Application Report
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Implementing an Ultralow-Power Keypad Interface With the MSP430

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MSP430

ABSTRACT

Often in applications with keypads, the condition can occur where a key can be held or stuck down, causing excess current consumption and reducing the battery life of a battery-operated product. This application report shows a solution. The keypad interface in this report, based on the MSP430, draws 0.1 µA while waiting for a key press, is completely interrupt driven, requiring no polling, and consumes a maximum of only 2 µA at 3 V if all keys are pressed and held simultaneously.

Introduction

The keypad interface described in this report (shown schematically in Figure 1) is based on the MSP430F12x device. Its beneficial features include:

- 100 nA typical current consumption while waiting for key press
- 2 µA maximum current consumption if all keys are held simultaneously
- No polling required
- No crystal required
- Minimum external components
- Suitable for any MSP430 device

Implementation

The rows of the keypad are connected to port pins P3.0 – P3.3. The columns are connected to pins P1.0 – P1.2. Connecting the rows to port 3 pins, instead of port 1 pins, leaves the other port 1 pins for other interrupt sources, because the P1 pins have interrupt capability, but the P3 pins do not.

In normal mode, while the circuit is awaiting a key press (wait-for-press mode), the rows are driven high, and the P1.x column pins are configured as inputs, with interrupts enabled and set to interrupt on a rising edge. The 4.7 MΩ pulldown resistors hold the inputs low in this state. The MSP430 is then put into low-power mode 4, where the MSP430 current consumption is about 100 nA. This state is maintained indefinitely until a key is pressed. The circuit is completely interrupt-driven with no need for polling.

