

db      0            ; LCD Flags 1
db      0            ; LCD Flags 2

;=====
; Heap size requirements.
;=====

dw      0000H        ; Code
dw      CNTSYSTEMDATASIZE ; ASD
dw      CNTDATABASEDATASIZE ; ADD

;=====
; Application Configuration Data Byte.
;=====

```

```

db      COREACDEEPROMAPP          ; Code is external.

;=====
; Application Unique ID.
;=====

db      COREAPPPTYPECOUNTER        ; Application type
db      00h                        ; Application instance number

;=====
; ACB Parameters.
;=====

dw      0000h                      ; ASD address offset
dw      0000h                      ; ADD address offset (no database)
dw      CODESTATEADDRESS          ; App state manager address
dw      CODECOMMONADDRESS        ; App background handler address
dw      lcdBannerMsg_COUNTER      ; App mode name function address

```

**Notes:**

- Code heap size requirement is 0000h.** *The utility that will build the wristapp will compute this number automatically. If not using the scripts, this must be the allocation size of the wristapp code in eeprom.*
- Database heap size requirement.** *This value specifies the size of the database being downloaded with the wristapp. The PIM automatically updates this section prior to sending the parameter file to the watch.*
- The counter wristapp does not have any database stored in external memory. So this value is set at 0x0000.*
- ASD address offset is 0000h.** *All WristApps have offsets of 0000H for its ASD.*
- ADD address offset is 0000h.** *All WristApps uses the EEPROM for database storage. This will always be 0x0000.*
- The counter does not have database nor store any data in the ADD section whether in internal or external memory.*
- Use of a label located in ROM:  
lcdBannerMsg\_COUNTER** *The banner message "COUNTER" is already predefined in the M851 OS. This shows that a WristApp is able to execute functions and reference labels embedded in the firmware.*
- This could well have been a label located in either the common code or in the banner state handler.*

The parameter code will be coded into a separate file. This will allow the build scripts to locate the background handler to be used during application download to the watch.

<b>File</b>	<b>Description</b>
cntpor.asm	Parameter source file.

## 5.8 Miscellaneous Files

There are application specific routines that may be used by two or more state handlers. Examples of which are the display routines. Though it can be coded inside the state handler code that uses it, it would be appropriate that it be located in the common section in the WristApp overlay area.

The Counter WristApp requires the following files to be stored in the common section.

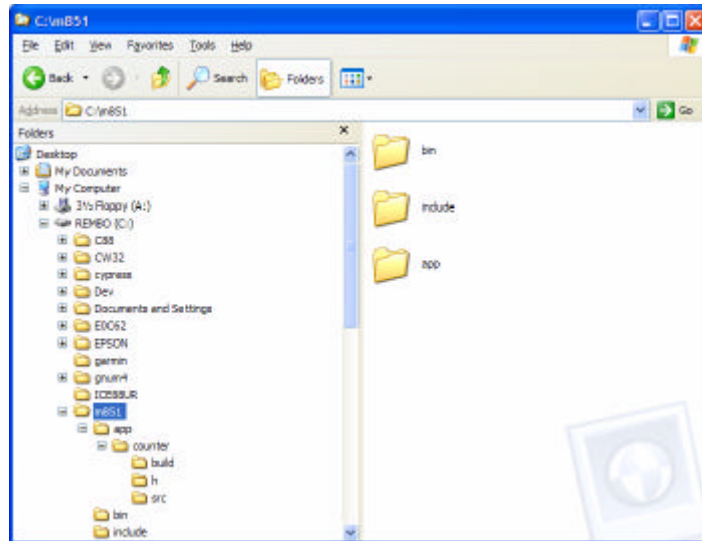
File	Description
cntdisp.asm	Display routines for the counter wristapp.
cntutil.asm	Utility routines for the counter wristapp.

## 5.9 Directory Structure

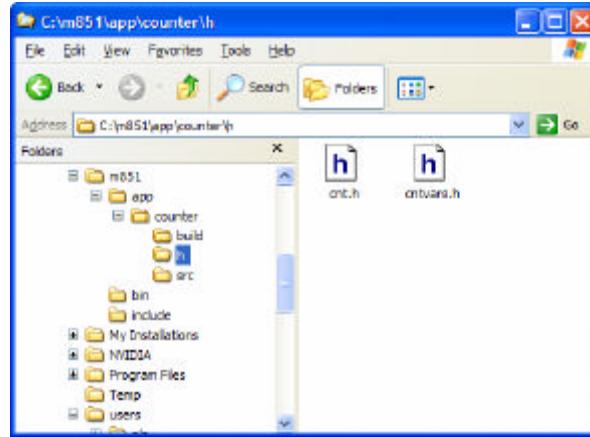
The build scripts requires a specific directory structure to facilitate location of required files. Create the required directories for the application prior to using the build utilities.

- All source files are to be stored under the C:\M851\APP\appname\src directory.
- All header files are to be stored under the C:\M851\APP\appname\h directory.
- All build scripts will be created under the C:\M851\APP\appname\BUILD directory.
- Output files during wristapp creation will be in the C:\M851\APP\appname\BUILD directory.
- All executable files will be located in the C:\M851\BIN directory.
- All the M851 header and macro files will be in the C:\M851\INCLUDE directory.
- The assembler, linker and locator executable will be located in the C:\C88 directory.

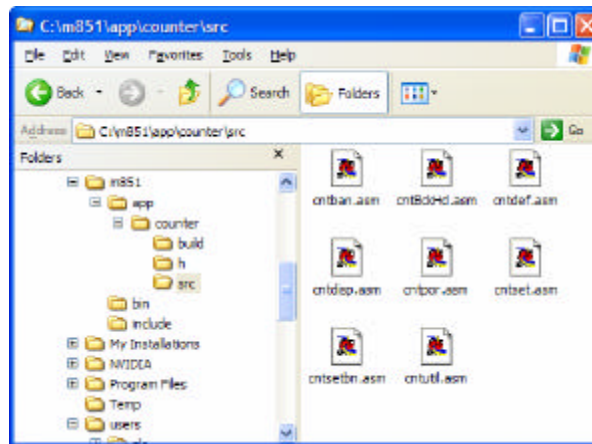
The figure below shows a snapshot of the counter wristapp directory structure:



The figure below shows the file list for the counter wristapp header files:



The figure below shows the file list for the counter wristapp source files:



## 5.10 Coding the WristApp

### 5.10.1 Header File

Most of the items in the header files are redefinitions to the system equates provided by the M851 OS. The equates are redefined to make the label more descriptive of the operation or function. For example, the switch event equate COREEVENT\_SWITCH1DEPRESS in the counter set state handler could be redefined as CNT\_CHANGE\_TO\_NEXT\_FIELD\_SETTING to indicate a function to change to the next setting field position.

```

; =====
; STATE REDEFINITIONS
; =====

CNTBANNERSTATE          equ    COREBANNERSTATE
CNTDEFAULTSTATE        equ    COREDEFAULTSTATE
CNTSETBANNERSTATE      equ    CORESETBANNERSTATE
CNTSETSTATE            equ    CORESETSTATE

; =====
; EVENT REDEFINITIONS
; =====

CNT_STATEENTRY         equ    COREEVENT_STATEENTRY
CNT_TIMEOUTDONELOWRES equ    COREEVENT_TIMEOUTDONE_LOWRES

```

```

CNT_TIMEOUTDONEHIGHRES      equ      COREEVENT_TIMEOUTDONE_HIGHRES
CNT_TIMEOUTDONESTICKY       equ      COREEVENT_STICKY_TIMEOUTDONE
CNT_ELDEPRESS               equ      COREEVENT_CROWN_EL_DEPRESS
CNT_ELRELEASE               equ      COREEVENT_CROWN_EL_RELEASE
CNT_CROWNHOME               equ      COREEVENT_CROWN_HOME
CNT_CROWNSET                equ      COREEVENT_CROWN_SET1
CNT_CWPULSES                equ      COREEVENT_CW_PULSES
CNT_CCWPULSES               equ      COREEVENT_CCW_PULSES
CNT_CWEDGE                  equ      COREEVENT_CW_EDGE_TRAILING
CNT_CCWEDGE                 equ      COREEVENT_CCW_EDGE_TRAILING
CNT_MODEDEPRESS             equ      COREEVENT_SWITCH1DEPRESS
CNT_STOPRESETDEPRESS        equ      COREEVENT_SWITCH2DEPRESS
CNT_STARTSPLITDEPRESS       equ      COREEVENT_SWITCH3DEPRESS
CNT_MODERELEASE             equ      COREEVENT_SWITCH1RELEASE
CNT_STOPRESETRELEASE        equ      COREEVENT_SWITCH2RELEASE
CNT_STARTSPLITRELEASE       equ      COREEVENT_SWITCH3RELEASE
CNT_POPUPCANCEL             equ      COREEVENT_MELODYPOPUPCANCEL
CNT_DISPLAYUPDATETODRES     equ      COREEVENT_DISPLAY_UPDATE_TODRES
CNT_ICONREFRESH             equ      COREEVENT_ICON_REFRESH
CNT_ANYSWITCHDEPRESS        equ      COREEVENT_ANYSWITCHDEPRESS
CNT_ANYSWITCHRELEASE        equ      COREEVENT_ANYSWITCHRELEASE

