




# **F2837xD Peripheral Driver Library 1.04.00.00**

## **USER'S GUIDE**

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## Revision Information

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# 1 Introduction

The F2837xD Peripheral Driver Library is a set of drivers for accessing the peripherals found on the F2837xD microcontrollers. While they are not drivers in the pure operating system sense (that is, they do not have a common interface and do not connect into a global device driver infrastructure), they do provide a software layer to facilitate a slightly higher level of programming than direct register accesses.

The capabilities and organization of the drivers are governed by the following design goals:

- They are written entirely in C except where absolutely not possible.
- Where possible, computations that can be performed at compile time are done there instead of at run time.
- They are intended to make code more portable across other C2000 devices.
- Code written with these APIs will be more readable than code written using many direct register accesses.

Some consequences of this are that the drivers are not necessarily as efficient as they could be (from a code size and/or execution speed point of view). While the most efficient piece of code for operating a peripheral would be written in assembly and custom tailored to the specific requirements of the application, further size optimizations of the drivers would make them more difficult to understand.

For many applications, the drivers can be used as is. But in some cases, the drivers will have to be enhanced or rewritten in order to meet the functionality, memory, or processing requirements of the application. If so, the existing driver can be used as a reference on how to operate the peripheral.

Minimum Requirements: CCSv6.2.0.00050 and C2000 Compiler v16.9.1.LTS

## Source Code Overview

The following is an overview of the organization of the peripheral driver library source code.

<code>driverlib/</code>	This directory contains the source code for the drivers.
<code>driverlib/inc/</code>	This directory holds the peripheral, interrupt, and register access header files used for the direct register access programming model.
<code>hw_*.h</code>	Header files, one per peripheral, that describe all the registers and the bit fields within those registers for each peripheral. These header files are used by the drivers to directly access a peripheral, and can be used by application code to bypass the peripheral driver library API.

## 2 Revision History

### v1.04.00.00

- IMPORTANT: hw\_ints.h - Changed IPC interrupt numbering from 1, 2, 3 4 to 0, 1, 2 3.
- dac.c - Corrected DAC\_tuneOffsetTrim() function. Removed references of key for lock register in DAC\_lockRegister().
- can.c - Updated CAN\_readMessage() function to use base instead of *CAN\_ASEparameterwhereverhardcoded.cla.h – UpdatedCLATriggerssources*
- epwm.h - Added APIs for DC Edge Filter configurations.
- hw\_types.h - Added header guards for float types

### v1.03.00.00

- IMPORTANT: can.h - Changed interrupt numbering from 1 and 2 to 0 and 1
- hrpwm.h - Removed HRPWM\_enableSelfSync and HRPWM\_disableSelfSync functions
- xbar.h - Corrected ASSERT values
- xbar.h - Corrected enum value from XBAR\_INPUT\_FLG\_INPUT7 to XBAR\_INPUT\_FLG\_INPUT6
- dac.h - New DAC\_tuneOffsetTrim() function
- flash.h - Added pragmas for functions in RAM when building for C++
- epwm.h - New functions: EPWM\_enableValleyCapture(), EPWM\_disableValleyCapture(), EPWM\_startValleyCapture(), EPWM\_setValleyTriggerSource(), EPWM\_setValleyTriggerEdgeCounts(), EPWM\_enableValleyHWDelay(), EPWM\_disableValleyHWDelay(), EPWM\_setValleySWDelayValue(), EPWM\_setValleyDelayDivider(), EPWM\_getValleyEdgeStatus(), EPWM\_getValleyCount(), EPWM\_getValleyHWDelay()

### v1.02.00.00

- IMPORTANT: sysctl.c - SysCtl\_setClock() and SysCtl\_setAuxClock() enhanced with slip bit monitor and SYSCLK frequency check
- can.c - Fixed issue when setting up, sending, or receiving CAN messages that message object 32 would get enabled. Additionally, this fixes issues when optimizing.
- adc.h - New temperature sensor functions: ADC\_getTemperatureC(), ADC\_getTemperatureK()
- emif.h - Corrected incorrect register name

### v1.01.00.00

- IMPORTANT: sdfm.h and hw\_sdfm.h - Renamed macros containing "SDIPARMx" to "SDDPARMx" and renamed "FILRESEN" to "SDSYNCEN"
- clapromcrc.h - Corrected return value for CLAPROMCRC\_checkStatus()
- can.c - Fixed issue where CAN\_readMessage() wasn't clearing the NewData bit field
- can.c - Removed clears to interface registers in CAN\_setupMessageObject() causing optimization issues
- can.h - Removed macros for CAN\_STATUS\_PDA and CAN\_STATUS\_WAKE\_UP
- hw\_can.h - Removed Can Core Release register and bit fields. Also removed macros for PDR, WUBA, wake up pending, and PDA

- hw\_can.h - Renamed incorrect "Name" field in the CAN\_GLB\_INT\_FLG register to INT0\_FLG  
**v1.00.00.00**
- Initial release



## 3 Programming Model

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### 3.1 Introduction

The peripheral driver library provides support for two programming models: the direct register access model and the software driver model. Each model can be used independently or combined, based on the needs of the application or the programming environment desired by the developer.

Each programming model has advantages and disadvantages. Use of the direct register access model generally results in smaller and more efficient code than using the software driver model. However, the direct register access model requires detailed knowledge of the operation of each register and bit field, as well as their interactions and any sequencing required for proper operation of the peripheral; the developer is somewhat more insulated from these details by the software driver model, generally requiring less time to develop applications. The software driver model also results in more readable code.

### 3.2 Direct Register Access Model

In the direct register access model, the peripherals are programmed by the application by writing values directly into the peripheral's registers. A set of macros is provided that simplifies this process. These macros are stored in several header files contained in the `inc` directory. By including the header files `inc/hw_types.h` and `inc/hw_memmap.h`, macros are available for accessing all registers. Individual bitfield accesses can easily be added by simply including the `inc/hw_peripheral.h` header file for the desired peripheral.

The defines used by the direct register access model follow a naming convention that makes it easier to know how to use a particular macro. The rules are as follows:

- Values that end in `_BASE` and are found in `inc/hw_memmap.h` are module instance base addresses. For example, `SPIA_BASE` and `SPIB_BASE` are the base addresses of instances A and B of the SPI module respectively.
- Values that contain an `_O_` are register address offsets used to access the value of a register. For example, `SPI_O_CCR` is used to access the `CCR` register in a SPI module. These can be added to the base address values to get the register address.
- Values that end in `_M` represent the mask for a multi-bit field in a register. For example, `SPI_CCR_SPICHAR_M` is a mask for the `SPICHAR` field in the `CCR` register. Note that fields that are the whole width of the register are not given masks.
- Values that end in `_S` represent the number of bits to shift a value in order to align it with a multi-bit field. These values match the macro with the same base name but ending with `_M`.
- All others are single-bit field masks. For example, `SPI_CCR_SPILBK` corresponds to the `SPILBK` bit in the `CCR` register.

The `inc\hw_types.h` file contains macros to access a register. They are as follows where `x` is the address to be accessed:

- `HWREG(x)` is used for 32-bit accesses, such as reading a value from a 32-bit counter register.
- `HWREGH(x)` is used for 16-bit accesses. This can be used to access a 16-bit register or the upper or lower words of a 32-bit register. This is usually the most efficient.
- `HWREGB(x)` is used for 8-bit accesses using the `__byte()` intrinsic (see the TMS320C28x Optimizing C/C++ Compiler User's Guide). It typically should only be used when an 8-bit access is required by the hardware. Otherwise, use `HWREGH()` and mask and shift out the unwanted bits.
- `HWREG_BP(x)` is another macro used for 32-bit accesses, but it uses the `__byte_peripheral_32()` compiler intrinsic. This is intended for use with peripherals that use a special addressing scheme to support byte accesses such as CAN or USB.

Given these definitions, the CCR register can be programmed as follows:

```
// Enable loopback mode on SPI A
HWREGH(SPIA_BASE + SPI_O_CCR) |= SPI_CCR_SPILBK;

// Change the number of bits that make up a character to 8
// - First clear the field
// - Then shift the new value into place and write it into the register
HWREGH(SPIA_BASE + SPI_O_CCR) &= ~SPI_CCR_SPICHAR_M;
HWREGH(SPIA_BASE + SPI_O_CCR) |= 8 << SPI_CCR_SPICHAR_S;
```

Extracting the value of the `SPICHAR` field in the CCR register is as follows:

```
x = (HWREGH(SPIA_BASE + SPI_O_CCR) & SPI_CCR_SPICHAR_M) >> SPI_CCR_SPICHAR_S;
```

## 3.3 Software Driver Model

In the software driver model, the API provided by the peripheral driver library is used by applications to control the peripherals. Because these drivers provide complete control of the peripherals in their normal mode of operation, it is possible to write an entire application without direct access to the hardware. This method provides for rapid development of the application without requiring detailed knowledge of the registers.

The following function call programs the `SPICHAR` field of CCR register mentioned in the direct register access model as well as a few other fields and registers.

```
SPI_setConfig(SPIA_BASE, 100000000, SPI_PROT_POL0PHA0,
             SPI_MODE_MASTER, 500000, 16);
```

The drivers in the peripheral driver library are described in the remaining chapters in this document. They combine to form the software driver model.

## 3.4 Combining The Models

The direct register access model and software driver model can be used together in a single application, allowing the most appropriate model to be applied as needed to any particular

situation within the application. For example, the software driver model can be used to configure the peripherals (because this is not performance critical) and the direct register access model can be used for operation of the peripheral (which may be more performance critical). Or, the software driver model can be used for peripherals that are not performance critical (such as SCI used for data logging) and the direct register access model for performance critical peripherals.

Additionally, the direct register access model can be used when there is no suitable driver library API for the desired task. Although an API may be available that performs a specific function on an individual bit or register, it could be more beneficial to use the direct register access programming model when performing tasks on entire registers or multiple bits at a given time. However, if there is an API available for the intended task it should be used as it will provide for more rapid development of the application without going into depth on programming the peripherals.

## 4 Driver Library Usage

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### 4.1 Introduction

To develop with the peripheral driver library more efficiently, Code Composer Studio (CCS) offers several project and workspace features that can help maximize development time and device application execution. As previously discussed in the programming model chapter, there are advantages and disadvantages to each programming model. This chapter will explain optimization tips that should be used in conjunction with the APIs provided by the peripheral driver library to overcome and minimize those disadvantages.

### 4.2 Code Composer Studio Tips

This section will detail some Code Composer Studio (CCS) tips that can be used to help effectively use the driver library during development.

#### 4.2.1 Content Assist

In CCS, the Content Assist feature can be used to offer suggestions for completing function and parameter names. This feature may be auto-activated while typing or it can be activated by hitting Ctrl+Space. To get the desired preferences, adjust the settings under C/C++ -> Editor -> Content Assist. The figure below shows the Content Assist in use.

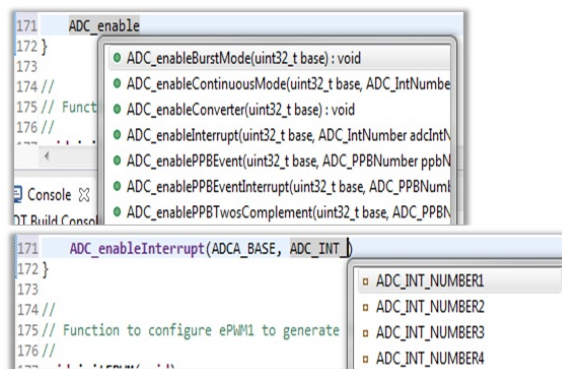


Figure 4.1: Content Assist

If you can't tell what an appropriate parameter is just from looking at the function prototype and the Content Assist list, hover over the function to view its description.

## 4.2.2 CCS Outline View

With a driver header file open, it is useful to take advantage of the CCS Outline view to get a complete list of functions, enumerations, and macros. The Outline view can be opened by selecting Window -> Show view -> Outline. The figure below shows the outline view in use.

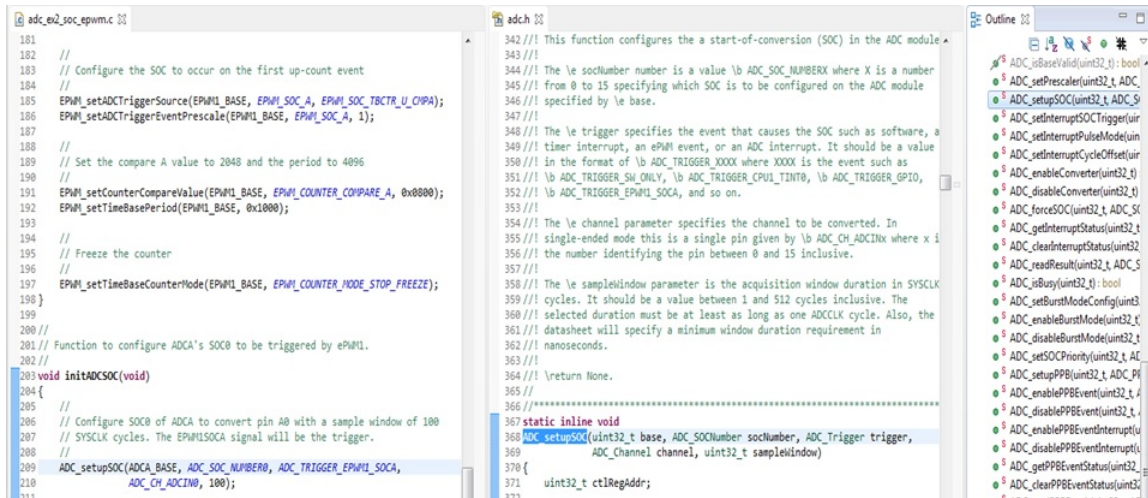


Figure 4.2: CCS Outline View

Similarly, you can split screen between application code and the API Reference Guide in the Resource Explorer.

Additionally, the function prototype in a driver header file can be viewed by holding Ctrl and clicking on the function name in the application code.

For more information on any of the tips provided, refer to the CCS Online Help section for details (CCS menu Help -> Help Contents and search for Content Assist).

## 4.3 ASSERT Macro

An ASSERT macro is defined in the `driverlib/debug.h` file as a method of checking the validity of function arguments and other error conditions. When the symbol `DEBUG` is defined, `ASSERT(expr)` will call a user-defined error function `__error__()` when Boolean expression `expr` is evaluated to false. To use the macro, an application must provide an `__error__()` function with the following prototype:

```
void __error__(char *filename, uint32_t line);
```

The *filename* and *line* parameters indicate which ASSERT resulted in the error condition. It is up to the application to decide what action the `__error__()` function should take to report the error.

The default Debug build configuration for the `driverlib.lib` project and the Driverlib example projects have turned on ASSERT by putting `DEBUG` in the projects' predefined symbols. Removing the `DEBUG` symbol from the projects will cause the ASSERT macro to compile to nothing, meaning it will add no code size or cycles to the application when it is turned off.

## 4.4 Driver Library Optimization

When using the software driver programming model it is important to note that there is a price to abstraction and making functions generic. Some of the drawbacks include the overhead time of the function call and the calculation time required to access a specific register offset or bit field within the register.

