

gpio_led_output.c

```
1 /*
2  * Copyright (c) 2015, Freescale Semiconductor, Inc.
3  * Copyright 2016-2017 NXP
4  * All rights reserved.
5  *
6  * SPDX-License-Identifier: BSD-3-Clause
7  */
8
9 #include "board.h"
10 #include "fsl_debug_console.h"
11 #include "fsl_gpio.h"
12
13 #include "pin_mux.h"
14 #include <stdbool.h>
15 /
16     ****
17
18 * Definitions
19
20     ****
21 */
22
23 #define APP_BOARD_TEST_LED_PORT 1U
24 #define APP_BOARD_TEST_LED_PIN 10U
25 #define APP_SW_PORT BOARD_SW1_GPIO_PORT
26 #define APP_SW_PIN BOARD_SW1_GPIO_PIN
27
28 #define SPEED1_TEST_LED_PORT 1U
29 #define SPEED1_TEST_LED_PIN 1U
30
31 #define SPEED2_TEST_LED_PORT 1U
32 #define SPEED2_TEST_LED_PIN 3U
33
34 #define SPEED3_TEST_LED_PORT 1U
35 #define SPEED3_TEST_LED_PIN 7U
36
37 #define SPEED4_TEST_LED_PORT 1U
38 #define SPEED4_TEST_LED_PIN 9U
39
40
41
42
43 /
44     ****
```

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44  **
45  * Prototypes
46  */
47  /*!
48  * @brief delay a while.
49  */
50  void delay(void);
51  /
52  **
53  * Variables
54  */
55  /
56  **
57  * Code
58  */
59  void delay(void)
60  {
61      volatile uint32_t i = 0;
62      for (i = 0; i < 100000; ++i)
63      {
64          __asm("NOP"); /* delay */
65      }
66  }
67  /*!
68  * @brief Main function
69  */
70  int main(void)
71  {
72      uint32_t port_state = 0;
73      uint32_t port_state_1 = 0;
74      uint32_t port_state_2 = 0;
75      uint32_t port_state_3 = 0;
76      uint32_t port_state_4 = 0;
77
78
79
80      /* Define the init structure for the output LED pin*/