;=====
; SWITCH MASK REDEFINITIONS
;=====

CNTSWITCHMASK_MODE          equ      bCORESwitch1
CNTSWITCHMASK_STOPRESET     equ      bCORESwitch2
CNTSWITCHMASK_STARTSPLIT    equ      bCORESwitch3
CNTSWITCHMASK_CW            equ      bCORECWSwitch
CNTSWITCHMASK_CCW           equ      bCORECCWSwitch
CNTSWITCHMASK_EL            equ      bCOREELSwitch

CNTSWITCHMASK_CW_CCW_EL     equ      (CNTSWITCHMASK_CW|CNTSWITCHMASK_CCW| _
CNTSWITCHMASK_EL)

;=====
; HIGH RESOLUTION TIMEOUT DEFINITIONS (Based on 8Hz)
;=====

CNTHIRESTO_1P5SECONDS      equ      TIMEOUTHIRE_1P5SEC
CNTHIRESTO_2SECONDS        equ      TIMEOUTHIRE_2SEC

;=====
; MISCELLANEOUS DEFINITIONS
;=====

; minimum value for the counter data in BCD format
CNTMINDATA                  equ      0000h

; maximum value for the counter data in BCD format
CNTMAXDATA                  equ      0999h

```

### 5.10.2 Variable File

There is no requirement to separate the contents of the header and variable files. It is coded into separate files for maintenance purposes only.

```

;=====
; COUNTER APPLICATION SYSTEM DATA
;=====

; indicates the starting offset for the ASD. This is always 0x00.
CNTSYSTEMDATASTARTOFFSET   equ      0

CNTFLAGSOFFSET              equ      0
    bcCNTCountDown          equ      00000001B          ; b0 : 0 - Count up
                                                                ;   : 1 - Count down

; Storage for counter data in BCD format.

```

```

CNTDATAOFFSET          equ    1
CNTDATAHIOFFSET        equ    2

; indicates the number of bytes to be allocated in the ASD
CNTSYSTEMDATASIZE      equ    3

;=====
; COUNTER APPLICATION DATABASE DATA
;=====

CNTDATABASESTARTOFFSET equ    CNTSYSTEMDATASIZE
CNTDATABASEDATASIZE    equ    0

;=====
; FOREGROUND VARIABLE REDEFINITIONS
;=====

CNTTempFlags           equ    (COREForegroundCommonBuffer + 0)
    bcNTSetDirection    equ    00000001B ; b0 : 0 - Change counter data.
                                ;      : 1 - Change direction.

```

**NOTES:****APPLICATION SYSTEM DATA**

*Variables stored in this section will maintain its data throughout the life of the application. Access to these variables must be through the index access instructions since the absolute address of the variables is determined only during run-time.*

*For example:*

```

; Set IYReg the address of the counter ASD.
ld    IY, [CORECurrentASDAddress]

; load counter flag value into A register
ld    A, [IY + CNTFLAGSOFFSET]

```

**FOREGROUND VARIABLE**

*Variables stored in this section will be available only if the application is the foreground application. Upon return from a mode change or from a popup, the data stored in this section previously must be assumed to be destroyed.*

*Compared to data stored in the Application System Data area, variables can be accessed directly. The absolute address of the variable can be determined at design time.*

*For example:*

```

; Load the data that contains the current
; setting item.
ld    A, [CNTTempFlags]
bit   A, #bcNTSetDirection
jr    Z, cntSetDispAndReqBlinkSetData

```

**5.10.3 Banner State Handler**

The core provides a common code for the banner state handler. This handles all the requirements for a basic banner state handler.

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF

DEFINE SUBROUTINE      "'cntwaBannerStateManager'"

GLOBAL cntwaBannerStateManager

cntwaBannerStateManager:
    car    coreCommonBannerStateHandler
    ret

```

**NOTES:**


---

<b>GLOBAL FunctionName</b>	<i>This will indicate to the assembler and linker system that this function is available to all files compiled in a project.</i>
----------------------------	--

---

<pre> IF @DEF('SUBROUTINE')     UNDEF SUBROUTINE ENDIF DEFINE SUBROUTINE "'FunctionName'" </pre>	<i>This is a required code prior to a function. The APIs are designed for the M851 OS and would require the SUBROUTINE token to be defined.</i>
--	---

---

**5.10.4 Default State Handler**

The following is the code for the Counter default state handler.

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE      "'cntDefaultStateManager'"

GLOBAL cntDefaultStateManager

cntDefaultStateManager:

    ; Set IYReg the address of the counter ASD.
    ld    IY, [CORECurrentASDAddress]

    ; load in the system event to be processed
    ld    A, [CORECurrentEvent]

    ; Check if state entry event.
    cp    A, #CNT_STATEENTRY
    jr    Z, cntDefaultStateStateEntryEvent

    ; Check if start/split depress event.
    cp    A, #CNT_STARTSPLITDEPRESS
    jr    Z, cntDefaultStateStartSplitDepressEvent

    ; Check if stop/reset depress event.
    cp    A, #CNT_STOPRESETDEPRESS
    jr    Z, cntDefaultStateStopResetDepressEvent

    ; Check if stop/reset release event.
    cp    A, #CNT_STOPRESETRELEASE
    jr    Z, cntDefaultStateStopResetReleaseEvent

    ; Check if mode depress event.
    cp    A, #CNT_MODEDEPRESS
    jr    Z, cntDefaultStateModeDepressEvent

    ; Check if timeout hi-res done event.
    cp    A, #CNT_TIMEOUTDONEHIGHRES

```



```

jr      Z, cntDefaultStateTimeoutHiResDoneEvent

; Check if crown set event.
cp      A, #CNT_CROWNSET
jr      NZ, cntDefaultStateExit

;*****
; CROWN SET
;*****

; request a state change to the set banner state
ld      B, #CNTSETBANNERSTATE
CORE_REQ_STATE_CHANGE

cntDefaultStateExit:
ret

cntDefaultStateStateEntryEvent:

;*****
; STATE ENTRY
;*****

; Suspend ring event. Not used in this state.
CORE_SUSPEND_RING_EVENTS

; allow switch releases to be passed to this current state
CORE_ENABLE_SWITCH_RELEASE

;-----
; W A R N I N G !!! This is a fall through. Do not rearrange.
;-----

cntDefaultSubStateEntry:
cntDefaultStateStopResetReleaseEvent:

;*****
; STOP/RESET RELEASE
;*****

push    IY
; display message count
LCD_CLR_DISPLAY
LCD_DISP_SEG_MSG_COUNT
pop     IY

;-----
; Displays an arrow on the small dot matrix. The position will
; depend on the count direction.
;-----
car     cntDisplayArrowOnSDM

;-----
; Displays the counter data on the main dot matrix using
; large fonts.
;-----
jr     cntDisplayCounterData

cntDefaultStateStartSplitDepressEvent:

;*****
; START/SPLIT DEPRESS
;*****

; Cancel current switch release. Not needed in this state.
HW_KBD_CANCEL_CURRENT_SWITCH_RELEASE

; Get the current counter value.
ld      HL, IY
add     HL, #CNTDATAOFFSET
ld      HL, [HL]

```

```

; Load AReg with the counter status flag data and check the
; counting direction.
ld    A, [IY + CNTFLAGSOFFSET]
bit   A, #bCNTCountDown
jr    Z, cntDefaultStartSplitDepressCountUp

;=====
; COUNT DOWN OPERATION
;=====

; Check whether it is in the minimum value.
cp    HL, #CNTMINDATA
jr    C, cntDefaultStartSplitDepressExit
jr    Z, cntDefaultStartSplitDepressExit

;-----
; Subtract 1 to the counter data.
;-----
car   cntSubDataBy1

jr    cntDefaultSSDispDataAndReqAlert

cntDefaultStartSplitDepressCountUp:

;=====
; COUNT UP
;=====

; Check whether it is in the minimum value.
cp    HL, #CNTMAXDATA
jr    NC, cntDefaultStartSplitDepressExit

;-----
; Add 1 to the counter data.
;-----
car   cntAddDataBy1

cntDefaultSSDispDataAndReqAlert:

;-----
; Displays the counter data on the main dot matrix using
; large fonts.
;-----
car   cntDisplayCounterData

;-----
; Generate alert to indicated that it has successfully
; decremented/incremented the counter.
;-----
AUDSTART_SYSTEM_MELODY AUDSWBEEPMELODY, AUDNOMELODYDONEEVENT

cntDefaultStartSplitDepressExit:
ret

cntDefaultStateStopResetDepressEvent:

; *****
; STOP/RESET DEPRESS
; *****

; Get the current counter value and check whether it is in the
; minimum value.

