

# PIC Simulator IDE

## External Modules Manual

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#### • [General info](#)

PIC Simulator IDE is an automation (ActiveX) server/client application. This feature enables communication with external simulation modules that can be developed by home developers and third parties using various Development Systems for Windows.

[picsimulatoride.server](#)

External client application can access PIC Simulator IDE server services by creating an ActiveX object using [picsimulatoride.server](#) class.

#### • [Functions and procedures](#)

Here is the list of functions and procedures available for external client applications:

##### - [getpic](#)

[getpic\(\)](#) function with no arguments will return the selected PIC microcontroller model [string].

##### - [getpath](#)

[getpath\(\)](#) function with no arguments will return the path of loaded HEX file [string].

##### - [getflash](#)

[getflash\(address\)](#) function will return the value in the flash memory location specified by 'address' argument [0-MaxAvailable].

##### - [geteeprom](#)

[geteeprom\(address\)](#) function will return the value in the eeprom memory location specified by 'address' argument [0-MaxAvailable].

##### - [getpc](#)

[getpc\(\)](#) function will return the value in PC register.

##### - [getw](#)

[getw\(\)](#) function will return the value in W register.

##### - [getreg](#)

[getreg\(address\)](#) function will return the value in one of the special function or general purpose registers specified by 'address' argument [0-511].

##### - [setreg](#)

[setreg\(address,value\)](#) procedure will set the new register value, 'address' argument [0-511], 'value' argument [0-255].

##### - [setregbit](#)

[setregbit\(address,bit,value\)](#) procedure will set the new value for the specified register bit, 'address' argument [0-511], 'bit' argument [0-7], 'value' argument [0-1].

##### - [getstack](#)

[getstack\(level\)](#) function will return the value stored in one of the stack levels [1-8].

##### - [getcrystal](#)

[getcrystal\(\)](#) function with no arguments will return the clock frequency parameter.

##### - [getclockcycles](#)

[getclockcycles\(\)](#) function with no arguments will return the number of clock cycles passed after the

start of the simulation. The last two functions will enable the external client application to develop a real time behavior if needed.

- [getinst](#)

getinst() function with no arguments will return the mnemonics of last executed instruction [string].

- [getportstate](#)

getportstate(address) function will return the real logic levels on the port 'address' argument [5(PORTA)-11(PORTG)].

- [setpinstate](#)

setpinstate(port,pin,state) procedure will set the logic level on the addressed pin, 'port' argument [5(PORTA)-11(PORTG)], 'pin' argument [0-7], 'state' argument [0-1].

- [getanalog](#)

getanalog(an) function will return the analog value on the analog input specified by 'an' argument [0-15].

- [setanalog](#)

setanalog(an,value) procedure will set the analog value on the addressed analog input, 'an' argument [0-15], 'value' argument [0-1023].

- [extsimstart](#)

extsimstart() procedure will start the simulation.

- [extsimstop](#)

extsimstop() procedure will stop the simulation.

- [extsimstep](#)

extsimstep() procedure will execute one simulation step if in Step By Step mode.

- [extsimrate](#)

extsimrate(rate) procedure will change the simulation rate, 'rate' argument [1(Step By Step)-6(Ultimate)].

- [External client/servers](#)

Full support and full synchronization is available for external applications with client/server capabilities. External server module should provide the following procedures:

- [objectinit](#)

objectinit() procedure will be called at the beginning of the simulation in PIC Simulator IDE. With this procedure external module should be initialized to a known initial state.

- [objectrefresh](#)

objectrefresh() procedure will be called after every simulated instruction.

- [objectterm](#)

objectterm() procedure needs to contain the code to terminate external module application (typically End statement).

### [External modules interface](#)

The class name should be set using External Modules interface available from Tools menu of PIC Simulator IDE. External client/server applications will be started and terminated automatically with PIC Simulator IDE.