

Micro Controllers Summary

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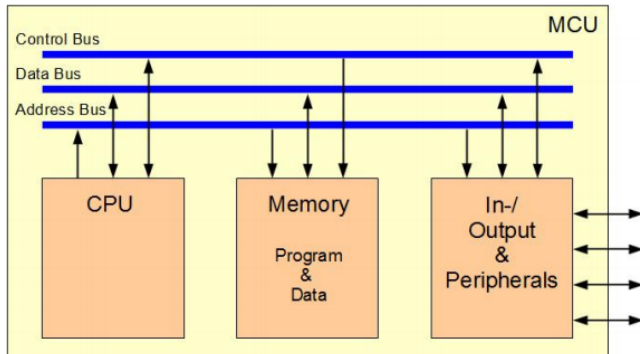
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1 System Components

1.1 Von Neumann Architecture



Components:

- **CPU**, Central Processing Unit
- **Memory**, Program and Data
- **In-/Output**-Unit, Peripherals
- **Bus-System**: Communication

One *shared bus and memory* for program and data.

1.2 Harvard-Architecture

basically same as Von Neumann, with the difference, that there are *two separate bus systems* for program and data

1.3 Numerical Systems

Numerical value Z_B of a n -digit, integer number with base B ($B \geq 2$):

$$Z_B = \sum_{i=0}^{n-1} x_i \cdot B^i$$

Decimal	Dual / Binary	Hexadecimal
197	0b1100'0101	0xC5
$B = 10$	$B = 2$	$B = 16$
$= 1 \cdot 10^2 +$ $9 \cdot 10^1 +$ $7 \cdot 10^0$	$= 1 \cdot 2^7 + 1 \cdot 2^6 +$ $0 \cdot 2^5 + 0 \cdot 2^4 +$ $0 \cdot 2^3 + 1 \cdot 2^2 +$ $0 \cdot 2^1 + 1 \cdot 2^0$	$= C \cdot 16^1 + 5 \cdot 16^0$ $= 12 \cdot 16^1 + 5 \cdot 16^0$

The amount of presentable numbers is B^n . The highest presentable number is $B^n - 1$. Calculated from $x_i = B - 1$ for $n - 1 \geq i \geq 0$

1.4 hex / binary

H	D	B	Dec	Bin
0	0	0000	16	2^5 (max 31)
1	1	0001	32	2^6 (max 63)
2	2	0010	64	2^7 (max 127)
3	3	0100	128	2^8 (max 255)
4	4	0101	256	2^9 (max 511)
5	5	0110	512	2^{10} (max 1'023)
6	6	0111	1'024	2^{11} (max 2'047)
7	7	1000	2'048	2^{12} (max 4'095)
9	9	1001	4'096	2^{13} (max 8'191)
A	10	1010	8'192	2^{14} (max 16'383)
B	11	1011	16'384	2^{15} (max 31'767)
C	12	1110	32'768	2^{16} (max 65'535)
D	13	1011		
E	14	1011		
F	15	1011		

1.5 Signed numbers

two's compliment is being used

$$Z_{signed} = -x_{n-1} \cdot 2^{n-1} + \sum_{i=0}^{n-2} x_i \cdot 2^i$$

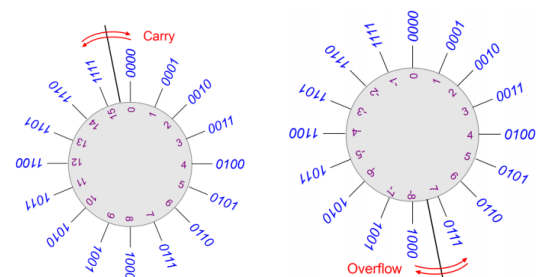
most significant bit is negative

Example: -1 as 16-bit Hex = 0xFFFF

Conversion:

1. Invert binary : $-6 \rightarrow 0110 \rightarrow 1001$
2. increment by 1 : $1001 + 0001 \rightarrow 1010$

1.6 carry / overflow



Carry is set on crossover between lowest and highest number

Overflow happens on crossover between highest absolute values

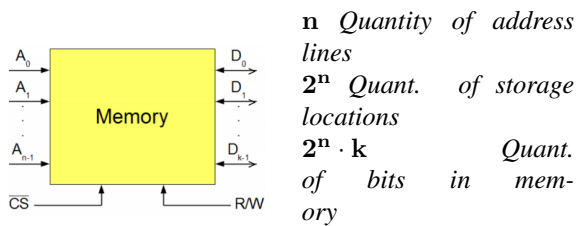
1.7 Bit groups

Nibble/Tetrad has the size of 4 bits

Byte has the size of 8 bits

Word is MC9S08JM60 specific, it has 16 bits

1.8 Quantity of address lines



$$1\text{ K} = 2^{10} = 1024\text{ Bit} \hat{=} 10\text{ Adresslines}$$

$$64\text{ K} = 2^{16} = 65536\text{ Bit} \hat{=} 16\text{ Adresslines}$$

example, $32\text{K} \times 8$ memory storage space:

bits storage: $32 \cdot 2^{10} \cdot 8 = 2^5 \cdot 2^{10} \cdot 2^3 = 2^{18} \rightarrow 18\text{ Bits}$

number address lines: $32 \cdot 2^{10} = 2^{15} = 32\,768$

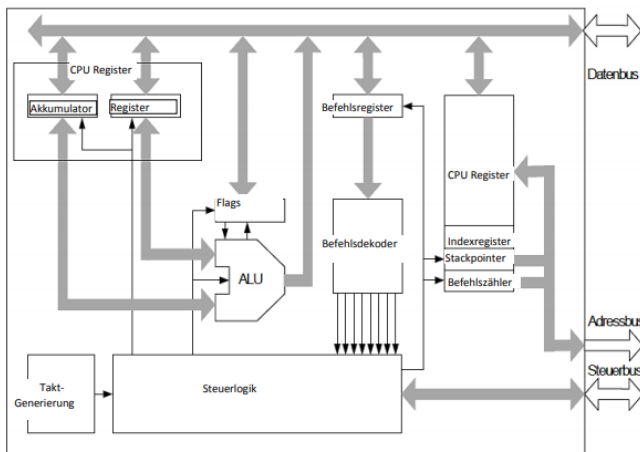
highest address: $2^{18} - 1 = 0x7FFF = 262\,143$

1.9 Microprocessor vs Microcontroller

Microcontroller contains CPU (Processor), Peripherals (I/O) and Memory (RAM / ROM). Basically a small computer.