Note: Patent Pending

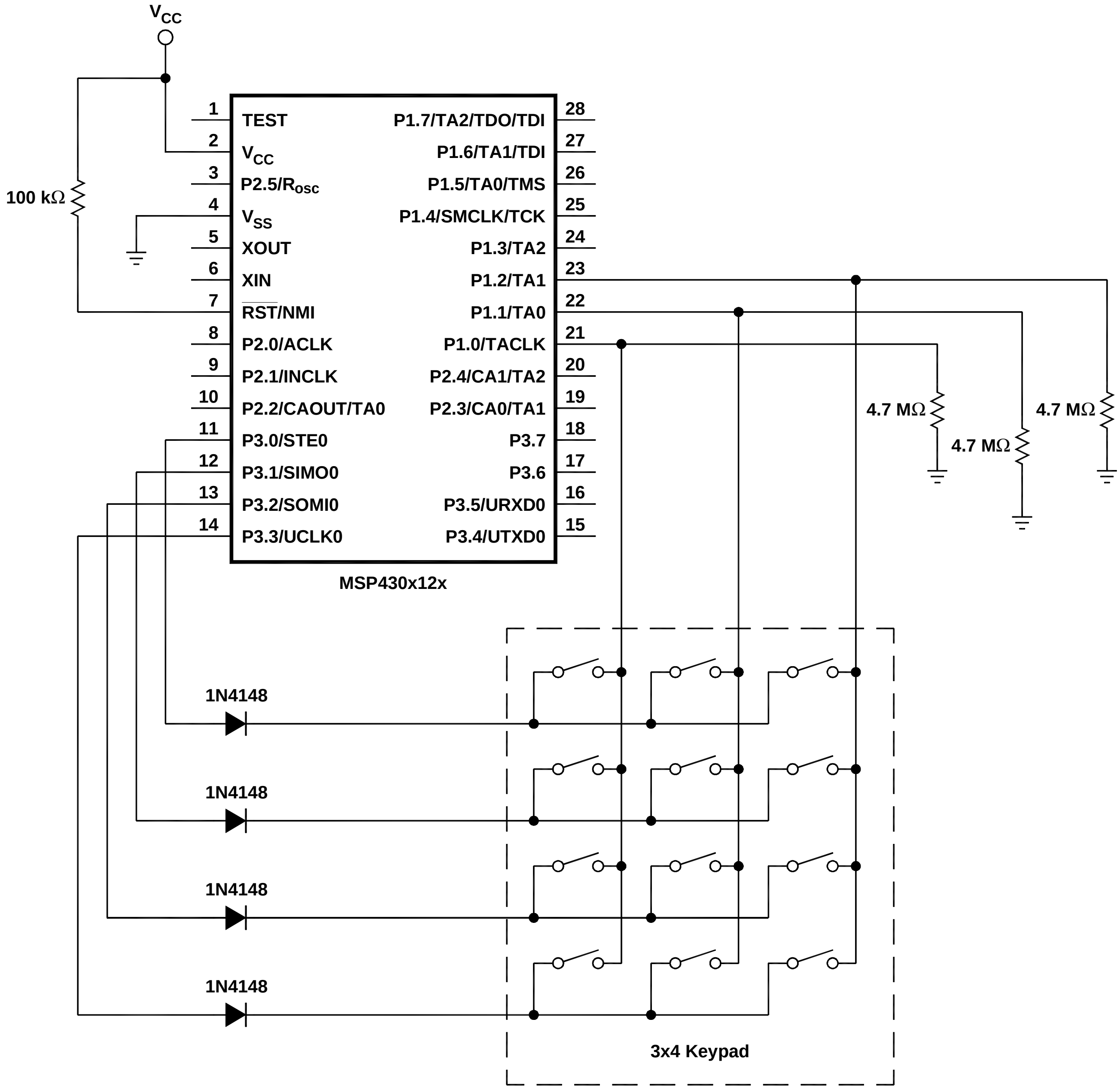

Figure 1. Keypad Schematic Diagram

When a key is pressed, the column associated with that key gets a rising edge, waking the MSP430. At that point, Timer_A is configured to perform a debounce delay of about 40 ms. The timer for the delay uses the internal digitally controlled oscillator (DCO) of the MSP430 – an RC-type oscillator. The DCO is subject to tolerances, so a debounce delay was chosen to give a worst-case-minimum delay of 25 ms. That translates to a worst-case-maximum delay of about 86 ms and a typical delay of about 40 ms. This is a useable range for keypad debounce.

After a key has been pressed, the MSP430 goes into a wait-for-release mode in which it drives high only the necessary row for the key being pressed (other rows are driven low). It reconfigures the P1.x I/O lines to interrupt on a falling edge, and it goes back into low power mode 4, waiting for the release of the key. Again, there is no polling necessary at this point. The detection of the key release is completely interrupt driven allowing the microcontroller to stay asleep while the key is held, thus reducing current consumption. Once the key is released, the debounce delay is again executed. After the debounce delay, the keypad is scanned again to determine if any other keys are being held. If so, the wait-for-release mode continues, waiting for all keys to be released. When all keys are released the MSP430 goes back to the wait-for-press mode again.

During the wait-for-release mode, only one row of the keypad is driven high, therefore limiting the maximum amount of current consumption to the condition where all three keys on a single row are pressed and held. For a 3-V system, that equates to about 2 µA. Any other key press does not result in increased current consumption because the corresponding row is not driven high.

In this 3×4 keypad example, the rows are driven rather than the columns to limit the maximum current consumption by the circuit when all keys are pressed and held simultaneously. Had the columns been driven instead, the rows would have had the pulldown resistors, therefore increasing the number of paths to ground when all the keys are held and increasing the possible current consumption.

The Software

The software flow is shown in Figure 2. The complete code listing follows. The complete code is also available for download through the same link as this report.