To help overcome these shortcomings, it is important to consider the use of inline functions. Using inline functions eliminates the need for function calls since the function is essentially treated like a macro. If constants are being passed into the function's parameters, much of its code may be evaluated at compile time. In order to utilize inline functions you must turn on optimization for it to take effect. If optimization is desired without the use of inline functions, use the `-no_inling (-pi)` option. This option can be set in the CCS project properties under Build -> C2000 Compiler -> Advanced Options -> Language Options.

In addition to inline functions, using the "generating function subsection" compiler option (`-gen_func_subsections=on, -mo`) is important. By default, the library project provided with the peripheral driver library project has this option turned on. When this option is selected, the compiler places each driver library function into its own subsection. This allows only the functions that are referenced in the application to be linked into the final executable. This can result in an overall code size reduction. This compiler option can be set by accessing the CCS project properties under Build -> C2000 Compiler -> Advanced Options -> Runtime Model Options.

The optimization options can be found in the CCS project properties which is accessed by right-clicking on the project in the project explorer and selecting properties. In the resulting window, the optimization settings are found in Build -> C2000 Compiler -> Optimization.

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### 5.1 ADC Introduction

The analog to digital converter (ADC) API provides a set of functions for programming the digital circuits of the converter, referred to as the ADC wrapper. Functions are provided to configure the conversions, read the data conversion result registers, configure the post-processing blocks (PPB), and set up and handle interrupts and events.

### 5.2 API Functions

#### Enumerations

- enum `ADC_ClkPrescale` {  
`ADC_CLK_DIV_1_0`, `ADC_CLK_DIV_2_0`, `ADC_CLK_DIV_2_5`, `ADC_CLK_DIV_3_0`,  
`ADC_CLK_DIV_3_5`, `ADC_CLK_DIV_4_0`, `ADC_CLK_DIV_4_5`, `ADC_CLK_DIV_5_0`,  
`ADC_CLK_DIV_5_5`, `ADC_CLK_DIV_6_0`, `ADC_CLK_DIV_6_5`, `ADC_CLK_DIV_7_0`,  
`ADC_CLK_DIV_7_5`, `ADC_CLK_DIV_8_0`, `ADC_CLK_DIV_8_5` }
- enum `ADC_Resolution` { `ADC_RESOLUTION_12BIT`, `ADC_RESOLUTION_16BIT` }
- enum `ADC_SignalMode` { `ADC_MODE_SINGLE_ENDED`, `ADC_MODE_DIFFERENTIAL` }
- enum `ADC_Trigger` {  
`ADC_TRIGGER_SW_ONLY`, `ADC_TRIGGER_CPU1_TINT0`,  
`ADC_TRIGGER_CPU1_TINT1`, `ADC_TRIGGER_CPU1_TINT2`,  
`ADC_TRIGGER_GPIO`, `ADC_TRIGGER_EPWM1_SOC`,  
`ADC_TRIGGER_EPWM1_SOCB`, `ADC_TRIGGER_EPWM2_SOC`,  
`ADC_TRIGGER_EPWM2_SOCB`, `ADC_TRIGGER_EPWM3_SOC`,  
`ADC_TRIGGER_EPWM3_SOCB`, `ADC_TRIGGER_EPWM4_SOC`,  
`ADC_TRIGGER_EPWM4_SOCB`, `ADC_TRIGGER_EPWM5_SOC`,  
`ADC_TRIGGER_EPWM5_SOCB`, `ADC_TRIGGER_EPWM6_SOC`,  
`ADC_TRIGGER_EPWM6_SOCB`, `ADC_TRIGGER_EPWM7_SOC`,  
`ADC_TRIGGER_EPWM7_SOCB`, `ADC_TRIGGER_EPWM8_SOC`,  
`ADC_TRIGGER_EPWM8_SOCB`, `ADC_TRIGGER_EPWM9_SOC`,  
`ADC_TRIGGER_EPWM9_SOCB`, `ADC_TRIGGER_EPWM10_SOC`,  
`ADC_TRIGGER_EPWM10_SOCB`, `ADC_TRIGGER_EPWM11_SOC`,  
`ADC_TRIGGER_EPWM11_SOCB`, `ADC_TRIGGER_EPWM12_SOC`,  
`ADC_TRIGGER_EPWM12_SOCB`, `ADC_TRIGGER_CPU2_TINT0`,  
`ADC_TRIGGER_CPU2_TINT1`, `ADC_TRIGGER_CPU2_TINT2` }
- enum `ADC_Channel` {  
`ADC_CH_ADCIN0`, `ADC_CH_ADCIN1`, `ADC_CH_ADCIN2`, `ADC_CH_ADCIN3`,  
`ADC_CH_ADCIN4`, `ADC_CH_ADCIN5`, `ADC_CH_ADCIN6`, `ADC_CH_ADCIN7`,  
`ADC_CH_ADCIN8`, `ADC_CH_ADCIN9`, `ADC_CH_ADCIN10`, `ADC_CH_ADCIN11`,  
`ADC_CH_ADCIN12`, `ADC_CH_ADCIN13`, `ADC_CH_ADCIN14`, `ADC_CH_ADCIN15`,  
`ADC_CH_ADCIN0_ADCIN1`, `ADC_CH_ADCIN2_ADCIN3`, `ADC_CH_ADCIN4_ADCIN5`,

```

ADC_CH_ADCIN6_ADCIN7,
ADC_CH_ADCIN8_ADCIN9, ADC_CH_ADCIN10_ADCIN11,
ADC_CH_ADCIN12_ADCIN13, ADC_CH_ADCIN14_ADCIN15 }
■ enum ADC_PulseMode { ADC_PULSE_END_OF_ACQ_WIN,
ADC_PULSE_END_OF_CONV }
■ enum ADC_IntNumber { ADC_INT_NUMBER1, ADC_INT_NUMBER2,
ADC_INT_NUMBER3, ADC_INT_NUMBER4 }
■ enum ADC_PPBNumber { ADC_PPB_NUMBER1, ADC_PPB_NUMBER2,
ADC_PPB_NUMBER3, ADC_PPB_NUMBER4 }
■ enum ADC_SOCNumber {
ADC_SOC_NUMBER0, ADC_SOC_NUMBER1, ADC_SOC_NUMBER2,
ADC_SOC_NUMBER3,
ADC_SOC_NUMBER4, ADC_SOC_NUMBER5, ADC_SOC_NUMBER6,
ADC_SOC_NUMBER7,
ADC_SOC_NUMBER8, ADC_SOC_NUMBER9, ADC_SOC_NUMBER10,
ADC_SOC_NUMBER11,
ADC_SOC_NUMBER12, ADC_SOC_NUMBER13, ADC_SOC_NUMBER14,
ADC_SOC_NUMBER15 }
■ enum ADC_IntSOCTrigger { ADC_INT_SOC_TRIGGER_NONE,
ADC_INT_SOC_TRIGGER_ADCINT1, ADC_INT_SOC_TRIGGER_ADCINT2 }
■ enum ADC_PriorityMode {
ADC_PRI_ALL_ROUND_ROBIN, ADC_PRI_SOC0_HIPRI, ADC_PRI_THRU_SOC1_HIPRI,
ADC_PRI_THRU_SOC2_HIPRI,
ADC_PRI_THRU_SOC3_HIPRI, ADC_PRI_THRU_SOC4_HIPRI,
ADC_PRI_THRU_SOC5_HIPRI, ADC_PRI_THRU_SOC6_HIPRI,
ADC_PRI_THRU_SOC7_HIPRI, ADC_PRI_THRU_SOC8_HIPRI,
ADC_PRI_THRU_SOC9_HIPRI, ADC_PRI_THRU_SOC10_HIPRI,
ADC_PRI_THRU_SOC11_HIPRI, ADC_PRI_THRU_SOC12_HIPRI,
ADC_PRI_THRU_SOC13_HIPRI, ADC_PRI_THRU_SOC14_HIPRI,
ADC_PRI_ALL_HIPRI }

```

## Functions

- static void `ADC_setPrescaler` (uint32\_t base, `ADC_ClkPrescale` clkPrescale)
- static void `ADC_setupSOC` (uint32\_t base, `ADC_SOCNumber` socNumber, `ADC_Trigger` trigger, `ADC_Channel` channel, uint32\_t sampleWindow)
- static void `ADC_setInterruptSOCTrigger` (uint32\_t base, `ADC_SOCNumber` socNumber, `ADC_IntSOCTrigger` trigger)
- static void `ADC_setInterruptPulseMode` (uint32\_t base, `ADC_PulseMode` pulseMode)
- static void `ADC_enableConverter` (uint32\_t base)
- static void `ADC_disableConverter` (uint32\_t base)
- static void `ADC_forceSOC` (uint32\_t base, `ADC_SOCNumber` socNumber)
- static bool `ADC_getInterruptStatus` (uint32\_t base, `ADC_IntNumber` adcIntNum)
- static void `ADC_clearInterruptStatus` (uint32\_t base, `ADC_IntNumber` adcIntNum)
- static uint16\_t `ADC_readResult` (uint32\_t resultBase, `ADC_SOCNumber` socNumber)
- static bool `ADC_isBusy` (uint32\_t base)
- static void `ADC_setBurstModeConfig` (uint32\_t base, `ADC_Trigger` trigger, uint16\_t burstSize)
- static void `ADC_enableBurstMode` (uint32\_t base)
- static void `ADC_disableBurstMode` (uint32\_t base)
- static void `ADC_setSOCPriority` (uint32\_t base, `ADC_PriorityMode` priMode)
- static void `ADC_setupPPB` (uint32\_t base, `ADC_PPBNumber` ppbNumber, `ADC_SOCNumber` socNumber)
- static void `ADC_enablePPBEvent` (uint32\_t base, `ADC_PPBNumber` ppbNumber, uint16\_t evtFlags)



- static void [ADC\\_disablePPBEvent](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, uint16\_t evtFlags)
- static void [ADC\\_enablePPBEventInterrupt](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, uint16\_t intFlags)
- static void [ADC\\_disablePPBEventInterrupt](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, uint16\_t intFlags)
- static uint16\_t [ADC\\_getPPBEventStatus](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber)
- static void [ADC\\_clearPPBEventStatus](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, uint16\_t evtFlags)
- static int32\_t [ADC\\_readPPBResult](#) (uint32\_t resultBase, [ADC\\_PPBNumber](#) ppbNumber)
- static uint16\_t [ADC\\_getPPBDelayTimeStamp](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber)
- static void [ADC\\_setPPBCalibrationOffset](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, int16\_t offset)
- static void [ADC\\_setPPBReferenceOffset](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, uint16\_t offset)
- static void [ADC\\_enablePPBTwosComplement](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber)
- static void [ADC\\_disablePPBTwosComplement](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber)
- static void [ADC\\_enableInterrupt](#) (uint32\_t base, [ADC\\_IntNumber](#) adcIntNum)
- static void [ADC\\_disableInterrupt](#) (uint32\_t base, [ADC\\_IntNumber](#) adcIntNum)
- static void [ADC\\_setInterruptSource](#) (uint32\_t base, [ADC\\_IntNumber](#) adcIntNum, [ADC\\_SOCNumber](#) socNumber)
- static void [ADC\\_enableContinuousMode](#) (uint32\_t base, [ADC\\_IntNumber](#) adcIntNum)
- static void [ADC\\_disableContinuousMode](#) (uint32\_t base, [ADC\\_IntNumber](#) adcIntNum)
- static int16\_t [ADC\\_getTemperatureC](#) (uint16\_t tempResult, float32\_t vref)
- static int16\_t [ADC\\_getTemperatureK](#) (uint16\_t tempResult, float32\_t vref)
- void [ADC\\_setMode](#) (uint32\_t base, [ADC\\_Resolution](#) resolution, [ADC\\_SignalMode](#) signalMode)
- void [ADC\\_setPPBTripLimits](#) (uint32\_t base, [ADC\\_PPBNumber](#) ppbNumber, int32\_t tripHiLimit, int32\_t tripLoLimit)

## 5.2.1 Detailed Description

The code for this module is contained in `driverlib/adc.c`, with `driverlib/adc.h` containing the API declarations for use by applications.

## 5.2.2 Enumeration Type Documentation

### 5.2.2.1 enum [ADC\\_ClkPrescale](#)

Values that can be passed to [ADC\\_setPrescaler\(\)](#) as the *clkPrescale* parameter.

#### Enumerator

- [ADC\\_CLK\\_DIV\\_1\\_0](#)** ADCCLK = (input clock) / 1.0.
- [ADC\\_CLK\\_DIV\\_2\\_0](#)** ADCCLK = (input clock) / 2.0.
- [ADC\\_CLK\\_DIV\\_2\\_5](#)** ADCCLK = (input clock) / 2.5.
- [ADC\\_CLK\\_DIV\\_3\\_0](#)** ADCCLK = (input clock) / 3.0.
- [ADC\\_CLK\\_DIV\\_3\\_5](#)** ADCCLK = (input clock) / 3.5.
- [ADC\\_CLK\\_DIV\\_4\\_0](#)** ADCCLK = (input clock) / 4.0.

**ADC\_CLK\_DIV\_4\_5** ADCCLK = (input clock) / 4.5.  
**ADC\_CLK\_DIV\_5\_0** ADCCLK = (input clock) / 5.0.  
**ADC\_CLK\_DIV\_5\_5** ADCCLK = (input clock) / 5.5.  
**ADC\_CLK\_DIV\_6\_0** ADCCLK = (input clock) / 6.0.  
**ADC\_CLK\_DIV\_6\_5** ADCCLK = (input clock) / 6.5.  
**ADC\_CLK\_DIV\_7\_0** ADCCLK = (input clock) / 7.0.  
**ADC\_CLK\_DIV\_7\_5** ADCCLK = (input clock) / 7.5.  
**ADC\_CLK\_DIV\_8\_0** ADCCLK = (input clock) / 8.0.  
**ADC\_CLK\_DIV\_8\_5** ADCCLK = (input clock) / 8.5.

#### 5.2.2.2 enum **ADC\_Resolution**

Values that can be passed to [ADC\\_setMode\(\)](#) as the *resolution* parameter.

##### Enumerator

**ADC\_RESOLUTION\_12BIT** 12-bit conversion resolution  
**ADC\_RESOLUTION\_16BIT** 16-bit conversion resolution

#### 5.2.2.3 enum **ADC\_SignalMode**

Values that can be passed to [ADC\\_setMode\(\)](#) as the *signalMode* parameter.

##### Enumerator

**ADC\_MODE\_SINGLE\_ENDED** Sample on single pin with VREFLO.  
**ADC\_MODE\_DIFFERENTIAL** Sample on pair of pins.

#### 5.2.2.4 enum **ADC\_Trigger**

Values that can be passed to [ADC\\_setupSOC\(\)](#) as the *trigger* parameter to specify the event that will trigger a conversion to start. It is also used with [ADC\\_setBurstModeConfig\(\)](#).