add   IY, #CNTDATALOOFFSET
ld    BA, [IY]

cp    BA, #CNTMINDATA
jr    Z, cntDefaultStopResetDepressExit

; Not yet in its minimum.

```

```

; Request 2sec timeout.
CORE_REQ_TIMEOUT_HIRES  CNTHIRESTO_2SECONDS

LCD_CLR_DISPLAY
LCD_DISP_SMALL_DM_MSG_HOLD_TO_RESET

cntDefaultStopResetDepressExit:
    ret

cntDefaultStateModeDepressEvent:
    ;*****
    ; MODE DEPRESS
    ;*****
    CORE_REQ_MODE_CHANGE_NEXT
    ret

cntDefaultStateTimeoutHiResDoneEvent:
    ;*****
    ; TIMEOUT DONE HI-RES
    ;*****

    ; Cancel current switch release.  Not needed in this state.
    HW_KBD_CANCEL_CURRENT_SWITCH_RELEASE

    AUDSTART_SYSTEM_MELODY AUDSWBEEPMELODY, AUDNOMELODYDONEEVENT

    ; Clear counter data.
    ld    A, #0
    ld    [IY + CNTDATA LOFFSET], A
    ld    [IY + CNTDATA HI OFFSET], A

    ; Redisplay everything.
    jr    cntDefaultSubStateEntry

```

### 5.10.5 Set Banner State Handler

The core provides a common code for the set banner state handler. It requires application specific code to handle what to display during state entry. The rest of the code handles the basic requirements for the set banner state handler.

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE    "'cntSetBannerStateManager'"

GLOBAL cntSetBannerStateManager

cntSetBannerStateManager:

    ; Get the event to be processed.
    ld    A, [CORECurrentEvent]

    ; Check if State Entry Event.
    cp    A, #CNT_STATEENTRY
    jr    NZ, utlSetBannerStateManager

    ;*****
    ; STATE ENTRY
    ;*****

    LCD_DISP_SMALL_DM_MSG_SET_COUNTER
    jr    utlSetBannerStateManager

```

## 5.10.6 Set State Handler

The following is the code for the Counter set state handler.

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF

DEFINE SUBROUTINE      "'cntSetStateManager'"

GLOBAL cntSetStateManager

cntSetStateManager:

    ; Set IYReg the address of the counter ASD.
    ld    IY, [CORECurrentASDAddress]

    ld    A, [CORECurrentEvent]

    cp    A, #CNT_STATEENTRY
    jr    Z, cntSetStateStateEntryEvent

    cp    A, #CNT_MODEDEPRESS
    jr    Z, cntSetStateModeDepressEvent

    cp    A, #CNT_STOPRESETDEPRESS
    jr    Z, cntSetStateStopResetDepressEvent

    cp    A, #CNT_CWPULSES
    jr    Z, cntSetStateCWPulseEvent

    cp    A, #CNT_CCWPULSES
    jr    Z, cntSetStateCCWPulseEvent

    cp    A, #CNT_CROWNHOME
    jr    NZ, cntSetStateExit

;*****
; CROWN HOME
;*****

    ld    B, #CNTDEFAULTSTATE
    CORE_REQ_STATE_CHANGE

cntSetStateExit:
    ret

cntSetStateStateEntryEvent:

;*****
; STATE ENTRY
;*****

    ; Enable pulse mode to change values.
    CORE_ENABLE_PULSE_MODE

    ; Mask start/split key. This event is not needed.
    CORE_MASK_KEYS (CNTSWITCHMASK_STARTSPLIT | CNTSWITCHMASK_EL)

    ; Clear the bit indicating that the first set item is the counter
    ; data.
    ld    HL, #CNTTempFlags
    and   [HL], #@LOW(~bCNTSetDirection)

;-----
; Refresh the display and request blinking on the editable field.
; Destroys BAREg, HLReg, IXReg.
; Input: IYReg - ASD address.
;-----
    jr    cntSetRedisplayAndReqBlink ; **EXTERNAL JUMP

```

```

cntSetStateModeDepressEvent:
cntSetStateStopResetDepressEvent:
;*****
; STOP/RESET & MODE DEPRESS
;*****

; Load the address to HLReg and toggle the set direction flag.
ld      HL, #CNTTempFlags
xor     [HL], #bCNTSetDirection

;-----
; Clear the entire display.
;-----
LCD_CLR_DISPLAY

;-----
; Refresh the display and request blinking on the editable field.
;-----
jr      cntSetRedisplayAndReqBlink ; **EXTERNAL JUMP

cntSetStateCWPulseEvent:
;*****
; CW PULSE (Increment Field Value)
;*****

; Check the item to be set.
ld      HL, #CNTTempFlags
bit     [HL], #bCNTSetDirection
jr      NZ, cntSetStateToggleDirection

;-----
; Add counter data by acceleration value.
; Destroys BAREg, IXReg, HLReg.
; Input: IYReg - ASD address
;        COREEventArgument - Number of pulses
;-----
car     cntAddDataByAcceleration

;-----
; Refresh the display and request blinking on the editable field.
; Destroys BAREg, HLReg, IXReg.
; Input: IYReg - ASD address.
;-----
jr      cntSetRedisplayAndReqBlink ; **EXTERNAL JUMP

cntSetStateCCWPulseEvent:
;*****
; CCW PULSE (Decrement Field Value)
;*****

; Check the item to be set.
ld      HL, #CNTTempFlags
bit     [HL], #bCNTSetDirection
jr      NZ, cntSetStateToggleDirection

;-----
; Subtract counter data by acceleration value.
; Destroys BAREg, IXReg.
; Input: IYReg - ASD address
;        COREEventArgument - Number of pulses
;-----
car     cntSubDataByAcceleration

;-----
; Refresh the display and request blinking on the editable field.
; Destroys BAREg, HLReg, IXReg.
; Input: IYReg - ASD address.

```

```

;-----
jr      cntSetRedisplayAndReqBlink ; **EXTERNAL JUMP

cntSetStateToggleDirection:

; Toggle count-up/countdown bit.
ld      A, [IY + CNTFLAGSOFFSET]
xor     A, #bCNTCountDown
ld      [IY + CNTFLAGSOFFSET], A

;-----
; Clear line 2 only so that the display would not look like
; garbage when changing from "DOWN" to "UP".
; Destroys AReg, IXReg.
;-----
LCD_CLR_MAIN_DM_LINE2

;-----
; Refresh the display and request blinking on the editable field.
; Destroys BReg, HLReg, IXReg.
; Input: IYReg - ASD address.
;-----
jr      cntSetRedisplayAndReqBlink ; **EXTERNAL JUMP

```

### 5.10.7 Background Handler

The following code handles the events passed by the M851 OS to the counter wristapp background handler. Only the INIT event is seen processed here. The TASKEEXIT, PEEK, and APP\_SHUTDOWN\_FOR\_COMM are handled only as return instructions.

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE      "'cntBackgroundHandler'"

GLOBAL cntBackgroundHandler

cntBackgroundHandler:

; Load the event to be process to AReg.
ld      A, [COREBackgroundEvent]

; Check if INIT event.
cp      A, #COREEVENT_INIT
jr      NZ, cntBackgroundProcessExit

cntBackgroundInitEvent:

;*****
; INITIALIZATION THROUGH COMM MODE
;*****

;-----
; Counter initial data.
; Data - 0
; Count up
;-----

ld      A, #0
ld      IY, [CORECurrentASDAddress]
ld      [IY + CNTFLAGSOFFSET], A
ld      [IY + CNTDATALOFFSET], A
ld      [IY + CNTDATAHIOFFSET], A

cntBackgroundProcessExit:
ret

```

## 5.10.8 Display Routines

The following is the code for the Counter display routines.

### cntDisplayArrowOnSDM

### cntDisplayArrowDownOnSDM

### cntDisplayArrowUpOnSDM

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF

DEFINE SUBROUTINE      "'cntDisplayArrowOnSDM'"

GLOBAL cntDisplayArrowOnSDM
GLOBAL cntDisplayArrowDownOnSDM
GLOBAL cntDisplayArrowUpOnSDM

cntDisplayArrowOnSDM:

    ; Get the status flags.
    ld    A, [IY + CNTFLAGSOFFSET]

    ; Check the counting direction.
    bit   A, #bCNTCountDown
    jr    Z, cntDisplayArrowUpOnSDM

cntDisplayArrowDownOnSDM:

    ; Load the character to be displayed.
    ld    L, #DM5_DOWNARROW

    jr    cntDispArrowOnSDMDisplay

cntDisplayArrowUpOnSDM:

    ; Load the character to be displayed.
    ld    L, #DM5_UPARROW

cntDispArrowOnSDMDisplay:

    ;-----
    ; Display proportional width character.
    ; Destroys BReg, HLReg, IXReg.
    ; Input: LReg - Character to be displayed.
    ;         IXReg- Starting DM column.
    ;-----
    ld    IX, #LCDUPPERDMCOL1
    LCD_DISP_SMALL_PROP_WIDTH_DM_CHAR
    ret

```

### cntDisplayCounterData

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF

DEFINE SUBROUTINE      "'cntDisplayCounterData'"

GLOBAL cntDisplayCounterData

cntDisplayCounterData:

    ;-----
    ; Display a large-font, 3-digit DM data with zero suppression
    ; on leading digit positions.
    ; Destroys BReg, HLReg, IXReg.
    ; Input: BReg - 100's digit BCD data.
    ;         AReg - Packed 10's and 1's digit BCD data.
    ;         IXReg- Starting DM column.
    ;-----