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```
81  gpio_pin_config_t led_config = {
82      kGPIO_DigitalOutput, 0,
83  };
84
85  /* Board pin, clock, debug console init */
86  /* attach 12 MHz clock to FLEXCOMM0 (debug console) */
87  CLOCK_AttachClk(BOARD_DEBUG_UART_CLK_ATTACH);
88  /* enable clock for GPIO*/
89  CLOCK_EnableClock(kCLOCK_Gpio0);
90  CLOCK_EnableClock(kCLOCK_Gpio1);
91
92  BOARD_InitPins();
93  BOARD_BootClockFR0HF48M();
94  BOARD_InitDebugConsole();
95
96  /* Print a note to terminal. */
97  PRINTF("\r\n GPIO Driver example\r\n");
98  PRINTF("\r\n The LED is taking turns to shine.\r\n");
99
100 /* Init SW GPIO PORT. */
101 GPIO_PortInit(GPIO, SPEED1_TEST_LED_PORT);
102 GPIO_PortInit(GPIO, SPEED2_TEST_LED_PORT);
103 GPIO_PortInit(GPIO, DIRECTION1_TEST_LED_PORT);
104 GPIO_PortInit(GPIO, DIRECTION2_TEST_LED_PORT);
105
106 /* Init output LED GPIO. */
107 GPIO_PortInit(GPIO, APP_BOARD_TEST_LED_PORT);
108 GPIO_PinInit(GPIO, APP_BOARD_TEST_LED_PORT, APP_BOARD_TEST_LED_PIN,
109 &led_config);
109 GPIO_PinWrite(GPIO, APP_BOARD_TEST_LED_PORT, APP_BOARD_TEST_LED_PIN, 1);
110
111 /* Port masking */
112 GPIO_PortMaskedSet(GPIO, APP_BOARD_TEST_LED_PORT, 0x0000FFFF);
113 GPIO_PortMaskedWrite(GPIO, APP_BOARD_TEST_LED_PORT, 0xFFFFFFFF);
114 port_state = GPIO_PortRead(GPIO, APP_SW_PORT);
115 port_state_1 = GPIO_PortRead(GPIO, SPEED1_TEST_LED_PORT);
116 port_state_1 = GPIO_PortRead(GPIO, SPEED2_TEST_LED_PORT);
117 port_state_1 = GPIO_PortRead(GPIO, DIRECTION1_TEST_LED_PORT);
118 port_state_1 = GPIO_PortRead(GPIO, DIRECTION2_TEST_LED_PORT);
119
120 PRINTF("\r\n Standard port read: %x\r\n", port_state);
121 PRINTF("\r\n Standard port read: %x\r\n", port_state_1);
122 PRINTF("\r\n Standard port read: %x\r\n", port_state_2);
123 PRINTF("\r\n Standard port read: %x\r\n", port_state_3);
124 PRINTF("\r\n Standard port read: %x\r\n", port_state_4);
125
126
127 port_state = GPIO_PortMaskedRead(GPIO, APP_SW_PORT);
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128     port_state_1 = GPIO_PortMaskedRead(GPIO, SPEED1_TEST_LED_PORT);
129     port_state_2 = GPIO_PortMaskedRead(GPIO, SPEED2_TEST_LED_PORT);
130     port_state_3 = GPIO_PortMaskedRead(GPIO, DIRECTION1_TEST_LED_PORT);
131     port_state_4 = GPIO_PortMaskedRead(GPIO, DIRECTION2_TEST_LED_PORT);
132     PRINTF("\r\n Masked port read: %x\r\n", port_state);
133
134     while (1)
135     {
136         port_state = GPIO_PortRead(GPIO, APP_SW_PORT);
137         if (!(port_state & (1 << APP_SW_PIN)))
138         {
139             PRINTF("\r\n Port state: %x\r\n", port_state);
140             PRINTF("\r\n Port state:")
141             GPIO_PortToggle(GPIO, APP_BOARD_TEST_LED_PORT, 1u <<
APP_BOARD_TEST_LED_PIN);
142         }
143         port_state_1 = GPIO_PortRead(GPIO, SPEED1_TEST_LED_PORT );
144         if (!(port_state_1 & (1 << SPEED1_TEST_LED_PORT)))
145         {
146             PRINTF("\r\n Port state: %x\r\n", port_state_1);
147             PRINTF("\r\n SPEED1 FOR M1:")
148             GPIO_PortToggle(GPIO, APP_BOARD_TEST_LED_PORT, 1u <<
APP_BOARD_TEST_LED_PIN);
149         }
150         port_state_2 = GPIO_PortRead(GPIO, SPEED2_TEST_LED_PORT );
151         if (!(port_state_2 & (1 << SPEED2_TEST_LED_PORT)))
152         {
153             PRINTF("\r\n Port state: %x\r\n", port_state_1);
154             PRINTF("\r\n SPEED2 FOR M2:")
155             GPIO_PortToggle(GPIO, APP_BOARD_TEST_LED_PORT, 1u <<
APP_BOARD_TEST_LED_PIN);
156         }
157         port_state_3 = GPIO_PortRead(GPIO, DIRECTION1_TEST_LED_PORT );
158         if (!(port_state_3 & (1 << DIRECTION1_TEST_LED_PORT)))
159         {
160             PRINTF("\r\n Port state: %x\r\n", port_state_1);
161             PRINTF("\r\n DIRECTION1 FOR M1:")
162             GPIO_PortToggle(GPIO, APP_BOARD_TEST_LED_PORT, 1u <<
APP_BOARD_TEST_LED_PIN);
163         }
164         port_state_4 = GPIO_PortRead(GPIO, DIRECTION2_TEST_LED_PORT );
165         if (!(port_state_4 & (1 << DIRECTION2_TEST_LED_PORT)))
166         {
167             PRINTF("\r\n Port state: %x\r\n", port_state_1);
168             PRINTF("\r\n DIRECTION2 FOR M2:")
169             GPIO_PortToggle(GPIO, APP_BOARD_TEST_LED_PORT, 1u <<
APP_BOARD_TEST_LED_PIN);
170         }
171     }
```

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```
171
172     delay();
173 }
174 }
175
```