

Sequence of events



Using Electro-Mechanical displays

I have the following PORT B (0 -7) to control the function

BANK Select	RB 7	RB 6	RB 5	RB 4	RB 3	RB 2	RB 1	RB 0
Ball	0	0	0	0	0	0	0	0
Strike	0	0	0	0	0	0	0	1
Out	0	0	0	0	0	0	1	0
Home	0	0	0	0	0	1	1	0
Home Ten	0	0	0	0	0	1	0	0
Inning	0	0	0	0	0	1	0	1
Guest	0	0	0	0	0	0	1	1
Guest Ten	0	0	0	0	0	1	1	1

This is the Bits that determine the Bank on the score baord that needs to selected.

ON / OFF State	RB 7	RB 6	RB 5	RB 4	RB 3	RB 2	RB 1	RB 0
OFF State	0	0	0	0	1	0	0	0
ON State	1	0	0	0	0	0	0	0

The RB3 & RB7 detemine the action to be done to the Segments.

OFF – Flip the segments vans to Dark Side.

On – Flip the segment vans to Yellow Side.

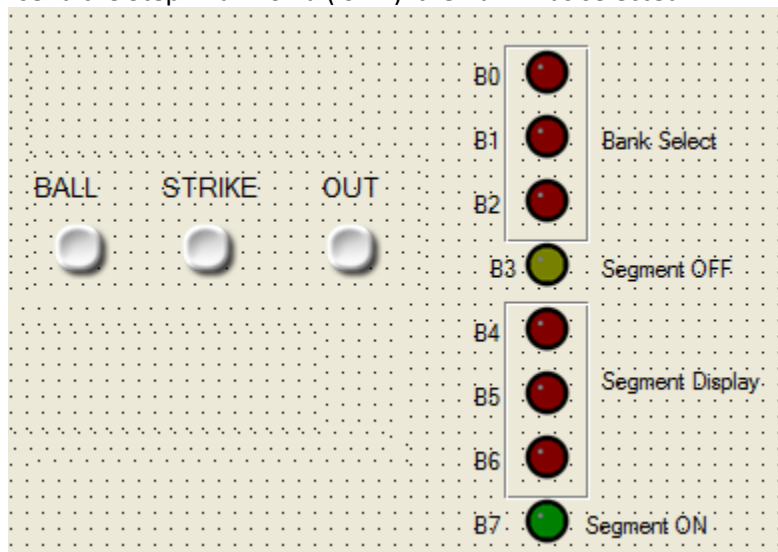
Segment	RB 7	RB 6	RB 5	RB 4	RB 3	RB 2	RB 1	RB 0
A	0	0	0	1	0	0	0	0
B	0	0	1	0	0	0	0	0
C	0	0	1	1	0	0	0	0
D	0	1	0	0	0	0	0	0
E	0	1	0	1	0	0	0	0
F	0	1	1	0	0	0	0	0
G	0	1	1	1	0	0	0	0

The Segment Display is action is similar to 7 Segment displays but controlled by 3 bits thur a (3 – 8 Line Decoder) to operate the Vans flips.

The display clears and I can't seem to see how to address the matter.

Step 1	Bank	0	0	0	0	0	0	0	1	Works the Bank is selected
Step 2	ON State	0	0	0	0	1	0	0	0	The Bank turns off ?
Step 3	Segment	0	0	1	1	0	0	0	0	The ON State is cleared

I send the Step1 Bank on a (0B1) the Bank was selected.



Now when I sent Step 2 as (0B1000) it set RB 1 as “0” and the led goes out.

Now in Step 3 as (0B110000) now the Bank is gone and the “Segment ON” is off.

I’m not sure how I can mask the bits so they don’t Zero out the lower bits.

I tried it sending Step 3 to 1 and it cused the same effect.