TI DSP,MCU 및 Xilinux Zynq FPGA

프로그래밍 전문가 과정

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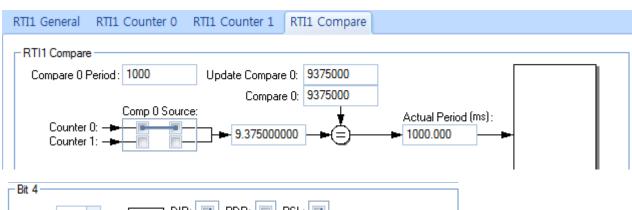
목차

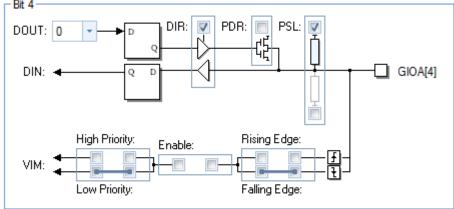
- 1. OC_circuit
- 2. ADC_UART

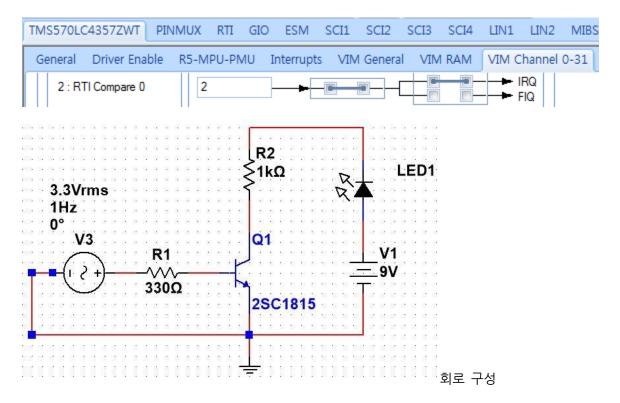
OC_circuit

[HALcogen]설정









Open collector사용 이유

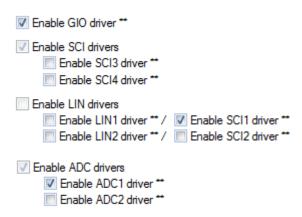
- 1. Open collector를 사용하지 않으면 항상 방전되어 소비전력이 커진다.
- 2. 유연한 인터럽트 동작을 위해, 하드웨어적으로만 회로를 구성하게 되면 정해진 동작밖에 하지 못하는데 소프트웨어적으로 인터럽트를
- 3. 두개의 전원으로 분리시킴

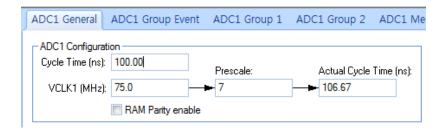
#include "HL_sys_common.h"
#include "HL_system.h"

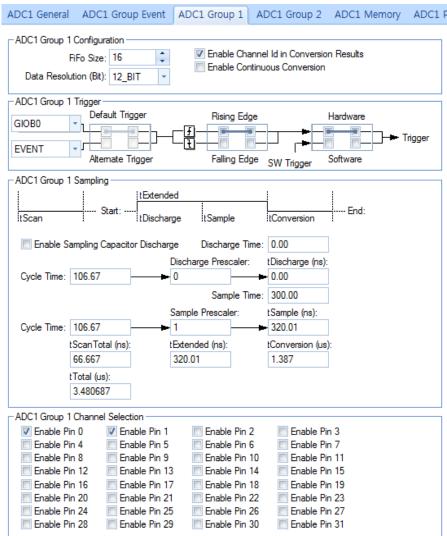
```
#include "HL_sys_core.h"
#include "HL_mibspi.h"
#include "HL_esm.h"
#include "HL_rti.h"
#include "HL_gio.h"
#include "HL_het.h"
#include <stdlib.h>
#include <time.h>
unsigned int i = 0;
int t_flag =0;
int main(void)
/* USER CODE BEGIN (3) */
    rtilnit();
    gioSetDirection(gioPORTA, 0xFFFFFFF);
    rtiEnableNotification(rtiREG1, rtiNOTIFICATION_COMPARE0);
    _enable_IRQ_interrupt_();
    rtiStartCounter(rtiREG1, rtiCOUNTER_BLOCK0);
           srand(time(NULL));
    while(1);
/* USER CODE END */
    return 0;
```