```

```

;-----
ld    IY, [CORECurrentASDAddress]
ld    A, [IY + CNTDATALOFFSET]
ld    B, [IY + CNTDATAHIOFFSET]
ld    IX, #LCDBIGCHARDMCOL8
LCD_DISP_BIG_3DIGIT_DM_DATA_NO_LSD_SUP
ret

```

### cntDisplayCountDirection

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE    "'cntDisplayCountDirection'"

GLOBAL cntDisplayCountDirection

cntDisplayCountDirection:

    ; Get the status flags and check the counting direction.
    ld    IY, [CORECurrentASDAddress]
    ld    A, [IY + CNTFLAGSOFFSET]
    bit   A, #bCNTCountDown
    jr    Z, cntDisplayDirectionArrowUp

    ; Display "COUNT DOWN" on the main DM.
    LCD_DISP_SMALL_DM_MSG_COUNT_DOWN

    ; Display arrow down on SDM.
    jr    cntDisplayArrowDownOnSDM    ; **EXTERNAL JUMP

cntDisplayDirectionArrowUp:

    ; Display "COUNT UP" on the main DM.
    LCD_DISP_SMALL_DM_MSG_COUNT_UP

    ; Display arrow up on SDM.
    jr    cntDisplayArrowUpOnSDM    ; **EXTERNAL JUMP

```

### cntClearL2AndSDM

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE    "'cntClearL2AndSDM'"

GLOBAL cntClearL2AndSDM

cntClearL2AndSDM:

    ; Clear SDM.
    LCD_CLEAR_UPPER_DM

    ; Clear line 2.
    LCD_CLR_MAIN_DM_LINE2
ret

```

### cntSetRedisplayAndReqBlink

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE    "'cntSetRedisplayAndReqBlink'"

GLOBAL cntSetRedisplayAndReqBlink

cntSetRedisplayAndReqBlink:

    CORE_REQ_BLINK_4HZ

```



```

; Load the data that contains the current setting item.
ld      A, [CNTTempFlags]
bit     A, #bCNTSetDirection
jr      Z, cntSetDispAndReqBlinkSetData

; Change the counting direction.

; Display "COUNT DOWN" or "COUNT UP" and "Arrow Down" or
; "Arrow Up" on main DM and SDM respectively.
car     cntDisplayCountDirection

; Setup the routines to be called for blinking.
LCD_WRITE_4HZ_GEN_BLINK_DISP_ROUTINE_ADDR cntDisplayCountDirection
LCD_WRITE_4HZ_GEN_BLINK_CLR_ROUTINE_ADDR cntClearL2AndSDM
ret

cntSetDispAndReqBlinkSetData:

; Change the counter value.

; Displays the counter data on the main dot matrix using large
; fonts.
car     cntDisplayCounterData

; Display "SET" on 9 segment.
LCD_DISP_SEG_MSG_SET

; Setup the routines to be called for blinking.
LCD_WRITE_4HZ_GEN_BLINK_DISP_ROUTINE_ADDR cntDisplayCounterData
LCD_WRITE_4HZ_GEN_BLINK_CLR_ROUTINE_ADDR lcdClearMainDM
ret

```

### 5.10.9 Utility Routines

The following is the code for the Counter utility routines.

#### cntAddDataBy1

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE      "'cntAddDataBy1'"

GLOBAL cntAddDataBy1

cntAddDataBy1:

    push    SC

; Use decimal addition.
UTL_DECIMAL_MATH_MODE

; Value to be added to the counter data.
ld      A, #01h

; Compute the new counter data.
; Popping of SCReg is done inside the routine.
jr      cntAddDataBy1EntryPoint

```

#### cntAddDataByAcceleration

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF

DEFINE SUBROUTINE      "'cntAddDataByAcceleration'"

```

```

GLOBAL cntAddDataByAcceleration

cntAddDataByAcceleration:                                ; **SUBROUTINE
cntAddDataByAcceleration

    push    SC

    ; Use decimal addition.
    UTL_DECIMAL_MATH_MODE

    ;-----
    ; Determine the acceleration factor for COREEventArgument and
    ; write factor into AReg.
    ;-----

    ;-----
    ; Get starting address into the acceleration table then subtract
    ; it by 1 to get the exact acceleration data. Take note that
    ; the least number of pulses that the system will send is 1.
    ;-----
    ld     IX, #utlAccelerationTable1Min - 1

    ; Get the number of pulses.
    ld     L, [COREEventArgument]

    ; Get the acceleration factor.
    ld     A, [IX + L]

cntAddDataBy1EntryPoint:
    ;-----
    ; Note for using this as the entry point.
    ; AReg - Value to be added to the current counter.
    ; IYReg- Counter ASD address.
    ; SReg should be pushed.
    ; bDecimalFlag should be set.
    ;-----

    push   IY

    ; Set HLReg and IYReg to point to the data low address.
    add    IY, #CNTDATAOFFSET
    ld     HL, IY

    ; Increment the counter.
    add    [HL], A
    inc    HL
    adc    [HL], #0

    ; Get the current counter data.
    ld     HL, [IY]

    ;-----
    ; Check if counter data exceeds its maximum. If it exceeds
    ; then compute for the excess data so that it would look
    ; like it has wraparound.
    ;-----
    cp     HL, #CNTMAXDATA
    jr     C, cntAddDataExit
    jr     Z, cntAddDataExit

    ld     HL, IY
    sub    [HL], #@LOW(CNTMAXDATA+1)
    inc    HL
    sbc    [HL], #@HIGH(CNTMAXDATA)

cntAddDataExit:

    pop    IY
    pop    SC
    ret

```

**cntSubDataBy1**

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE      "'cntSubDataBy1'"

GLOBAL cntSubDataBy1

cntSubDataBy1:
; **SUBROUTINE cntSubDataBy1

    push    SC

    ; Use decimal addition.
    UTL_DECIMAL_MATH_MODE

    ; Value to be subtracted to the counter data.
    ld      A, #01h

    ; Compute the new counter data.
    ; Popping of SCReg is done inside the routine.
    jr      cntSubDataBy1EntryPoint

```

**cntSubDataByAcceleration**

```

IF @DEF('SUBROUTINE')
    UNDEF SUBROUTINE
ENDIF
DEFINE SUBROUTINE      "'cntSubDataByAcceleration'"

GLOBAL cntSubDataByAcceleration

cntSubDataByAcceleration:

    push    SC

    ; Use decimal addition.
    UTL_DECIMAL_MATH_MODE

    ;-----
    ; Determine the acceleration factor for COREEventArgument and
    ; write factor into AReg.
    ;-----

    ;-----
    ; Get starting address into the acceleration table then subtract
    ; it by 1 to get the exact acceleration data. Take note that
    ; the least number of pulses that the system will send is 1.
    ;-----
    ld      IX, #utlAccelerationTable1Min - 1

    ; Get the number of pulses.
    ld      L, [COREEventArgument]

    ; Get the acceleration factor.
    ld      A, [IX + L]

cntSubDataBy1EntryPoint:
;-----
; Note for using this as the entry point.
; AReg - Value to be added to the current counter.
; IYReg- Counter ASD address.
; SCReg should be pushed.
; bDecimalFlag should be set.
;-----

    push    IY

    ; Set HLReg and IYReg to point to the data low address.
    add     IY, #CNTDATA1OFFSET

```

```

ld      HL, IY

; Decrement the counter.
sub     [HL], A
inc     HL
sbc     [HL], #0

; Get the current counter data.
ld      HL, [IY]

;-----
; Check if counter data exceeds its minimum.  If it exceeds
; then compute for the excess data so that it would look
; like it has wraparound.
;-----

cp      HL, #CNTMAXDATA
jr      C, cntSubDataExit
jr      Z, cntSubDataExit

ld      HL, IY
add     [HL], #@LOW(CNTMAXDATA + 1)
inc     HL
adc     [HL], #@HIGH(CNTMAXDATA)

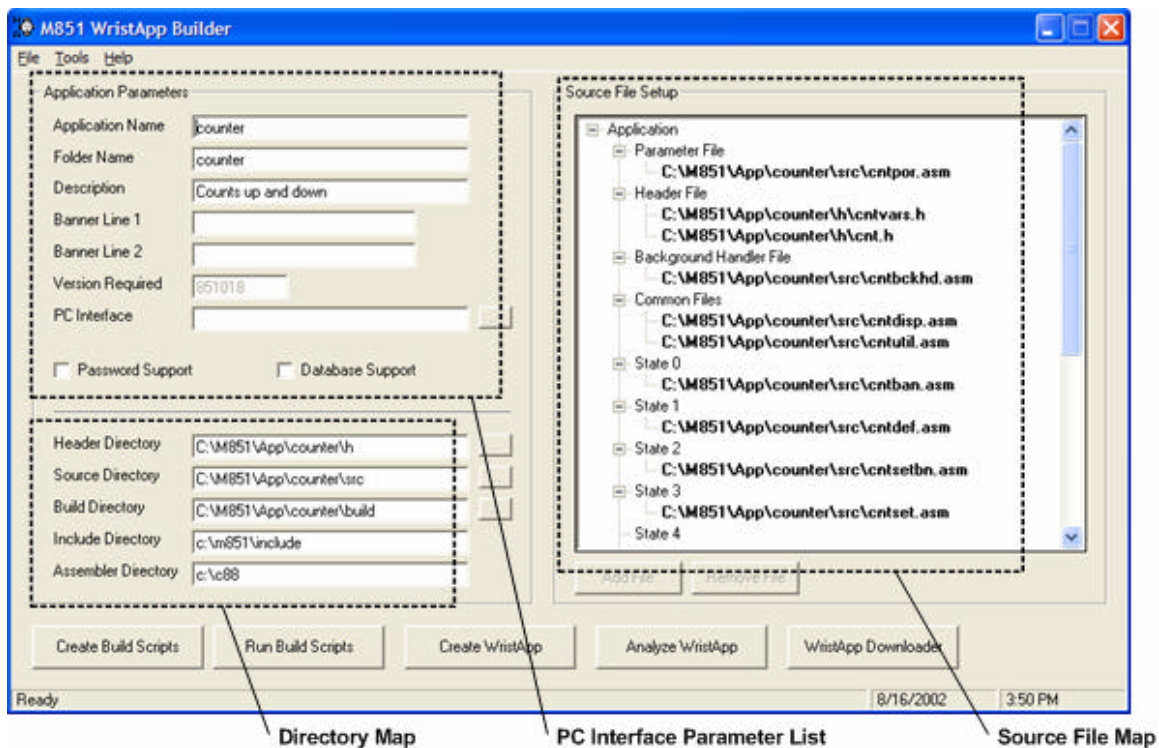
cntSubDataExit:

pop     IY
pop     SC
ret

