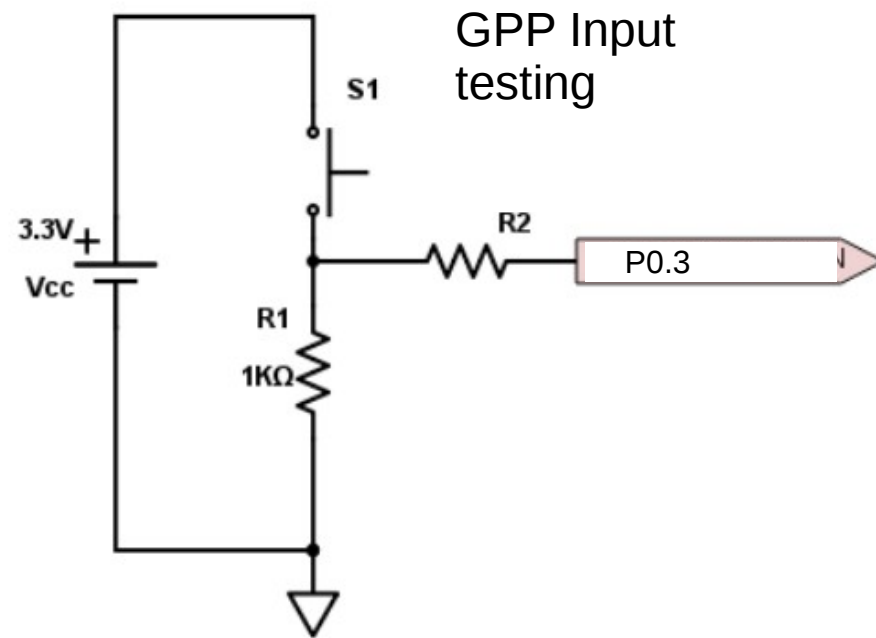
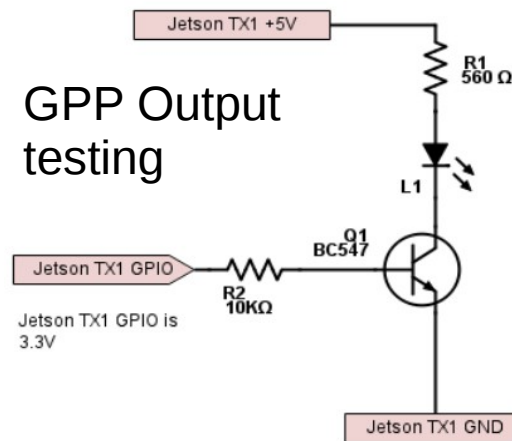


