

## \* SysTick Timer:

SysTick is a simple counter that we can use to create time delays and generate periodic interrupts. It exists on all Cortex -M microcontrollers, so using SysTick means the system will be easy to port to other microcontrollers.

Address	31-24	23-17	16	15-3	2	1	0	Name
\$E000E010	0	0	COUNT	0	CLK_SRC	INTEN	ENABLE	NVIC_ST_CTRL_R
\$E000E014	0	24-bit RELOAD value						NVIC_ST_RELOAD_R
\$E000E018	0	24-bit CURRENT value of SysTick counter						NVIC_ST_CURRENT_R

\* NVIC\_ST [NVIC --> nested vector interrupt control & ST --> sys tick]

① CTRL\_R [control] has bit(@ 0) for enable or disable timer itself & bit(@ 1) for interrupt

Bit	Name	Description
0 → Enable	Enable	<u>Enable</u> 0: the counter is disabled 1: enables SysTick to begin counting Down
1 → INTEN	Interrupt Enable	<u>Interrupt Enable</u> 0: Interrupt generation is disabled 1: when SysTick counts to 0 an interrupt is generated
2 → CLK_SRC	Clock Source	<u>Clock Source</u> 0: Precision internal oscillator (PIOSC) divided by 4 1: System clock <i>ممن مع دوتيكس 0: no clock</i>
16 → COUNT	Count Flag	<u>Count Flag</u> 0: the SysTick has not counted Down to zero since the last time this bit was read 1: the SysTick has counted Down to Zero <b>Note:</b> this flag is cleared by reading the STRCTL or writing to STCURRENT Register

② RELOAD\_R --> has the initial value that counter will decrease from it and it has 24-bits so, the max value is  $2^{24}$  which in hexa = 0x0FFFFFFF

③ CURRENT\_R has the current value of the counter after decreament through certain time

There are four steps to initialize the SysTick timer.

1. Clear the ENABLE (NVIC\_ST\_CTRL\_R) bit to turn off SysTick during initialization.
2. Set the RELOAD (NVIC\_ST\_RELOAD\_R) register.
3. Write to the NVIC\_ST\_CURRENT\_R value to clear the counter.
4. Write the desired mode to the control register, NVIC\_ST\_CTRL\_R.
  - Set the CLK\_SRC bit specifying the core clock will be used.
  - We must set CLK\_SRC=1 bit specifying the core clock will be used, because CLK\_SRC=0 external clock mode is not implemented on the LM3S/TM4C family.
  - Set INTEN (NVIC\_ST\_CTRL\_R) to enable interrupts, but in this first example we clear INTEN so interrupts will not be requested.
  - Set the ENABLE (NVIC\_ST\_CTRL\_R) bit so the counter will run.

When the CURRENT (NVIC\_ST\_CURRENT\_R) value counts down from 1 to 0, the COUNT flag is set. On the next clock, the CURRENT is loaded with the RELOAD value. In this way, the SysTick counter (CURRENT) is continuously decrementing. If the RELOAD value is n, then the SysTick counter operates at modulo n+1 (...n, n-1, n-2 ... 1, 0, n, n-1, ...). In other words, it rolls over every n+1 counts.

The COUNT flag could be configured to trigger an interrupt. However, in this first example interrupts will not be generated.

# SysTick Timer

- Timer/Counter operation
  - has 24-bits  $0x00FFFFFF$  →  $2^{24}$  [max initial value]

