CSE 211: Introduction to Embedded Systems

Section 6

SysTick Timer

- SysTick is a simple counter that we can use to create time delays and generate periodic interrupts.
- The basis of SysTick is a 24-bit down counter that runs at the bus clock frequency.

Systick Timer

- Clear the ENABLE bit to turn off SysTick during initialization.
- Set the RELOAD register.
- Write to the NVIC_ST_CURRENT_R value to clear the counter.
- Set the ENABLE bit to turn on SysTick and set CLK_SRC to 1.

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

Table 4.10. SysTick registers.

Systick Timer

- We need to set the ENABLE bit so the counter will run.
- When the CURRENT 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.

• Write a C function to initialize SysTick Timer with maximum reload value.

```
void systick_init(void){
NVIC_ST_CTRL_R = 0;
NVIC_ST_RELOAD_R = 0x00FFFFFF;
NVIC_ST_CURRENT_R = 0;
NVIC_ST_CTRL_R=0x05;
}
```

• Write a C function that wait for 1 ms using SysTick timer. Assume the SysTick timer operates on 80 MHZ.

Repeat the previous questions using assembly.

STR R0, [R1]

BX LR

SysTick_Init LDR R1, =NVIC_ST_CTRL_R SysTick_wait_1ms LDR R1, =NVIC_ST_RELOAD_R MOV R0, #0 LDR R0, = 0x1387F ;80000 -1 STR R0, [R1] STR R0, [R1] LDR R1, =NVIC_ST_RELOAD_R LDR R1, =NVIC_ST_CURRENT_R LDR R0, =0x00FFFFFF MOV R2,#0 STR R0, [R1] STR R2, [R1] LDR R1, =NVIC_ST_CURRENT_R LDR R1, =NVIC_ST_CTRL_R MOV R0, #0 wait_loop LDR R3, [R1] STR R0, [R1] ANDS R3, R3, #0x00010000 LDR R1, =NVIC_ST_CTRL_R BEQ wait_loop MOV R0, #0x05

BX LR

 Write a C function that uses the function written in Q2 to make a generic delay function that wait for multiples of 1 ms.

```
#include "systick.h"
#include "delay.h"

void delay(uint32_t time){
        uint32_t i;
        for(i = 0;i < time;i++){
            systick_wait1ms();
        }
}</pre>
```

• Write a C program to flash the RGB LED of TivaC for each color in order red, blue then green, with delay 1 sec between each color, where red color is represented by 0x02, blue color is represented by 0x04, and green color is represented by 0x08. Assume the SysTick timer operates on 80 MHZ.

```
void <u>main(</u>){
unsigned char <u>led;</u>
<u>while(</u>1){
for(led=0x02;led<=0x08;led=led<<1) {
{\sf GPIO\_PORTF\_DATA\_R~\&=^{}\underline{0E;}}
GPIO_PORTF_DATA_R \mid= \underline{led};
<u>delay(</u>1000);
```

Thank You