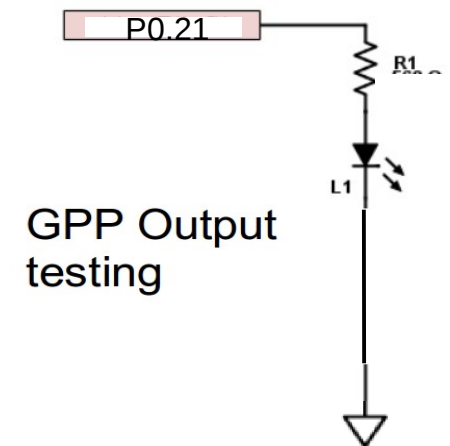
GPP I/O Testing Reference Design



Schematic GPIO



Jetson TX1 GPIO LED Interface



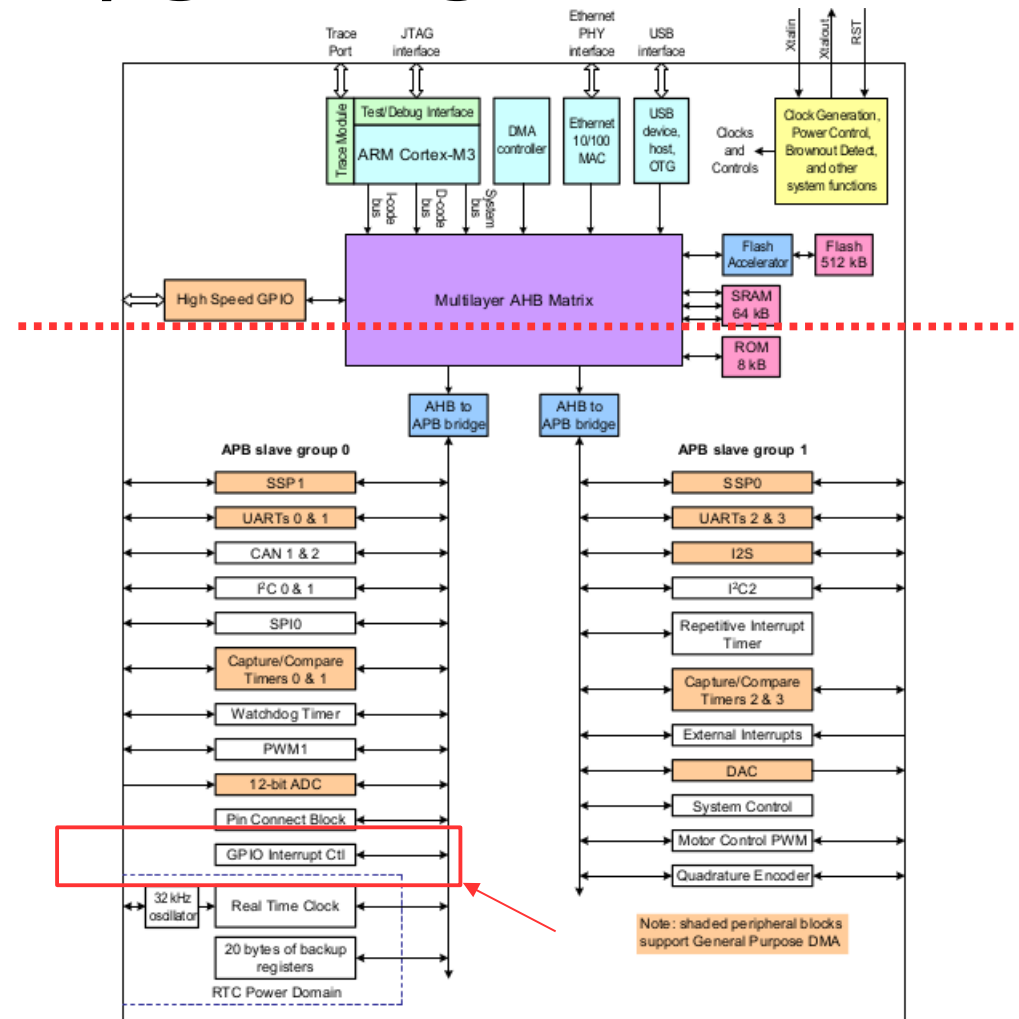
GPP Output testing

<http://www.jetsonhacks.com/2015/12/29/gpio-interfacing-nvidia-jetson-tx1/>

CPU GPP I/O Pins

LPCXpresso			Dual row holes (2x27), 100 mil spacing
GND	GND	J2-1	
VIN (4.5-5.5V)	EXT_VIN	J2-2	
VB (battery supply)	VBAT	J2-3	
RESET_N	TARGET_RESET	J2-4	
P0.9 MOSI1	P0.9	J2-5	
P0.8 MISO1	P0.8	J2-6	