##### Enumerator

**ADC\_TRIGGER\_SW\_ONLY** Software only.  
**ADC\_TRIGGER\_CPU1\_TINT0** CPU1 Timer 0, TINT0.  
**ADC\_TRIGGER\_CPU1\_TINT1** CPU1 Timer 1, TINT1.  
**ADC\_TRIGGER\_CPU1\_TINT2** CPU1 Timer 2, TINT2.  
**ADC\_TRIGGER\_GPIO** GPIO, ADCEXTSOC.  
**ADC\_TRIGGER\_EPWM1\_SOCA** ePWM1, ADCSOCA  
**ADC\_TRIGGER\_EPWM1\_SOCB** ePWM1, ADCSOCB  
**ADC\_TRIGGER\_EPWM2\_SOCA** ePWM2, ADCSOCA  
**ADC\_TRIGGER\_EPWM2\_SOCB** ePWM2, ADCSOCB  
**ADC\_TRIGGER\_EPWM3\_SOCA** ePWM3, ADCSOCA  
**ADC\_TRIGGER\_EPWM3\_SOCB** ePWM3, ADCSOCB  
**ADC\_TRIGGER\_EPWM4\_SOCA** ePWM4, ADCSOCA  
**ADC\_TRIGGER\_EPWM4\_SOCB** ePWM4, ADCSOCB

**ADC\_TRIGGER\_EPWM5\_SOCA** ePWM5, ADCSOCA  
**ADC\_TRIGGER\_EPWM5\_SOCB** ePWM5, ADCSOCB  
**ADC\_TRIGGER\_EPWM6\_SOCA** ePWM6, ADCSOCA  
**ADC\_TRIGGER\_EPWM6\_SOCB** ePWM6, ADCSOCB  
**ADC\_TRIGGER\_EPWM7\_SOCA** ePWM7, ADCSOCA  
**ADC\_TRIGGER\_EPWM7\_SOCB** ePWM7, ADCSOCB  
**ADC\_TRIGGER\_EPWM8\_SOCA** ePWM8, ADCSOCA  
**ADC\_TRIGGER\_EPWM8\_SOCB** ePWM8, ADCSOCB  
**ADC\_TRIGGER\_EPWM9\_SOCA** ePWM9, ADCSOCA  
**ADC\_TRIGGER\_EPWM9\_SOCB** ePWM9, ADCSOCB  
**ADC\_TRIGGER\_EPWM10\_SOCA** ePWM10, ADCSOCA  
**ADC\_TRIGGER\_EPWM10\_SOCB** ePWM10, ADCSOCB  
**ADC\_TRIGGER\_EPWM11\_SOCA** ePWM11, ADCSOCA  
**ADC\_TRIGGER\_EPWM11\_SOCB** ePWM11, ADCSOCB  
**ADC\_TRIGGER\_EPWM12\_SOCA** ePWM12, ADCSOCA  
**ADC\_TRIGGER\_EPWM12\_SOCB** ePWM12, ADCSOCB  
**ADC\_TRIGGER\_CPU2\_TINT0** CPU2 Timer 0, TINT0.  
**ADC\_TRIGGER\_CPU2\_TINT1** CPU2 Timer 1, TINT1.  
**ADC\_TRIGGER\_CPU2\_TINT2** CPU2 Timer 2, TINT2.

#### 5.2.2.5 enum **ADC\_Channel**

Values that can be passed to [ADC\\_setupSOC\(\)](#) as the *channel* parameter. This is the input pin on which the signal to be converted is located.

##### Enumerator

**ADC\_CH\_ADCIN0** single-ended, ADCIN0  
**ADC\_CH\_ADCIN1** single-ended, ADCIN1  
**ADC\_CH\_ADCIN2** single-ended, ADCIN2  
**ADC\_CH\_ADCIN3** single-ended, ADCIN3  
**ADC\_CH\_ADCIN4** single-ended, ADCIN4  
**ADC\_CH\_ADCIN5** single-ended, ADCIN5  
**ADC\_CH\_ADCIN6** single-ended, ADCIN6  
**ADC\_CH\_ADCIN7** single-ended, ADCIN7  
**ADC\_CH\_ADCIN8** single-ended, ADCIN8  
**ADC\_CH\_ADCIN9** single-ended, ADCIN9  
**ADC\_CH\_ADCIN10** single-ended, ADCIN10  
**ADC\_CH\_ADCIN11** single-ended, ADCIN11  
**ADC\_CH\_ADCIN12** single-ended, ADCIN12  
**ADC\_CH\_ADCIN13** single-ended, ADCIN13  
**ADC\_CH\_ADCIN14** single-ended, ADCIN14  
**ADC\_CH\_ADCIN15** single-ended, ADCIN15  
**ADC\_CH\_ADCIN0\_ADCIN1** differential, ADCIN0 and ADCIN1  
**ADC\_CH\_ADCIN2\_ADCIN3** differential, ADCIN2 and ADCIN3  
**ADC\_CH\_ADCIN4\_ADCIN5** differential, ADCIN4 and ADCIN5  
**ADC\_CH\_ADCIN6\_ADCIN7** differential, ADCIN6 and ADCIN7

**ADC\_CH\_ADCIN8\_ADCIN9** differential, ADCIN8 and ADCIN9  
**ADC\_CH\_ADCIN10\_ADCIN11** differential, ADCIN10 and ADCIN11  
**ADC\_CH\_ADCIN12\_ADCIN13** differential, ADCIN12 and ADCIN13  
**ADC\_CH\_ADCIN14\_ADCIN15** differential, ADCIN14 and ADCIN15

#### 5.2.2.6 enum **ADC\_PulseMode**

Values that can be passed to [ADC\\_setInterruptPulseMode\(\)](#) as the *pulseMode* parameter.

##### Enumerator

**ADC\_PULSE\_END\_OF\_ACQ\_WIN** Occurs at the end of the acquisition window.  
**ADC\_PULSE\_END\_OF\_CONV** Occurs at the end of the conversion.

#### 5.2.2.7 enum **ADC\_IntNumber**

Values that can be passed to [ADC\\_enableInterrupt\(\)](#), [ADC\\_disableInterrupt\(\)](#), and [ADC\\_getInterruptStatus\(\)](#) as the *adcIntNum* parameter.

##### Enumerator

**ADC\_INT\_NUMBER1** ADCINT1 Interrupt.  
**ADC\_INT\_NUMBER2** ADCINT2 Interrupt.  
**ADC\_INT\_NUMBER3** ADCINT3 Interrupt.  
**ADC\_INT\_NUMBER4** ADCINT4 Interrupt.

#### 5.2.2.8 enum **ADC\_PPBNumber**

Values that can be passed in as the *ppbNumber* parameter for several functions.

##### Enumerator

**ADC\_PPB\_NUMBER1** Post-processing block 1.  
**ADC\_PPB\_NUMBER2** Post-processing block 2.  
**ADC\_PPB\_NUMBER3** Post-processing block 3.  
**ADC\_PPB\_NUMBER4** Post-processing block 4.

#### 5.2.2.9 enum **ADC\_SOCNumber**

Values that can be passed in as the *socNumber* parameter for several functions. This value identifies the start-of-conversion (SOC) that a function is configuring or accessing. Note that in some cases (for example, [ADC\\_setInterruptSource\(\)](#)) *socNumber* is used to refer to the corresponding end-of-conversion (EOC).

##### Enumerator

**ADC\_SOC\_NUMBER0** SOC/EOC number 0.  
**ADC\_SOC\_NUMBER1** SOC/EOC number 1.  
**ADC\_SOC\_NUMBER2** SOC/EOC number 2.  
**ADC\_SOC\_NUMBER3** SOC/EOC number 3.

**ADC\_SOC\_NUMBER4** SOC/EOC number 4.  
**ADC\_SOC\_NUMBER5** SOC/EOC number 5.  
**ADC\_SOC\_NUMBER6** SOC/EOC number 6.  
**ADC\_SOC\_NUMBER7** SOC/EOC number 7.  
**ADC\_SOC\_NUMBER8** SOC/EOC number 8.  
**ADC\_SOC\_NUMBER9** SOC/EOC number 9.  
**ADC\_SOC\_NUMBER10** SOC/EOC number 10.  
**ADC\_SOC\_NUMBER11** SOC/EOC number 11.  
**ADC\_SOC\_NUMBER12** SOC/EOC number 12.  
**ADC\_SOC\_NUMBER13** SOC/EOC number 13.  
**ADC\_SOC\_NUMBER14** SOC/EOC number 14.  
**ADC\_SOC\_NUMBER15** SOC/EOC number 15.

#### 5.2.2.10 enum **ADC\_IntSOCTrigger**

Values that can be passed in as the *trigger* parameter for the [ADC\\_setInterruptSOCTrigger\(\)](#) function.

##### Enumerator

**ADC\_INT\_SOC\_TRIGGER\_NONE** No ADCINT will trigger the SOC.  
**ADC\_INT\_SOC\_TRIGGER\_ADCINT1** ADCINT1 will trigger the SOC.  
**ADC\_INT\_SOC\_TRIGGER\_ADCINT2** ADCINT2 will trigger the SOC.

#### 5.2.2.11 enum **ADC\_PriorityMode**

Values that can be passed to [ADC\\_setSOCPriority\(\)](#) as the *priMode* parameter.

##### Enumerator

**ADC\_PRI\_ALL\_ROUND\_ROBIN** Round robin mode is used for all.  
**ADC\_PRI\_SOC0\_HIPRI** SOC 0 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC1\_HIPRI** SOC 0-1 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC2\_HIPRI** SOC 0-2 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC3\_HIPRI** SOC 0-3 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC4\_HIPRI** SOC 0-4 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC5\_HIPRI** SOC 0-5 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC6\_HIPRI** SOC 0-6 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC7\_HIPRI** SOC 0-7 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC8\_HIPRI** SOC 0-8 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC9\_HIPRI** SOC 0-9 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC10\_HIPRI** SOC 0-10 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC11\_HIPRI** SOC 0-11 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC12\_HIPRI** SOC 0-12 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC13\_HIPRI** SOC 0-13 hi pri, others in round robin.  
**ADC\_PRI\_THRU\_SOC14\_HIPRI** SOC 0-14 hi pri, SOC15 in round robin.  
**ADC\_PRI\_ALL\_HIPRI** All priorities based on SOC number.

## 5.2.3 Function Documentation

5.2.3.1 `static void ADC_setPrescaler ( uint32_t base, ADC_ClkPrescale clkPrescale )`  
`[inline], [static]`

Configures the analog-to-digital converter module prescaler.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>clkPrescale</i>	is the ADC clock prescaler.

This function configures the ADC module's ADCCLK.

The *clkPrescale* parameter specifies the value by which the input clock is divided to make the ADCCLK. The value can be specified with the value **ADC\_CLK\_DIV\_1\_0**, **ADC\_CLK\_DIV\_2\_0**, **ADC\_CLK\_DIV\_2\_5**, ..., **ADC\_CLK\_DIV\_7\_5**, **ADC\_CLK\_DIV\_8\_0**, or **ADC\_CLK\_DIV\_8\_5**.

**Returns**

None.

5.2.3.2 **static void ADC\_setupSOC ( uint32\_t base, ADC\_SOCNumber socNumber, ADC\_Trigger trigger, ADC\_Channel channel, uint32\_t sampleWindow )**  
[inline], [static]

Configures a start-of-conversion (SOC) in the ADC.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>socNumber</i>	is the number of the start-of-conversion.
<i>trigger</i>	the source that will cause the SOC.
<i>channel</i>	is the number associated with the input signal.
<i>sampleWindow</i>	is the acquisition window duration.

This function configures the a start-of-conversion (SOC) in the ADC module.

The *socNumber* number is a value **ADC\_SOC\_NUMBERX** where X is a number from 0 to 15 specifying which SOC is to be configured on the ADC module specified by *base*.

The *trigger* specifies the event that causes the SOC such as software, a timer interrupt, an ePWM event, or an ADC interrupt. It should be a value in the format of **ADC\_TRIGGER\_XXXX** where XXXX is the event such as **ADC\_TRIGGER\_SW\_ONLY**, **ADC\_TRIGGER\_CPU1\_TINT0**, **ADC\_TRIGGER\_GPIO**, **ADC\_TRIGGER\_EPWM1\_SOCA**, and so on.

The *channel* parameter specifies the channel to be converted. In single-ended mode this is a single pin given by **ADC\_CH\_ADCINx** where x is the number identifying the pin between 0 and 15 inclusive. In differential mode, two pins are used as inputs and are passed in the *channel* parameter as **ADC\_CH\_ADCIN0\_ADCIN1**, **ADC\_CH\_ADCIN2\_ADCIN3**, ..., or **ADC\_CH\_ADCIN14\_ADCIN15**.

The *sampleWindow* parameter is the acquisition window duration in SYSCLK cycles. It should be a value between 1 and 512 cycles inclusive. The selected duration must be at least as long as one ADCCLK cycle. Also, the datasheet will specify a minimum window duration requirement in nanoseconds.

**Returns**

None.

5.2.3.3    `static void ADC_setInterruptSOCTrigger ( uint32_t base, ADC_SOCNumber socNumber, ADC_IntSOCTrigger trigger ) [inline],[static]`

Configures the interrupt SOC trigger of an SOC.



**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>socNumber</i>	is the number of the start-of-conversion.
<i>trigger</i>	the interrupt source that will cause the SOC.

This function configures the an interrupt start-of-conversion trigger in the ADC module.

The *socNumber* number is a value **ADC\_SOC\_NUMBERX** where X is a number from 0 to 15 specifying which SOC is to be configured on the ADC module specified by *base*.

The *trigger* specifies the interrupt that causes a start of conversion or none. It should be one of the following values.

- **ADC\_INT\_SOC\_TRIGGER\_NONE**
- **ADC\_INT\_SOC\_TRIGGER\_ADCINT1**
- **ADC\_INT\_SOC\_TRIGGER\_ADCINT2**

This functionality is useful for creating continuous conversions.

**Returns**

None.

5.2.3.4 static void ADC\_setInterruptPulseMode ( uint32\_t *base*, **ADC\_PulseMode** *pulseMode* ) [inline], [static]

Sets the timing of the end-of-conversion pulse

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>pulseMode</i>	is the generation mode of the EOC pulse.

This function configures the end-of-conversion (EOC) pulse generated by the ADC. This pulse will be generated either at the end of the acquisition window (pass **ADC\_PULSE\_END\_OF\_ACQ\_WIN** into *pulseMode*) or at the end of the voltage conversion, one cycle prior to the ADC result latching into its result register (pass **ADC\_PULSE\_END\_OF\_CONV** into *pulseMode*).

**Returns**

None.

5.2.3.5 static void ADC\_enableConverter ( uint32\_t *base* ) [inline], [static]

Powers up the analog-to-digital converter core.

**Parameters**

<i>base</i>	is the base address of the ADC module.
-------------	--

This function powers up the analog circuitry inside the analog core.

**Note**

Allow at least a 500us delay before sampling after calling this API. If you enable multiple ADCs, you can delay after they all have begun powering up.

**Returns**

None.

5.2.3.6 `static void ADC_disableConverter ( uint32_t base ) [inline], [static]`

Powers down the analog-to-digital converter module.

**Parameters**

<i>base</i>	is the base address of the ADC module.
-------------	--

This function powers down the analog circuitry inside the analog core.

**Returns**

None.

5.2.3.7 `static void ADC_forceSOC ( uint32_t base, ADC_SOCNumber socNumber ) [inline], [static]`

Forces a SOC flag to a 1 in the analog-to-digital converter.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>socNumber</i>	is the number of the start-of-conversion.

This function forces the SOC flag associated with the SOC specified by *socNumber*. This initiates a conversion once that SOC is given priority. This software trigger can be used whether or not the SOC has been configured to accept some other specific trigger.

**Returns**

None.

5.2.3.8 `static bool ADC_getInterruptStatus ( uint32_t base, ADC_IntNumber adcIntNum ) [inline], [static]`

Gets the current ADC interrupt status.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.

This function returns the interrupt status for the analog-to-digital converter.