Microprocessor has only CPU and some integrated Circuits.

1.10 CPU components



ALU (Arithmetic Unit), AKKU (Accumulator), PC (Program Counter), Busses, Instruction-Register, Address-Register, Operand-Register, Control Unit, ..

1.11 Instruction Cycle Steps

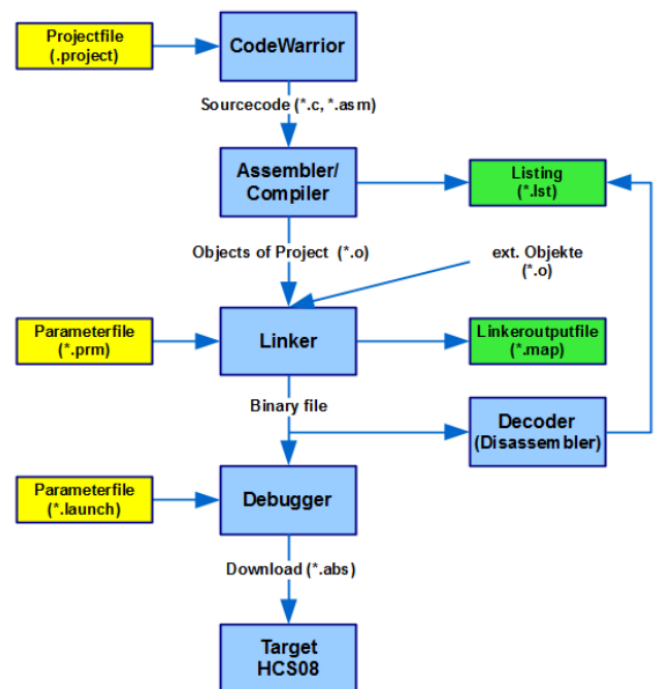
1. instruction fetch
2. instruction decode
3. (operand fetch)
4. instruction execute
5. next address and inc PC

1.12 Types of MCU Registers

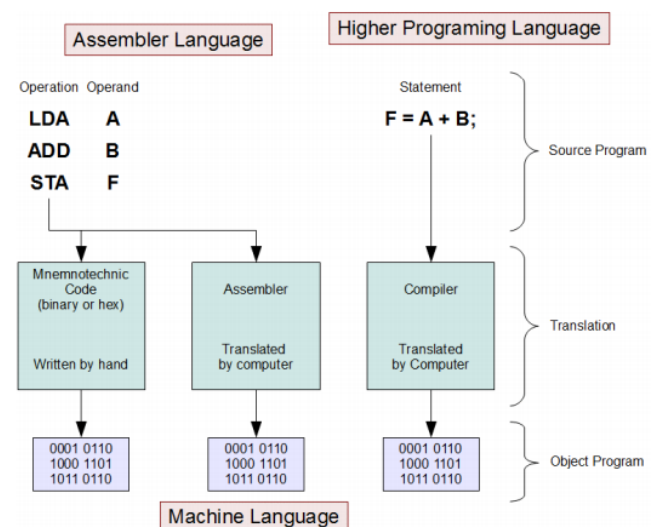
AKKU, PC, Instruction-Register (decoder), Operand-Register

2 Compiling

2.1 Codewarrior Designflow



2.2 Programming Language



High level programming languages are:

- portable
- efficient (normally)
- Better readable
- easier to maintain

High level programming languages are usually preferred, if enough computational power and memory is available. Assembler is often used, if the application:

- is time critical and needs exact timing
- timing of the high level programming language to unpredictable is

2.3 Assembler Code-Format

	Label	Instruction	Operands	comment
Ex1	Limit:	EQU	\$CD	; define limit
Ex2	Start:	LDA	#Limit	; load limit

Instruction: is a command for the processor

Directive: are instructions that direct the assembler / compiler to do something

	Type	Directed to	Results in program code
Ex1	Instruction	Target CPU	Yes
Ex2	Directive	Assembler	Only indirect
	Comment	Programmer	No

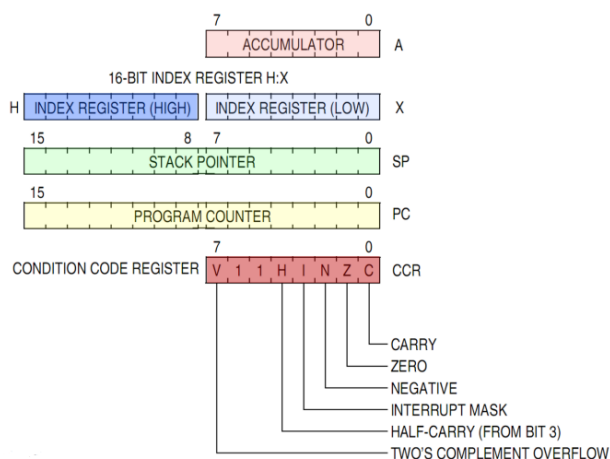
2.4 Parameter file

The Parameter file (*.prm) is used for by the Linker. It takes the machine code and defines the location on the controller. It is important, so that jumps work correctly. It contains:

- Memory-Map of the Prozessor (Location and size of Flash, RAM, ..)
- Extra definitions, where which parts of the code on the Controller should be located

3 Assembler & HCS08

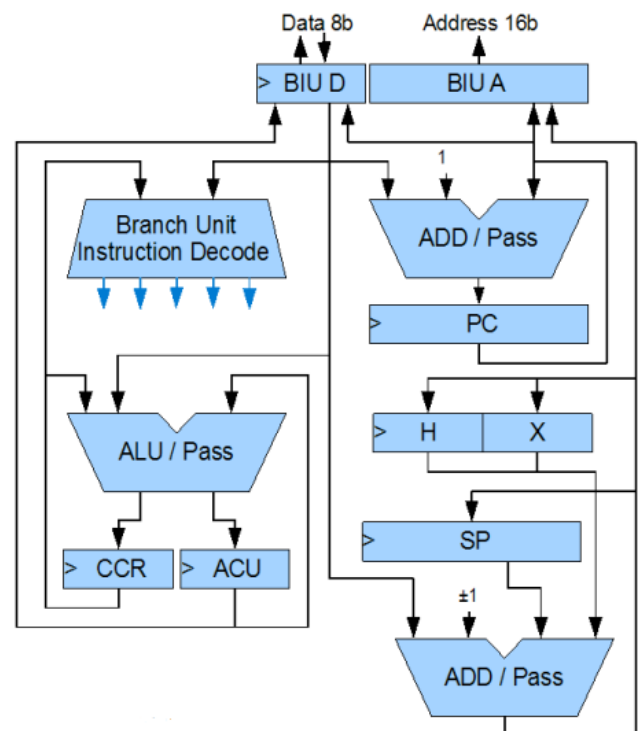
3.1 HCS08 CPU Registers



Registers the HCS08 contains:

