AVR1513: XMEGA-A1 Xplained training – XMEGA Timer/Counter

Prerequisites

- **Required knowledge**
  - **Completed AVR1512: XMEGA Basics training**
- **Software prerequisites**
  - **Atmel® AVR Studio® 5**
- **Hardware prerequisites**
  - **XMEGA-A1 Xplained**
  - **JTAGICE 3 (or JTAGICE mkII or AVRONE!)**
- **Estimated completion time:**
  - **2 hours**

1 Introduction

Atmel®AVR® XMEGA® has a set of high-end and very flexible 16-bit Timer/Counters (TC). Their basic capabilities include accurate program execution timing, frequency and waveform generation, event management, and time measurement of digital signals.

In this hand-on we will learn more about the XMEGA timers, PWM generation, High resolution Extension and Advanced Waveform extension.

8-bit Atmel Microcontrollers

Application Note

Rev. 8399A-AVR-07/11

2 Overview

Atmel AVR XMEGA has a set of high-end and very flexible 16-bit Timer/Counters (TC). Their basic capabilities include accurate program execution timing, frequency and waveform generation, event management, and time measurement of digital signals.

The Timer/Counter consists of a Counter (COUNT) and a set of Compare and Capture (CC) channels. It has direction (DIR) control and period (PER) settings that can be used for timing.

The Hi-Resolution Extension (Hi-Res) and Advanced Waveform Extension (AWeX) can be used together with a Timer/Counter to ease implementation of more advanced and specialized frequency and waveform generation features.

Here is a short overview of the tasks in this training:

Task 1: Starting the Timer/Counter

In the first task you will be guided through initial setup to start the Timer/Counter, including the prescaler and period settings.

Task 2: Compare Match

In this task you will learn how to use the Capture/Compare (CCx) registers for compare checking.

Task 3: Waveform Generation

The CC channels and compare match can be used for waveform generation output on the I/O pins in this task you will learn how to configure this.

Task 4: AWeX and Pattern Generation

The Timer/Counter extensions can be used to enable more specialized features. In this task we will look at the Common Waveform and Pattern Generation modes.

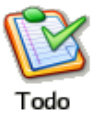
Good luck!

3 Task 1: Starting the Timer/Counter

The Timer/Counter needs a clock source to run. The available clock sources are the (pre-scaled) Peripheral Clock and the Event System. In this task we will use the Peripheral Clock, but setting up the TC to use the Event System is equally easy.

The goals for this task are that you:

- Know how to start a Timer/Counter using the prescaler (CLKSEL bits) in the CTRLA register
- Know how to use the PER register to set how far the counter should count

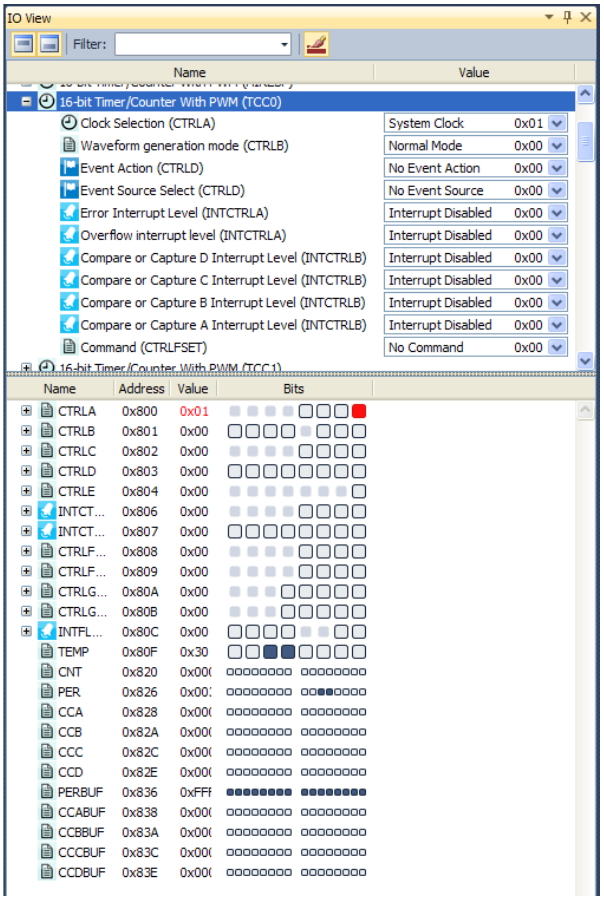


TASK:

Locate the Atmel XMEGA-TimerCounter folder. Open the `xmega_timer.avrsln` solution file and set Task 1 active by selecting it as StartUp project.