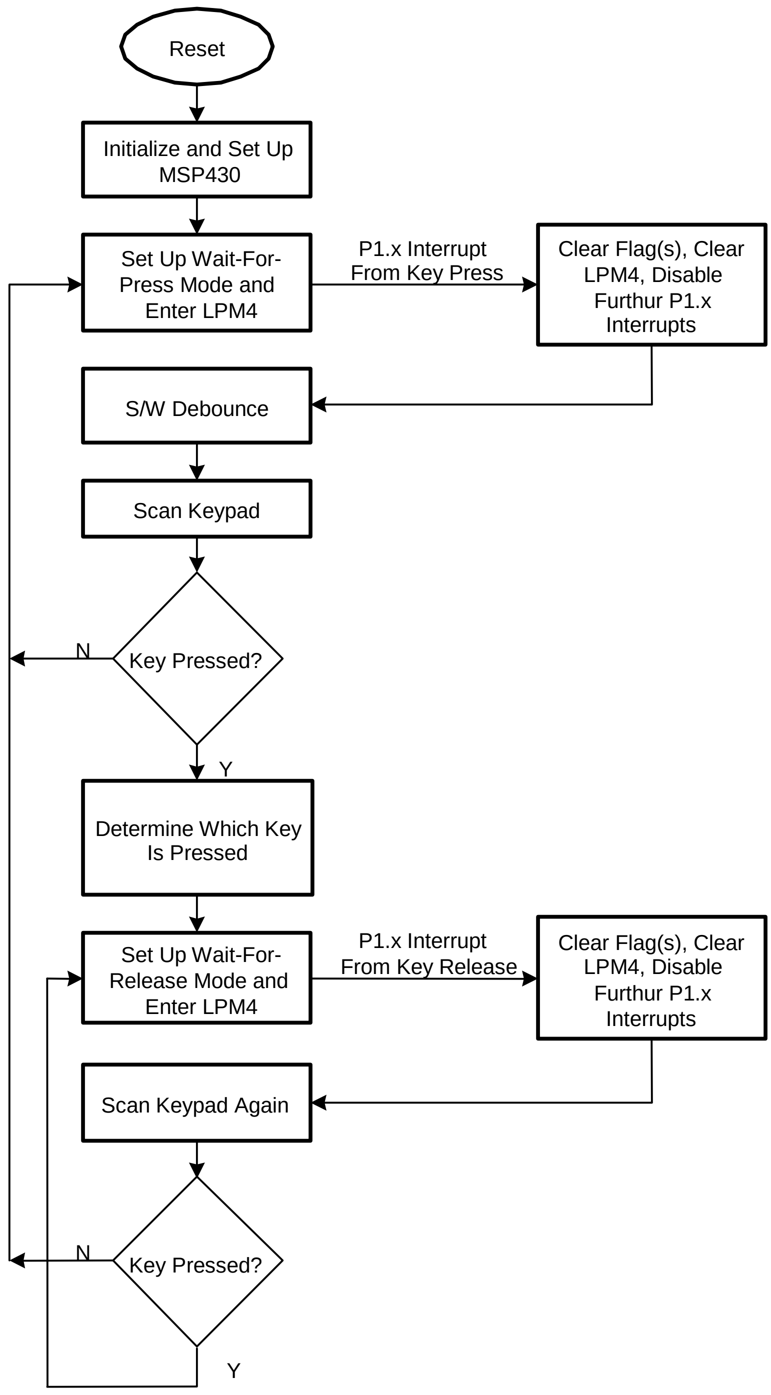

Figure 2. Software Flow

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#include  "msp430x12x.h"

;******************************************************************************
;  Ultralow-Power Keypad Interface
;
;  Description: This program implements and ultralow-power keypad interface
;  on the MSP430F12x.  The circuit consumes .1uA in normal mode while waiting
;  for a key press.  After a key press, a s/w debounce is performed and the
;  uC then waits for the key to be released.  The ciruict consumes a maximum
;  of 2uA in the even the keys are accidentally pressed and held.  The circuit
```

```
;  is completely interrupt driven, requires no polling, and requires no
;  external crystal.
;
;
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;  MSP430 Applications
;  Texas Instruments, Inc
;  January, 2002
;
;******************************************************************************
             RSEG    CSTACK                  ; System stack
             DS      0

;******************************************************************************
             RSEG    UDATA0                  ; RAM Locations
;******************************************************************************

NoKey                EQU  01h
NoMatch              EQU  02h
Error_Flags          DS      1      ; Error Flags
                                    ; xxxx xxxx
                                    ;         ||
                                    ;         ||-- No Key being depressed
                                    ;         |----- No key match found

;******************************************************************************
             RSEG    CODE                    ; Program code
;******************************************************************************

Reset        mov     #SFE(CSTACK),SP         ; Initialize stackpointer
SetupWDT     mov     #WDTPW+WDTHOLD,&WDTCTL  ; Stop WDT
SetupPorts   mov.b   #0F8h,&P1DIR            ; Unused P1.x as Outputs
             mov.b   #0FFh,&P2DIR            ; Unused P2.x as outputs
             mov.b   #0FFh,&P3DIR            ; All P3.x as outputs

             eint                            ; Enable Interrupts

SetupDCO     mov.b   #0,&BCSCTL1             ; Set Rsel=0, leave DCO=3
                                             ; This gives nom MCLK of
                                             ; 130KHz at 3V, 25C.