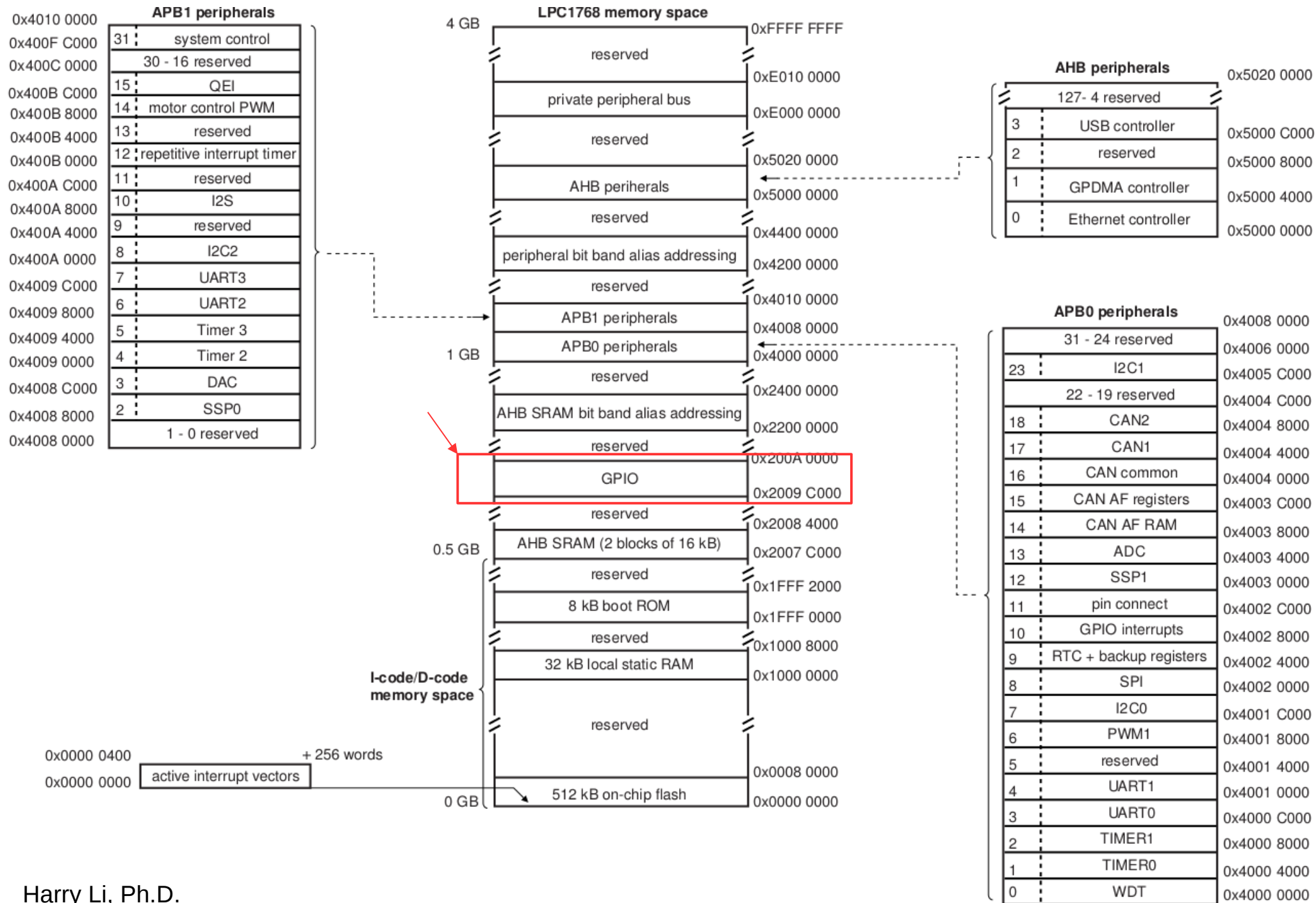
P1.30 AD0.4	P1.30	J2-19
P1.31 AD0.5	P1.31	J2-20
P0.2	P0.2	J2-21
P0.3	P0.3	J2-22
P0.21	P0.21	J2-23
P0.22	P0.22-RED_LED	J2-24
P0.27	P0.27-I2C_SDA	J2-25
P0.28	P0.28-I2C_SCL	J2-26
P2.13	P2.13	J2-27



Reference: from SCH pdf document, CPU module rev. D

CPU architecture, from CPU datasheet, pp. 9

Memory Map



Mapping Hardware to Software

From lpc17xx.h find the mapping architecture

```
/*  
*****  
/*  
*****  
/* Base addresses */  
#define LPC_FLASH_BASE (0x00000000UL)  
#define LPC_RAM_BASE (0x10000000UL)  
#define LPC_GPIO_BASE (0x2009C000UL)  
#define LPC_APB0_BASE (0x40000000UL)  
#define LPC_APB1_BASE (0x40080000UL)  
#define LPC_AHB_BASE (0x50000000UL)  
#define LPC_CM3_BASE (0xE0000000UL)  
/* APB0 peripherals */  
#define LPC_WDT_BASE (LPC_APB0_BASE + 0x00000)  
#define LPC_TIM0_BASE (LPC_APB0_BASE + 0x04000)  
#define LPC_TIM1_BASE (LPC_APB0_BASE + 0x08000)  
#define LPC_UART0_BASE (LPC_APB0_BASE + 0x0C000)
```

From lpc17xx.h, partial

```
/*General Purpose Input/Output (GPIO) */  
typedef struct  
{  
    union {  
        __IO uint32_t FIODIR;  
        struct {  
            __IO uint16_t FIODIRL;  
            __IO uint16_t FIODIRH;  
        };  
        struct {  
            __IO uint8_t FIODIR0;  
            __IO uint8_t FIODIR1;  
            __IO uint8_t FIODIR2;  
            __IO uint8_t FIODIR3;  
        };  
    };  
};
```

From lpc17xx.h, partial

Program GPP Port (1)

