

Xilinx Zynq FPGA, TI DSP, MCU기반의 프로그래밍 및 회로 설계 전문가 과정

강사 - Innov (이상훈)

gcccompil3r@gmail.com

학생 - 이유성

dbtjd1102@naver.com

ADC_UART

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

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

#define TSIZE1 12
uint8 TEXT1[TSIZE1] = {'\r', '\n', 'i', '\t', 'c', 'M', '.', 'l', 'O', '-', '0', 'x'};
#define TSIZE2 9
uint8 TEXT2[TSIZE2] = {'\t', '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);

void main(void)
{
    uint32 ch_count = 0;
    uint32 id = 0;
    uint32 value = 0;

    gioInit();
    gioSetDirection(gioPORTB, 1);

    sciInit();

    adcInit();
    adcStartConversion(adcREG1, adcGROUP1);

    for(;;)
    {
        gioSetBit(gioPORTB, 0, 1);

        while((adcIsConversionComplete(adcREG1, adcGROUP1)) == 0);
        ch_count = adcGetData(adcREG1, adcGROUP1, &adc_data[0]);

        id = adc_data[0].id;
        value = adc_data[0].value;

        gioSetBit(gioPORTB, 0, 0);

        sciDisplayText(sciREG1, &TEXT1[0], TSIZE1);
```

```

    sciDisplayData(sciREG1, (uint8 *)&id, 4);
    sciDisplayData(sciREG1, &TEXT2[0], TSIZE2);
    sciDisplayData(sciREG1, (uint8 *)&value, 4);

    id = adc_data[1].id;
    value = adc_data[1].value;

    sciDisplayData(sciREG1, &TEXT1[0], TSIZE1);
    sciDisplayData(sciREG1, (uint8 *)&id, 4);
    sciDisplayData(sciREG1, &TEXT2[0], TSIZE2);
    sciDisplayData(sciREG1, (uint8 *)&value, 4);
}
}

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 &= ~(0xF0);
        txt1 &= ~(0x0F);
        txt1 = txt1>>4;

        if(txt<=0x9)
        {
            txt += 0x30;
        }
        else if(txt > 0x9 && txt < 0xF)
        {
            txt += 0x37;
        }
        else
        {
            txt = 0x30;
        }

        if(txt1 <= 0x9)

```

```

    {
        txt1 += 0x30;
    }
    else if((txt1 > 0x9) && (txt1 <= 0xF))
    {
        txt1 += 0x37;
    }
    else
    {
        txt1 = 0x30;
    }

    while((sciREG1->FLR & 0x4) == 4);

    sciSendByte(sciREG1, txt1);

    while((sciREG1->FLR & 0x4) == 4);
    sciSendByte(sciREG1, txt);
}
}
void sciDisplayText(sciBASE_t *sci, uint8 *text, uint32 length)
{
    while(length--)
    {
        while((sciREG1->FLR & 0x4) == 4);

        sciSendByte(sciREG1, *text++);
    }
}

void wait(uint32 time)
{
    while(time)
    {
        time--;
    }
}

```





