

```

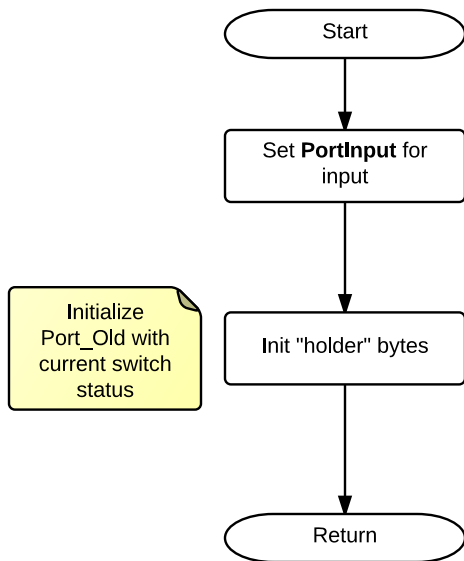
#define PortInput PORT[A | B | C | D]
#define TRISInput TRIS[A | B | C | D]
#define PinsInput [set input pins to "1", e.g. all pins in put = 0xFF)
#define InitDebounceCount 4 ;# of milliseconds switch needs to be stable

```

```

Port_Old RES 1
Port_New RES 1
Port_Changed RES 1
Debounce_Count RES 1

```



Code

InitDebouncePort

```

MOVLW PinsInput ; pins for input
MOVWF TRISInput

```

```

MOVFF PortInput, Port_Old
MOVLW PinsInput ; mask 'zeros'
ANDWF Port_Old, f
CLRF Port_New
CLRF Port_Changed
MOVLW InitDebounceCount
MOVWF Debounce_Count

```

```

RETURN

```

```

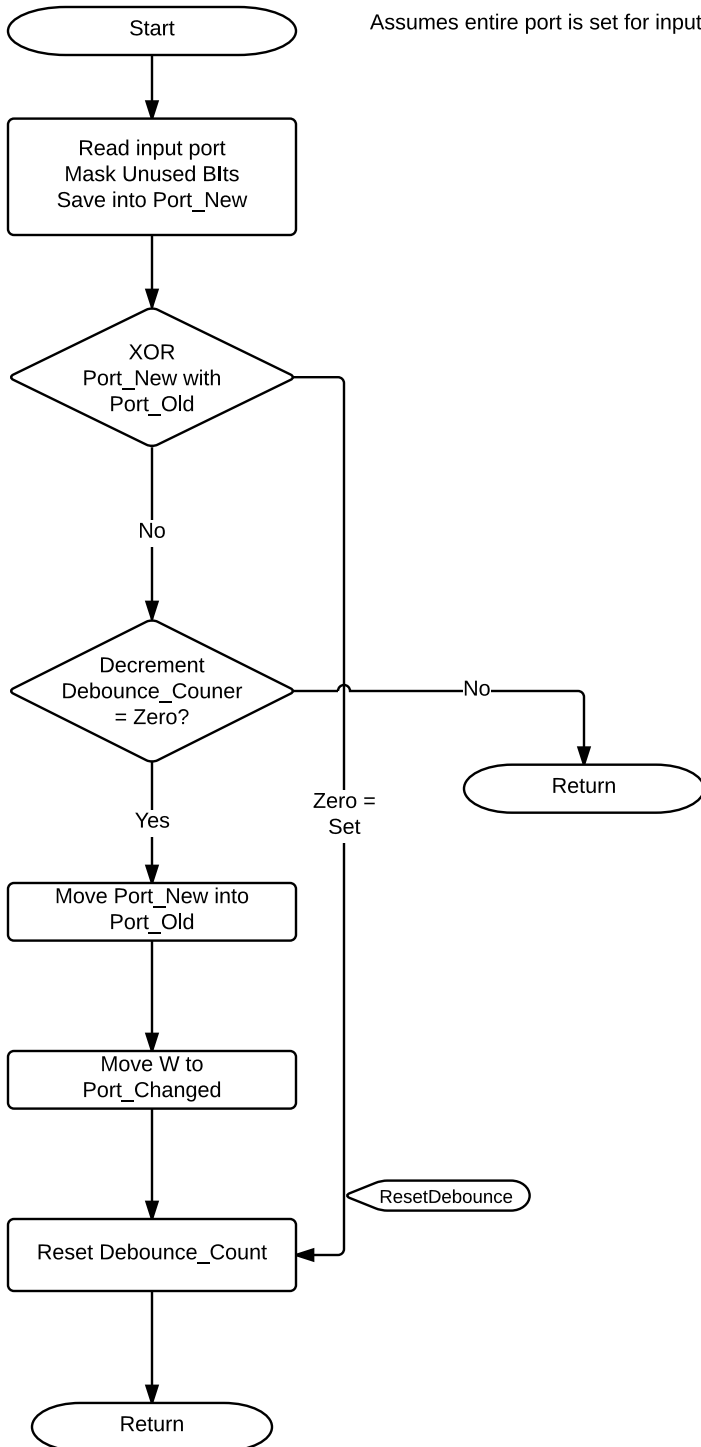
#define PortInput    PORT[A | B | C | D]
#define TRISInput    TRIS[A | B | C | D]
#define PinsInput    [set input pins to "1", e.g. all pins in put = 0xFF)
#define InitDebounceCount 4 ;# of milliseconds switch needs to be stable

```

```

Port_Old    RES    1
Port_New    RES    1
Port_Changed RES    1
Debounce_Count RES 1

```



Code

DebouncePins

```

MOVFF PortInput, Port_New
MOVLW PinsInput ; mask 'zeros'
ANDWF Port_New, f

```

```

MOVF Port_New, w
XORWF Port_Old, w
BTFSC STATUS, Z
GOTO ResetDebounce

```

```

DECFSZ Debounce_Count, f

```

```

RETURN

```

```

MOVFF Port_New, Port_Old

```

```

MOVWF Port_Changed

```

```

MOVLW InitDebounceCount
MOVWF Debounce_Count

```

```

RETURN

```

Switch_Handler

Label in Code

Interrupt generation
Mask bits that don't generate an interrupt & trigger interrupt