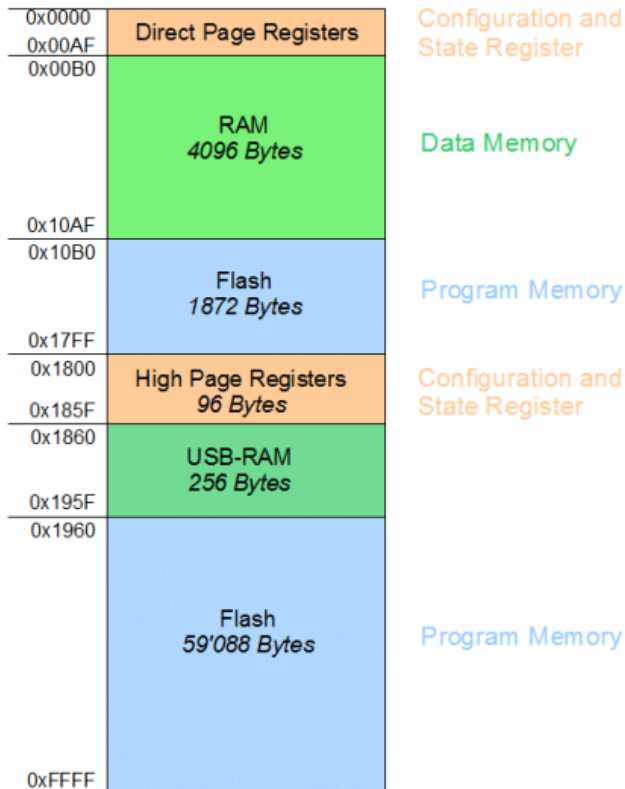
- HX Register
- PC
- Akku
- Stack Pointer
- CCR

3.2 HCS08 Processor



- 8 Bit, Von Neumann architecture
- **BIU** Bus Interface Unit
- **PC** Program Counter
- **ACU** Accumulator
- **ALU** Arithmetic Logic Unit
- **CCR** Condition Code Register (Collection of status flags)
- **SP** Stack (LI-FO, Pointer for Context and Parameter)
- **H:X** Index Register

3.3 Memory Mapping



Access to the directpage (0x0000 - 0x0AF) needs less cycles, since the address is only 1 Bytes long.

3.4 Register configuration HCS08

```
// define the dataflow direction input = 0 /
  output = 1
PTADD = 0x04;

// set output value
PTAD = 0x04;
// read value
uint_8 val = PTAD;

// set pullup enable port
PTADD = 0x00;
PTAPE = 0x04;
```

Reg. Name Description

PTxDD	Data Direction of Port x
PTxD	Data value of Port x
PTxPE	Set Pullup Enable of Port x (PTxDD needs to be 0)

Pullup Enable is used to pullup the value of the output to 1. This is usually used on a bus system to prevent a short circuit.

3.5 Differences of Operations

Comparing different operations, following should be taken in consideration:

- number of cycles
- memory usage, 8bit (directpage) / 16bit
- Set CCR bits / flags
- Used registers

- Address modes

4 Assembler Directives & Addressing Modes

4.1 Directives

Directive	Description
SECTION	Defines the beginning of a relocatable section
EQU	Assigns an expression to a name. Not redefinable
DC	Defines one or more constants and their names. Will be stored at the set location
DS	Allocates memory(RAM) for variables

The Assembler-Directive **SECTION** defines program- and data section. Those section can be moved freely within the memory (relocative assembling), **after** the **assembly** process is finished.

The final memory area location happens after the linking process. The locations of those sections can therefore be defined in the **Linker-Parameterfile**.

4.2 Basic Assembler Program

```
; include definitions
include 'MC9S08JM60.inc'

; -- globals
GLOBAL _Startup ; define start of programm
GLOBAL main
GLOBAL dummy ; Dummy Interrupt Service Routine

; -- equations
StackSize: EQU $60 ; stack size
pi: EQU 31416 ; example of random equ

; -- stack
DATA_STACK: SECTION
TofStack: DS StackSize-1 ; definiton of "
           Top of Stack"
BofStack: DS 1 ; definition of "
           Bottom of Stack"

; -- create space for data
DATA: SECTION
var1: DS 1 ; Example of a 1 Byte
      Variable
Array1: DS $20 ; Example of an Array of $20
        Bytes

; -- setup constants
CONST: SECTION
Maskel: DC.B %00000001
Parameter1: DC.B $3A ; DC with a point
Parameter2: DC.W 57100 ; word with int
           value
Reserve_Par: DS 16 ; reserve empty 16
             Bytes
VarArray: DS.W 3 ; reserve 3 Words
STRING1: DC.B 10, "Hello", $0D

; -- program start (initialisation)
PROGRAMM: SECTION ; Code Segment
```

```

_Startup:                ; Resetvektor points to
    this
Stackinit: LDHX    #(BofStack+1)
    TXS            ; decrement TXS, thats
                why +1 BofStack
    LDA    #$00
    STA    SOPT1    ; Disable Watchdog

; -- actual program
main:
    ; turn on backlighths of the car
    BSET    PTDD_PTDD2, PTDD
    BSET    PTDDD_PTDDD2, PTDDD

    CLR     RamLoc

    BCLR    PTGDD_PTGDD0, PTGDD
    BCLR    PTGDD_PTGDD1, PTGDD
    BCLR    PTGDD_PTGDD2, PTGDD
EndlessLoop:
    ; load joystick values
    MOV     RamLoc, PTGD
    JMP     EndlessLoop

; (=ensure program end if endlessloop is
    missing)
EndLoop:    BRA     *

; catch any unexpected interrupts
dummy:      BGND
            BRA     dummy

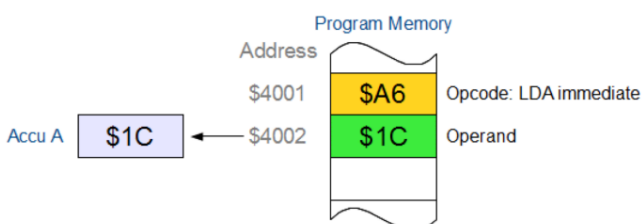
```

4.3 Addressing Modes

- **Immediate:** 1 Byte operand in instruction (LDA #\$01)
- **Inherent:** no operand required (e.g. NOP, INCA..)
- **Direct:** onlu direct page, 1 address Byte
- **Extended:** whole 64k area, 2 address Bytes
- **Indexed:** with SP (Stack pointer) or HX (7 sub modes)
- **Relative:** for branches, $PC=PC+2+two's\ compl.$

Different addressing modes of the same instruction type use different operation codes (e.g. LDA-MM: A6; LDA-DIR: B6).