Mainloop     call    #Set_For_Press          ; Setup to wait for key press
             bis     #LPM4,SR                ; Wait for key press
             call    #Debounce               ; Call debounce delay
             call    #KeyScan                ; Scan Keypad
             bit.b   #NoKey,Error_Flags      ; Test if no key was depressed
             jnz     Mainloop                ; False interrupt, no key pressed
             call    #KeyLookup              ; Lookup Key value
             call    #Wait_For_Release       ; Wait for key(s) to be released
             jmp     Mainloop                ;

;------------------------------------------------------------------------------
Set_For_Press       ; Setup to wait for key press
;------------------------------------------------------------------------------
             bis.b   #BIT0+BIT1+BIT2+BIT3,&P3OUT ; Enable keypad
             bic.b   #BIT0+BIT1+BIT2,&P1IES  ; L-to-H interrupts
             clr.b   &P1IFG                  ; Clear any pending flags
             mov.b   #BIT0+BIT1+BIT2,&P1IE   ; Enable interrupts
             clr.b   Error_Flags             ; Clear error flags

             ret
```

```
;-------------------------------------------------------------------------------
Debounce  ; Debounce Delay Routine
;-------------------------------------------------------------------------------
SetupTA      mov     #TASSEL1+TACLR,&TACTL   ; SMCLK, Clear TA
             mov     #CCIE,&TACCTL0          ; Enable CCR0 interrupt
             mov     #5125,&TACCR0           ; Value for typ delay of ~40mS
             bis     #MC0,&TACTL             ; Start TA in up mode
             bis     #LPM0,SR                ; Sleep during debounce delay

             ret                             ; Return
;-------------------------------------------------------------------------------
KeyScan    ; Keypad Routine
;-------------------------------------------------------------------------------
#define   KeyMask      R15
#define   LoopCount    R14
#define   KeyHex       R13
#define   KeyVal       R5

             mov       #1,KeyMask            ; Initialize scan mask
             mov       #4,LoopCount          ; Initialize loop counter
             clr       KeyHex                ; Clear register
             bic.b     #07h,&P1OUT           ; Clear column bits in P1OUT reg
Scan_1       bic.b     #0Fh,&P3OUT           ; Stop driving rows
             bis.b     #07h,&P1DIR           ; Set column pins to output and low
             bic.b     #07h,&P1OUT           ; To bleed off charge and avoid
                                             ; erroneous reads
             bic.b     #07H,&P1DIR           ; Set column pins back to input
             Mov.b     KeyMask,&P3OUT        ; Drive row
             bit.b     #7h,&P1IN             ; Test if any key pressed
             jz        Scan_2                ; No key pressed
             bis.b     KeyMask,KeyHex        ; If yes, set bit for row
             mov.b     &P1IN,R12             ; Read column inputs
             and.b     #07h,R12              ; Clear unused bits
             rla.b     R12                   ;
             rla.b     R12                   ; Rotate column bit
             rla.b     R12                   ;
             rla.b     R12                   ;
             bis.b     R12,KeyHex            ; Set column bit in KeyHex
Scan_2       rla.b     KeyMask               ; Rotate mask
             dec       LoopCount             ; Decrement counter
             jnz       Scan_1                ; Continue scanning if not done

; Check to see if any key is being pressed.  If not, set flag and return.
             tst.b     KeyHex                ; Test KeyHex
             jnz       EndScan               ; If not 0 return
             bis.b     #NoKey,Error_Flags    ; Set flag


EndScan      bis.b     #0Fh,&P3OUT           ; Drive rows again
             ret
;-------------------------------------------------------------------------------
KeyLookup    ; Table look-up to determine what key was pressed.
;-------------------------------------------------------------------------------
             mov       #10,KeyVal            ; Initial key value
LookLoop     cmp.b     Key_Tab(R5),KeyHex    ; Compare
             jeq       EndLU                 ; If equal end look-up
             dec       KeyVal                ; decrement pointer/counter
             jnz       LookLoop              ; Continue until find key or
                                             ; count to zero.