1. Look through the code and ensure that you understand how things are set up
2. Build the project; ensure that there are no errors
3. Start a debugging session
4. In the I/O-view locate the 16-bit Timer/Counter with PWM C0, and expand it, so you can see the settings change as you start debugging

Figure 3-1 AVR Studio 5 IO View



5. Single step through the code until you reach the while (1) statement

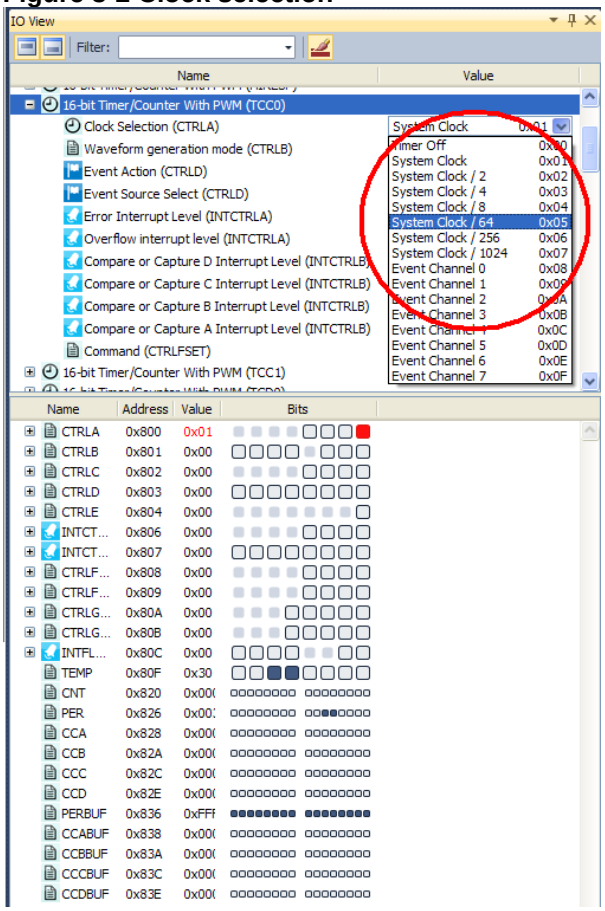
6. The TCC0 is now running in Normal Mode with no pre-scaling, and you can see the TCC0 setup details using the IO view

7. Continue to single step and you will see that the Count (CNT) value changes and that the OVVIF in INTFLAGS is set when the Count (CNT) register reaches 0x30 and wraps around. The LED will toggle

8. Run the code (F5). You will notice that both LED0 and LED1 will be on. This is because the code runs too fast for you to see the LEDs toggle

9. Break the execution (Ctrl+F5). Change the Clock Selection so that the TC runs from the Peripheral Clock divided by 64 using the I/O view in Atmel AVR Studio

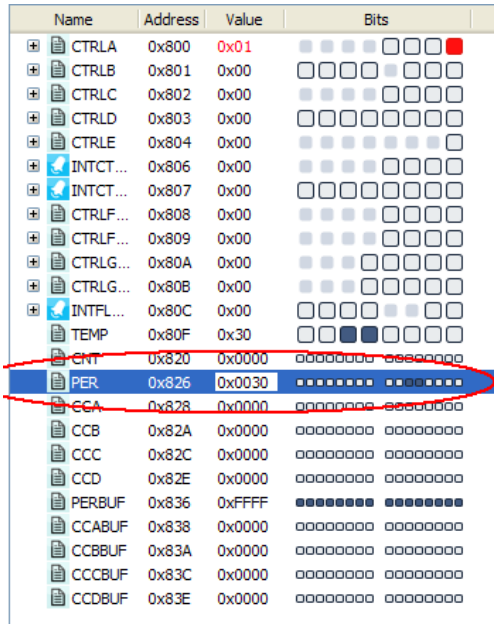
Figure 3-2 Clock selection



10. Change the Period (PER) register to a higher value so you can see that the LED toggles when you run the code

11. A higher PER setting gives a longer period for the timer, hence the LED will toggle with a slower frequency

Figure 3-3 PER register



4 Task 2: Compare Match in Normal Mode

Task1 showed how to set up a basic timer function. Task2 will show how to use the Compare Match feature.