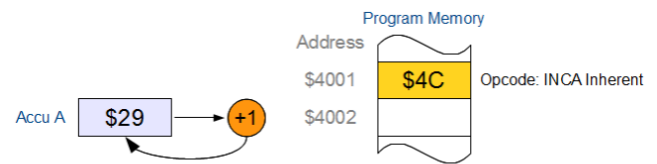
4.3.1 Immediate (IMM)



Immediat addressing mode: the following Byte of the operation code is immediately used as the operand.

Example: **LDA #\$1C**

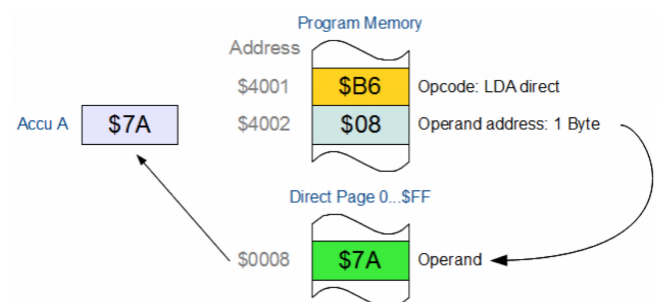
4.3.2 Inherent (INH)



Inherent addressing mode: no explicit operand address needed. All operands are in the CPU-registers

Example: **INCA**

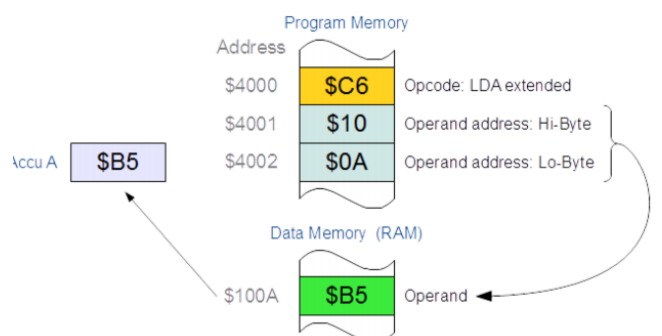
4.3.3 Direct (DIR)



Direct addressing mode: After the operation code, the **1-Byte** operand address follows in the program memory. Only operands in the address section between \$00 and \$FF are supported. (The Direct Page Registers 0x00-0xAF, Direct Page RAM 0xB0-0xFF)

Example: **LDA \$08**

4.3.4 Extended (EXT)

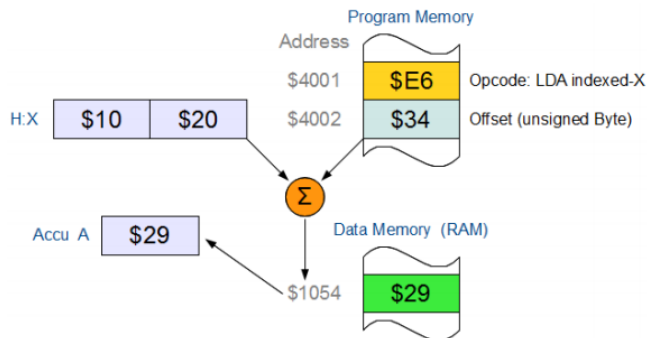


Extended addressing mode: After the operation code, the **2-Byte** operand address follows in the program memory.

Supports the whole address section between 0x0000 - 0xFFFF. But is also slower.

Example: **LDA \$34,X**

4.3.5 Indexed (IX1)

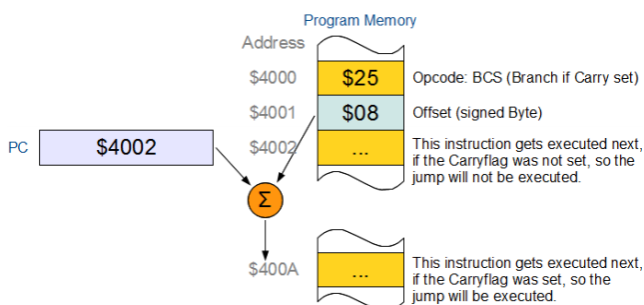


Indexed addressing mode: uses the **HX** or **SP** register. Through indexed addressing the final assigned operand address is dependent from the program behaviour (address arithmetics).

Following are sub modes of the indexed addressing mode

IX	Indexed addressing with H:X , without offset	LDA X
IX1	Indexed addressing with H:X and 8-bit offset	LDA \$34, X
IX2	Indexed addressing with H:X and 16-bit offset	LDA \$34A5, X
IX+	Indexed addressing with H:X and H:X Increment . Only for MOV and CBEQ (Compare Accu with value on the address that is stored in the H:X register. If values are equal, jump to Label and increment H:X) instructions	CBEQ X+, Label
IX1+	Same as IX+ , with Increment and 8-bit offset (Only available for instruction CBEQ)	CBEQ \$34,X+, Label
SP1	Same as IX1 , but with Stack-pointer SP instead of H:X .	LDA \$34, SP
SP2	Same as IX2 , but with Stack-pointer SP instead of H:X .	LDA \$34A5, SP

4.3.6 Relative (REL)



PC relative addressing mode: is only used with **BRANCH**-Instructions.

The following Byte after the operand is a **two's complement** offset to the already increased program counter.

The address range with relative addressing is -126 to +129. 129, since the PC is incremented before and after the jump (+2).

