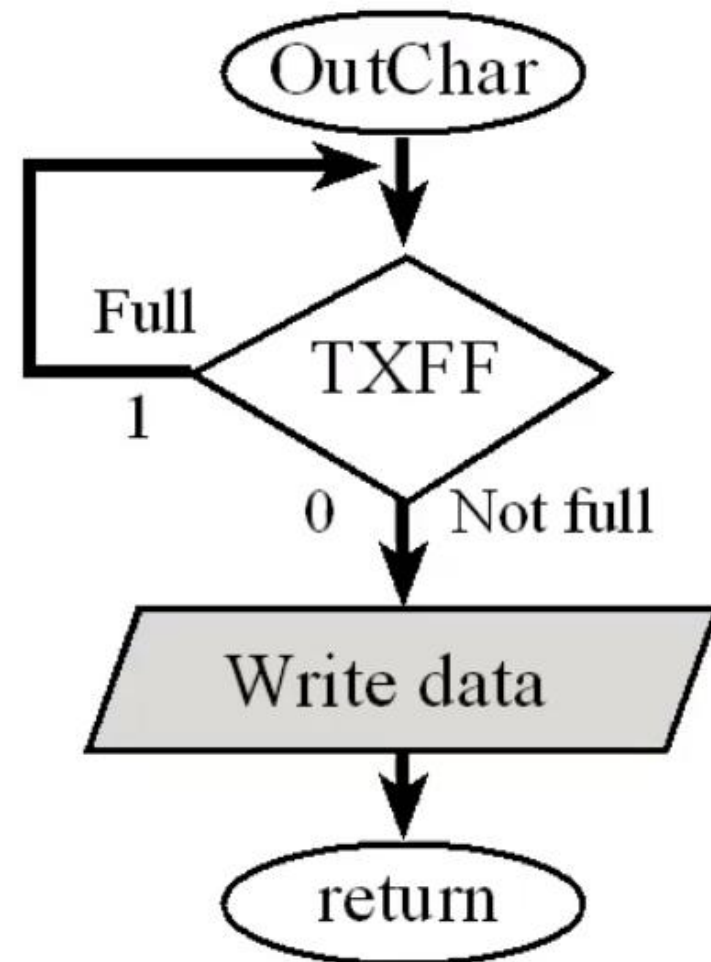
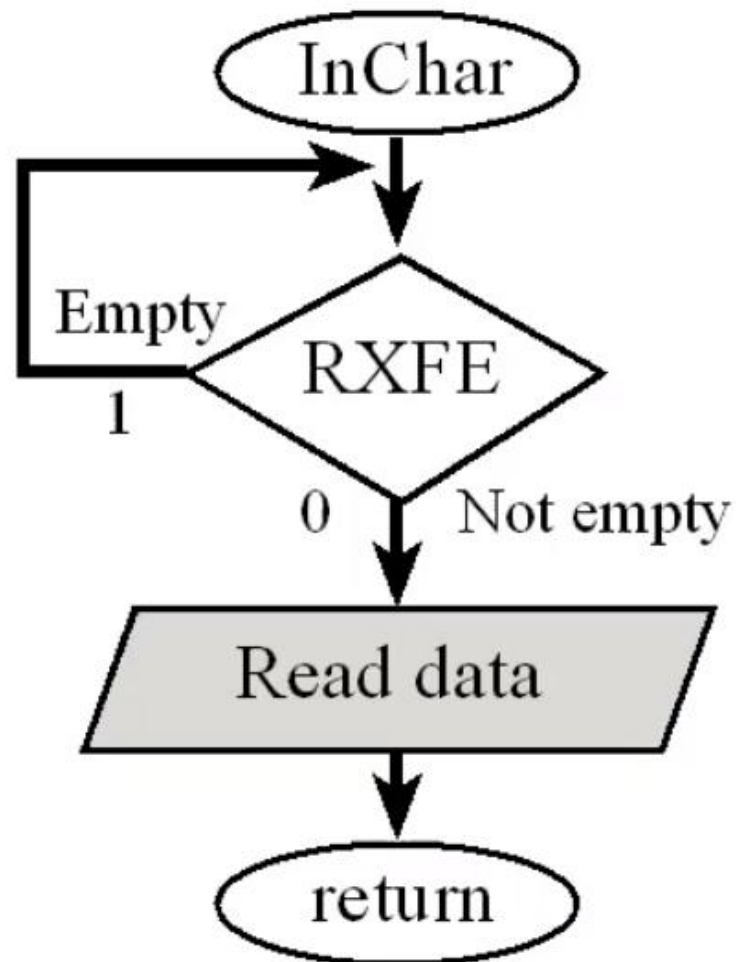