In addition to the counter and the period settings, the Atmel AVR XMEGA timers/counters of type TC0 has 4 Capture and Compare (CC) channels that can be used for compare match, Waveform Generation (WG) or input capture. XMEGA timer/counters of type TC1 have 2 Capture channels available. The ATxmega128A1 has 4 timers of type 0 (TCC0, TCD0, TCE0, TCF0), and 4 timers of type 1 (TCC1, TCD1, TCE1, TCF1).

In task2 we will use the TC in Normal Mode as in task1, but use compare match to check when the Counter has reached a specific value. We will use one CC channel to detect when the counter has reached a specific value. This can be used for interrupt and event generation, but for now we will use polled software to detect the compare match condition.

The goals for this task are that you:

- Know how to use the CCx register for compare checking
- Know how the double buffering work

TASK:

1. Locate the XMEGA-TimerCounter folder. Open the `xmega_timer.avrsln` solution file and set Task 2 active by selecting it as StartUp project.

2. Notice how we in this task use a function from the `TC_driver.c` file to configure the clock source. In the TC driver files you can see the basic functions that are available for using the XMEGA TC

3. In `task2.c` we need to set a compare value for the CC channel to use for compare match. Add code that sets the CCA register to a value to compare the counter to, for example 0x0300

4. Build the project; ensure there are no errors and run the code. You should see the LED toggle, and that the on and off time changes as we increase the compare value for each overflow

5. Why is the LED having a different on and off time now? (Recall from task1 that the on and off time was the same)

6. Leave debug mode by (press Ctrl+Shift+F5). Change the code where you update the CCABUF register, to instead update the CCA register directly: CCA += 0x1000;

7. Recompile the code, start a new debug session and run the code

The LED does not blink like before. This has to do with the double buffering, why?

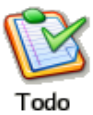
5 Task 3: Waveform Generation Modes

In task1 and task2 we used Normal Mode to run the timer and toggle LEDs in software on overflow or compare match.

In addition to Normal Mode, the TC has different Waveform Generation (WG) modes that can be used to output a frequency or waveform on the port pins directly.

The goals for this task are that you:

- Know how to enable and use a waveform generation mode
- Know how to enable individual CC channels to override the corresponding port pin output register and output the waveform
- Know how to use port pin to invert the output signal from the TC



TASK:

1. Locate the Atmel XMEGA-TimerCounter folder. Open the `xmega_timer.avrsln` solution file and set Task 2 active by selecting it as StartUp project.

2. The basic timer function is already set up as in task1 and task2, but we need to enable the correct WG mode and set the override enable signals

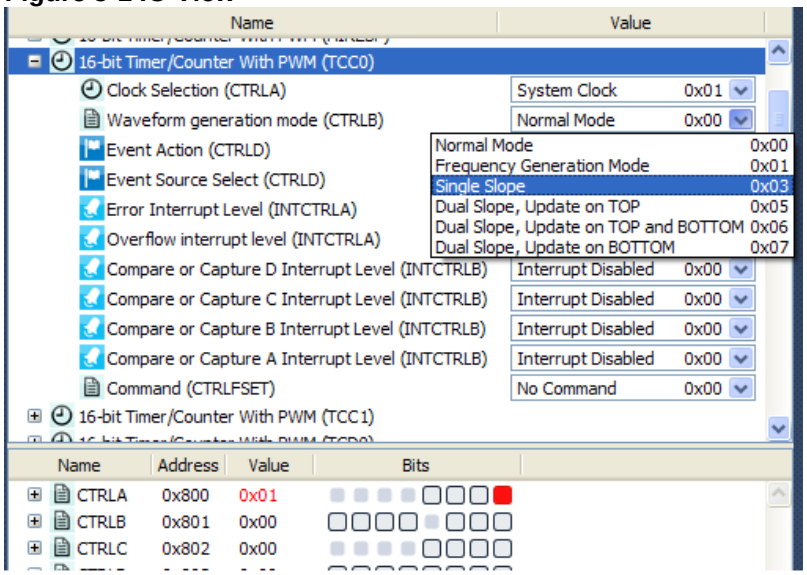
3. At the top of the `main()` function, locate the place where code is missing, and add the missing code as described above. Use the Atmel XMEGA Manual or the `ATxmega128A1.h` header file to find the group configurations for the WG modes