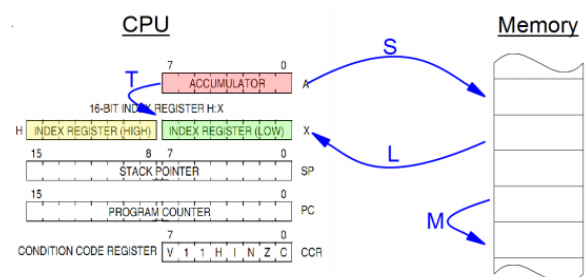
5 Assembler Addressing & Programming

5.1 Assembler Instructions

There are 3 main type of instructions:

- **Data Transport**
- **Operations** (Arithmetic, Logic, Bit-manipulation, Shift and Rotation)
- Program **Branches** with jump and branch operations

5.2 Transport Operations



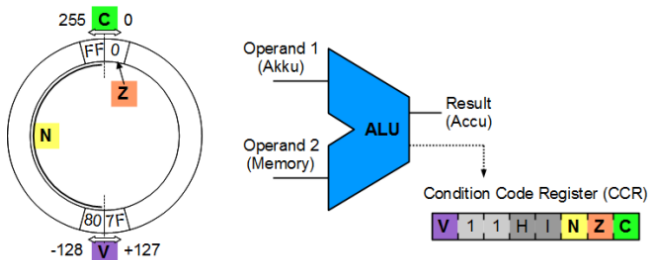
	Operation	Example
L	Load	LDA, LDH, LDHX; PULA, PULX (Stackoperations)
S	Store	STA, STX, STHX; PSHA, PSHZ (Stackoperations)
T	Transfer	TAP, (CCR = Accu.), TPA, TAX, TSX
M	Move	MOV

5.3 Arithmetic Operations

ADD	Adds given operand to the ACC.
SUB	Works equivalent to the addition.
ADC & SBC	Include Carry bit and support additions and subtractions with numbers with more than 8 bits.
MUL	Multiplies the content of the accumulator A with the content of the index register X and stores the 16-bit result in X:A (MSB in X, LSB in A) only unsigned.
DIV	divides the 16-bit dividend in H:A (MSB in H, LSB in A) with the divisor in the index register X. The 8-bit result is written to A. If an overflow or division by 0 occurs, the Carry-bit is set. only unsigned.

Results of arithmetic instructions are saved on the HCS08 either in the X-Register or AKKU

5.4 Flags



CC	Name	Condition	Relevant for	
Z	Zero	Result = 0	unsigned	signed
N	Negative	Result < 0		signed
C	Carry	0 > Result > 255	unsigned	
V	Overflow	-128 > Result > 127		signed

Half-Carry is used for binary-coded decimal calculations

ADD instruction

C: A7&M7 | M7&R7 | A7&R7
 V: A7&M7&R7 | A7&M7&R7
 N: R7
 Z: R7&R6&R5&R4&R3&R2&R1&R0

SUB instruction

C: A7&M7 | M7&R7 | A7&R7
 V: A7&M7&R7 | A7&M7&R7
 N: R7
 Z: R7&R6&R5&R4&R3&R2&R1&R0

A (Operand 1)

M (Operand 2)

R (Result 1)

5.5 Logical Operations & Bit Masking

```
B7: EQU $80 ; Mask for Bit 7
B6: EQU $40 ; Mask for Bit 6
:           :
B0: EQU $01 ; Mask for Bit 0

ORA # (B6 | B3) ; Set Bit 6 and 3 in ACCU
AND # (B5 | B4) ; Delete all Bits in ACCU except
                  Bit 5 and 4
```

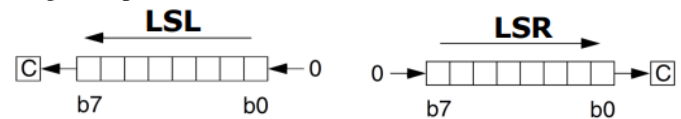
AND logical AND-operation
ORA logical OR-operation
EOR logical XOR-operation
BCLR n,Addr Delete Bit n on a specific memory address
BSET n,Addr Set Bit n on a specific memory address
BIT Addr Bitwise AND operation of Accu with content of Addr, without changing content of Accu and Addr. Affects only **N-** and **Z-Flags**.
CLC Delete Carry-Flag C
SEC Set Carry-Flag C
CLI Delete Interrupt-Mask Bit I (Interrupt enable)
SEI Set Interrupt-Mask Bit I (Interrupt disable)

5.6 Shift- and Rotation Operations

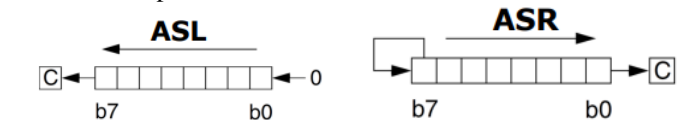
in direction MSB (left)

in direction LSB (right)

Logical Operations:

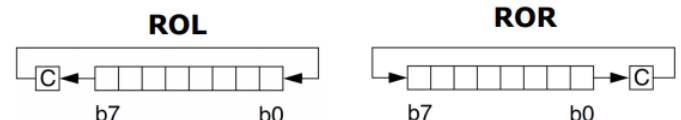


Arithmetic Operations:



Multiplication by 2, ASL=LSL

Division by 2



5.7 Relative Branching

Unconditional Branch

Oper.	Meaning
BRA	Branch always
BRN	Branch never
BSR	Branch to subroutine

Testing a Single Flag

Oper.	Test	Meaning
BEQ	Z=1	Branch if equal
BNE	Z=0	Branch if not equal
BCS	C=1	Branch if Carry set
BCC	C=0	Branch if Carry clear
BMI	N=1	Branch if Minus
BPL	N=0	Branch if Plus

Arithmetic Comparison of Accu and Memory Location

Oper.	Test	Format
BGT	>	signed
BHI		unsigned
BGE	≥	signed
BHS, BCC		unsigned
BLE	≤	signed
BLS		unsigned
BLT	<	signed
BLO, BCS		unsigned
BEQ	=	signed
		unsigned

5.8 Branching Compare-Operation

Compare instructions are **subtraction operations** that change status flags, but leave the data registers unchanged.

CMP opr8 Compare content of **ACCU** with 8-bit operand

CPX opr8 Compare content of **X-Register** with 8-bit operand

CMP opr8 Compare content of **HX-Register** with 16-bit operand

Example, Test if a value is bigger or smaller than another value, branch afterwards

```
LDA Op1
CMP Op2 ; Calculates (Op1-Op2) and sets flags
BMI Label ; Branch if Op2 > Op1 (N=1) to Label
```

5.9 Direct relative Branching

Those Branches are dependent on a single Bit of a memory located in the **Direct Page**.