EndError  ;  If get here, Did not find match, so more than one key is pressed.
```

```
          ;  return error condition
             bis.b     #NoMatch,Error_Flags  ; Set Error Flag
             ret                             ; Return

EndLU   ; Done with Key look-up - found key successfully.
             dec       KeyVal                ; Adjust because using same
                                             ; register for key counter
                                             ; and table pointer
          ; --> The key that was pressed is now in R5.  The applicaion
          ; can now move it for furthur handling, display, etc.
          ; This example doesn't actually do anything with the key information.

             ret
;-------------------------------------------------------------------------------
Wait_For_Release      ; Setup to wait for key release
;-------------------------------------------------------------------------------
; Isolate one row that is in use

             mov.b     #1,R11                ; row counter
L$1          and.b     #0Fh,KeyHex           ; And off column info in KeyHex
             rrc       KeyHex                ; Rotate row info through C
             jc        proceed               ; Looking for a '1'
             rla       R11                   ; Shift to next bit and
             jmp       L$1                   ; continue looking

proceed      inv.b     R11                   ; Invert
             and       #0Fh,R11              ; Clear upper bits
             bic.b     R11,&P3OUT            ; Turn off all but one row

; Setup for interrupt on key release
             bis.b     #07h,&P1DIR           ; Set column pins to output and low
             bic.b     #07h,&P1OUT           ; To bleed off charge and avoid
                                             ; erroneous reads
             bic.b     #07H,&P1DIR           ; Set column pins back to input
             bis.b     #07h,&P1IES           ; H-L Interrupts
             clr.b     &P1IFG                ; Clear any pending flags
             bis.b     #07h,&P1IE            ; Enable Interrupts
             bis       #LPM4,SR              ; Sleep waiting for release
             Call      #Debounce             ; Debounce release of key
             call      #KeyScan              ; Scan keypad again
             bit.b     #NoKey,Error_Flags    ; Test if any key pressed
             jz        Wait_For_Release      ; If so, repeat

End_Wait     bic.b     #NoKey,Error_Flags    ; Clear flag
             ret                             ; Return
;-------------------------------------------------------------------------------
P1ISR  ; P1.x Interrupt service Routine
;-------------------------------------------------------------------------------
             bic     #LPM4,0(SP)             ; Return active
             clr.b   &P1IFG                  ; Clear interrupt flag
             clr.b   &P1IE                   ; Disable furthur P1 interrupts
             reti
;-------------------------------------------------------------------------------
CCR0_ISR  ; CCR0 Interrupt Service Routine
;-------------------------------------------------------------------------------
             bic     #LPM0,0(SP)             ; Return Active
             mov     #TACLR,&TACTL           ; Stop and clear TA
             clr     &TACCTL0                ; Clear CCTL0 register
             reti
;-------------------------------------------------------------------------------
Key_Tab   ; Key look-up table
```

```
;------------------------------------------------------------------------------
            DB      00h   ; Dummy value.  Allows use of same register for
                          ; both table pointer and key counter
            DB      028h  ; '0' key
            DB      011h  ; '1' key
            DB      021h  ; '2' key
            DB      041h  ; '3' key
            DB      012h  ; '4' key
            DB      022h  ; '5' key
            DB      042h  ; '6' key
            DB      014h  ; '7' key
            DB      024h  ; '8' key
            DB      044h  ; '9' key
;------------------------------------------------------------------------------
            COMMON  INTVEC                  ; Interrupt vectors
;------------------------------------------------------------------------------
            ORG     RESET_VECTOR
            DW      Reset
            ORG     TIMERA0_VECTOR
            DW      CCR0_ISR
            ORG     PORT1_VECTOR
            DW      P1ISR
;------------------------------------------------------------------------------
            END
```

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