

This page will contain the information about the combined lcd/button matrix

right now I'm using a modified version of the sm\_simple C example but this code will be rewritten to make it more coherent

modifications to scan matrix example: in main.c:

```

...
//second shiftregister drives the leds
#define LEDOUT 1
...
void LM_SetRow(){
    MIOS_DOUT_SRSet(LEDOUT,ledtest[sm_col]);
}

////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
/
// This function is called by MIOS before the shift register are loaded
////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////
/
void SR_Service_Prepare(void) __wparam
{
    // call the Scan Matrix Driver
    SM_PrepareCol();
    // call the Led Matrix Driver
    LM_SetRow();
}
...

```

in sm\_simple.asm:

```

...
global    _sm_button_column
global    _sm_button_row
global    _sm_button_value
global    _sm_col

;; import lables
extern    _SM_NotifyToggle

; =====

accessram    udata        ; (no access ram required, these variables can
be located anywhere)

_sm_button_column    res    1    ; exported to C, therefore an "_" has been
added
_sm_button_row        res    1
_sm_button_value      res    1

```

```
_sm_col          res 1

...

SM_PrepareCol
    ;; select next DOUT register

    ;; (current column + 1) & 0x07
    SET_BSR      sm_selected_column
    incf        sm_selected_column, W, BANKED    ; (* see note below)
    andlw      0x07
    ;_sm_col is used by LM_SetRow()
    movwf      _sm_col
    call       MIOS_HLP_GetBitANDMask    ; (inverted 1 of 8 code)

...
```

and finally in sm\_simple.h:

```
...
extern unsigned char sm_button_value;
extern unsigned char sm_col;
...
```

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