– 24-bit counter decrements at bus clock frequency

→ Counter → decrement value of reload timer every clock cycle

- With 80 MHz bus clock, decrements every 12.5 ns

– Counting is from  $n \rightarrow 0$

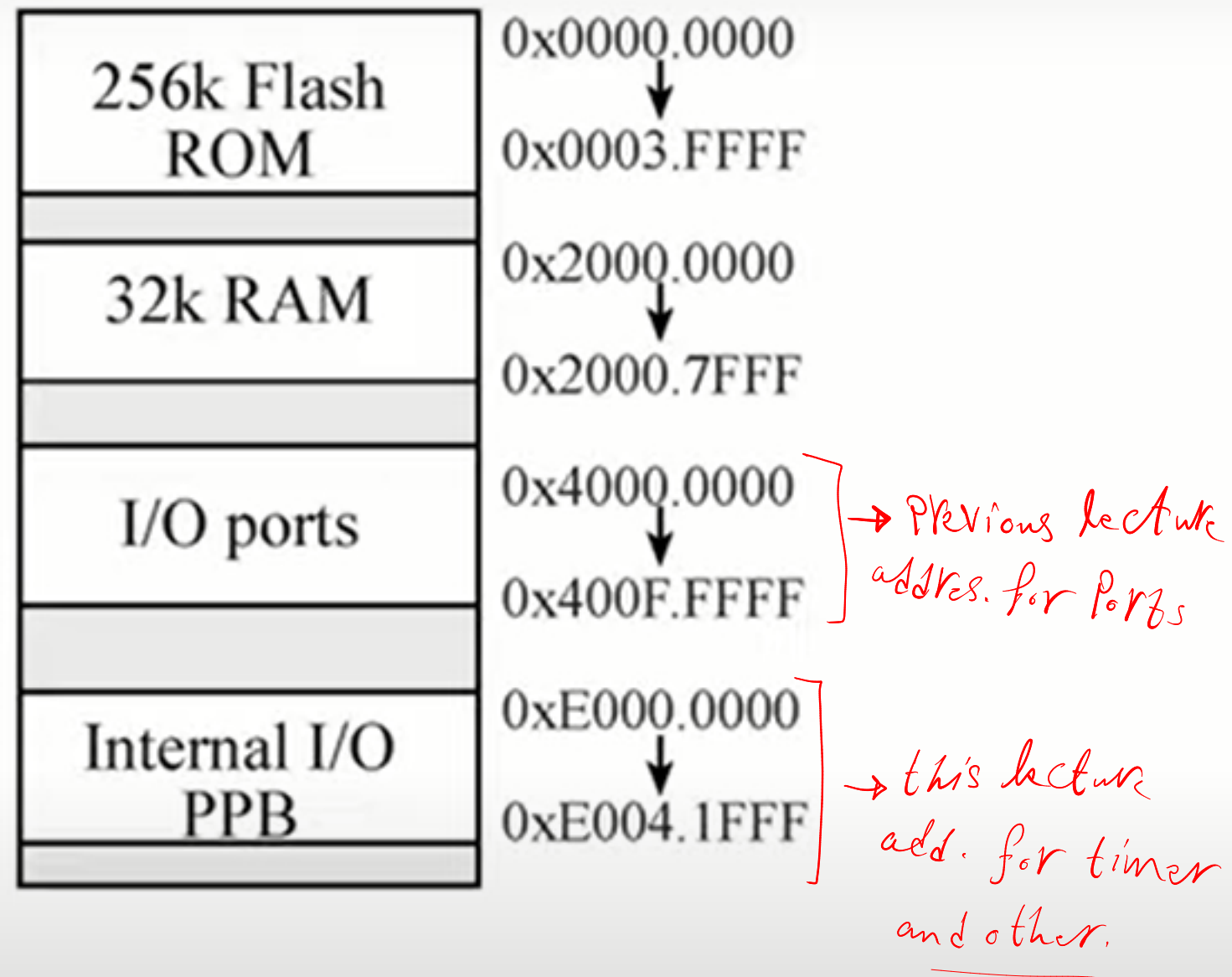
Processor Frequency

1 clock cycle means 1 Period time =  $\frac{1}{f} = \frac{1}{80 \text{ MHz}} = \underline{12.5 \text{ ns}}$



$[0xFFFFFF]$

# ARM Memory-map



TI TM4C123  
Microcontroller

# SysTick Timer

Address	31-24	23-17	16	15-3	2	1	0	Name
SE000E010	0	0	COUNT	0	CLK_SRC	INTEN	ENABLE	NVIC_ST_CTRL_R
SE000E014	0	24-bit RELOAD value						NVIC_ST_RELOAD_R
SE000E018	0	24-bit CURRENT value of SysTick counter						NVIC_ST_CURRENT_R

- Initialization (4 steps)
  - ① – Step1: Clear ENABLE to stop counter
  - Step2: Specify the RELOAD value
  - Step3: Clear the counter via NVIC\_ST\_CURRENT\_R
  - Step4: Set NVIC\_ST\_CTRL\_R
    - CLK\_SRC = 1 (bus clock is the only option)
    - INTEN = 0 for no interrupts
    - ENABLE = 1 to enable

# SysTick Timer Registers

address is constant but content can be modified

```
#define NVIC_ST_CTRL_R(*((volatile uint32_t *) 0xE000E010))
```

```
#define NVIC_ST_RELOAD_R(*((volatile uint32_t *) 0xE000E014))
```