```

## 5.11 Creating the WristApp

This section will guide you to a series of steps to build a WristApp. At this point, it is assumed that all files required for the wristapp has been coded (and hopefully reviewed). A WristApp Builder utility is provided in the SDK package that will facilitate the process. The utility is located in the C:\M851\BIN directory.



<b>Section</b>	<b>Description</b>
Directory Map	<i>Shows the locations of source files, executables, include files, and assembler files.</i>
PC Interface Parameter List	<i>Data source to fill out the *.APP file used by the PIM to download a WristApp to a watch.</i>
Source File Map	<i>A hierarchal view of the files associations to the actual wristapp function.</i>



**NOTE:** The information displayed in the utility is stored in a file *appname.SCR*. The file is created when the build scripts are generated or it was saved through the **File\Save** menu. The file is stored in the build directory of the application.

### 5.11.1 PC Interface Parameter List

Fill up all the required information in Application Parameter section.

<b>Field</b>	<b>Description</b>
Application Name	<i>Descriptive name of the application.</i>
Folder Name	<i>Indicates the application folder name. Entering data in the Folder Name text box will automatically fill up the required entries in the Directory Map section.</i>
Description	<i>A brief description of the application.</i>
Banner Line 1 Banner Line 2	<i>Mode banner message to be display in line either 1 and/or line 2. A blank entry in these two sections will tell the application to use the mode banner name indicated in the parameter file.</i>
Version Required	<i>Indicates the M851 firmware version that the wristapp is referencing.</i>
PC Interface	<i>Indicates the PC Interface of the wristapp. This interface will handle any special requirements of an application prior to download to the watch. This utility is also responsible for setting up the database that an application will require.</i>
Password Support	<i>Indicates if the wristapp is designed to support password protection that can be checked by the PIM.</i>
Database Support	<i>Indicates if the wristapp requires a database to be downloaded with the WristApp. This is checked by the PIM.</i>

### 5.11.2 Source File Map

Add the files associated with the different application sections.

<b>Section</b>	<b>Description</b>
Parameter File	<i>Application Parameter List file.</i>
Header File	<i>List of header files specific to the application. The variable file is to be located in this list.</i>
Background Handler File	<i>Background Handler source file. The background handler routine is</i>

*located as the first module in the common section.*

### Common Files

*List of files to be located in the common section of the overlay area. Generally, the utility files and the display source files are located in this list.*

### State *n* File

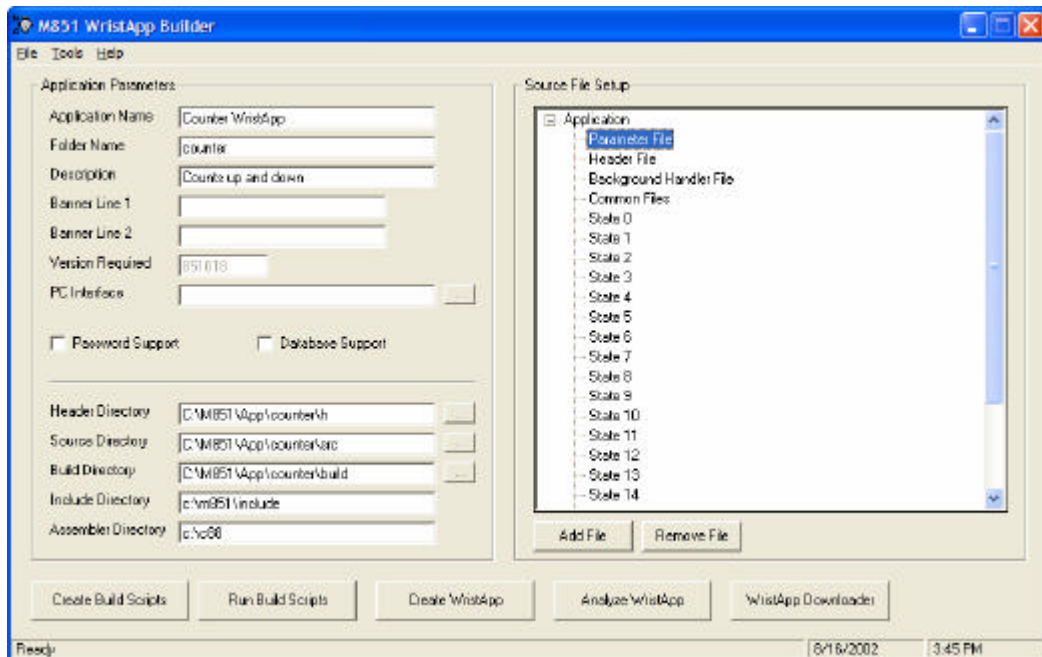
*Stores the source file of an associated state index.*

There are two procedures in adding files into each section of the Source File Map.

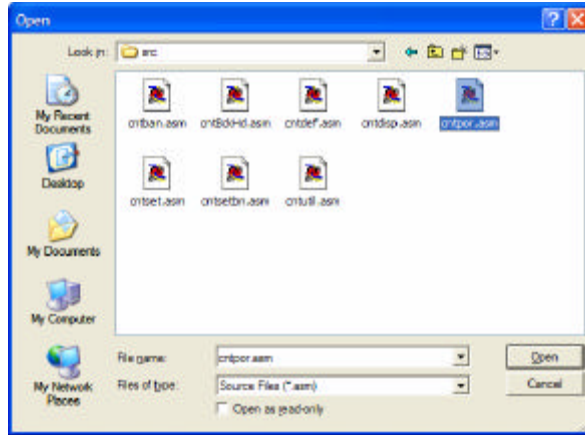
- Using the Add File button;
- Using Drag & Drop method from File Explorer.

### Adding a File using the Add File button.

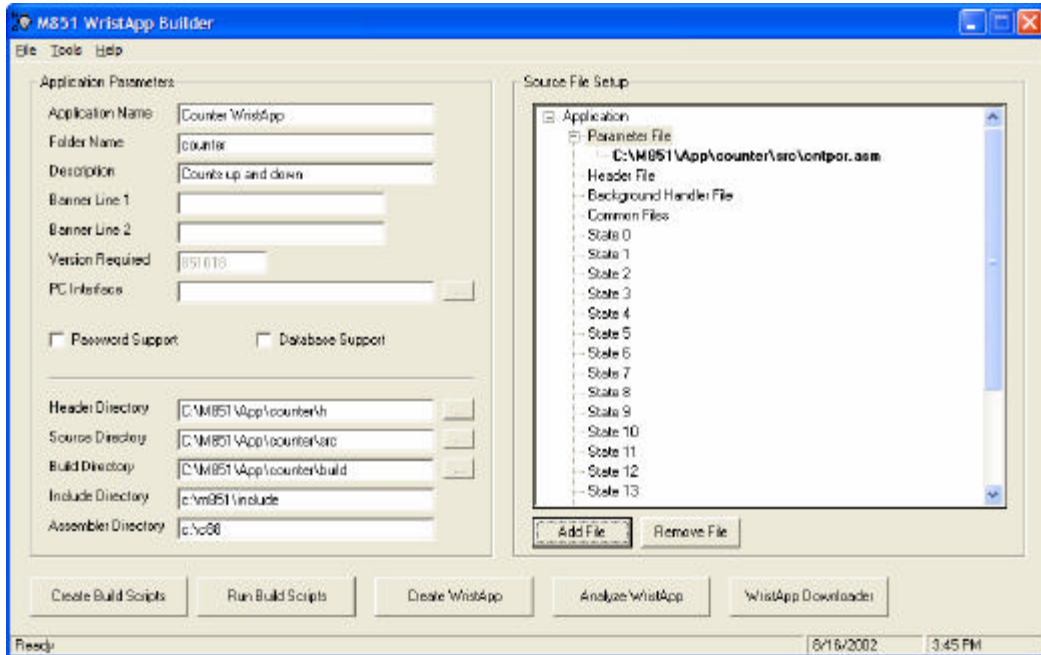
Click on a section where the new file is to be added (the figure shows the “Parameter File” being selected). Then click on the “**Add File**” button to open up the Open dialog window.