#### Returns

**true** if the interrupt flag for the specified interrupt number is set and **false** if it is not.

5.2.3.9 static void ADC\_clearInterruptStatus ( uint32\_t *base*, **ADC\_IntNumber** *adcIntNum* ) [inline], [static]

Clears ADC interrupt sources.

#### Parameters

<i>base</i>	is the base address of the ADC module.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.

This function clears the specified ADC interrupt sources so that they no longer assert. If not in continuous mode, this function must be called before any further interrupt pulses may occur.

*adcIntNum* takes a one of the values **ADC\_INT\_NUMBER1**, **ADC\_INT\_NUMBER2**, **ADC\_INT\_NUMBER3**, or **ADC\_INT\_NUMBER4** to express which of the four interrupts of the ADC module should be cleared

#### Returns

None.

5.2.3.10 static uint16\_t ADC\_readResult ( uint32\_t *resultBase*, **ADC\_SOCNumber** *socNumber* ) [inline], [static]

Reads the conversion result.

#### Parameters

<i>resultBase</i>	is the base address of the ADC results.
<i>socNumber</i>	is the number of the start-of-conversion.

This function returns the conversion result that corresponds to the base address passed into *resultBase* and the SOC passed into *socNumber*.

The *socNumber* number is a value **ADC\_SOC\_NUMBERX** where X is a number from 0 to 15 specifying which SOC's result is to be read.

#### Note

Take care that you are using a base address for the result registers (ADCxRESULT\_BASE) and not a base address for the control registers.

#### Returns

Returns the conversion result.

5.2.3.11 static bool ADC\_isBusy ( uint32\_t *base* ) [inline], [static]

Determines whether the ADC is busy or not.

**Parameters**

<i>base</i>	is the base address of the ADC.
-------------	---------------------------------

This function allows the caller to determine whether or not the ADC is busy and can sample another channel.

**Returns**

Returns **true** if the ADC is sampling or **false** if all samples are complete.

5.2.3.12 `static void ADC_setBurstModeConfig ( uint32_t base, ADC_Trigger trigger, uint16_t burstSize ) [inline], [static]`

Set SOC burst mode.

**Parameters**

<i>base</i>	is the base address of the ADC.
<i>trigger</i>	the source that will cause the burst conversion sequence.
<i>burstSize</i>	is the number of SOC's converted during a burst sequence.

This function configures the burst trigger and burstSize of an ADC module. Burst mode allows a single trigger to walk through the round-robin SOC's one or more at a time. When burst mode is enabled, the trigger selected by the [ADC\\_setupSOC\(\)](#) API will no longer have an effect on the SOC's in round-robin mode. Instead, the source specified through the *trigger* parameter will cause a burst of *burstSize* conversions to occur.

The *trigger* parameter takes the same values as the [ADC\\_setupSOC\(\)](#) API. The *burstSize* parameter should be a value between 1 and 16 inclusive.

**Returns**

None.

5.2.3.13 `static void ADC_enableBurstMode ( uint32_t base ) [inline], [static]`

Enables SOC burst mode.

**Parameters**

<i>base</i>	is the base address of the ADC.
-------------	---------------------------------

This function enables SOC burst mode operation of the ADC. Burst mode allows a single trigger to walk through the round-robin SOC's one or more at a time. When burst mode is enabled, the trigger selected by the [ADC\\_setupSOC\(\)](#) API will no longer have an effect on the SOC's in round-robin mode. Use [ADC\\_setBurstMode\(\)](#) to configure the burst trigger and size.

**Returns**

None.

5.2.3.14 `static void ADC_disableBurstMode ( uint32_t base ) [inline], [static]`

Disables SOC burst mode.

**Parameters**

<i>base</i>	is the base address of the ADC.
-------------	---------------------------------

This function disables SOC burst mode operation of the ADC. SOC's in round-robin mode will be triggered by the trigger configured using the [ADC\\_setupSOC\(\)](#) API.

**Returns**

None.

5.2.3.15 `static void ADC_setSOCPriority ( uint32_t base, ADC_PriorityMode priMode )`  
`[inline], [static]`

Sets the priority mode of the SOC's.

**Parameters**

<i>base</i>	is the base address of the ADC.
<i>priMode</i>	is the priority mode of the SOC's.

This function sets the priority mode of the SOC's. There are three main modes that can be passed in the *priMode* parameter

- All SOC's are in round-robin mode. This means no SOC has an inherent higher priority over another. This is selected by passing in the value **ADC\_PRI\_ALL\_ROUND\_ROBIN**.
- All priorities are in high priority mode. This means that the priority of the SOC is determined by its SOC number. This option is selected by passing in the value **ADC\_PRI\_ALL\_HIPRI**.
- A range of SOC's are assigned high priority, with all others in round robin mode. High priority mode means that an SOC with high priority will interrupt the round robin wheel and insert itself as the next conversion. Passing in the value **ADC\_PRI\_SOC0\_HIPRI** will make SOC0 highest priority, **ADC\_PRI\_THRU\_SOC1\_HIPRI** will put SOC0 and SOC 1 in high priority, and so on up to **ADC\_PRI\_THRU\_SOC14\_HIPRI** where SOC's 0 through 14 are in high priority.

**Returns**

None.

5.2.3.16 `static void ADC_setupPPB ( uint32_t base, ADC_PPBNumber ppbNumber, ADC_SOCNumber socNumber )`  
`[inline], [static]`

Configures a post-processing block (PPB) in the ADC.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>socNumber</i>	is the number of the start-of-conversion.

This function associates a post-processing block with a SOC.

The *ppbNumber* is a value **ADC\_PPB\_NUMBERX** where X is a value from 1 to 4 inclusive that identifies a PPB to be configured. The *socNumber* number is a value **ADC\_SOC\_NUMBERX** where X is a number from 0 to 15 specifying which SOC is to be configured on the ADC module specified by *base*.

**Note**

You can have more than one PPB associated with the same SOC, but a PPB can only be configured to correspond to one SOC at a time. Also note that when you have multiple PPBs for the same SOC, the calibration offset that actually gets applied will be that of the PPB with the highest number. Since SOC0 is the default for all PPBs, look out for unintentional overwriting of a lower numbered PPB's offset.

**Returns**

None.

5.2.3.17 `static void ADC_enablePPBEvent ( uint32_t base, ADC_PPBNumber ppbNumber, uint16_t evtFlags ) [inline], [static]`

Enables individual ADC PPB event sources.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>evtFlags</i>	is a bit mask of the event sources to be enabled.

This function enables the indicated ADC PPB event sources. This will allow the specified events to propagate through the X-BAR to a pin or to an ePWM module. The *evtFlags* parameter can be any of the **ADC\_EVT\_TRIPHI**, **ADC\_EVT\_TRIPLO**, or **ADC\_EVT\_ZERO** values.

**Returns**

None.

5.2.3.18 `static void ADC_disablePPBEvent ( uint32_t base, ADC_PPBNumber ppbNumber, uint16_t evtFlags ) [inline], [static]`

Disables individual ADC PPB event sources.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>evtFlags</i>	is a bit mask of the event sources to be enabled.

This function disables the indicated ADC PPB event sources. This will stop the specified events from propagating through the X-BAR to other modules. The *evtFlags* parameter can be any of the **ADC\_EVT\_TRIPHI**, **ADC\_EVT\_TRIPLO**, or **ADC\_EVT\_ZERO** values.

**Returns**

None.

5.2.3.19 `static void ADC_enablePPBEventInterrupt ( uint32_t base, ADC_PPBNumber ppbNumber, uint16_t intFlags ) [inline], [static]`

Enables individual ADC PPB event interrupt sources.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>intFlags</i>	is a bit mask of the interrupt sources to be enabled.

This function enables the indicated ADC PPB interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor. The *intFlags* parameter can be any of the **ADC\_EVT\_TRIPHI**, **ADC\_EVT\_TRIPLO**, or **ADC\_EVT\_ZERO** values.

**Returns**

None.

5.2.3.20 `static void ADC_disablePPBEventInterrupt ( uint32_t base, ADC_PPBNumber ppbNumber, uint16_t intFlags ) [inline], [static]`

Disables individual ADC PPB event interrupt sources.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>intFlags</i>	is a bit mask of the interrupt source to be disabled.

This function disables the indicated ADC PPB interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor. The *intFlags* parameter can be any of the **ADC\_EVT\_TRIPHI**, **ADC\_EVT\_TRIPLO**, or **ADC\_EVT\_ZERO** values.

**Returns**

None.

5.2.3.21 `static uint16_t ADC_getPPBEventStatus ( uint32_t base, ADC_PPBNumber ppbNumber ) [inline], [static]`

Gets the current ADC event status.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.

This function returns the event status for the analog-to-digital converter.

**Returns**

Returns the current event status, enumerated as a bit field of **ADC\_EVT\_TRIPHI**, **ADC\_EVT\_TRIPLO**, and **ADC\_EVT\_ZERO**.

5.2.3.22 `static void ADC_clearPPBEventStatus ( uint32_t base, ADC_PPBNumber ppbNumber, uint16_t evtFlags ) [inline], [static]`

Clears ADC event flags.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>evtFlags</i>	is a bit mask of the event source to be cleared.

This function clears the indicated ADC PPB event flags. After an event occurs this function must be called to allow additional events to be produced. The *evtFlags* parameter can be any of the **ADC\_EVT\_TRIPHI**, **ADC\_EVT\_TRIPLO**, or **ADC\_EVT\_ZERO** values.

**Returns**

None.

5.2.3.23 `static int32_t ADC_readPPBResult ( uint32_t resultBase, ADC_PPBNumber ppbNumber ) [inline], [static]`

Reads the processed conversion result from the PPB.

**Parameters**

<i>resultBase</i>	is the base address of the ADC results.
<i>ppbNumber</i>	is the number of the post-processing block.

This function returns the processed conversion result that corresponds to the base address passed into *resultBase* and the PPB passed into *ppbNumber*.

**Note**

Take care that you are using a base address for the result registers (ADCxRESULT\_BASE) and not a base address for the control registers.

**Returns**

Returns the signed 32-bit conversion result.

5.2.3.24 `static uint16_t ADC_getPPBDelayTimeStamp ( uint32_t base, ADC_PPBNumber ppbNumber ) [inline], [static]`

Reads sample delay time stamp from a PPB.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.

This function returns the sample delay time stamp. This delay is the number of system clock cycles between the SOC being triggered and when it began converting.

**Returns**

Returns the delay time stamp.



5.2.3.25 `static void ADC_setPPBCalibrationOffset ( uint32_t base, ADC_PPBNumber ppbNumber, int16_t offset ) [inline], [static]`

Sets the post processing block offset correction.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>offset</i>	is the 10-bit signed value subtracted from ADC the output.

This function sets the PPB offset correction value. This value can be used to digitally remove any system-level offset inherent in the ADCIN circuit before it is stored in the appropriate result register. The *offset* parameter is **subtracted** from the ADC output and is a signed value from -512 to 511 inclusive. For example, when *offset* = 1, ADCRESULT = ADC output - 1. When *offset* = -512, ADCRESULT = ADC output - (-512) or ADC output + 512.

Passing a zero in to the *offset* parameter will effectively disable the calculation, allowing the raw ADC result to be passed unchanged into the result register.

**Note**

If multiple PPBs are applied to the same SOC, the offset that will be applied will be that of the PPB with the highest number.

**Returns**

None

5.2.3.26 `static void ADC_setPPBReferenceOffset ( uint32_t base, ADC_PPBNumber ppbNumber, uint16_t offset ) [inline], [static]`

Sets the post processing block reference offset.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>offset</i>	is the 16-bit unsigned value subtracted from ADC the output.

This function sets the PPB reference offset value. This can be used to either calculate the feedback error or convert a unipolar signal to bipolar by subtracting a reference value. The result will be stored in the appropriate PPB result register which can be read using [ADC\\_readPPBResult\(\)](#).

Passing a zero in to the *offset* parameter will effectively disable the calculation and will pass the ADC result to the PPB result register unchanged.

**Note**

If in 12-bit mode, you may only pass a 12-bit value into the *offset* parameter.

**Returns**

None

5.2.3.27 `static void ADC_enablePPBTwosComplement ( uint32_t base, ADC_PPBNumber ppbNumber ) [inline], [static]`

Enables two's complement capability in the PPB.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.

This function enables two's complement in the post-processing block specified by the *ppbNumber* parameter. When enabled, a two's complement will be performed on the output of the offset subtraction before it is stored in the appropriate PPB result register. In other words, the PPB result will be the reference offset value minus the the ADC result value ( $ADCPPBxRESULT = ADCSOCxOFFREF - ADCRESULTx$ ).

**Returns**

None

5.2.3.28 `static void ADC_disablePPBTwosComplement ( uint32_t base, ADC_PPBNumber ppbNumber ) [inline], [static]`

Disables two's complement capability in the PPB.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.

This function disables two's complement in the post-processing block specified by the *ppbNumber* parameter. When disabled, a two's complement will **NOT** be performed on the output of the offset subtraction before it is stored in the appropriate PPB result register. In other words, the PPB result will be the ADC result value minus the reference offset value ( $ADCPPBxRESULT = ADCRESULTx - ADCSOCxOFFREF$ ).

**Returns**

None

5.2.3.29 `static void ADC_enableInterrupt ( uint32_t base, ADC_IntNumber adcIntNum ) [inline], [static]`

Enables an ADC interrupt source.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.

This function enables the indicated ADC interrupt source. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor.

*adcIntNum* can take the value **ADC\_INT\_NUMBER1**, **ADC\_INT\_NUMBER2**, **ADC\_INT\_NUMBER3**, or **ADC\_INT\_NUMBER4** to express which of the four interrupts of the ADC module should be enabled.

**Returns**

None.

5.2.3.30 `static void ADC_disableInterrupt ( uint32_t base, ADC_IntNumber adcIntNum )`  
`[inline], [static]`

Disables an ADC interrupt source.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.

This function disables the indicated ADC interrupt source. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor.

*adcIntNum* can take the value **ADC\_INT\_NUMBER1**, **ADC\_INT\_NUMBER2**, **ADC\_INT\_NUMBER3**, or **ADC\_INT\_NUMBER4** to express which of the four interrupts of the ADC module should be disabled.

**Returns**

None.

5.2.3.31 `static void ADC_setInterruptSource ( uint32_t base, ADC_IntNumber adcIntNum, ADC_SOCNumber socNumber ) [inline], [static]`

Sets the source EOC for an analog-to-digital converter interrupt.

**Parameters**

<i>base</i>	is the base address of the ADC module.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.
<i>socNumber</i>	is the number of the start-of-conversion.

This function sets which conversion is the source of an ADC interrupt.

The *socNumber* number is a value **ADC\_SOC\_NUMBERX** where X is a number from 0 to 15 specifying which EOC is to be configured on the ADC module specified by *base*.

*adcIntNum* can take the value **ADC\_INT\_NUMBER1**, **ADC\_INT\_NUMBER2**, **ADC\_INT\_NUMBER3**, or **ADC\_INT\_NUMBER4** to express which of the four interrupts of the ADC module is being configured.

**Returns**

None.

5.2.3.32 `static void ADC_enableContinuousMode ( uint32_t base, ADC_IntNumber adcIntNum ) [inline], [static]`

Enables continuous mode for an ADC interrupt.

**Parameters**

<i>base</i>	is the base address of the ADC.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.