4. Build the project; ensure that there are no errors, and enter debug mode in AVR Studio

5. Start debugging, and step over the initialization until the while loop is reached

6. If you open the IO view for the TCEO you can now see the current mode of the timer, and the modes available. Try changing the configuration and see how it affects the output

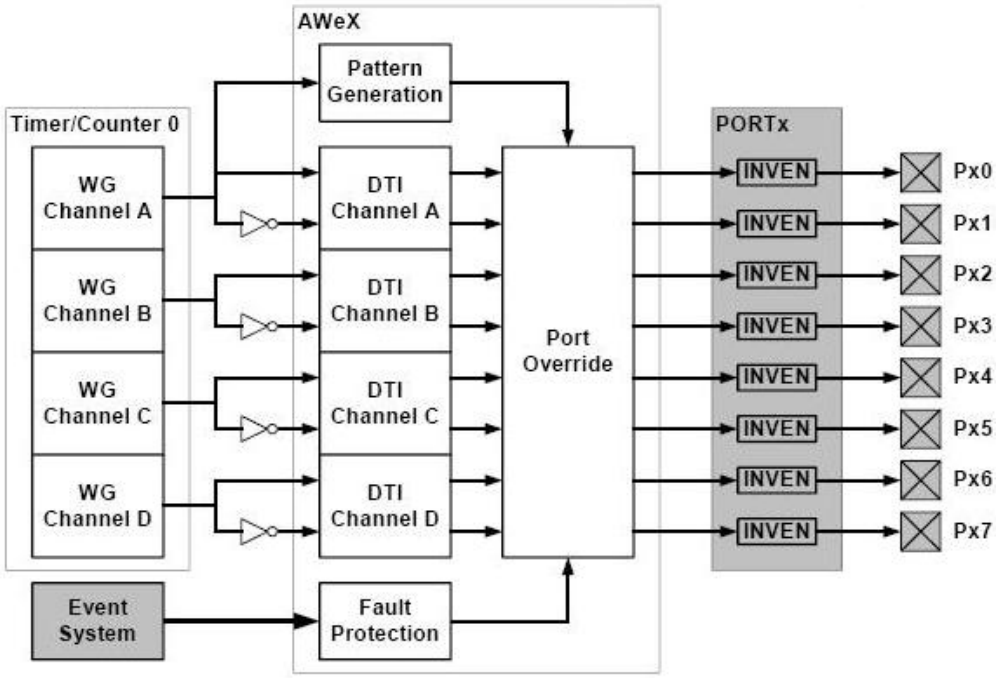
Figure 5-1 IO View



6 Task 4: AWeX and Pattern Generation

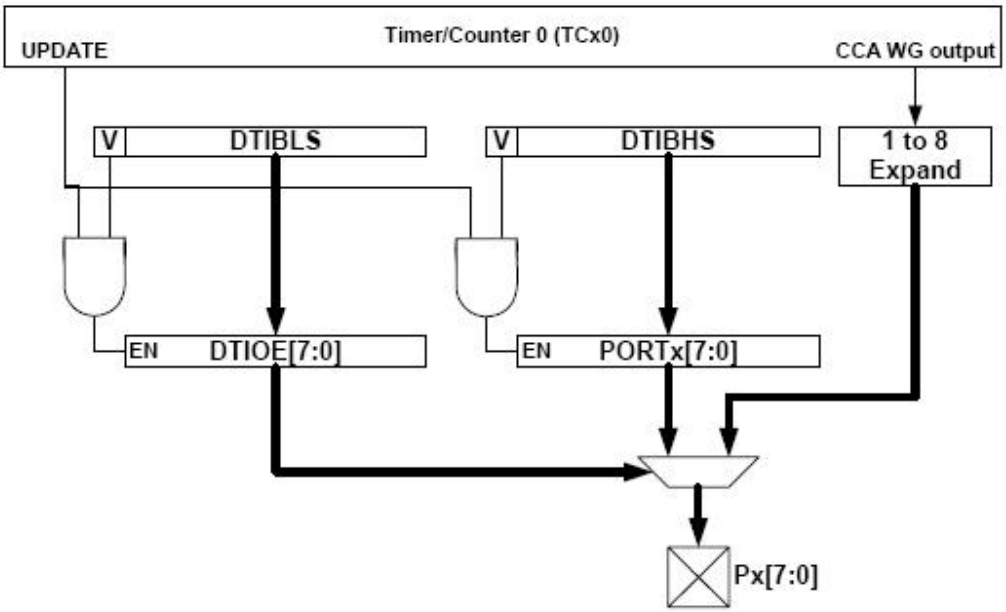
The Advanced Waveform Extension (AWeX) provides extra features to the TC when using WG (Waveform Generation) modes. The AWeX enables easy and robust implementation of advanced motor control (AC, Brushless DC, Switched Reluctance, and Stepper motors) and power control applications.