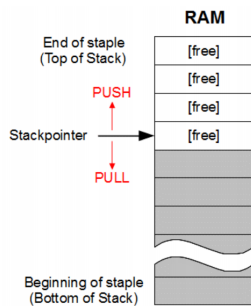

```

BRCLR n,Addr,Label ; Branches to Label, if Bit
                     n of value on
                     ;address Addr is not set (
                     ;   Addr only DIR)
BRSET n,Addr,Label ; Branches to Label, if Bit
                     n of value on
                     ;address Addr is set (Addr
                     ;   only DIR)

```

6 Subroutines & Stack

6.1 Stack



The stack is a special memory section (in RAM) that works after the Last-In-First-Out (LIFO) principle.

It is addressed over the Stackpointerregister *SP* of the CPU.

PUSH put and increment *SP*

PULL get and decrement *SP*

Stack grows from high addresses to lower

```

Stacksize: EQU $40
:
DATA:      SECTION
TofStack:  DS Stacksize-1 ; reserve stack
BofStack:  DS 1
:
PROGRAM:   SECTION
LDHX # (BofStack+1) ; H:X := Bottom
               of Stack
TXS                ; SP := HX -1
:
; save CPU-Status on stack
PSHA ; Akku auf Stack
PSHX ; X-Register auf Stack
:
; restore CPU-Status from stack
; order is important (LIFO!)
PULX ; X-Register
PULA ; Akku

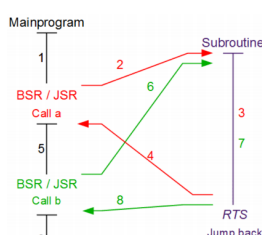
```

Stacks are used for:

- Subroutine calls (save return address)
- Store context
- Store parameters
- Store local variables

malloc (heap) and global variables are not stored on the stack.

6.2 Subroutines



BSR/JSR push and inc. *PC*

RTS pull and inc. *PC*

Parameters passing on stack (used by C)

Local Variables saved on stack (used by C)

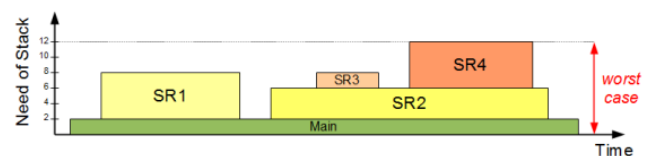
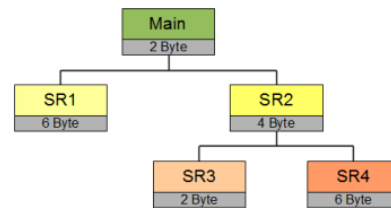
subroutines enable following:

- **less memory usage**; repeated command sequences are stored only once
- **less development effort**; tested command sequences can be reused
- **less error prone**; enable modular way of building software
- **higher team productivity**; multiple people can work parallel on different code sections
- **shorter compile time & libraries**; different parts of the code can be compiled separately

The only **negative** about subroutines is calling of subroutines is **slower**. Time is needed for passing parameters and saving the context on the stack

6.3 Stack size

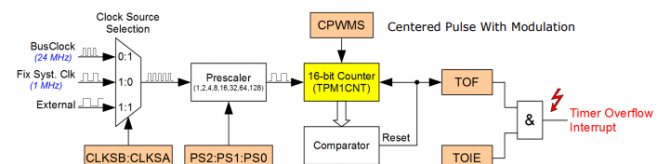
To analyze the used stack size, it is helpful to create a tree with the subroutines, their calls and used stack space.



It is also possible to figure out the stack usage by filling the program-stack at the start with a bit pattern like 0xdeadbeef and stress test the program as much as possible. At the end, this will show which part and how much of the stack has been used during the program execution.

7 Timer and Interrupts

7.1 Modulo Counter



0x0060	TPM2SC	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
0x0061	TPM2CNTH	Bit 15	14	13	12	11	10	9	Bit 8
0x0062	TPM2CNTH	Bit 7	6	5	4	3	2	1	Bit 0
0x0063	TPM2MODH	Bit 15	14	13	12	11	10	9	Bit 8
0x0064	TPM2MODL	Bit 7	6	5	4	3	2	1	Bit 0

7.2 Modulo Frequency

$$T_{TOF} = (MOD + 1) \cdot PS / f_{CLK}$$

- T_{TOF} : Time between two Timer-Overflow events
- MOD: Value of the Modulo set
- PS: Prescaler value
- f_{CLK} : frequency of the controller

To calculate the modulo, the frequency (Clock Source) needs to be selected and the prescaler needs to be defined. To calculate the Modulo value, following can be used. The Modulo is 2 Bytes, so it needs to be between $0 < MOD < 65536$

$$MOD = \left(\frac{T_{TOF} \cdot f_{CLK}}{PS} \right) - 1$$

7.3 Timer Control Registers

Address	Reg-Name	Bit-Name							
0x0060	TPM2SC	TOF	TOIE	CPWMS	CLKSB	CLKSA	PS2	PS1	PS0
0x0061	TPM2CNTH	Bit 15	14	13	12	11	10	9	Bit 8
0x0062	TPM2CNTL	Bit 7	6	5	4	3	2	1	Bit 0
0x0063	TPM2MODH	Bit 15	14	13	12	11	10	9	Bit 8
0x0064	TPM2MODL	Bit 7	6	5	4	3	2	1	Bit 0
0x0065	TPM2C0SC	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	0	0
0x0066	TPM2C0VH	Bit 15	14	13	12	11	10	9	Bit 8
0x0067	TPM2C0VL	Bit 7	6	5	4	3	2	1	Bit 0
0x0068	TPM2C1SC	CH0F	CH0IE	MS0B	MS0A	ELS0B	ELS0A	0	0
0x0069	TPM2C1VH	Bit 15	14	13	12	11	10	9	Bit 8
0x006A	TPM2C1CL	Bit 7	6	5	4	3	2	1	Bit 0

SC = Status&Control, CNT = Counter, MOD = Modulo, V = Value; H = High-Byte, L = Low-Byte

CLKSB:CLKSA	TPM Clock Source to Prescaler Input
00	No clock selected (TPM counter disable)
01	Bus rate clock
10	Fixed system clock
11	External source

Table 16-4. Prescale Factor Selection

PS2:PS1:PS0	TPM Clock Source Divided-by
000	1
001	2
010	4
011	8
100	16
101	32
110	64
111	128

7.4 Polling and Interrupts

A MC-System has to react instantly to events (internal or external) (e.g. measure value monitoring, serial communication).

The **instant of time** of these events is **not known in advance**.