This function enables continuous mode for the ADC interrupt passed into *adcIntNum*. This means that pulses will be generated for the specified ADC interrupt whenever an EOC pulse is generated irrespective of whether or not the flag bit is set.

*adcIntNum* can take the value **ADC\_INT\_NUMBER1**, **ADC\_INT\_NUMBER2**, **ADC\_INT\_NUMBER3**, or **ADC\_INT\_NUMBER4** to express which of the four interrupts of the ADC module is being configured.

**Returns**

None.

5.2.3.33 `static void ADC_disableContinuousMode ( uint32_t base, ADC_IntNumber adcIntNum ) [inline], [static]`

Disables continuous mode for an ADC interrupt.

**Parameters**

<i>base</i>	is the base address of the ADC.
<i>adcIntNum</i>	is interrupt number within the ADC wrapper.

This function disables continuous mode for the ADC interrupt passed into *adcIntNum*. This means that pulses will not be generated for the specified ADC interrupt until the corresponding interrupt flag for the previous interrupt occurrence has been cleared using [ADC\\_clearInterruptStatus\(\)](#).

*adcIntNum* can take the value **ADC\_INT\_NUMBER1**, **ADC\_INT\_NUMBER2**, **ADC\_INT\_NUMBER3**, or **ADC\_INT\_NUMBER4** to express which of the four interrupts of the ADC module is being configured.

**Returns**

None.

5.2.3.34 `static int16_t ADC_getTemperatureC ( uint16_t tempResult, float32_t vref ) [inline], [static]`

Converts temperature from sensor reading to degrees C

**Parameters**

<i>tempResult</i>	is the raw ADC A conversion result from the temp sensor.
<i>vref</i>	is the reference voltage being used (for example 3.3 for 3.3V).

This function converts temperature from temp sensor reading to degrees C. Temp sensor values in production test are derived with 2.5V reference. The **vref** argument in the function is used to scale the temp sensor reading accordingly if temp sensor value is read at a different VREF setting.

**Returns**

Returns the temperature sensor reading converted to degrees C.

5.2.3.35 `static int16_t ADC_getTemperatureK ( uint16_t tempResult, float32_t vref ) [inline], [static]`

Converts temperature from sensor reading to degrees K

**Parameters**

<i>tempResult</i>	is the raw ADC A conversion result from the temp sensor.
<i>vref</i>	is the reference voltage being used (for example 3.3 for 3.3V).

This function converts temperature from temp sensor reading to degrees K. Temp sensor values in production test are derived with 2.5V reference. The **vref** argument in the function is used to scale the temp sensor reading accordingly if temp sensor value is read at a different VREF setting.

#### Returns

Returns the temperature sensor reading converted to degrees K.

#### 5.2.3.36 void ADC\_setMode ( uint32\_t base, **ADC\_Resolution** resolution, **ADC\_SignalMode** signalMode )

Configures the analog-to-digital converter resolution and signal mode.

#### Parameters

<i>base</i>	is the base address of the ADC module.
<i>resolution</i>	is the resolution of the converter (12 or 16 bits).
<i>signalMode</i>	is the input signal mode of the converter.

This function configures the ADC module's conversion resolution and input signal mode and ensures that the corresponding trims are loaded.

The *resolution* parameter specifies the resolution of the conversion. It can be 12-bit or 16-bit specified by **ADC\_RESOLUTION\_12BIT** or **ADC\_RESOLUTION\_16BIT**.

The *signalMode* parameter specifies the signal mode. In single-ended mode, which is indicated by **ADC\_MODE\_SINGLE\_ENDED**, the input voltage is sampled on a single pin referenced to VREFLO. In differential mode, which is indicated by **ADC\_MODE\_DIFFERENTIAL**, the input voltage to the converter is sampled on a pair of input pins, a positive and a negative.

#### Returns

None.

References [ADC\\_MODE\\_DIFFERENTIAL](#), [ADC\\_RESOLUTION\\_12BIT](#), and [ADC\\_RESOLUTION\\_16BIT](#).

#### 5.2.3.37 void ADC\_setPPBTripLimits ( uint32\_t base, **ADC\_PPBNumber** ppbNumber, int32\_t tripHiLimit, int32\_t tripLoLimit )

Sets the windowed trip limits for a PPB.

#### Parameters

<i>base</i>	is the base address of the ADC module.
<i>ppbNumber</i>	is the number of the post-processing block.
<i>tripHiLimit</i>	is the value is the digital comparator trip high limit.
<i>tripLoLimit</i>	is the value is the digital comparator trip low limit.

This function sets the windowed trip limits for a PPB. These values set the digital comparator so that when one of the values is exceeded, either a high or low trip event will occur.

The *ppbNumber* is a value **ADC\_PPB\_NUMBERX** where X is a value from 1 to 4 inclusive that identifies a PPB to be configured.

If using 16-bit mode, you may pass a 17-bit number into the *tripHiLimit* and *tripLoLimit* parameters where the 17th bit is the sign bit (that is a value from -65536 and 65535). In 12-bit mode, only bits 12:0 will be compared against bits 12:0 of the PPB result.

**Note**

On some devices, signed trip values do not work properly. See the silicon errata for details.

**Returns**

None.



## 6 ASysCtl Module

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### 6.1 ASysCtl Introduction

The ASysCtl or Analog System Control driver provides functions to enable, disable and lock the temperature sensor on the device. It will also provide additional functionality if available for that device.

### 6.2 API Functions

#### Functions

- static void [ASysCtl\\_enableTemperatureSensor](#) (void)
- static void [ASysCtl\\_disableTemperatureSensor](#) (void)
- static void [ASysCtl\\_lockTemperatureSensor](#) (void)

#### 6.2.1 Detailed Description

The code for this module is contained in `driverlib/asysctl.c`, with `driverlib/asysctl.h` containing the API declarations for use by applications.

#### 6.2.2 Function Documentation

##### 6.2.2.1 static void ASysCtl\_enableTemperatureSensor ( void ) [inline], [static]

Enable temperature sensor.

This function enables the temperature sensor output to the ADC.

##### Returns

None.

##### 6.2.2.2 static void ASysCtl\_disableTemperatureSensor ( void ) [inline], [static]

Disable temperature sensor.

This function disables the temperature sensor output to the ADC.

##### Returns

None.

6.2.2.3    `static void ASysCtl_lockTemperatureSensor ( void ) [inline], [static]`

Locks the temperature sensor control register.

**Returns**

None.

## 7 CAN Module

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### 7.1 CAN Introduction

The controller area network (CAN) API provides a set of functions for configuring and using the CAN module, a serial communications protocol. Functions are provided to setup and configure the module operating options, setup the different types of message objects, send and read messages, and setup and handle interrupts and events.

### 7.2 API Functions

#### Enumerations

- enum [CAN\\_MsgFrameType](#) { [CAN\\_MSG\\_FRAME\\_STD](#), [CAN\\_MSG\\_FRAME\\_EXT](#) }
- enum [CAN\\_MsgObjType](#) { [CAN\\_MSG\\_OBJ\\_TYPE\\_TX](#),  
[CAN\\_MSG\\_OBJ\\_TYPE\\_TX\\_REMOTE](#), [CAN\\_MSG\\_OBJ\\_TYPE\\_RX](#),  
[CAN\\_MSG\\_OBJ\\_TYPE\\_RXTX\\_REMOTE](#) }
- enum [CAN\\_ClockSource](#) { [CAN\\_CLOCK\\_SOURCE\\_SYS](#), [CAN\\_CLOCK\\_SOURCE\\_XTAL](#),  
[CAN\\_CLOCK\\_SOURCE\\_AUX](#) }

#### Functions

- static void [CAN\\_initRAM](#) (uint32\_t base)
- static void [CAN\\_selectClockSource](#) (uint32\_t base, [CAN\\_ClockSource](#) source)
- static void [CAN\\_startModule](#) (uint32\_t base)
- static void [CAN\\_enableController](#) (uint32\_t base)
- static void [CAN\\_disableController](#) (uint32\_t base)
- static void [CAN\\_enableTestMode](#) (uint32\_t base, uint16\_t mode)
- static void [CAN\\_disableTestMode](#) (uint32\_t base)
- static uint32\_t [CAN\\_getBitTiming](#) (uint32\_t base)
- static void [CAN\\_enableMemoryAccessMode](#) (uint32\_t base)
- static void [CAN\\_disableMemoryAccessMode](#) (uint32\_t base)
- static void [CAN\\_setInterruptionDebugMode](#) (uint32\_t base, bool enable)
- static void [CAN\\_disableAutoBusOn](#) (uint32\_t base)
- static void [CAN\\_enableAutoBusOn](#) (uint32\_t base)
- static void [CAN\\_setAutoBusOnTime](#) (uint32\_t base, uint32\_t time)
- static void [CAN\\_enableInterrupt](#) (uint32\_t base, uint32\_t intFlags)
- static void [CAN\\_disableInterrupt](#) (uint32\_t base, uint32\_t intFlags)
- static uint32\_t [CAN\\_getInterruptMux](#) (uint32\_t base)
- static void [CAN\\_setInterruptMux](#) (uint32\_t base, uint32\_t mux)
- static void [CAN\\_enableRetry](#) (uint32\_t base)
- static void [CAN\\_disableRetry](#) (uint32\_t base)
- static bool [CAN\\_isRetryEnabled](#) (uint32\_t base)
- static bool [CAN\\_getErrorCount](#) (uint32\_t base, uint32\_t \*rxCount, uint32\_t \*txCount)
- static uint16\_t [CAN\\_getStatus](#) (uint32\_t base)

- static uint32\_t [CAN\\_getTxRequests](#) (uint32\_t base)
- static uint32\_t [CAN\\_getNewDataFlags](#) (uint32\_t base)
- static uint32\_t [CAN\\_getValidMessageObjects](#) (uint32\_t base)
- static uint32\_t [CAN\\_getInterruptCause](#) (uint32\_t base)
- static uint32\_t [CAN\\_getInterruptMessageSource](#) (uint32\_t base)
- static void [CAN\\_enableGlobalInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static void [CAN\\_disableGlobalInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static void [CAN\\_clearGlobalInterruptStatus](#) (uint32\_t base, uint16\_t intFlags)
- static bool [CAN\\_getGlobalInterruptStatus](#) (uint32\_t base, uint16\_t intFlags)
- void [CAN\\_initModule](#) (uint32\_t base)
- void [CAN\\_setBitRate](#) (uint32\_t base, uint32\_t clock, uint32\_t bitRate, uint16\_t bitTime)
- void [CAN\\_setBitTiming](#) (uint32\_t base, uint16\_t prescaler, uint16\_t prescalerExtension, uint16\_t tSeg1, uint16\_t tSeg2, uint16\_t sjw)
- void [CAN\\_clearInterruptStatus](#) (uint32\_t base, uint32\_t intClr)
- void [CAN\\_setupMessageObject](#) (uint32\_t base, uint32\_t objID, uint32\_t msgID, [CAN\\_MsgFrameType](#) frame, [CAN\\_MsgObjType](#) msgType, uint32\_t msgIDMask, uint32\_t flags, uint16\_t msgLen)
- void [CAN\\_sendMessage](#) (uint32\_t base, uint32\_t objID, uint16\_t msgLen, const uint16\_t \*msgData)
- bool [CAN\\_readMessage](#) (uint32\_t base, uint32\_t objID, uint16\_t \*msgData)
- void [CAN\\_clearMessage](#) (uint32\_t base, uint32\_t objID)

## 7.2.1 Detailed Description

The following describes important details and recommendations when using the CAN API.

Once system control enables the CAN module, **CAN\_initModule()** needs to be called with the desired CAN module base to put the controller in the init state, initialize the message RAM, and enable access to the configuration registers. Next, use **CAN\_setBitRate()** to set the CAN bit timing values for the bit rate and timing parameters. For tighter timing requirements, use **CAN\_setBitTiming()** instead.

To setup any of the types of message objects, use **CAN\_setupMessageObject()**.

Once all of the module configurations are setup, **CAN\_startModule()** starts the CAN module's operations and disables access to the configuration registers.

If the application needs to disable message processing on the CAN controller, use **CAN\_disableController()** to disable the message processing. Message processing can be re-enabled using **CAN\_enableController()**.

The code for this module is contained in `driverlib/can.c`, with `driverlib/can.h` containing the API declarations for use by applications.

## 7.2.2 Enumeration Type Documentation

### 7.2.2.1 enum **CAN\_MsgFrameType**

This data type is used to identify the interrupt status register. This is used when calling the [CAN\\_setupMessageObject\(\)](#) function.

#### Enumerator

- CAN\_MSG\_FRAME\_STD** Set the message ID frame to standard.
- CAN\_MSG\_FRAME\_EXT** Set the message ID frame to extended.

### 7.2.2.2 enum **CAN\_MsgObjType**

This definition is used to determine the type of message object that will be set up via a call to the [CAN\\_setupMessageObject\(\)](#) API.

#### Enumerator

- CAN\_MSG\_OBJ\_TYPE\_TX** Transmit message object.
- CAN\_MSG\_OBJ\_TYPE\_TX\_REMOTE** Transmit remote request message object.
- CAN\_MSG\_OBJ\_TYPE\_RX** Receive message object.
- CAN\_MSG\_OBJ\_TYPE\_RXTX\_REMOTE** Remote frame receive remote, with auto-transmit message object.

### 7.2.2.3 enum **CAN\_ClockSource**

This definition is used to determine the clock source that will be set up via a call to the [CAN\\_selectClockSource\(\)](#) API.

#### Enumerator

- CAN\_CLOCK\_SOURCE\_SYS** Peripheral System Clock Source.
- CAN\_CLOCK\_SOURCE\_XTAL** External Oscillator Clock Source.
- CAN\_CLOCK\_SOURCE\_AUX** Auxiliary Clock Input Source.

## 7.2.3 Function Documentation

### 7.2.3.1 static void **CAN\_initRAM** ( uint32\_t *base* ) [inline], [static]

Initializes the CAN controller's RAM.

#### Parameters

<i>base</i>	is the base address of the CAN controller.
-------------	--

Performs the initialization of the RAM used for the CAN message objects.

#### Returns

None.

Referenced by [CAN\\_initModule\(\)](#).

### 7.2.3.2 static void **CAN\_selectClockSource** ( uint32\_t *base*, **CAN\_ClockSource** *source* ) [inline], [static]

Select CAN Clock Source

#### Parameters

<i>base</i>	is the base address of the CAN controller.
<i>source</i>	is the clock source to use for the CAN controller.

This function selects the specified clock source for the CAN controller.

The *source* parameter can be any one of the following:

- **CAN\_CLOCK\_SOURCE\_SYS** - Peripheral System Clock
- **CAN\_CLOCK\_SOURCE\_XTAL** - External Oscillator
- **CAN\_CLOCK\_SOURCE\_AUX** - Auxiliary Clock Input from GPIO

#### Returns

None.

### 7.2.3.3 static void CAN\_startModule ( uint32\_t *base* ) [inline], [static]

Starts the CAN Module's Operations

#### Parameters

<i>base</i>	is the base address of the CAN controller.
-------------	--

This function starts the CAN module's operations after initialization, which includes the CAN protocol controller state machine of the CAN core and the message handler state machine to begin controlling the CAN's internal data flow.

#### Returns

None.

### 7.2.3.4 static void CAN\_enableController ( uint32\_t *base* ) [inline], [static]

Enables the CAN controller.