Select the file to be added in the section and click **Open**. The figure below shows the file “CNTPOR.ASM” selected.

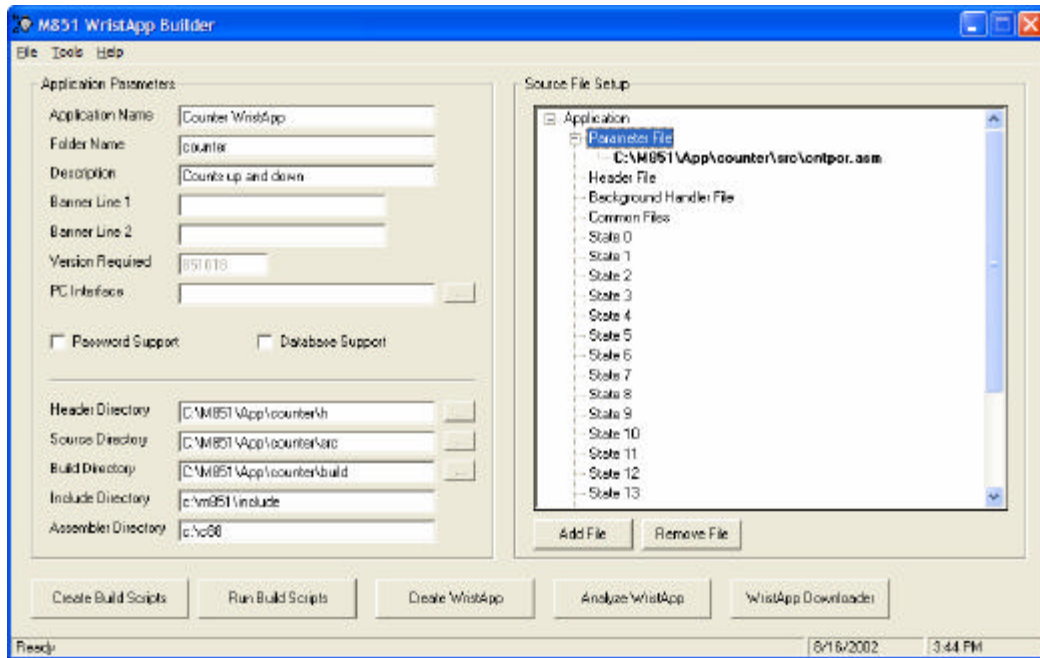


After this operation, the file CNTPOR.ASM will be added under the “Parameter File” section. See figure below.

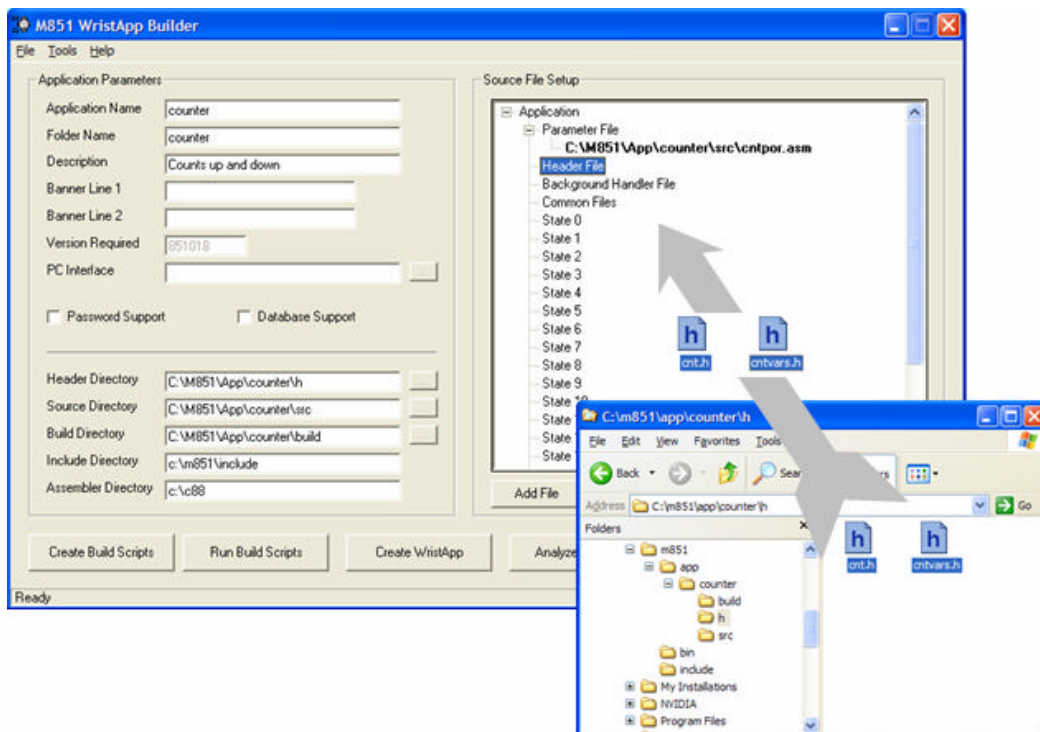


**Adding a file using File Explorer.**

Click on a section where the new file is to be added (the figure shows the “Header File” being selected).

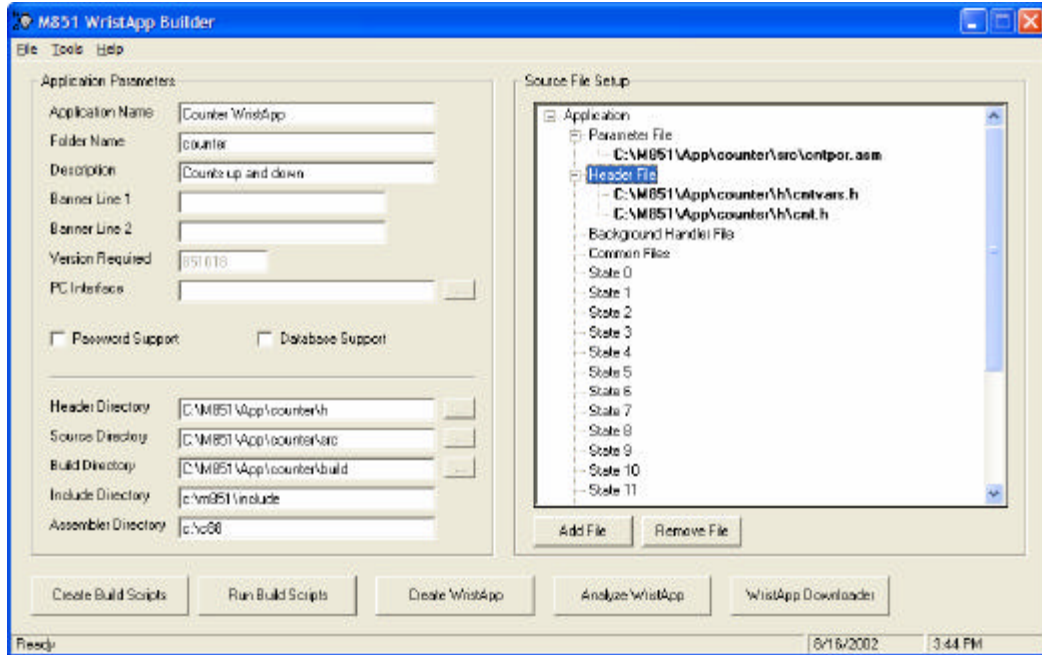


Open File Explorer and select the files to be added. Then click on the highlighted files and drag them over the Source File Setup List window.