There are two ways to react to those kind of events:

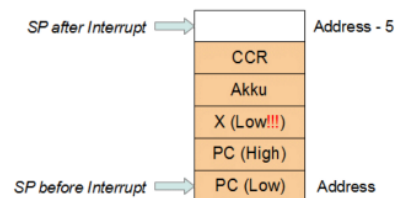
- **Interrupt** = Exception handling
enables **realtime capable (+)** systems (depends on interrupt **latency**). **Fast reaction time** through automatic reaction to events and interrupt of the program to execute an Interrupt-Service-Routine (ISR). Needs substantial effort for **state backup (-)**, because the instant of the program interruption is unknown.
- **Polling** = cyclic requesting
Shorter program interruption (+). Since the instant of time is known during programming, the state can be backed up more efficiently.
easier to understand / debug (+)
Waste of calculation time (-) if events occur rarely

Each MCU holds an Interrupt-Logic to realise real-time systems.

7.5 Interrupt execution

1. Interrupt called
2. Save current state onto stack
3. Call function
4. By Programming - clear interrupt flag
5. go back to code
6. load saved state from stack
7. keep running where stop before interrupt

7.6 Save Interrupt State



On entrance to an ISR the CPU-State is backed up automatically to the Stack.

Note: The **H-Register** must be saved „manually“ on the HCS08 (only with Assembler)

7.7 Difference ISR and Subroutines

ISR = Interrupt Service Routine / Interrupt Subroutine

	ISR	Unterprogramm
Call	spontaneous	BSR/JSR
State backup	automatic	Program (manual)
Return jump	RTI	RTS

7.8 Interrupt Sources Priority

In the MC9S08JM60 there are 29 Interrupt Sources, that are sorted by priority in the Interruptvector-Table

1x	Real-Time Clock				
1x	IIC Module				
1x	Comparator Module				
1x	A/D-Converter				
1x	Keyboard-Interface				
6x	SCI 1/2 Module				
10x	Timersystem				
1x	USB Module				
2x	SPI 1/2 Module				
1x	Clock Generator				
1x	Low-Voltage Detection				
1x	External IRQ Pin				
1x	SW-Interrupt (SWI)				
1x	Reset Interrupt				

maskable

not maskable
partwise maskable

lowest priority

highest priority

```

VECTOR ADDRESS 0xFFE0 errISR_TPM20 // TPM1
overflow
VECTOR ADDRESS 0xFFE2 errISR_TPM1CH5 // TPM1
channel 5
VECTOR ADDRESS 0xFFE4 errISR_TPM1CH4 // TPM1
channel 4
VECTOR ADDRESS 0xFFE6 errISR_TPM1CH3 // TPM1
channel 3
VECTOR ADDRESS 0xFFE8 errISR_TPM1CH2 // TPM1
channel 2
VECTOR ADDRESS 0xFFEA errISR_TPM1CH1 // TPM1
channel 1
VECTOR ADDRESS 0xFFEC ifrFrontISR // TPM1
channel 0

```

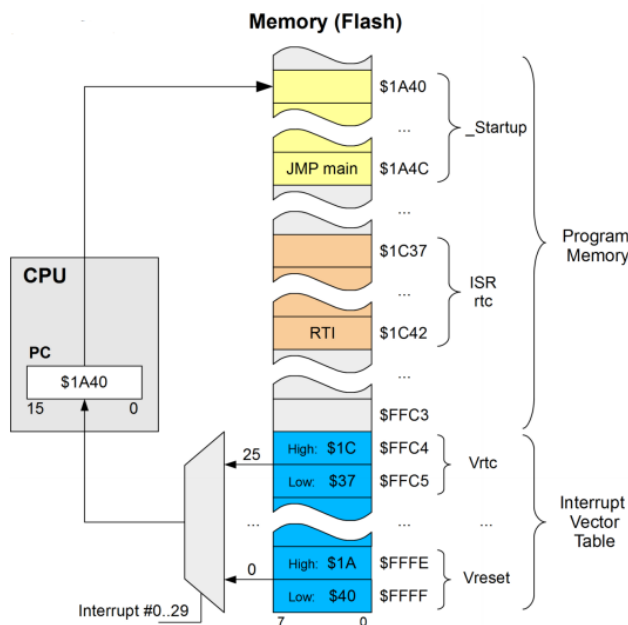
By default the HCS08 does **not** support **nested Interrupts**, because the I-Flag gets set on an entrance into an ISR.

If there are more Interrupt demands, the ISR with the highest priority (lowest vector number) is called first

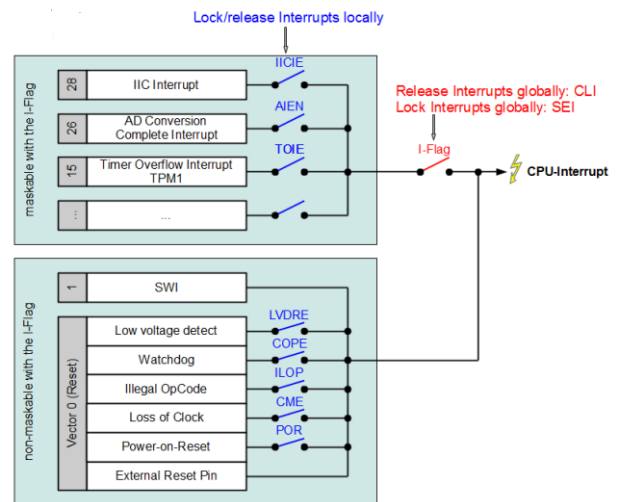
7.9 Interrupt Counter

Setting the Interrupt Counter will set it always to 0.
Reading one of the Counter 8 Bit, the other one will be saved to a shadow register until read from.

7.10 Interrupt Vectortable



7.11 Interrupt-Release Logic



7.12 Programming of Interrupts

Following is important for programming interrupts:

- Define **Interruptvectors**; at the place of the Interruptvector has to be the start address of the ISR (in CW definition in .prm file)
- Define and initialise **Stack**
- **Delete the Interrupt-Flags before** you release them, so that the Interrupt does not get fired right away.
- **Programming of ISR**; CPU-State gets backed up automatically (H-Register only through C-Compiler)
- **Delete the Interrupt-Flag in the ISR**
- **End the ISR with RTI** (is done automatically on usage of C-Compiler)
- Release Interrupts globally (**CLI**) in the main program (typically after initialisation part)

```

// Extract out of .prm File
VECTOR ADDRESS 0xFFC4 ISR_RTI // RTC
VECTOR ADDRESS 0xFFC6 errISR_IIC // IIC
VECTOR ADDRESS 0xFFC8 errISR_ACOMP // ACOMP
VECTOR ADDRESS 0xFFCA errISR_ADC // ADC
Conversion
...
VECTOR ADDRESS 0xFFDA motorBoosterISR // TPM2
overflow
VECTOR ADDRESS 0xFFDC errISR_TPM2CH1 // TPM2
channel 1
VECTOR ADDRESS 0xFFDE errISR_TPM2CH0 // TPM2
channel 0