From lpc17xx.h find the mapping architecture

```
#ifdef __USE_CMSIS
#include "LPC17xx.h"
#endif

#include <cr_section_macros.h>
#include <stdio.h>

//Initialize the port and pin as outputs.
void GPIOinitOut(uint8_t portNum, uint32_t pinNum)
{
    if (portNum == 0)
    {
        LPC_GPIO0->FIODIR |= (1 << pinNum);
    }
    else if (portNum == 1)
    {
        LPC_GPIO1->FIODIR |= (1 << pinNum);
    }
    else if (portNum == 2)
    {
        LPC_GPIO2->FIODIR |= (1 << pinNum);
    }
    else
    {
        puts("Not a valid port!\n");
    }
}
```

```
void setGPIO(uint8_t portNum, uint32_t pinNum)
{
    if (portNum == 0)
    {
        LPC_GPIO0->FIOSET = (1 << pinNum);
        printf("Pin 0.%d has been set.\n", pinNum);
    }
    //Can be used to set pins on other ports for future
    else
    {
        puts("Only port 0 is used, try again!\n");
    }
}

//Deactivate the pin
void clearGPIO(uint8_t portNum, uint32_t pinNum)
{
    if (portNum == 0)
    {
        LPC_GPIO0->FIOCLR = (1 << pinNum);
        printf("Pin 0.%d has been cleared.\n", pinNum);
    }
    //Can be used to clear pins on other ports for future
    else
    {
        puts("Only port 0 is used, try again!\n");
    }
}
```

Program GPP Port (2)

From lpc17xx.h find the mapping architecture

```
int main(void)
{
    // Force the counter to be placed into memory
    volatile static int i = 0 ;
    //Set pin 0.2 as output
    GPIOinitOut(0,2);
    //Set pin 0.3 as output
    GPIOinitOut(0,3);

    while(1)
    {
        printf("Enter a command to activate LED1(1)
               & LED2(2) or both(3).\n");
        scanf("%d", &i);

        if (i == 1)
        {
            //Activate pin 0.2
            setGPIO(0,2);
        }
        else if (i == 2)
        {
            //Activate pin 0.3
            setGPIO(0, 3);
        }
    }
}
```

```
        else if (i == 3)
        {
            //Activate both pins
            setGPIO(0, 2);
            setGPIO(0, 3);
        }
        else
        {
            puts("Not a valid option!\n");
        }

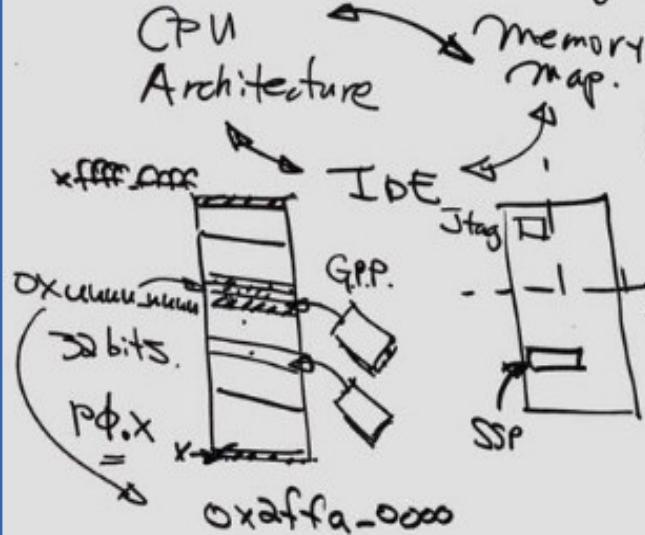
        //Deactivate pins
        clearGPIO(0, 2);
        clearGPIO(0, 3);
    }
    //0 should never be returned, due to infinite while loop
    return 0;
}
```

9-10-2018 GPP I/O Testing

CMPE240 Advanced Microprocessor Systems Sept. 10, 2018
Harry Li. 1/.

Homework: 1. Run GPIO Testing Program On Your Prototype Board By Next Monday.
2. On Wednesday, Bring Your Prototype Board to the Class.

Road Map: IDE. Software → GPP Testing OKT & Program Implementation.



Example: GPP I/P O/P Testing.
① Memory → Populate the M. Map.

Init & Config → Special Purpose Registers w/ Addr. to map the controller(s) to map w/ unique Addr.

② Special Purpose Register(s) w/ unique Address = 1. P. 2. Set the init & config. of a given controller.
Addr. 0x0000-0000 & 0x2ffa-0000

③ Special Purpose Register Naming Convention.

LPC → Controller S.P.R.

#define LPC_GPIO0_FIODIR 0x00000000
"*.h" & "LPC1114.h"

④ Porting Special Purpose Registers for GPIO. 32 bits.



9-10-2018 GPP I/O SPR FIODIR

CMPE240 Adv. Microprocessor Systems. Sept. 10
HL. 2/.

Example: Data Sheet Section 9.4.

P0[30:0], 31 pins; P2[13:0] 14 pins.

Table 102, pp. 131 Suppose FIODIR

with Addr. 0x2009-C000,

Find memory Bank holding this S.P.R.?