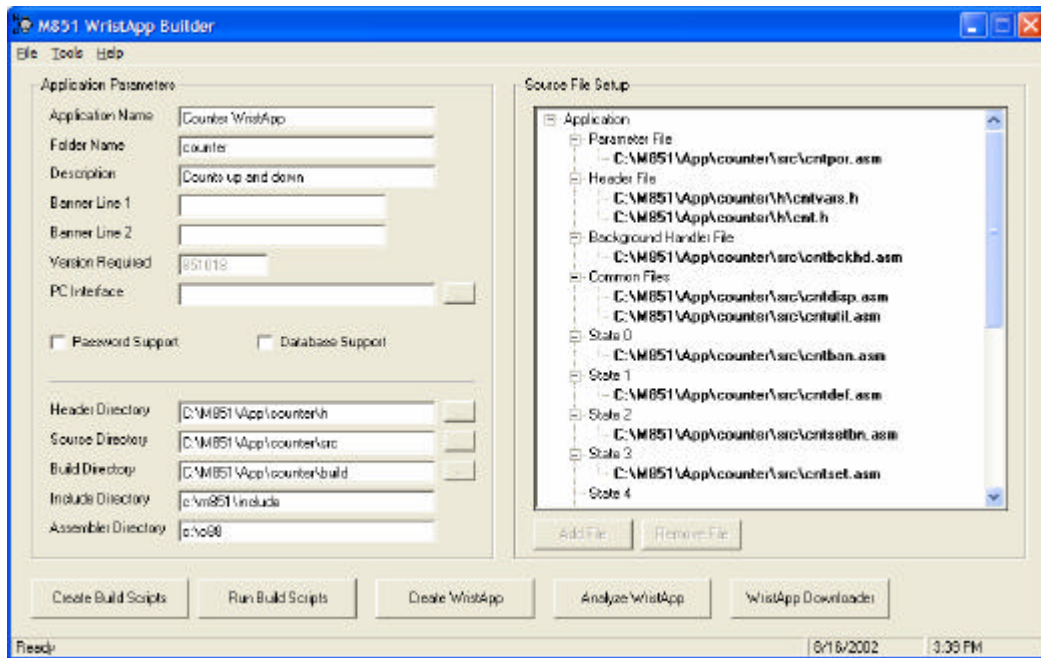


After this operation, the files CNT.H and CNTVARS.H will be added under the “Header File” section. See figure below.





The figure below shows all the files added into their respective sections for the counter wristapp.



### 5.11.3 Saving the Current Workspace

Selecting **File\Save** menu option will store the current workspace under the filename `C:\M851\APP\appname\build\appname.scr`. It can be loaded again by using the **File\Open** menu option.

### 5.11.4 Creating the Build Scripts

Clicking on the “Create Build Scripts” button will create all the required scripts that automates the assembly and linking of the source files. All script files will be created under the

C:\M851\APP\appname\BUILD directory. This process will also save the current workspace under the filename C:\m851\app\appname\build\appname.scr.

Create Build Scripts

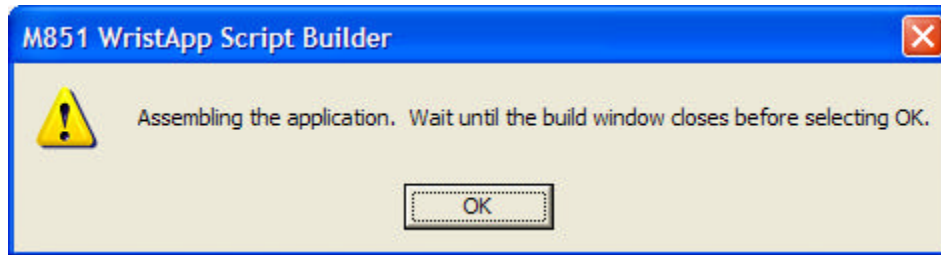


Once the build scripts are created, it is not required to create them again during the debugging process.

### 5.11.5 Executing the Build Scripts

Clicking on the “Run Build Scripts” button will execute all the scripts generated in the previous section. This process will open up a command window where all the required scripts are executed. The build process will take some time to complete.

Run Build Scripts



```

C:\WINDOWS\System32\cmd.exe
Could Not Find C:\m851\app\counter\build\*.out
Could Not Find C:\m851\app\counter\build\*.err
Could Not Find C:\m851\app\counter\build\*.lnl
Could Not Find C:\m851\app\counter\build\*.cal
Could Not Find C:\m851\app\counter\build\*.bak
Could Not Find C:\m851\app\counter\build\*.ers
EOC88 assembler v1.2 r3          SN00000000-061 (c) 2000 TASKING, Inc.

Section summary:
  NR ADDR  SIZE CYCLE NAME
  1 00F31A 00ea  351 .text
EOC88 object linker v1.2 r3      SN00000000-023 (c) 2000 TASKING, Inc.
EOC88 locator v1.2 r3          SN00000000-033 (c) 2000 TASKING, Inc.
SYMBOL GENERATION UTILITY (EPSON EOC88)
Version 1.00

MAKE EQUATE UTILITY (EPSON EOC88)
Version 1.00

      1 file(s) copied.
EOC88 assembler v1.2 r3          SN00000000-061 (c) 2000 TASKING, Inc.

```

*Build Window*

A successful build of the code sections for the counter will generate the following SRE files:

- COMMON.SRE
- STATE0.SRE
- STATE1.SRE
- STATE2.SRE
- STATE3.SRE



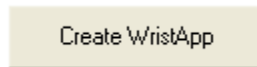
**NOTE:** Wait until the build process is complete. Do not click on the “Create WristApp” button until the command window is closed.



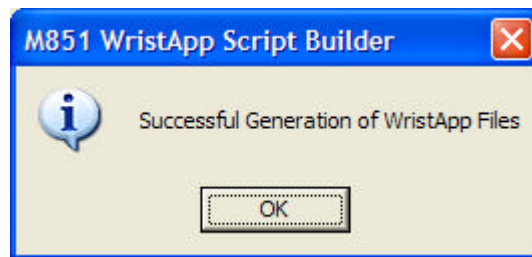
**WARNING:** Executing the build scripts does not necessarily mean that all the code sections has been compiled properly.

### 5.11.6 Creating the WristApp Downloadable Files

Clicking on the “Create WristApp” button will create the files that are downloaded to the watch.



If all the code sections has been compiled properly with no compile and build errors, the distribution files are generated for download and testing.



The distribution files are described below:

File	Description
<code>appname.app</code>	<i>This file is required by the PIM. This contains information about the application such as: user mode banner names, the code file, the parameter file, password support, firmware version requirements and PC WristApp Interface file.</i>  <i>The <b>appname</b> is the name of wristapp.</i>
<code>appname.txt</code>	<i>Description file for the PIM. This is a template only. Modify this template and save it under another directory for distribution</i>
<code>appname_par_nnn.bin</code>	<i>The parameter file contains information required by the watch that determines how the watch behaves in the system and its resource requirements.</i>  <i><b>appname</b> is the name of wristapp. <b>nnn</b> is the version number of the required M851 firmware.</i>

**appname\_code\_nnn.bin**

*This is the WristApp code stored in a format that the watch can readily grab the correct section to be loaded into the overlay area for execution.*

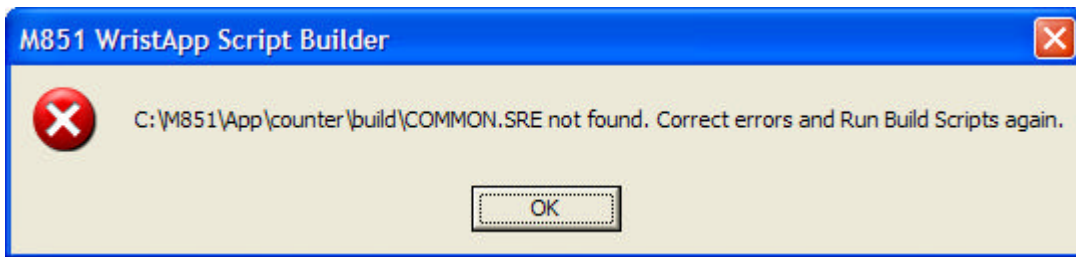
*The **appname** is the name of wristapp.  
**nnn** is the version number of the required M851 firmware.*

For the counter wristapp, these are the following files generated:

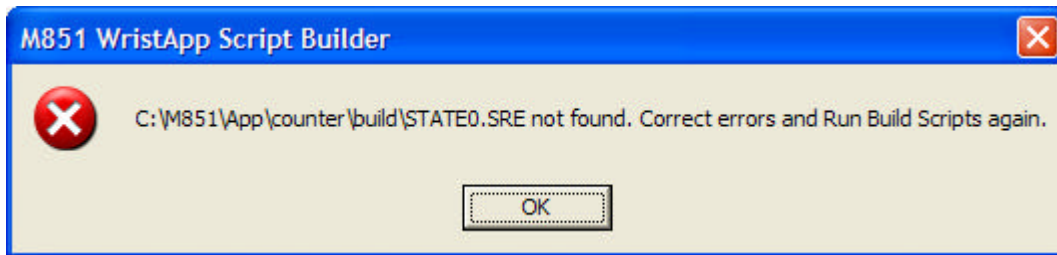
- counter.app
- counter.txt
- counter\_par\_018.bin
- counter\_code\_018.bin

If there are no errors in the source files, all the required files to build the downloadable file will be available and executing the Create WristApp Downloadable Files would be completed.

If the Create WristApp button displays a message indicating that a ????????.SRE is not found (as shown in the screen snapshots below), this indicates that the build script was unable to complete compiling the section due to errors in the source files attached to a section.



*Source files attached to the COMMON section have errors.*



*Source files attached to the STATE0 section have errors.*

If an error exists then you can view the source of the errors by opening the following files:

<b>File</b>	<b>Description</b>
<i>sourcename.ers</i>	<i>This error file is generated by the assembler (AS88.EXE). If successful, the output of the assembler is an OBJ file.  The <b>sourcename</b> could be the section that generated the error. For example: <i>common.ers, state0.ers, state1.ers</i> or <i>param.ers</i>.</i>
<i>sourcename.elk</i>	<i>This error file is generated by the linker (LK88.EXE). If successful, the output of the linker is an OUT file.</i>

The *sourcename* could be the section that generated the error. For example: *common.elk*, *state0.elk*, *state1.elk* or *param.elk*.