#### Parameters

<i>base</i>	is the base address of the CAN controller to enable.
-------------	--

Enables the CAN controller for message processing. Once enabled, the controller will automatically transmit any pending frames, and process any received frames. The controller can be stopped by calling [CAN\\_disableController\(\)](#).

#### Returns

None.

### 7.2.3.5 static void CAN\_disableController ( uint32\_t *base* ) [inline], [static]

Disables the CAN controller.

**Parameters**

<i>base</i>	is the base address of the CAN controller to disable.
-------------	---

Disables the CAN controller for message processing. When disabled, the controller will no longer automatically process data on the CAN bus. The controller can be restarted by calling [CAN\\_enableController\(\)](#). The state of the CAN controller and the message objects in the controller are left as they were before this call was made.

**Returns**

None.

7.2.3.6 `static void CAN_enableTestMode ( uint32_t base, uint16_t mode ) [inline], [static]`

Enables the test modes of the CAN controller.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>mode</i>	are the the test modes to enable.

Enables test modes within the controller. The following valid options for *mode* can be OR'ed together:

- **CAN\_TEST\_SILENT** - Silent Mode
- **CAN\_TEST\_LBACK** - Loopback Mode
- **CAN\_TEST\_EXL** - External Loopback Mode

**Note**

Loopback mode and external loopback mode **can not** be enabled at the same time.

**Returns**

None.

7.2.3.7 `static void CAN_disableTestMode ( uint32_t base ) [inline], [static]`

Disables the test modes of the CAN controller.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Disables test modes within the controller and clears the test bits.

**Returns**

None.

7.2.3.8 `static uint32_t CAN_getBitTiming ( uint32_t base ) [inline], [static]`

Get the current settings for the CAN controller bit timing.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

This function reads the current configuration of the CAN controller bit clock timing.

**Returns**

Returns the value of the bit timing register.

7.2.3.9 `static void CAN_enableMemoryAccessMode ( uint32_t base ) [inline], [static]`

Enables direct access to the RAM.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Enables direct access to the RAM while in Test mode.

**Note**

Test Mode must first be enabled to use this function.

**Returns**

None.

7.2.3.10 `static void CAN_disableMemoryAccessMode ( uint32_t base ) [inline], [static]`

Disables direct access to the RAM.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Disables direct access to the RAM while in Test mode.

**Returns**

None.

7.2.3.11 `static void CAN_setInterruptDebugMode ( uint32_t base, bool enable ) [inline], [static]`

Sets the interruption debug mode of the CAN controller.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--



<i>enable</i>	is a flag to enable or disable the interruption debug mode.
---------------	---

This function sets the interruption debug mode of the CAN controller. When the *enable* parameter is **true**, CAN will be configured to interrupt any transmission or reception and enter debug mode immediately after it is requested. When **false**, CAN will wait for a started transmission or reception to be completed before entering debug mode.

**Returns**

None.

#### 7.2.3.12 static void CAN\_disableAutoBusOn ( uint32\_t *base* ) [inline], [static]

Disables Auto-Bus-On.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Disables the Auto-Bus-On feature of the CAN controller.

**Returns**

None.

#### 7.2.3.13 static void CAN\_enableAutoBusOn ( uint32\_t *base* ) [inline], [static]

Enables Auto-Bus-On.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Enables the Auto-Bus-On feature of the CAN controller. Be sure to also configure the Auto-Bus-On time using the CAN\_setAutoBusOnTime function.

**Returns**

None.

#### 7.2.3.14 static void CAN\_setAutoBusOnTime ( uint32\_t *base*, uint32\_t *time* ) [inline], [static]

Sets the time before a Bus-Off recovery sequence is started.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>time</i>	is number of clock cycles before a Bus-Off recovery sequence is started.

This function sets the number of clock cycles before a Bus-Off recovery sequence is started by clearing the Init bit.

**Note**

To enable this functionality, use [CAN\\_enableAutoBusOn\(\)](#).

**Returns**

None.

7.2.3.15 `static void CAN_enableInterrupt ( uint32_t base, uint32_t intFlags ) [inline], [static]`

Enables individual CAN controller interrupt sources.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>intFlags</i>	is the bit mask of the interrupt sources to be enabled.

Enables specific interrupt sources of the CAN controller. Only enabled sources will cause a processor interrupt.

The *intFlags* parameter is the logical OR of any of the following:

- **CAN\_INT\_ERROR** - a controller error condition has occurred
- **CAN\_INT\_STATUS** - a message transfer has completed, or a bus error has been detected
- **CAN\_INT\_IE0** - allow CAN controller to generate interrupts on interrupt line 0
- **CAN\_INT\_IE1** - allow CAN controller to generate interrupts on interrupt line 1

**Returns**

None.

7.2.3.16 `static void CAN_disableInterrupt ( uint32_t base, uint32_t intFlags ) [inline], [static]`

Disables individual CAN controller interrupt sources.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>intFlags</i>	is the bit mask of the interrupt sources to be disabled.

Disables the specified CAN controller interrupt sources. Only enabled interrupt sources can cause a processor interrupt.

The *intFlags* parameter has the same definition as in the [CAN\\_enableInterrupt\(\)](#) function.

**Returns**

None.

7.2.3.17 `static uint32_t CAN_getInterruptMux ( uint32_t base ) [inline], [static]`

Get the CAN controller Interrupt Line set for each mailbox

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Gets which interrupt line each message object should assert when an interrupt occurs. Bit 0 corresponds to message object 32 and then bits 1 to 31 correspond to message object 1 through 31 respectively. Bits that are asserted indicate the message object should generate an interrupt on interrupt line 1, while bits that are not asserted indicate the message object should generate an interrupt on line 0.

**Returns**

Returns the value of the interrupt muxing register.

7.2.3.18 `static void CAN_setInterruptMux ( uint32_t base, uint32_t mux ) [inline], [static]`

Set the CAN controller Interrupt Line for each mailbox

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>mux</i>	bit packed representation of which message objects should generate an interrupt on a given interrupt line.

Selects which interrupt line each message object should assert when an interrupt occurs. Bit 0 corresponds to message object 32 and then bits 1 to 31 correspond to message object 1 through 31 respectively. Bits that are asserted indicate the message object should generate an interrupt on interrupt line 1, while bits that are not asserted indicate the message object should generate an interrupt on line 0.

**Returns**

None.

7.2.3.19 `static void CAN_enableRetry ( uint32_t base ) [inline], [static]`

Enables the CAN controller automatic retransmission behavior.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Enables the automatic retransmission of messages with detected errors.

**Returns**

None.

7.2.3.20 `static void CAN_disableRetry ( uint32_t base ) [inline], [static]`

Disables the CAN controller automatic retransmission behavior.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Disables the automatic retransmission of messages with detected errors.

**Returns**

None.

### 7.2.3.21 static bool CAN\_isRetryEnabled ( uint32\_t *base* ) [inline], [static]

Returns the current setting for automatic retransmission.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Reads the current setting for the automatic retransmission in the CAN controller and returns it to the caller.

**Returns**

Returns **true** if automatic retransmission is enabled, **false** otherwise.

### 7.2.3.22 static bool CAN\_getErrorCount ( uint32\_t *base*, uint32\_t \* *rxCount*, uint32\_t \* *txCount* ) [inline], [static]

Reads the CAN controller error counter register.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>rxCount</i>	is a pointer to storage for the receive error counter.
<i>txCount</i>	is a pointer to storage for the transmit error counter.

Reads the error counter register and returns the transmit and receive error counts to the caller along with a flag indicating if the controller receive counter has reached the error passive limit. The values of the receive and transmit error counters are returned through the pointers provided as parameters.

After this call, *rxCount* will hold the current receive error count and *txCount* will hold the current transmit error count.

**Returns**

Returns **true** if the receive error count has reached the error passive limit, and **false** if the error count is below the error passive limit.

### 7.2.3.23 static uint16\_t CAN\_getStatus ( uint32\_t *base* ) [inline], [static]

Reads the CAN controller error and status register.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Reads the error and status register of the CAN controller.

**Returns**

Returns the value of the register.

7.2.3.24 `static uint32_t CAN_getTxRequests ( uint32_t base ) [inline], [static]`

Reads the CAN controller TX request register.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Reads the TX request register of the CAN controller.

**Returns**

Returns the value of the register.

7.2.3.25 `static uint32_t CAN_getNewDataFlags ( uint32_t base ) [inline], [static]`

Reads the CAN controller new data status register.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Reads the new data status register of the CAN controller for all message objects.

**Returns**

Returns the value of the register.

7.2.3.26 `static uint32_t CAN_getValidMessageObjects ( uint32_t base ) [inline], [static]`

Reads the CAN controller valid message object register.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Reads the valid message object register of the CAN controller.

**Returns**

Returns the value of the register.

7.2.3.27 `static uint32_t CAN_getInterruptCause ( uint32_t base ) [inline], [static]`

Get the CAN controller interrupt cause.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

This function returns the value of the interrupt register that indicates the cause of the interrupt.

**Returns**

Returns the value of the interrupt register.

7.2.3.28 `static uint32_t CAN_getInterruptMessageSource ( uint32_t base ) [inline], [static]`

Get the CAN controller pending interrupt message source.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

Returns the value of the pending interrupts register that indicates which messages are the source of pending interrupts.

**Returns**

Returns the value of the pending interrupts register.

7.2.3.29 `static void CAN_enableGlobalInterrupt ( uint32_t base, uint16_t intFlags ) [inline], [static]`

CAN Global interrupt Enable function.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>intFlags</i>	is the bit mask of the interrupt sources to be enabled.

Enables specific CAN interrupt in the global interrupt enable register

The *intFlags* parameter is the logical OR of any of the following:

- **CAN\_GLOBAL\_INT\_CANINT0** - Global Interrupt Enable bit for CAN INT0
- **CAN\_GLOBAL\_INT\_CANINT1** - Global Interrupt Enable bit for CAN INT1

**Returns**

None.

7.2.3.30 `static void CAN_disableGlobalInterrupt ( uint32_t base, uint16_t intFlags ) [inline], [static]`

CAN Global interrupt Disable function.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>intFlags</i>	is the bit mask of the interrupt sources to be disabled.

Disables the specific CAN interrupt in the global interrupt enable register

The *intFlags* parameter is the logical OR of any of the following:

- **CAN\_GLOBAL\_INT\_CANINT0** - Global Interrupt bit for CAN INT0
- **CAN\_GLOBAL\_INT\_CANINT1** - Global Interrupt bit for CAN INT1

**Returns**

None.

7.2.3.31 `static void CAN_clearGlobalInterruptStatus ( uint32_t base, uint16_t intFlags )`  
`[inline], [static]`

CAN Global interrupt Clear function.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>intFlags</i>	is the bit mask of the interrupt sources to be cleared.

Clear the specific CAN interrupt bit in the global interrupt flag register.

The *intFlags* parameter is the logical OR of any of the following:

- **CAN\_GLOBAL\_INT\_CANINT0** - Global Interrupt bit for CAN INT0
- **CAN\_GLOBAL\_INT\_CANINT1** - Global Interrupt bit for CAN INT1

**Returns**

None.

7.2.3.32 `static bool CAN_getGlobalInterruptStatus ( uint32_t base, uint16_t intFlags )`  
`[inline], [static]`

Get the CAN Global Interrupt status.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>intFlags</i>	is the bit mask of the interrupt sources to be enabled.

Check if any interrupt bit is set in the global interrupt flag register.

The *intFlags* parameter is the logical OR of any of the following:

- **CAN\_GLOBAL\_INT\_CANINT0** - Global Interrupt bit for CAN INT0
- **CAN\_GLOBAL\_INT\_CANINT1** - Global Interrupt bit for CAN INT1

**Returns**

True if any of the requested interrupt bits are set. False, if none of the requested bits are set.

#### 7.2.3.33 void CAN\_initModule ( uint32\_t *base* )

Initializes the CAN controller



**Parameters**

<i>base</i>	is the base address of the CAN controller.
-------------	--

This function initializes the message RAM, which also clears all the message objects, and places the CAN controller in an init state. Write access to the configuration registers is available as a result, allowing the bit timing and message objects to be setup.

**Note**

To exit the initialization mode and start the CAN module, use the [CAN\\_startModule\(\)](#) function.

**Returns**

None.

References [CAN\\_initRAM\(\)](#), and [SysCtl\\_delay\(\)](#).

#### 7.2.3.34 void CAN\_setBitRate ( uint32\_t *base*, uint32\_t *clock*, uint32\_t *bitRate*, uint16\_t *bitTime* )

Sets the CAN Bit Timing based on requested Bit Rate.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>clock</i>	is the CAN module clock frequency before the bit rate prescaler (Hertz)
<i>bitRate</i>	is the desired bit rate (bits/sec)
<i>bitTime</i>	is the number of time quanta per bit required for desired bit time (Tq) and must be in the range from 8 to 25

This function sets the CAN bit timing values for the bit rate passed in the *bitRate* and *bitTime* parameters based on the *clock* parameter. The CAN bit clock is calculated to be an average timing value that should work for most systems. If tighter timing requirements are needed, then the [CAN\\_setBitTiming\(\)](#) function is available for full customization of all of the CAN bit timing values.

**Returns**

None.

References [CAN\\_setBitTiming\(\)](#).

#### 7.2.3.35 void CAN\_setBitTiming ( uint32\_t *base*, uint16\_t *prescaler*, uint16\_t *prescalerExtension*, uint16\_t *tSeg1*, uint16\_t *tSeg2*, uint16\_t *sjw* )

Manually set the CAN controller bit timing.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>prescaler</i>	is the baud rate prescaler

<i>prescalerExtension</i>	is the baud rate prescaler extension
<i>tSeg1</i>	is the time segment 1
<i>tSeg2</i>	is the time segment 2
<i>sjw</i>	is the synchronization jump width

This function sets the various timing parameters for the CAN bus bit timing: baud rate prescaler, prescaler extension, time segment 1, time segment 2, and the Synchronization Jump Width.

#### Returns

None.

Referenced by [CAN\\_setBitRate\(\)](#).

### 7.2.3.36 void CAN\_clearInterruptStatus ( uint32\_t base, uint32\_t intClr )

Clears a CAN interrupt source.

#### Parameters

<i>base</i>	is the base address of the CAN controller.
<i>intClr</i>	is a value indicating which interrupt source to clear.

This function can be used to clear a specific interrupt source. The *intClr* parameter should be either a number from 1 to 32 to clear a specific message object interrupt or can be the following:

- **CAN\_INT\_INT0ID\_STATUS** - Clears a status interrupt.

It is not necessary to use this function to clear an interrupt. This should only be used if the application wants to clear an interrupt source without taking the normal interrupt action.

#### Returns

None.

### 7.2.3.37 void CAN\_setupMessageObject ( uint32\_t base, uint32\_t objID, uint32\_t msgID, **CAN\_MsgFrameType** frame, **CAN\_MsgObjType** msgType, uint32\_t msgIDMask, uint32\_t flags, uint16\_t msgLen )

Setup a Message Object

#### Parameters

<i>base</i>	is the base address of the CAN controller.
<i>objID</i>	is the message object number to configure (1-32).
<i>msgID</i>	is the CAN message identifier used for the 11 or 29 bit identifiers
<i>frame</i>	is the CAN ID frame type
<i>msgType</i>	is the message object type
<i>msgIDMask</i>	is the CAN message identifier mask used when identifier filtering is enabled

<i>flags</i>	is the various flags and settings to be set for the message object
<i>msgLen</i>	is the number of bytes of data in the message object (0-8)

This function sets the various values required for a message object.