# UART Synchronization

- Busy-wait operation





# TM4C UART Setup

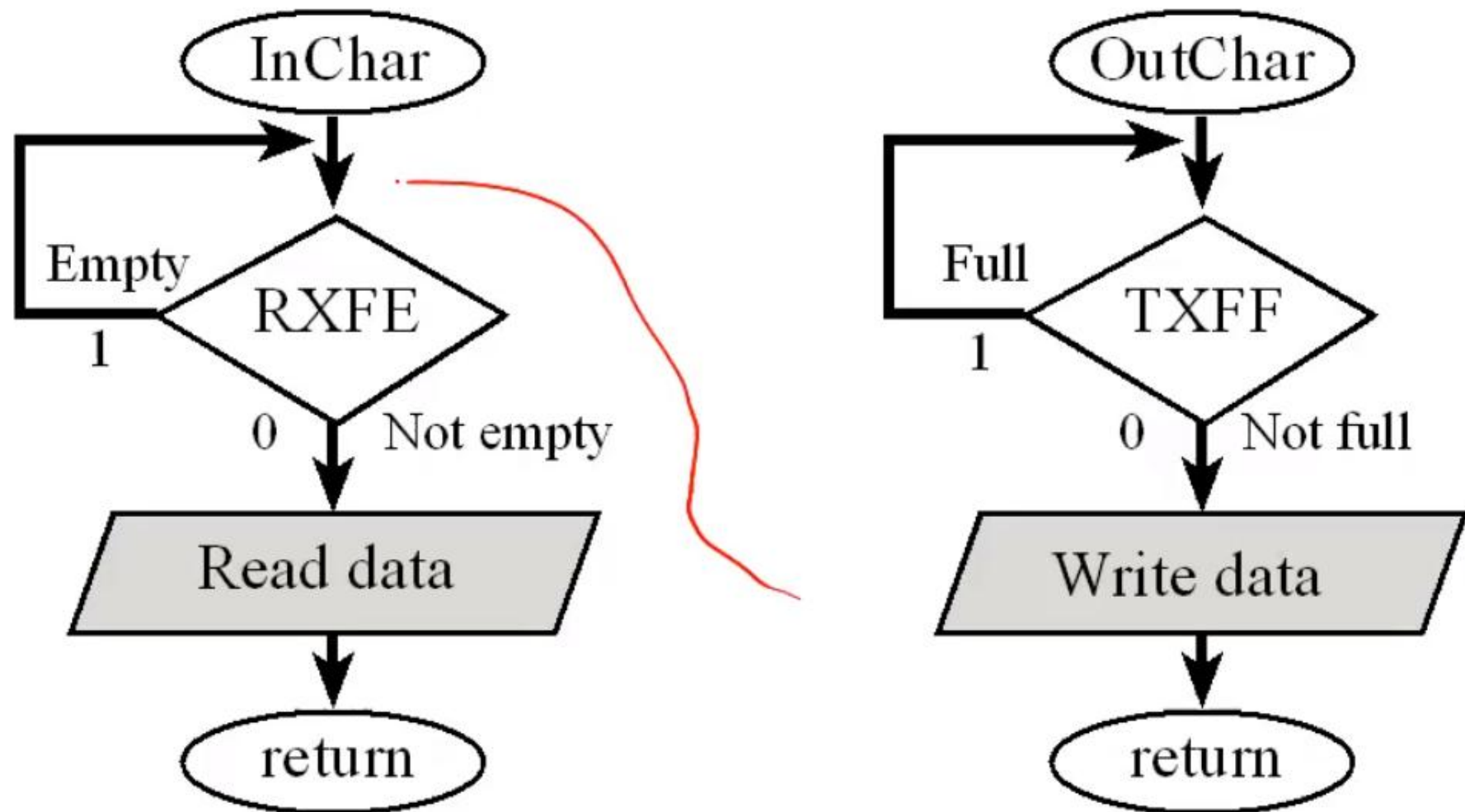
- UART0 operation
  - UART clock started in **SYSCTL\_RCGCUART\_R**
  - Digital port clock started in **SYSCTL\_RCGCGPIO\_R**
  - **UART0\_CTL\_R** contains UART enable (UARTEN), Tx (TXE), and Rx enable (RXE)
    - set each to 1 to enable
    - **UART disabled during initialization**
  - **UART1\_IBRD\_R** and **UART1\_FBRD\_R** specify baud rate
    - bit rate = (bus clock frequency)/(16\*divider)
    - ex: want 19.2 kb/s and bus clock is 80 MHz
    - $80 \text{ MHz} / (16 * 19.2 \text{ k}) = 26.04167 = 11010.000011_2$
    - Tx and Rx clock rates must be within 5% to avoid errors
  - **GPIO\_PORTC\_AFSEL\_R** to choose alternate function
  - **GPIO\_PORTC\_DEN\_R** Enable digital I/O on pins 1-0
  - **GPIO\_PORTC\_AMSEL\_R** no Analog I/O on pins 1-0
  - **write to UART0\_LCRH\_R to activate**

## TM4C UART Programming

```
// Assumes a 80 MHz bus clock, creates 115200 baud rate
void UART_Init(void){ // should be called only once
    SYSCTL_RCGCUART_R |= 0x00000002; // activate UART1
    SYSCTL_RCGCGPIO_R |= 0x00000004; // activate port C
    UART1_CTL_R &= ~0x00000001; // disable UART
    UART1_IBRD_R = 43; // IBRD = int(80,000,000/(16*115,200)) = int(43.40278)
    UART1_FBRD_R = 26; // FBRD = round(0.40278 * 64) = 26
    UART1_LCRH_R = 0x00000070; // 8 bit, no parity bits, one stop, FIFOs
    UART1_CTL_R |= 0x00000001; // enable UART
    GPIO_PORTC_AFSEL_R |= 0x30; // enable alt funct on PC5-4
    GPIO_PORTC_DEN_R |= 0x30; // configure PC5-4 as UART1
    GPIO_PORTC_PCTL_R = (GPIO_PORTC_PCTL_R&0xFF00FFFF)+0x00220000;
    GPIO_PORTC_AMSEL_R &= ~0x30; // disable analog on PC5-4
}
```

# UART Synchronization

- Busy-wait operation





# UART Busy-Wait Send/Recv

```
// Wait for new input,  
// then return ASCII code  
uint8_t UART_InChar(void) {  
    while( (UART1_FR_R&0x0010) != 0);  
    // wait until RXFE is 0  
    return((uint8_t) (UART1_DR_R&0xFF));  
}
```

```
// Wait for buffer to be not full,  
// then output  
void UART_OutChar(uint8_t data) {  
    while( (UART1_FR_R&0x0020) != 0);  
    // wait until TXFF is 0  
    UART1_DR_R = data;  
}
```