*sourcename.elc*

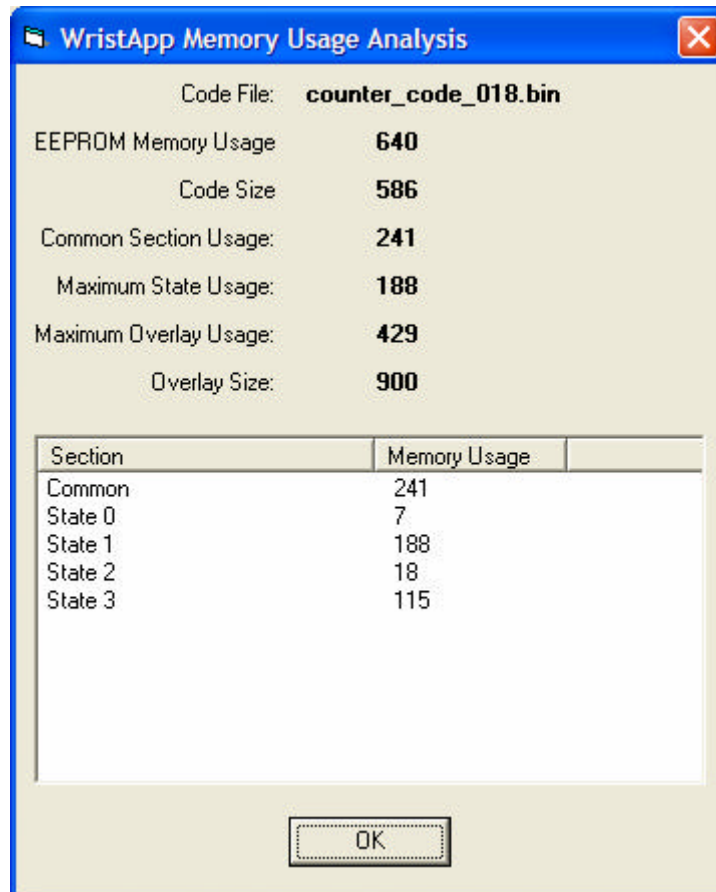
This error file is generated by the locator (*LC88.EXE*). If successful, the output of the locator is an *SRE* file.

The *sourcename* could be the section that generated the error. For example: *common.elc*, *state0.elc*, *state1.elc* or *param.elc*.

### 5.11.7 WristApp Memory Usage Analysis

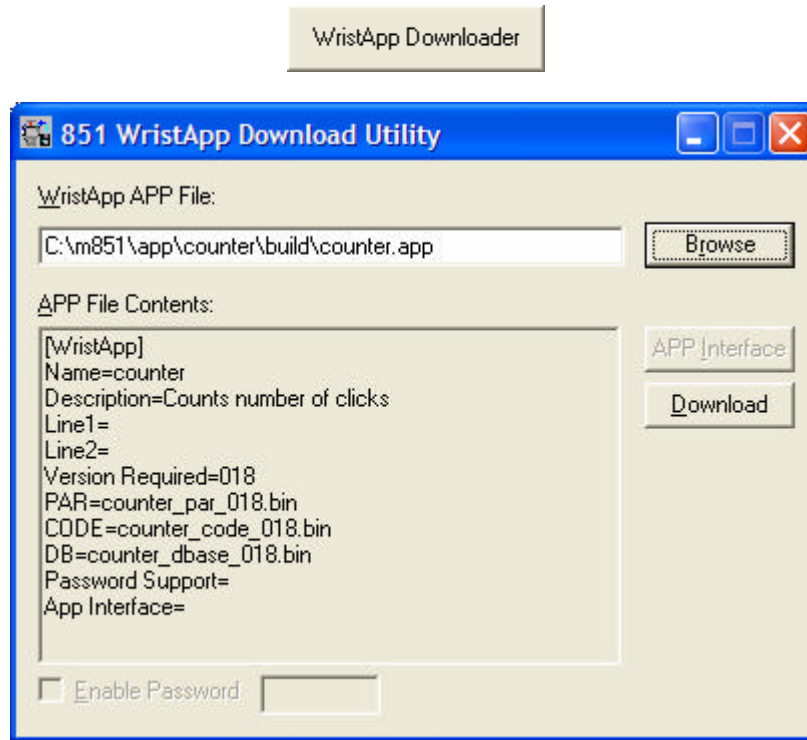
Clicking on the “Analyze WristApp” button will open up a window that shows the memory usage of the wristapp and determines if it can fit in the overlay memory area of the M851. A sample display is shown below. The maximum overlay usage must be within the 900 byte limitation.

Analyze WristApp

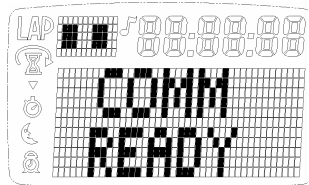


### 5.11.8 Downloading and Testing the WristApp

Clicking on the “WristApp Downloader” button will execute the “M851 WristApp Download Utility”. Once open, click on the “Browse” button and select the *appname.app* indicated in the previous section.



Connect the watch to the PC using the USB cable. Once the watch displays “COMM READY”, click on the “**Download**” button of the utility.



**NOTE:** The M851 WristApp Download Utility can be executed directly. It is located in the C:\M851\BIN directory.

If the downloaded WristApp has some execution errors, it may break the system by overwriting system variables or writing to hardware and LCD registers. This would lead to unpredictable operation on the watch. In most cases, the system can detect certain conditions and automatically initiate a reset of the watch. If the automatic detection does not work, then the following steps below can be taken to reset the watch.

- Initiate a software reset. This involves by first pushing the crown in, then holding all the three buttons (2 side pushers and 1 top pusher) down for 4 seconds (or whatever time the nightmode toggle duration was specified). The software reset will work only if the watch OS is still working. If this procedure does not work, then the hardware reset described next is the only procedure that will work.
- Hardware reset. This requires a jewelers screwdriver to open up the case back (4 screws) and shorting the two pads indicated by the battery label marking (RESET or A/C) and an arrow pointing to the reset pads.

### 5.11.9 Creating a Description File

Prepare a description file that will be used by the PIM to describe the wristapp. The filename is the same as the app file name. In this example, the description file is: COUNTER.TXT. The text below shows a sample entry for the description file in a regular text format. The PIM will be searching for an HTML formatted file (\*.HTML) first. If not available, it will search for a regular text file (\*.TXT) or an HTML formatted file (\*.HTML).

WRISTAPP: COUNTER

Description:

-----

The wristapp simulates a mechanical counter. The user can select either a count up or count down operation.

Usage:

-----

Default State:

-----

The arrow in the upper dot matrix region indicates the operation of the wristapp. Arrow-Up indicates a count-up. Arrow-Down indicates a count down operation.

The digit in the main dot matrix region indicates the current count.

Switches:

MODE - proceed to the next mode or primary time zone  
 START/SPLIT - increment or decrement the count depending on direction  
 STOP/RESET - hold to reset the counter  
 CROWN-SET - pull crown to set to set the counter start value and direction

Set State:

-----

There are two fields that can be set in this setting operation:

- (1) counter start value;
- (2) counter direction

Switches:

MODE - proceed to the next setting field position with wrap around  
 STOP/RESET - proceed to the previous setting field position with wrap around  
 CROWN-HOME - push crown to home to complete setting operation  
 CROWN-CW/CCW - change value of the current setting field.

Files:

-----

counter.app - application info  
 counter.txt - application description (this file)  
 counter\_par\_018.bin - application initialization parameter list  
 counter\_code\_018.bin - application code

### 5.11.10 Distributing the WristApp

The following files generated by the system and one manually created by the user will be used for distribution of the wristapp.

<b>Filename</b>	<b>Description</b>
<i>application_name .APP</i>	<i>Information file required by PIM.</i>
<i>application_name .TXT</i>	<i>Description of the wristapp and its operation.</i>
<i>Application_name .HTML</i>	<i>Description of the wristapp and its operation in HTML format.</i>
<i>application_name_PAR_018 .BIN</i>	<i>Parameter file required by M851 OS to initialize the wristapp in the system.</i>
<i>application_name_CODE_018 .BIN</i>	<i>WristApp code.</i>
<i>application_name_DBASE_018 .BIN</i>	<i>WristApp database file.</i>
<i>application_name .DLL</i>	<i>WristApp PC interface</i>

The counter wristapp distribution files:

<b>Filename</b>	<b>Description</b>
<b>COUNTER .APP</b>	<i>Information file required by PIM.</i>
<b>COUNTER .TXT</b>	<i>Description of the wristapp and its operation.</i>
<b>COUNTER_PAR_018 .BIN</b>	<i>Parameter file required by M851 OS to initialize the wristapp in the system.</i>
<b>COUNTER_CODE_018 .BIN</b>	<i>Counter WristApp code.</i>

The distribution files can be copied into the APP directory of the Timex Data Link USB PIM. Use the Add Mode button to select the WristApp for download into the watch.

## 6 Trademarks

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