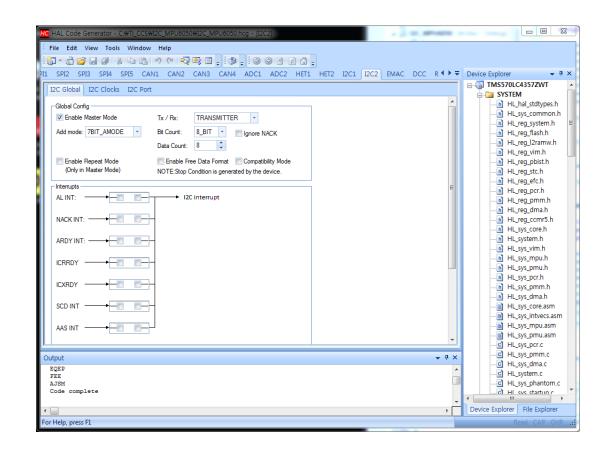


CCS



```
#include <string.h>
#include <stdio.h>
#include "HL_sys_common.h"
#include "HL_sys_core.h"
#include "HL_sci.h"
#include "HL_gio.h"
#include "HL_i2c.h"
#include "HL_rti.h"
#define UART
                   sciREG1
#define MPU6050_ADDR 0x68
void sciDisplayText(sciBASE_t *sci, uint8 *text, uint32 len);
void mpu6050_enable(void);
void mpu6050_acc_config(void);
```

```
volatile char g_acc_xyz[6];
volatile int g_acc_flag;
void wait(uint32 t)
  t--;
int main(void)
  volatile int i;
  char txt_buf[256];
  unsigned int buf_len;
  signed short acc_x, acc_y, acc_z;
  double real_acc_x, real_acc_y, real_acc_z;
  gioInit();
  sciInit();
```

```
wait(10000000);
 i2clnit();
 wait(10000000);
  mpu6050_enable();
  sprintf(txt_buf, "MPU6050 Enabled₩n₩r₩0");
  buf_len = strlen(txt_buf);
  sciDisplayText(sciREG1, (uint8 *)txt_buf, buf_len);
 wait(200);
  mpu6050_acc_config();
  sprintf(txt_buf, "MPU6050 Accelerometer Configured₩n₩r₩0");
 buf_len = strlen(txt_buf);
 sciDisplayText(sciREG1, (uint8 *)txt_buf, buf_len);
 wait(200);
```

```
rtiInit();
  rtiEnableNotification(rtiREG1, rtiNOTIFICATION_COMPARE2);
  _enable_IRQ_interrupt_();
  rtiStartCounter(rtiREG1, rtiCOUNTER_BLOCK1);

sprintf(txt_buf, "RTI Enabled\n\r\v\v\v\v\v\");
  buf_len = strlen(txt_buf);
sciDisplayText(sciREG1, (uint8 *)txt_buf, buf_len);
```

```
for(;;)
     if(g_acc_flag)
       acc_x = acc_y = acc_z = 0;
       real_acc_x = real_acc_y = real_acc_z = 0.0;
       acc_x = g_acc_xyz[0];
       acc_x = acc_x \langle \langle 8;
       acc_x = g_acc_xyz[1];
       real_acc_x = ((double)acc_x) / 2048.0;
       acc_y = g_acc_xyz[2];
       acc_y = acc_y \langle \langle 8;
       acc_y = g_acc_xyz[3];
       real_acc_y = ((double)acc_y) / 2048.0;
```

```
acc_z = g_acc_xyz[4];
     acc_z = acc_z \langle \langle 8;
     acc_z = g_acc_xyz[5];
     real\_acc\_z = ((double)acc\_z) / 2048.0;
     sprintf(txt\_buf, "acc\_x = \%2.5lf \forall tacc\_y = \%2.5lf \forall tacc\_z = \%2.5lf \forall n \forall r \forall 0", real\_acc\_x, real\_acc\_y, real\_acc\_z);
      buf_len = strlen(txt_buf);
     sciDisplayText(sciREG1, (uint8 *)txt_buf, buf_len);
     g_{acc_flag} = 0;
return 0;
```

```
void sciDisplayText(sciBASE_t *sci, uint8 *text, uint32 len)
{
    while(len--)
    {
        while((UART->FLR & 0x4) == 4)
        ;
        sciSendByte(UART, *text++);
    }
}
```

```
void mpu6050_enable(void)
  volatile unsigned int cnt = 2;
  unsigned char data[2] = \{0x00U, 0x00U\};
  unsigned char slave_word_address = 0x6bU;
  i2cSetSlaveAdd(i2cREG2, MPU6050_ADDR);
  i2cSetDirection(i2cREG2, I2C_TRANSMITTER);
  i2cSetCount(i2cREG2, cnt + 1);
  i2cSetMode(i2cREG2, I2C_MASTER);
  i2cSetStop(i2cREG2);
  i2cSetStart(i2cREG2);
  i2cSendByte(i2cREG2, slave_word_address);
  i2cSend(i2cREG2, cnt, data);
  while(i2clsBusBusy(i2cREG2) == true)
```

```
while(i2clsStopDetected(i2cREG2) == 0)
;

i2cClearSCD(i2cREG2);

wait(1000000);
```

```
void mpu6050_acc_config(void)
  volatile unsigned int cnt = 1;
  unsigned char data[1] = \{0x18U\};
  unsigned char slave_word_address = 0x1cU;
  i2cSetSlaveAdd(i2cREG2, MPU6050_ADDR);
  i2cSetDirection(i2cREG2, I2C_TRANSMITTER);
  i2cSetCount(i2cREG2, cnt + 1);
  i2cSetMode(i2cREG2, I2C_MASTER);
  i2cSetStop(i2cREG2);
  i2cSetStart(i2cREG2);
  i2cSendByte(i2cREG2, slave_word_address);
  i2cSend(i2cREG2, cnt, data);
  while(i2clsBusBusy(i2cREG2) == true)
```

```
while(i2clsStopDetected(i2cREG2) == 0)
;

i2cClearSCD(i2cREG2);

wait(1000000);
```

```
void rtiNotification(rtiBASE_t *rtiREG, uint32 notification)
  unsigned char slave_word_address = 0x3B;
  i2cSetSlaveAdd(i2cREG2, MPU6050_ADDR);
  i2cSetDirection(i2cREG2, I2C_TRANSMITTER);
  i2cSetCount(i2cREG2, 1);
  i2cSetMode(i2cREG2, I2C_MASTER);
  i2cSetStop(i2cREG2);
  i2cSetStart(i2cREG2);
  i2cSendByte(i2cREG2, slave_word_address);
  while(i2clsBusBusy(i2cREG2) == true)
  while(i2clsStopDetected(i2cREG2) == 0)
```

```
i2cClearSCD(i2cREG2);
i2cSetDirection(i2cREG2, I2C_RECEIVER);
i2cSetCount(i2cREG2, 6);
i2cSetMode(i2cREG2, I2C_MASTER);
i2cSetStart(i2cREG2);
i2cReceive(i2cREG2, 6, (unsigned char *)g_acc_xyz);
i2cSetStop(i2cREG2);
while(i2clsBusBusy(i2cREG2) == true)
while(i2clsStopDetected(i2cREG2) == 0)
i2cClearSCD(i2cREG2);
g_{acc_flag} = 1;
```

