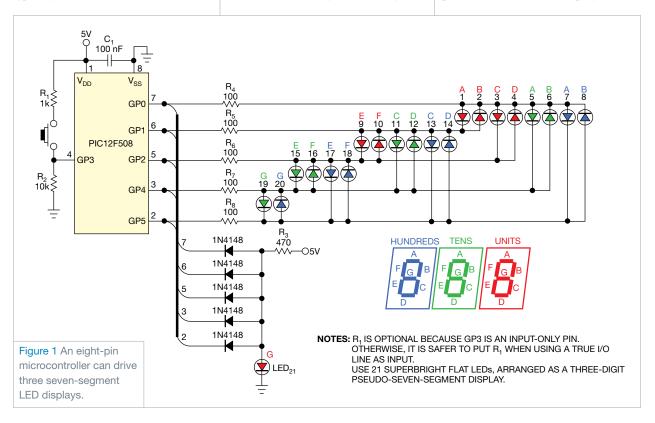
Arrange LEDs as seven-segment displays

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When you need to drive three seven-segment LED displays, you typically need 10 I/O lines—and that's without a decimal point. You might think that you cannot accomplish that task without a binary-to-seven-segment decoder or a serial-to-parallel shift register (**Reference 1**). Many previous Design Ideas have shown how to maximize the number of LEDs you drive with a minimum number of I/O lines (**references 2** through 5). This Design Idea shows how you can build a circuit that drives 21 LEDs, thus forming three pseudo-seven-segment displays.



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The circuit in **Figure 1** modifies the circuit in a previous Design Idea (**Reference 6**). It adds the 21st LED, but it modifies the assembler code to use just 98 words without the main routine. **Listing 1**, the assembler code, is available with the online version of this Design Idea at www.edn.com/110526dia. It can also suit any of a Microchip (www. microchip.com) baseline or midrange PIC microcontroller's eight pins.

THE CIRCUIT ADDS THE 21st LED, BUT IT MODIFIES THE ASSEMBLER CODE TO USE JUST 98 WORDS WITHOUT THE MAIN ROUTINE.

You can adapt this code for another type of microcontroller, such as those from Atmel (www.atmel.com) or STMicroelectronics (www.st.com), using the following steps:

1. Build a look-up table of 10 values for seven-segment coding (see **table** "Code7Segment" in **Listing 1**).

2. Build a look-up table of 3×7

values to store the successive configurations for I/O lines, each configuration containing only one high output and one low output to drive one LED at a time, for each digit (see **table** "Cfg2LinesOut" in Listing 1).

3. Build a look-up table of 3×7 values to store the successive high and low state for the I/O lines that are acting as outputs to light only one LED at a time for each digit (see **table** "Light1LED" in **Listing 1**).

4. The subroutine DispDigit rotates to the right seven times, through Carry flag, and the seven-segment code of a digit. It then calls the subroutine LEDon each time you set Carry.

5. The subroutine LEDon activates the LED related to the I/O configuration code, which you can extract from **table** "Cfg2LinesOut," and lights it according to the high or low state code, which you extract from **table** "Light1LED." The subroutine ends by a jump to a critical 1- to 3-msec delay subroutine. Increasing this delay increases the flicker effect, and decreasing this delay dims the LED.

6. Cycle digits of units, tens, and hundreds through steps 4 and 5.

For the PIC10F2xx series, which contains only three I/O lines, **Figure 2** shows an example of driv-

ing one digit, and Listing 2 shows the corresponding assembler code. You can access Listing 2 from the Web version of this Design Idea at www.edn.com/110526dia.EDN

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