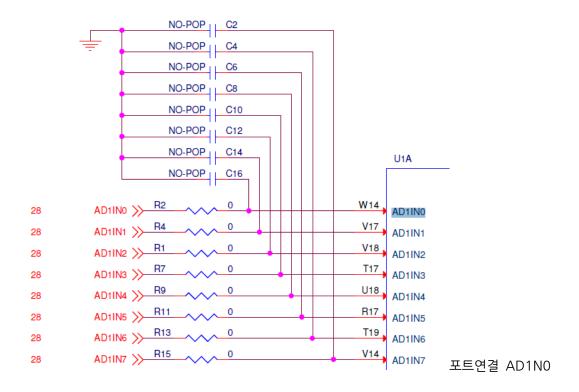
```
void rtiNotification(rtiBASE_t *rtiREG, uint32 notification)
        unsigned int val = 0xAA060021;
        unsigned int val2= 0xFFFFFFF;
        unsigned int a[9] = \{0,5,25,18,29,27,17,31\};
       /*i++;
        if(i>8)
       \{i = 0;
       }*/
       i = rand() \% 9;
        if(t_flag == 0)
           t_flag = 1;
            gioSetPort(hetPORT1, gioGetPort(hetPORT1) & ~(val));
        else{
            gioSetPort(hetPORT1, gioGetPort(hetPORT1) | 1<<a[i]);
           t_flag = 0;
```

ADC_UART









```
#include "HL_system.h"
#include "HL_sys_common.h"

#include "HL_esm.h"
#include "HL_adc.h"
#include "HL_sci.h"
#include "HL_sci.h"
```

```
#define TSIZE1 12
uint8 TEXT1[TSIZE1] = {'₩r', '₩n', '|', 't', 'C', 'H', '.', 'I', 'D', '=', '0', 'x'};
#define TSIZE2 9
uint8 TEXT2[TSIZE2] = {'\tau', 'V', 'A', 'L', 'U', 'E', '=', '0', 'x'};
adcData_t adc_data[2];
void sciDisplayText(sciBASE_t *sci, uint8 *text, uint32 length);
void sciDisplayData(sciBASE_t *sci, uint8 *text, uint32 length);
void wait(uint32 time);
int main(void)
   uint32 ch count = 0;
   uint32 id = 0;
    uint32 value = 0;
    giolnit(); //HALcogen설정에 맞춘 gio코드
    gioSetDirection(gioPORTB, 1);
    scilnit(); //HALcogen설정에 맞춘 sci코드
    adcInit(); //HALcogen설정에 맞춘 adc코드
    adcStartConversion(adcREG1, adcGROUP1);
   for(;;)
       gioSetBit(gioPORTB, 0, 1); //시작
       while((adcIsConversionComplete(adcREG1, adcGROUP1)) == 0) //샘플링하는 구간
       ch_count = adcGetData(adcREG1, adcGROUP1, &adc_data[0]);
```

```
id = adc_data[0].id; // 데이터 받은 핀
       value = adc_data[0].value; //샘플링 값
       gioSetBit(gioPORTB, 0, 0)://샘플링 끝
       sciDisplayText(sciREG1, &TEXT1[0], TSIZE1);
       sciDisplayData(sciREG1, (uint8 *)&id, 4);
       sciDisplayText(sciREG1, &TEXT2[0], TSIZE2);
       sciDisplayData(sciREG1, (uint8 *)&value, 4);
       /* pin1은 사용하지 않으므로 주석처리
       id = adc_data[1].id;
       value = adc_data[1].value;
       sciDisplayText(sciREG1, &TEXT1[0], TSIZE1);
       sciDisplayData(sciREG1, (uint8 *)&id, 4);
       sciDisplayText(sciREG1, &TEXT2[0], TSIZE2);
       sciDisplayData(sciREG1, (uint8 *)&value, 4);
       wait(0xFFFFF);
   return 0;
void sciDisplayData(sciBASE_t *sci, uint8 *text, uint32 length)
   uint8 txt = 0;
   uint8 txt1 = 0;
```

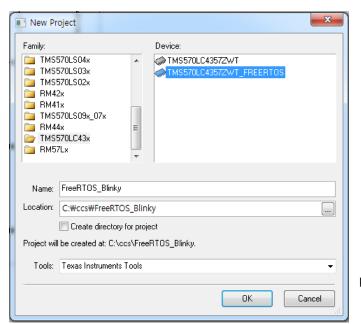
```
#if ((__little_endian__ == 1) || (__LITTLE_ENDIAN__ == 1))
    text = text + (length -1);
#endif
    while(length--)
#if((__little_endian__ == 1) || (__LITTLE_ENDIAN__ == 1))
        txt = *text--;
#else
        txt = *text++;
#endif
        txt1 = txt;
        txt \&= \sim (0xF0);
        txt1 \&= \sim (0x0F);
        txt1 = txt1 >> 4;
        if(txt \le 0x9)
            txt += 0x30;
        else if(txt \gt 0x9 && txt \lt 0xF)
             txt = 0x37;
        else
             txt = 0x30;
        if(txt1 \langle = 0x9 \rangle
             txt1 += 0x30;
```

```
else if((txt1 \gt 0x9) && (txt1 \lt= 0xF))
            txt += 0x37;
        else
            txt1 = 0x30;
        while((sciREG1-\rangleFLR & 0x4) == 4)
        sciSendByte(sciREG1, txt1);
        while((sciREG1-\rangleFLR & 0x4) == 4)
        sciSendByte(sciREG1, txt);
void sciDisplayText(sciBASE_t *sci, uint8 *text, uint32 length)
    while(length--)
        while((sciREG1-\rangleFLR & 0x4) == 4)
        sciSendByte(sciREG1, *text++);
void wait(uint32 time)
```