The *frame* parameter can be one of the following values:

- **CAN\_MSG\_FRAME\_STD** - Standard 11 bit identifier
- **CAN\_MSG\_FRAME\_EXT** - Extended 29 bit identifier

The *msgType* parameter can be one of the following values:

- **CAN\_MSG\_OBJ\_TYPE\_TX** - Transmit Message
- **CAN\_MSG\_OBJ\_TYPE\_TX\_REMOTE** - Transmit Remote Message
- **CAN\_MSG\_OBJ\_TYPE\_RX** - Receive Message
- **CAN\_MSG\_OBJ\_TYPE\_RXTX\_REMOTE** - Receive Remote message with auto-transmit

The *flags* parameter can be set as **CAN\_MSG\_OBJ\_NO\_FLAGS** if no flags are required or the parameter can be a logical OR of any of the following values:

- **CAN\_MSG\_OBJ\_TX\_INT\_ENABLE** - Enable Transmit Interrupts
- **CAN\_MSG\_OBJ\_RX\_INT\_ENABLE** - Enable Receive Interrupts
- **CAN\_MSG\_OBJ\_USE\_ID\_FILTER** - Use filtering based on the Message ID
- **CAN\_MSG\_OBJ\_USE\_EXT\_FILTER** - Use filtering based on the Extended Message ID
- **CAN\_MSG\_OBJ\_USE\_DIR\_FILTER** - Use filtering based on the direction of the transfer
- **CAN\_MSG\_OBJ\_FIFO** - Message object is part of a FIFO structure and isn't the final message object in FIFO

#### Returns

None.

References [CAN\\_MSG\\_FRAME\\_EXT](#), [CAN\\_MSG\\_OBJ\\_TYPE\\_RXTX\\_REMOTE](#), and [CAN\\_MSG\\_OBJ\\_TYPE\\_TX](#).

7.2.3.38 void CAN\_sendMessage ( uint32\_t *base*, uint32\_t *objID*, uint16\_t *msgLen*, const uint16\_t \* *msgData* )

Sends a Message Object

#### Parameters

<i>base</i>	is the base address of the CAN controller.
<i>objID</i>	is the object number to configure (1-32).
<i>msgLen</i>	is the number of bytes of data in the message object (0-8)
<i>msgData</i>	is a pointer to the message object's data

This function is used to transmit a message object and the message data, if applicable.

#### Note

The message object requested by the *objID* must first be setup using the [CAN\\_setupMessageObject\(\)](#) function.

**Returns**

None.

**7.2.3.39 bool CAN\_readMessage ( uint32\_t *base*, uint32\_t *objID*, uint16\_t \* *msgData* )**

Reads the data in a Message Object

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>objID</i>	is the object number to read (1-32).
<i>msgData</i>	is a pointer to the array to store the message data

This function is used to read the data contents of the specified message object in the CAN controller. The data returned is stored in the *msgData* parameter.

**Note**

1. The message object requested by the *objID* must first be setup using the [CAN\\_setupMessageObject\(\)](#) function.
2. If the DLC of the received message is larger than the *msgData* buffer provided, then it is possible for a buffer overflow to occur.

**Returns**

Returns **true** if new data was retrieved, else returns **false** to indicate no new data was retrieved.

**7.2.3.40 void CAN\_clearMessage ( uint32\_t *base*, uint32\_t *objID* )**

Clears a message object so that it is no longer used.

**Parameters**

<i>base</i>	is the base address of the CAN controller.
<i>objID</i>	is the message object number to disable (1-32).

This function frees the specified message object from use. Once a message object has been cleared, it will no longer automatically send or receive messages, or generate interrupts.

**Returns**

None.

## 8 CLA Module

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### 8.1 CLA Introduction

The Control Law Accelerator (CLA) API provides a set of functions to configure the CLA. The CLA is an independent accelerator with its own buses, ALU and register set. It does share memory, both program and data, with the main processor; it comes out of a power reset with no memory assets and therefore the C28x must configure how the CLA runs, which memory spaces it uses, and when code must run.

The primary use of the CLA is to implement small, fast control loops that run periodically, responding to specific trigger sources like the PWM or an ADC conversion in a deterministic (fixed and low latency) fashion.

### 8.2 API Functions

#### Macros

- #define [CLA\\_TASKFLAG\\_1](#)
- #define [CLA\\_TASKFLAG\\_2](#)
- #define [CLA\\_TASKFLAG\\_3](#)
- #define [CLA\\_TASKFLAG\\_4](#)
- #define [CLA\\_TASKFLAG\\_5](#)
- #define [CLA\\_TASKFLAG\\_6](#)
- #define [CLA\\_TASKFLAG\\_7](#)
- #define [CLA\\_TASKFLAG\\_8](#)
- #define [CLA\\_TASKFLAG\\_ALL](#)

#### Enumerations

- enum [CLA\\_TaskNumber](#) {  
[CLA\\_TASK\\_1](#), [CLA\\_TASK\\_2](#), [CLA\\_TASK\\_3](#), [CLA\\_TASK\\_4](#),  
[CLA\\_TASK\\_5](#), [CLA\\_TASK\\_6](#), [CLA\\_TASK\\_7](#), [CLA\\_TASK\\_8](#) }
- enum [CLA\\_MVECTNumber](#) {  
[CLA\\_MVECT\\_1](#), [CLA\\_MVECT\\_2](#), [CLA\\_MVECT\\_3](#), [CLA\\_MVECT\\_4](#),  
[CLA\\_MVECT\\_5](#), [CLA\\_MVECT\\_6](#), [CLA\\_MVECT\\_7](#), [CLA\\_MVECT\\_8](#) }
- enum [CLA\\_Trigger](#) {  
[CLA\\_TRIGGER\\_SOFTWARE](#), [CLA\\_TRIGGER\\_ADCA1](#), [CLA\\_TRIGGER\\_ADCA2](#),  
[CLA\\_TRIGGER\\_ADCA3](#),  
[CLA\\_TRIGGER\\_ADCA4](#), [CLA\\_TRIGGER\\_ADCAEVT](#), [CLA\\_TRIGGER\\_ADCB1](#),  
[CLA\\_TRIGGER\\_ADCB2](#),  
[CLA\\_TRIGGER\\_ADCB3](#), [CLA\\_TRIGGER\\_ADCB4](#), [CLA\\_TRIGGER\\_ADCBEVT](#),  
[CLA\\_TRIGGER\\_ADCC1](#),  
[CLA\\_TRIGGER\\_ADCC2](#), [CLA\\_TRIGGER\\_ADCC3](#), [CLA\\_TRIGGER\\_ADCC4](#),

```

CLA_TRIGGER_ADCCEVT,
CLA_TRIGGER_ADCD1, CLA_TRIGGER_ADCD2, CLA_TRIGGER_ADCD3,
CLA_TRIGGER_ADCD4,
CLA_TRIGGER_ADCDEVT, CLA_TRIGGER_XINT1, CLA_TRIGGER_XINT2,
CLA_TRIGGER_XINT3,
CLA_TRIGGER_XINT4, CLA_TRIGGER_XINT5, CLA_TRIGGER_EPWM1INT,
CLA_TRIGGER_EPWM2INT,
CLA_TRIGGER_EPWM3INT, CLA_TRIGGER_EPWM4INT, CLA_TRIGGER_EPWM5INT,
CLA_TRIGGER_EPWM6INT,
CLA_TRIGGER_EPWM7INT, CLA_TRIGGER_EPWM8INT, CLA_TRIGGER_EPWM9INT,
CLA_TRIGGER_EPWM10INT,
CLA_TRIGGER_EPWM11INT, CLA_TRIGGER_EPWM12INT, CLA_TRIGGER_TINT0,
CLA_TRIGGER_TINT1,
CLA_TRIGGER_TINT2, CLA_TRIGGER_MXINTA, CLA_TRIGGER_MRINTA,
CLA_TRIGGER_MXINTB,
CLA_TRIGGER_MRINTB, CLA_TRIGGER_ECAP1INT, CLA_TRIGGER_ECAP2INT,
CLA_TRIGGER_ECAP3INT,
CLA_TRIGGER_ECAP4INT, CLA_TRIGGER_ECAP5INT, CLA_TRIGGER_ECAP6INT,
CLA_TRIGGER_EQEP1INT,
CLA_TRIGGER_EQEP2INT, CLA_TRIGGER_EQEP3INT, CLA_TRIGGER_SDFM1INT,
CLA_TRIGGER_SDFM2INT,
CLA_TRIGGER_UPP1INT, CLA_TRIGGER_SPITXAINT, CLA_TRIGGER_SPIRXAINT,
CLA_TRIGGER_SPITXBINT,
CLA_TRIGGER_SPIRXBINT, CLA_TRIGGER_SPITXCINT, CLA_TRIGGER_SPIRXCINT }

```

## Functions

- static void [CLA\\_mapTaskVector](#) (uint32\_t base, [CLA\\_MVECTNumber](#) claIntVect, uint16\_t claTaskAddr)
- static void [CLA\\_performHardReset](#) (uint32\_t base)
- static void [CLA\\_performSoftReset](#) (uint32\_t base)
- static void [CLA\\_enableIACK](#) (uint32\_t base)
- static void [CLA\\_disableIACK](#) (uint32\_t base)
- static bool [CLA\\_getPendingTaskFlag](#) (uint32\_t base, [CLA\\_TaskNumber](#) taskNumber)
- static uint16\_t [CLA\\_getAllPendingTaskFlags](#) (uint32\_t base)
- static bool [CLA\\_getTaskOverflowFlag](#) (uint32\_t base, [CLA\\_TaskNumber](#) taskNumber)
- static uint16\_t [CLA\\_getAllTaskOverflowFlags](#) (uint32\_t base)
- static void [CLA\\_clearTaskFlags](#) (uint32\_t base, uint16\_t taskFlags)
- static void [CLA\\_forceTasks](#) (uint32\_t base, uint16\_t taskFlags)
- static void [CLA\\_enableTasks](#) (uint32\_t base, uint16\_t taskFlags)
- static void [CLA\\_disableTasks](#) (uint32\_t base, uint16\_t taskFlags)
- static bool [CLA\\_getTaskRunStatus](#) (uint32\_t base, [CLA\\_TaskNumber](#) taskNumber)
- static uint16\_t [CLA\\_getAllTaskRunStatus](#) (uint32\_t base)
- static void [CLA\\_enableSoftwareInterrupt](#) (uint32\_t base, uint16\_t taskFlags)
- static void [CLA\\_disableSoftwareInterrupt](#) (uint32\_t base, uint16\_t taskFlags)
- static void [CLA\\_forceSoftwareInterrupt](#) (uint32\_t base, uint16\_t taskFlags)
- void [CLA\\_setTriggerSource](#) ([CLA\\_TaskNumber](#) taskNumber, [CLA\\_Trigger](#) trigger)

### 8.2.1 Detailed Description

The next few paragraphs describe configuration options that are accessible via the main processor (the C28x).

The CLA code is broken up into a main background task and a set of 7 tasks, each of which requires a trigger source either from a hardware peripheral or software. Each task begins at an address that is given by its vector register. The vector for the background task can be configured using the **CLA\_mapBackgroundTaskVector()**, and the task's vector is set using **CLA\_mapTaskVector()**. The trigger source for all the tasks can be set with **CLA\_setTriggerSource()**. If using a software trigger, the user must first enable the feature with **CLA\_enableIACK()**, and then trigger the task with the assembly instruction,

```
__asm(" IACK #<Task>");
```

*Task* refers to the task to trigger; it is one less than the actual task. For example, if attempting to trigger task 1 you would issue,

```
__asm(" IACK #0");
```

A task will only start to execute if it is globally enabled. This is done through **CLA\_enableTasks()**. Once enabled, a task will respond to a peripheral trigger (if configured to do so), a software force (with the IACK instruction), or through **CLA\_forceTasks()**.

In this type of CLA, a background task is always running. It is enabled using **CLA\_enableBackgroundTask()** and subsequently kicked off by **CLA\_startBackgroundTask()**, or through a peripheral trigger (it takes the same trigger as task 8 on older CLAs). The user may enable the background task peripheral trigger feature using **CLA\_enableHardwareTrigger()**.

The tasks (1 to 7) have a fixed priority, with 1 being the highest and 7 the lowest. They will interrupt the background task, when triggered, in priority order. The user may query the status of all tasks with **CLA\_getAllTaskRunStatus()** or a particular task with **CLA\_getTaskRunStatus()** to determine if its pending, running or idle.

Each task (1 through 7) can issue an interrupt to the main CPU after it completes execution. This is configured through the PIE module, and registering the handler (ISR) for each end-of-task interrupt with **CLA\_registerEndOfTaskInterrupt()**.

The CLA can undergo a soft reset with **CLA\_performSoftReset()** or emulate a power cycle or hard reset with **CLA\_performHardReset()**.

The CLA can access and configure a few configuration registers (the C28x can read but not alter these registers). A task can force another's end-of-task interrupt to the main CPU by enabling that task's software interrupt using **CLA\_enableSoftwareInterrupt()** and subsequently forcing it using **CLA\_forceSoftwareInterrupt()**. Its important to keep in mind that enabling a software interrupt for a given task disables its ability to generate an interrupt to the main CPU once it completes execution.

The code for this module is contained in `driverlib/cla.c`, with `driverlib/cla.h` containing the API declarations for use by applications.

## 8.2.2 Enumeration Type Documentation

### 8.2.2.1 enum **CLA\_TaskNumber**

#### Enumerator

**CLA\_TASK\_1** CLA Task 1.

**CLA\_TASK\_2** CLA Task 2.

**CLA\_TASK\_3** CLA Task 3.  
**CLA\_TASK\_4** CLA Task 4.  
**CLA\_TASK\_5** CLA Task 5.  
**CLA\_TASK\_6** CLA Task 6.  
**CLA\_TASK\_7** CLA Task 7.  
**CLA\_TASK\_8** CLA Task 8.

#### 8.2.2.2 enum **CLA\_MVECTNumber**

Values that can be passed to [CLA\\_mapTaskVector\(\)](#) as the *claIntVect* parameter.

##### Enumerator

**CLA\_MVECT\_1** Task Interrupt Vector 1.  
**CLA\_MVECT\_2** Task Interrupt Vector 2.  
**CLA\_MVECT\_3** Task Interrupt Vector 3.  
**CLA\_MVECT\_4** Task Interrupt Vector 4.  
**CLA\_MVECT\_5** Task Interrupt Vector 5.  
**CLA\_MVECT\_6** Task Interrupt Vector 6.  
**CLA\_MVECT\_7** Task Interrupt Vector 7.  
**CLA\_MVECT\_8** Task Interrupt Vector 8.

#### 8.2.2.3 enum **CLA\_Trigger**

Values that can be passed to [CLA\\_setTriggerSource\(\)](#) as the *trigger* parameter.