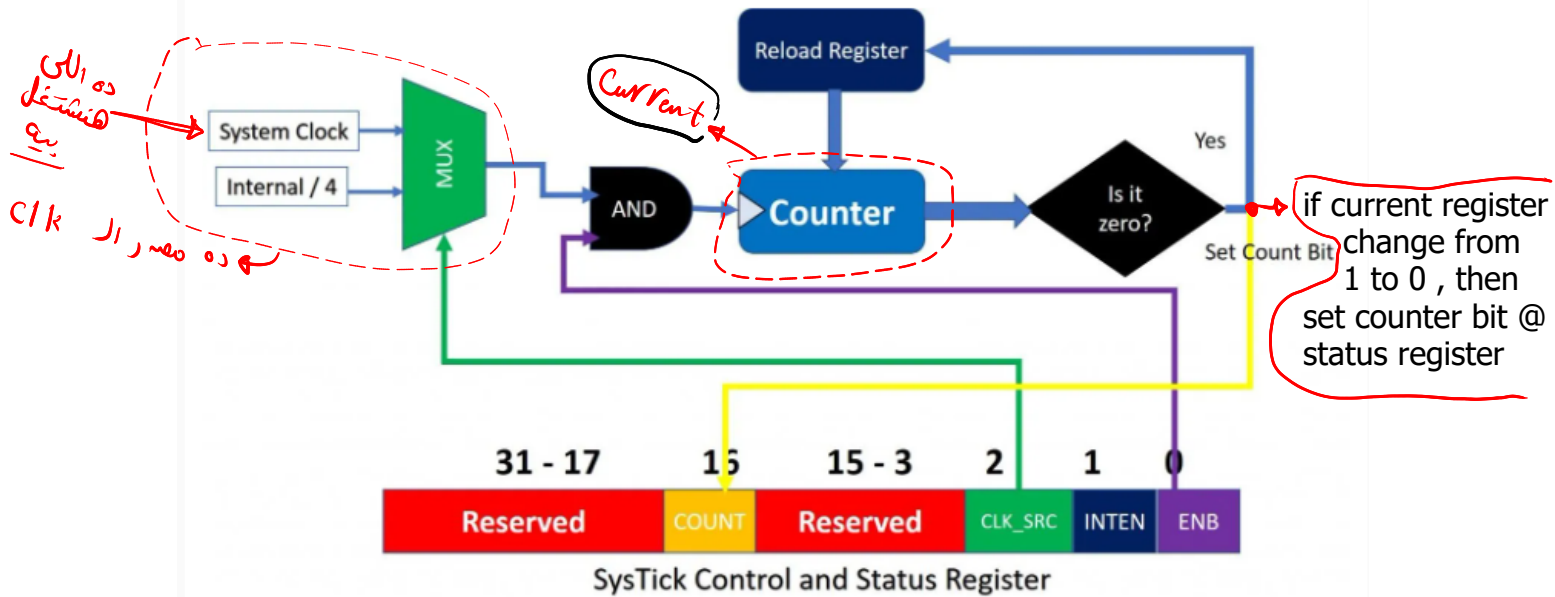
```
#define NVIC_ST_CURRENT_R(*((volatile uint32_t *) 0xE000E018))
```

\* دلوقتی متآال اللغیة أنت عندك حاجة إلیها Counter Flag ده عبارة عن إشارة من الآخر  
إلینا ال Counter Value الی یقیق متآزنه فی الال Current ده الی آنا بقى أنقص منه لحد أول ما یوصل  
لصف ساعتهال ال Counter Flag یحصله setting ویقیق یواحد .