Each of the waveform generator outputs from the Timer/Counter0 is split into a complimentary pair of outputs when any AWeX features are enabled.



In this task we will use the Pattern Generation Mode (PGM), which is used to generate a synchronized bit pattern on the port which TCE0 is connected to (PORTE). In addition, the waveform generator output from the CCA channel is distributed to FIXME and overriding all the port pins. The PGM is ideal for DC motor control and similar applications, but since no motor is available for this training, we use a more simple approach and use a switch to control the pattern. In a motor control application a commutation sequence will most likely control the pattern.

The bit pattern (that controls which pins should output the waveform) is stored in the DTLSBUF register when PGM is enabled. This means that bit 0 in DTLSBUF register controls the output on pin 0, and so on. Setting bit 0 in DTLSBUF will enable the waveform output on pin0. The High Side register holds the default PORT output that would be used when the corresponding Low Side bit is not set to override the port value. On UPDATE condition the bit pattern is updated with the correct pattern if there are valid data (V) in the DTLSBUF register.



The goals for this task are that you:

- Know how to enable features in the AWeX and use this
- Understand how Common Waveform Channel mode works
- Know what Pattern Generation is
- Know that the AWeX has separate output override enable bits (just like the TC)


Todo

TASK:

Locate the Atmel XMEGA-TimerCounter folder. Open the `xmega_timer.avrsln` solution file and set Task 4 active by selecting it as StartUp project.

We need to enable the Common Waveform Mode (CGM) to enable the CCA waveform output to all the pins. This is done by setting the CWCM bit in the CTRL register. We also need to enable Pattern Generation Mode by setting the PGM mode in the CTRL register

7. Locate the top of the `main() function`, and find the parts where code is missing. Insert the two missing lines to enable AWEX correctly

8. In the code, notice how the AWEX_DTICCxEN bits must be set in order to enable port override for the CC channel when the AWEX is enabled. This is the same as for the override enable bits for the Timer/Counter

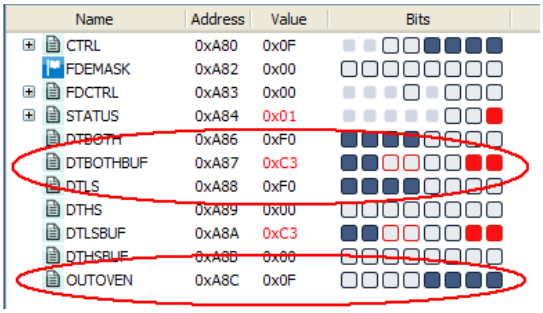
9. Build the project; ensure that there are no errors and open the debug file in AVR Studio

10. Run the code and see how the pattern changes when the switch is pressed. To prevent multiple changes, keep the switch pressed only for a short time

11. Break the debug session, and add a breakpoint on the line:

```
AWEXC.DTLSBUF = new_pattern;
```

12. Single step a few times, expand the I/O-view to look at the Advanced Waveform Extension E, and verify how the OUTOVEN and DTLSBUF register now have different values



13. Remove the breakpoint, run the code again before you break. Notice how the OUTOVEN and DTLSBUF have the same value

When is OUTOVEN updated, and what is the Timer/Counter condition that causes this?

7 Summary

In this training you have learned about the Atmel XMEGA timers, the PWM generation and Advanced Waveform extension, and how they are configured and used in an application.

8 Resources

- Atmel XMEGA Manual and Datasheets
  - o http://www.atmel.com/xmega
- Atmel AVR Studio with help files
  - o http://www.atmel.com/products/AVR
- WINAVR GCC compiler
  - o http://winavr.sourceforge.net/
- Atmel IAR Embedded Workbench® compiler
  - o http://www.iar.com/

9 Atmel Technical Support Center

Atmel has several support channels available:

- Web portal: http://support.atmel.no/ All Atmel microcontrollers
- Email: avr@atmel.com All Atmel AVR products
- Email: avr32@atmel.com All 32-bits AVR products

Please register on the web portal to gain access to the following services:

- Access to a rich FAQ database
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