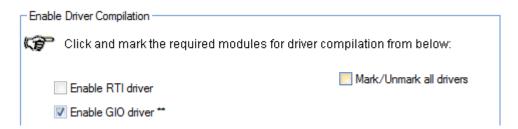
```
while(time)
{
    time--;
}
```

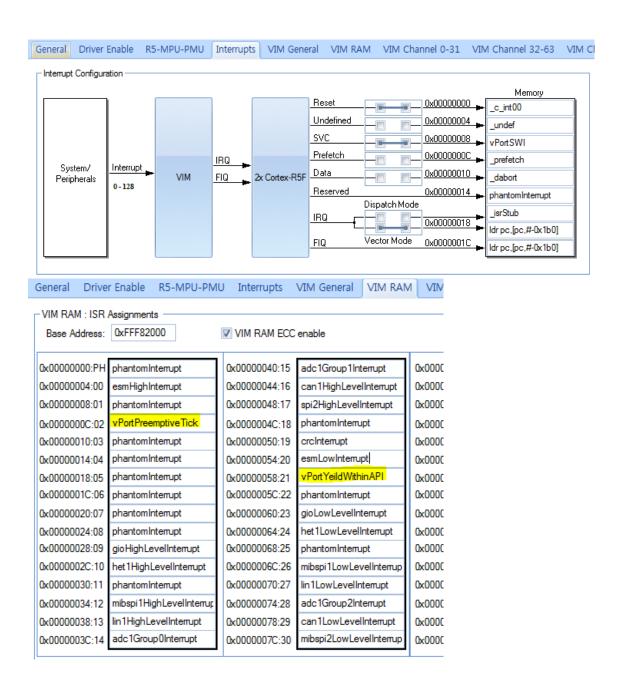
FreeRTOS_Blinky

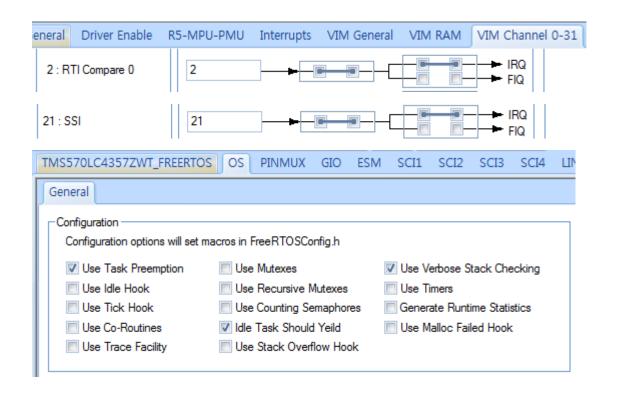
[HALcogen] 설정



project설정







```
#include "HL_sys_common.h"
#include "FreeRTOS.h"
#include "os_task.h"
#include "HL_het.h"
#include "HL_gio.h"
xTaskHandle xTask1Handle;
void vTask1(void *pvParameters) //태스크 생성 성공하면 자식 프로세스가 실행
   for(;;)
      gioSetBit(hetPORT1, 17, gioGetBit(hetPORT1, 17) ^ 1);
      vTaskDelay(100); //지연
int main(void)
   gioSetDirection(hetPORT1, 0xFFFFFFFF); //hetPORT1사용
   if(xTaskCreate(vTask1, "Task1",configMINIMAL_STACK_SIZE, NULL, 1, &xTask1Handle)!= pdTRUE) //태스크 생성 실패시 if문 만족
    /*RTOS의 태스크를 생성(fork와 같은것)
    Task1이라는 태스크가 생성됨.
     최소한의 스택 사이즈를 configMINIMAL_STACK_SIZE*/
      while(1);
   vTaskStartScheduler(); //태스크 생성 성공 시 부모 프로세스가 실행
   return 0;
```