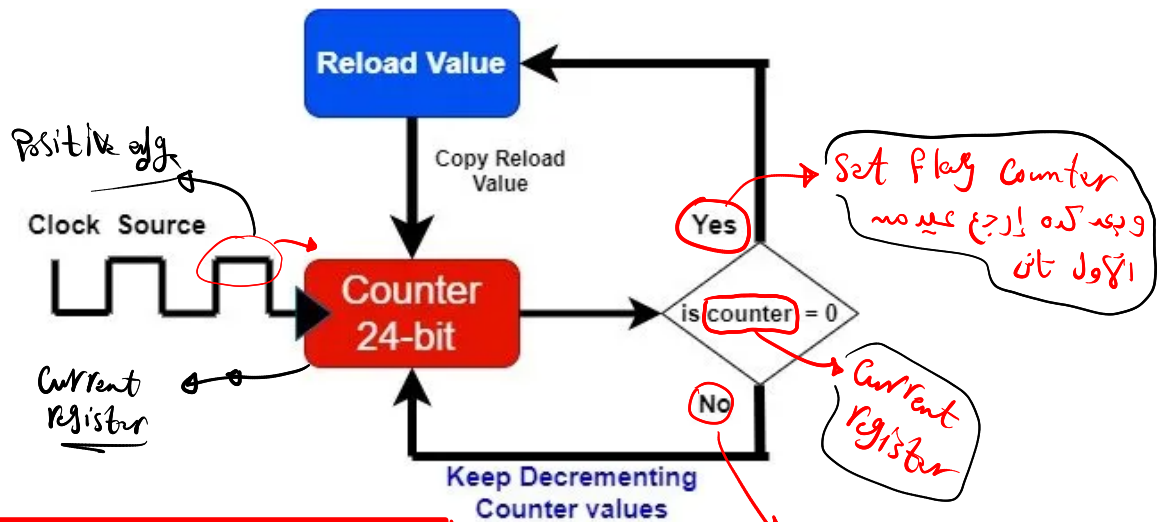
→ imp. Notes



This is a counter flag or status bit for the counter. This bit becomes 1 when counter decrements from 0 to one.



الرسالة دي فيها الخلاصة



counter affected only by positive cycle , i will decrease each clock cycle from current register till value become zero in this case i will set counter flag through these steps

- 1) give 0x0FFFFFFF to reload register
- 2) through first clock cycle it will be decreased by 1 and it takes one periodic time (12.5 ns)
- 3) check the counter flag and it still equal 1 so, for next cycle , current regis. is decreased by 1 and take 12.5 ns
- 4) repeat this till counter = 0 , so it will repeat from the first value of reload register again
- 5) and for delay calc. simply  $2^{24} * 12.5 \text{ ns}$  which  $2^{24}$  my initial value i will decrease from it through above diagram

يعنى من الآخر مع رقم  $2^{24}$  وهنقص واحد كل مرة والمرة بتأخذ وقت اللى هو 12.5 ns يبقى الـ result كله  $2^{24} * 12.5 \text{ ns}$

# SysTick Timer Example

initialization

```
void SysTick_Init(void) {
    NVIC_ST_CTRL_R = 0; // 1) disable SysTick during setup
    NVIC_ST_RELOAD_R = 0x00FFFFFF; // 2) maximum reload value
    NVIC_ST_CURRENT_R = 0; // 3) any write to CURRENT clears it
    NVIC_ST_CTRL_R = 0x00000005; // 4) enable SysTick with core clock
}
```

max Value for 24-bit Reload

ClkSrc INTEN enable



// The delay parameter is in units of the 80 MHz core clock (12.5 ns)

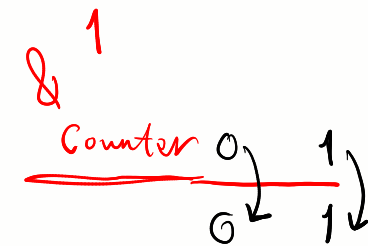
```
void SysTick_Wait(uint32_t delay) {
    NVIC_ST_RELOAD_R = delay-1; // number of counts
    NVIC_ST_CURRENT_R = 0; // any value written to CURRENT clears
    while((NVIC_ST_CTRL_R & 0x00010000) == 0) { // wait for flag
    }
}
```

راجع  
لل  
مخطط  
التي  
فوق

Count 16 ← AND مع الـ Count

// Call this routine to wait for delay\*10ms

```
void SysTick_Wait10ms(uint32_t delay) {
    unsigned long i;
    for(i=0; i<delay; i++){
        SysTick_Wait(800000); // wait 10ms
    }
}
```



أنا التي بيغت  
الرقم ده لما  
بنادي  
الـ func

ده لما بيروح بيغير بدل الـ (0x00FFFFFF) و بالتالي  
الـ delay هيساوي 800000 \* 12.5 ns = 10ms

once calling this func. it gets delay about 10ms  
, if i want delay to be 1 sec , i should call this func  
about 100 times , in this ex. we used for loop and  
send parameter delay = 100 when we call this last  
func. by user



# SysTick Timer

ده نفس كود اللى فوق

## SysTick\_Init

```
; disable SysTick during setup
    LDR R1, =NVIC_ST_CTRL_R
    MOV R0, #0 ; Clear Enable
    STR R0, [R1]
; set reload to maximum reload value
    LDR R1, =NVIC_ST_RELOAD_R
    LDR R0, =0x00FFFFFF; Specify RELOAD value
    STR R0, [R1] ; reload at maximum
; writing any value to CURRENT clears it
    LDR R1, =NVIC_ST_CURRENT_R
    MOV R0, #0
    STR R0, [R1] ; clear counter
; enable SysTick with core clock
    LDR R1, =NVIC_ST_CTRL_R
    MOV R0, #0x0005 ; Enable but no interrupts (later)
    STR R0, [R1] ; ENABLE and CLK_SRC bits set
    BX LR
```

24-bit Countdown Timer