```

```

interrupt void myTofISR(void)
{
    // myTofISR function needs to be mapped
    // in the vectortable -> parameterfile (.
    prm).
    //reset the interrupt flag
    TPM1SC_TOF = 0;

    //run logic
}

```

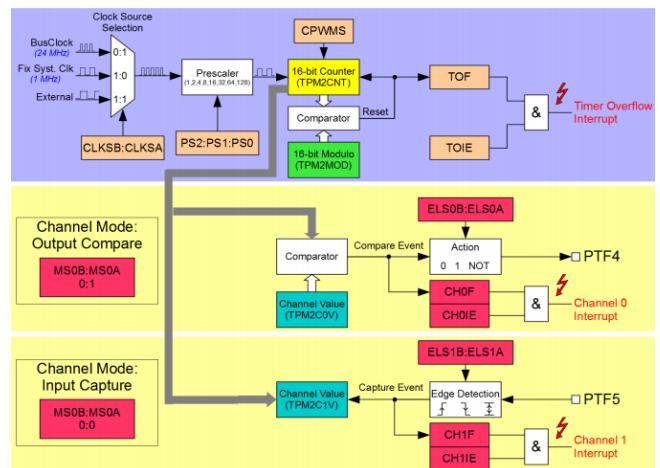
```
void initTimer(void)
{
    //set module to 25780 / 0x64B4
    TPM1MODH = 0x64;
    TPM1MODL = 0xB4;
    //TPM1MOD = 25780;
    //Clock set to 1 MHz
    TPM1SC_CLKSA = 0;
    TPM1SC_CLKSB = 1;

    //define Prescaler to 128
    TPM1SC_PS0 = 1;
    TPM1SC_PS1 = 1;
    TPM1SC_PS2 = 1;

    // reset counter
    TPM1CNT = 0

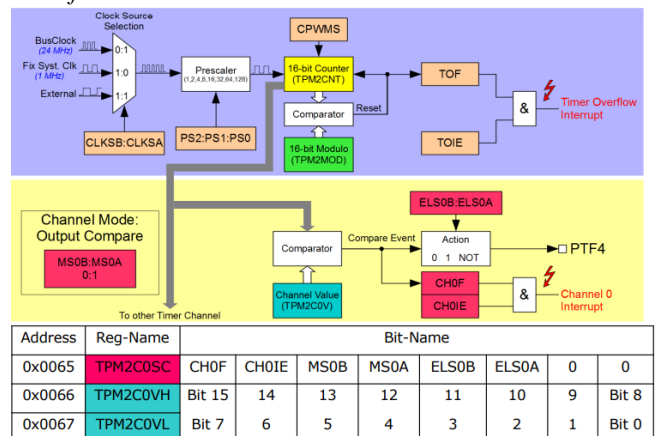
    // enable timer Overflow Interrupt
    // this should be the last action
    TPM1SC_TOIE = 1;
    // Reset the Timer Overflow Interrupt
    TPM1SC_TOF = 0;
}

void main(void)
{
    initTimer();
    //enable interrupts
    EnableInterrupts;
}
```



8.1 Timer with Output-Compare

interrupt is occurring, when the content of the V-Register and of the counters have the same value.



8 Output Compare & Input Capture

CPWMS	MSnB:MSnA	ELSnB:ELSnA	Mode	Configuration
X	XX	00	Pin not used for TPM - revert to general purpose I/O or other peripheral control	
0	00	01	Input capture	Capture on rising edge only
		10		Capture on falling edge only
		11		Capture on rising or falling edge
	01	01	Output compare	Toggle output on compare
		10		Clear output on compare
		11		Set output on compare
	1X	10	Edge-aligned PWM	High-true pulses (clear output on compare)
		X1		Low-true pulses (set output on compare)
1	XX	10	Center-aligned PWM	High-true pulses (clear output on compare-up)
		X1		Low-true pulses (set output on compare-up)

```
void initTimer(void){
    TPM1C1SC_CH1IE = 1; //Channel 1 Timer 1
    Interrupt enable
    TPM1C1SC_MS1A = 1; //A=1 ; B=0 - Output
    Compare
    TPM1C1SC_MS1B = 0;
    TPM1C1SC_ELS1A = 1; //A=1 ; B=0 - Toggle
    Output on Compare
    TPM1C1SC_ELS1B = 0;
    TPM1C1V = 0x95FF; //set 16bit channel value
    // (is compared with main timer, calc the
    timer on the base of the clock)
}

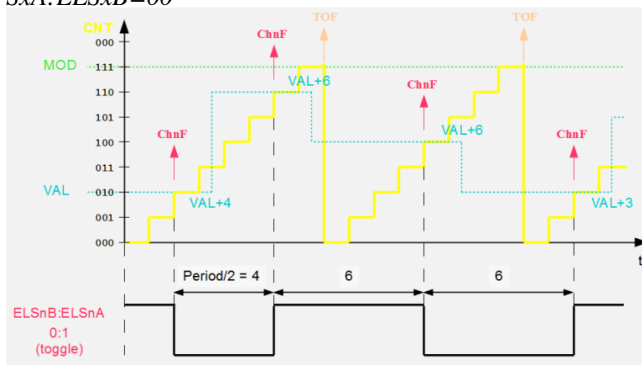
interrupt void ISR_outCompare(void){
    TPM1C1SC_CH1F = 0; //Timer 1 Channel 1
    overflowflag reset
    TPM1C1V += 0x95FF ; //Channel Value is set
    to new value
    // (add with the value, on how much time
    needs to pass)
}
```

8.2 Usage Output Compare Mode

Output Compare is usually used to set / clear or toggle output pins.

The output compare mode can additionally be used to setup different timers on base of the same timer without

changing the $TPMxMOD$ value. To use the $TPMxCx$ output pin for other purposes, following needs to be set $ELSnA:ELSnB=00$



8.3 Input Capture

Input capture is used on the timer pins. it enables reacting on input (rising/falling or both).

If an input capture happens, the interrupt is executed and the current counter is saved in the channels value register for further usage.

8.4 Logic Analyzer

There are two type of logical analyzers, Synchron (zustandsanalyse), Asynchron (Timing Analyse)