##### Enumerator

**CLA\_TRIGGER\_SOFTWARE** CLA Task Trigger Source is Software.  
**CLA\_TRIGGER\_ADCA1** CLA Task Trigger Source is ADCA1.  
**CLA\_TRIGGER\_ADCA2** CLA Task Trigger Source is ADCA2.  
**CLA\_TRIGGER\_ADCA3** CLA Task Trigger Source is ADCA3.  
**CLA\_TRIGGER\_ADCA4** CLA Task Trigger Source is ADCA4.  
**CLA\_TRIGGER\_ADCAEVT** CLA Task Trigger Source is ADCAEVT.  
**CLA\_TRIGGER\_ADCB1** CLA Task Trigger Source is ADCB1.  
**CLA\_TRIGGER\_ADCB2** CLA Task Trigger Source is ADCB2.  
**CLA\_TRIGGER\_ADCB3** CLA Task Trigger Source is ADCB3.  
**CLA\_TRIGGER\_ADCB4** CLA Task Trigger Source is ADCB4.  
**CLA\_TRIGGER\_ADCBEVT** CLA Task Trigger Source is ADCBEVT.  
**CLA\_TRIGGER\_ADCC1** CLA Task Trigger Source is ADCC1.  
**CLA\_TRIGGER\_ADCC2** CLA Task Trigger Source is ADCC2.  
**CLA\_TRIGGER\_ADCC3** CLA Task Trigger Source is ADCC3.  
**CLA\_TRIGGER\_ADCC4** CLA Task Trigger Source is ADCC4.  
**CLA\_TRIGGER\_ADCCEVT** CLA Task Trigger Source is ADCCEVT.  
**CLA\_TRIGGER\_ADCD1** CLA Task Trigger Source is ADCD1.  
**CLA\_TRIGGER\_ADCD2** CLA Task Trigger Source is ADCD2.  
**CLA\_TRIGGER\_ADCD3** CLA Task Trigger Source is ADCD3.



**CLA\_TRIGGER\_ADCD4** CLA Task Trigger Source is ADCD4.  
**CLA\_TRIGGER\_ADCDEVT** CLA Task Trigger Source is ADCDEVT.  
**CLA\_TRIGGER\_XINT1** CLA Task Trigger Source is XINT1.  
**CLA\_TRIGGER\_XINT2** CLA Task Trigger Source is XINT2.  
**CLA\_TRIGGER\_XINT3** CLA Task Trigger Source is XINT3.  
**CLA\_TRIGGER\_XINT4** CLA Task Trigger Source is XINT4.  
**CLA\_TRIGGER\_XINT5** CLA Task Trigger Source is XINT5.  
**CLA\_TRIGGER\_EPWM1INT** CLA Task Trigger Source is EPWM1INT.  
**CLA\_TRIGGER\_EPWM2INT** CLA Task Trigger Source is EPWM2INT.  
**CLA\_TRIGGER\_EPWM3INT** CLA Task Trigger Source is EPWM3INT.  
**CLA\_TRIGGER\_EPWM4INT** CLA Task Trigger Source is EPWM4INT.  
**CLA\_TRIGGER\_EPWM5INT** CLA Task Trigger Source is EPWM5INT.  
**CLA\_TRIGGER\_EPWM6INT** CLA Task Trigger Source is EPWM6INT.  
**CLA\_TRIGGER\_EPWM7INT** CLA Task Trigger Source is EPWM7INT.  
**CLA\_TRIGGER\_EPWM8INT** CLA Task Trigger Source is EPWM8INT.  
**CLA\_TRIGGER\_EPWM9INT** CLA Task Trigger Source is EPWM9INT.  
**CLA\_TRIGGER\_EPWM10INT** CLA Task Trigger Source is EPWM10INT.  
**CLA\_TRIGGER\_EPWM11INT** CLA Task Trigger Source is EPWM11INT.  
**CLA\_TRIGGER\_EPWM12INT** CLA Task Trigger Source is EPWM12INT.  
**CLA\_TRIGGER\_TINT0** CLA Task Trigger Source is TINT0.  
**CLA\_TRIGGER\_TINT1** CLA Task Trigger Source is TINT1.  
**CLA\_TRIGGER\_TINT2** CLA Task Trigger Source is TINT2.  
**CLA\_TRIGGER\_MXINTA** CLA Task Trigger Source is MXINTA.  
**CLA\_TRIGGER\_MRINTA** CLA Task Trigger Source is MRINTA.  
**CLA\_TRIGGER\_MXINTB** CLA Task Trigger Source is MXINTB.  
**CLA\_TRIGGER\_MRINTB** CLA Task Trigger Source is MRINTB.  
**CLA\_TRIGGER\_ECAP1INT** CLA Task Trigger Source is ECAP1INT.  
**CLA\_TRIGGER\_ECAP2INT** CLA Task Trigger Source is ECAP2INT.  
**CLA\_TRIGGER\_ECAP3INT** CLA Task Trigger Source is ECAP3INT.  
**CLA\_TRIGGER\_ECAP4INT** CLA Task Trigger Source is ECAP4INT.  
**CLA\_TRIGGER\_ECAP5INT** CLA Task Trigger Source is ECAP5INT.  
**CLA\_TRIGGER\_ECAP6INT** CLA Task Trigger Source is ECAP6INT.  
**CLA\_TRIGGER\_EQEP1INT** CLA Task Trigger Source is EQEP1INT.  
**CLA\_TRIGGER\_EQEP2INT** CLA Task Trigger Source is EQEP2INT.  
**CLA\_TRIGGER\_EQEP3INT** CLA Task Trigger Source is EQEP3INT.  
**CLA\_TRIGGER\_SDFM1INT** CLA Task Trigger Source is SDFM1INT.  
**CLA\_TRIGGER\_SDFM2INT** CLA Task Trigger Source is SDFM2INT.  
**CLA\_TRIGGER\_UPP1INT** CLA Task Trigger Source is UPP1INT.  
**CLA\_TRIGGER\_SPITXAINT** CLA Task Trigger Source is SPITXAINT.  
**CLA\_TRIGGER\_SPIRXAINT** CLA Task Trigger Source is SPIRXAINT.  
**CLA\_TRIGGER\_SPITXBINT** CLA Task Trigger Source is SPITXBINT.  
**CLA\_TRIGGER\_SPIRXBINT** CLA Task Trigger Source is SPIRXBINT.  
**CLA\_TRIGGER\_SPITXCINT** CLA Task Trigger Source is SPITXCINT.  
**CLA\_TRIGGER\_SPIRXCINT** CLA Task Trigger Source is SPIRXCINT.

## 8.2.3 Function Documentation

8.2.3.1 static void CLA\_mapTaskVector ( uint32\_t *base*, **CLA\_MVECTNumber** *claIntVect*, uint16\_t *claTaskAddr* ) [inline],[static]

Map CLA Task Interrupt Vector

**Parameters**

<i>base</i>	is the base address of the CLA controller.
<i>claIntVect</i>	is CLA interrupt vector (MVECT1 to MVECT8) the value of claIntVect can be any of the following: <ul style="list-style-type: none"> <li>■ <b>CLA_MVECT_1</b> - Task Interrupt Vector 1</li> <li>■ <b>CLA_MVECT_2</b> - Task Interrupt Vector 2</li> <li>■ <b>CLA_MVECT_3</b> - Task Interrupt Vector 3</li> <li>■ <b>CLA_MVECT_4</b> - Task Interrupt Vector 4</li> <li>■ <b>CLA_MVECT_5</b> - Task Interrupt Vector 5</li> <li>■ <b>CLA_MVECT_6</b> - Task Interrupt Vector 6</li> <li>■ <b>CLA_MVECT_7</b> - Task Interrupt Vector 7</li> <li>■ <b>CLA_MVECT_8</b> - Task Interrupt Vector 8</li> </ul>
<i>claTaskAddr</i>	is the start address of the code for task

Each CLA Task (1 to 8) has its own MVECTx register. When a task is triggered, the CLA loads the MVECTx register of the task in question to the MPC (CLA program counter) and begins execution from that point. The CLA has a 16-bit address bus, and can therefore, access the lower 64 KW space. The MVECTx registers take an address anywhere in this space.

**Returns**

None.

### 8.2.3.2 static void CLA\_performHardReset ( uint32\_t *base* ) [inline], [static]

Hard Reset

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function will cause a hard reset of the CLA and set all CLA registers to their default state.

**Returns**

None.

### 8.2.3.3 static void CLA\_performSoftReset ( uint32\_t *base* ) [inline], [static]

Soft Reset

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function will cause a soft reset of the CLA. This will stop the current task, clear the MIRUN flag and clear all bits in the MIER register.

**Returns**

None.

8.2.3.4    `static void CLA_enableIACK ( uint32_t base ) [inline], [static]`

IACK enable

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function enables the main CPU to use the IACK #16bit instruction to set MIFR bits in the same manner as writing to the MIFRC register.

**Returns**

None.

### 8.2.3.5 static void CLA\_disableIACK ( uint32\_t *base* ) [inline], [static]

IACK disable

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function disables the main CPU to use the IACK #16bit instruction to set MIFR bits in the same manner as writing to the MIFRC register.

**Returns**

None.

### 8.2.3.6 static bool CLA\_getPendingTaskFlag ( uint32\_t *base*, CLA\_TaskNumber *taskNumber* ) [inline], [static]

Query task N to see if it is flagged and pending execution

**Parameters**

<i>base</i>	is the base address of the CLA controller.
<i>taskNumber</i>	is the number of the task CLA_TASK_N where N is a number from 1 to 8. Do not use CLA_TASKFLAG_ALL.

This function gets the status of each bit in the interrupt flag register corresponds to a CLA task. The corresponding bit is automatically set when the task is triggered (either from a peripheral, through software, or through the MIFRC register). The bit gets cleared when the CLA starts to execute the flagged task.

**Returns**

**True** if the queried task has been triggered but pending execution.

### 8.2.3.7 static uint16\_t CLA\_getAllPendingTaskFlags ( uint32\_t *base* ) [inline], [static]

Get status of All Task Interrupt Flag

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function gets the value of the interrupt flag register (MIFR)

**Returns**

the value of Interrupt Flag Register (MIFR)

8.2.3.8 `static bool CLA_getTaskOverflowFlag ( uint32_t base, CLA_TaskNumber taskNumber ) [inline], [static]`

Get status of Task n Interrupt Overflow Flag

**Parameters**

<i>base</i>	is the base address of the CLA controller.
<i>taskNumber</i>	is the number of the task CLA_TASK_N where N is a number from 1 to 8. Do not use CLA_TASKFLAG_ALL.

This function gets the status of each bit in the overflow flag register corresponds to a CLA task, This bit is set when an interrupt overflow event has occurred for the specific task.

**Returns**

True if any of task interrupt overflow has occurred.

8.2.3.9 `static uint16_t CLA_getAllTaskOverflowFlags ( uint32_t base ) [inline], [static]`

Get status of All Task Interrupt Overflow Flag

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function gets the value of the Interrupt Overflow Flag Register

**Returns**

the value of Interrupt Overflow Flag Register(MIOVF)

8.2.3.10 `static void CLA_clearTaskFlags ( uint32_t base, uint16_t taskFlags ) [inline], [static]`

Clear the task interrupt flag

**Parameters**

<i>base</i>	is the base address of the CLA controller.
-------------	--

<i>taskFlags</i>	is the bitwise OR of the tasks' flags to be cleared CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to clear all flags.
------------------	--

This function is used to manually clear bits in the interrupt flag (MIFR) register

#### Returns

None.

8.2.3.11 static void CLA\_forceTasks ( uint32\_t *base*, uint16\_t *taskFlags* ) [inline],  
[static]

Force a CLA Task

#### Parameters

<i>base</i>	is the base address of the CLA controller.
<i>taskFlags</i>	is the bitwise OR of the tasks' flags to be forced CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to force all tasks.

This function forces a task through software.

#### Returns

None.

8.2.3.12 static void CLA\_enableTasks ( uint32\_t *base*, uint16\_t *taskFlags* ) [inline],  
[static]

Enable CLA task(s)

#### Parameters

<i>base</i>	is the base address of the CLA controller.
<i>taskFlags</i>	is the bitwise OR of the tasks' flags to be enabled CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to enable all tasks

This function allows an incoming interrupt or main CPU software to start the corresponding CLA task.

#### Returns

None.

8.2.3.13 static void CLA\_disableTasks ( uint32\_t *base*, uint16\_t *taskFlags* ) [inline],  
[static]

Disable CLA task interrupt

#### Parameters

<i>base</i>	is the base address of the CLA controller.
<i>taskFlags</i>	is the bitwise OR of the tasks' flags to be disabled CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to disable all tasks

This function disables CLA task interrupt by setting the MIER register bit to 0, while the corresponding task is executing this will have no effect on the task. The task will continue to run until it hits the MSTOP instruction.

#### Returns

None.

8.2.3.14 `static bool CLA_getTaskRunStatus ( uint32_t base, CLA_TaskNumber taskNumber ) [inline], [static]`

Get the value of a task run status

#### Parameters

<i>base</i>	is the base address of the CLA controller.
<i>taskNumber</i>	is the number of the task CLA_TASK_N where N is a number from 1 to 8. Do not use CLA_TASKFLAG_ALL.

This function gets the status of each bit in the Interrupt Run Status Register which indicates whether the task is currently executing

#### Returns

True if the task is executing.

8.2.3.15 `static uint16_t CLA_getAllTaskRunStatus ( uint32_t base ) [inline], [static]`

Get the value of all task run status

#### Parameters

<i>base</i>	is the base address of the CLA controller.
-------------	--

This function indicates which task is currently executing.

#### Returns

the value of Interrupt Run Status Register (MIRUN)

8.2.3.16 `static void CLA_enableSoftwareInterrupt ( uint32_t base, uint16_t taskFlags ) [inline], [static]`

Enable the Software Interrupt for a given CLA Task



**Parameters**

<i>base</i>	is the base address of the CLA controller.
<i>taskFlags</i>	is the bitwise OR of the tasks for which software interrupts are to be enabled, CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to enable software interrupts of all tasks

This function enables the Software Interrupt for a single, or set of, CLA task(s). It does this by writing a 1 to the task's bit in the CLA1SOFTINTEN register. By setting a task's SOFTINT bit, you disable its ability to generate an end-of-task interrupt. For example, if we enable Task 2's SOFTINT bit, we disable its ability to generate an end-of-task interrupt, but now any running CLA task has the ability to force task 2's interrupt (through the CLA1INTFRC register) to the main CPU. This interrupt will be handled by the End-of-Task 2 interrupt handler even though the interrupt was not caused by Task 2 running to completion. This allows programmers to generate interrupts while a control task is running.

**Note**

1. The CLA1SOFTINTEN and CLA1INTFRC are only writable from the CLA.
2. Enabling a given task's software interrupt enable bit disables that task's ability to generate an End-of-Task interrupt to the main CPU, however, should another task force its interrupt (through the CLA1INTFRC register), it will be handled by that task's End-of-Task Interrupt Handler.

**Returns**

None.

8.2.3.17 `static void CLA_disableSoftwareInterrupt ( uint32_t base, uint16_t taskFlags )`  
`[inline], [static]`

Disable the Software Interrupt for a given CLA Task

**Parameters**

<i>base</i>	is the base address of the CLA controller.
<i>taskFlags</i>	is the bitwise OR of the tasks for which software interrupts are to be disabled, CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to disable software interrupts of all tasks

This function disables the Software Interrupt for a single, or set of, CLA task(s). It does this by writing a 0 to the task's bit in the CLA1SOFTINTEN register.

**Note**

1. The CLA1SOFTINTEN and CLA1INTFRC are only writable from the CLA.
2. Disabling a given task's software interrupt ability allows that task to generate an End-of-Task interrupt to the main CPU.

**Returns**

None.

8.2.3.18 `static void CLA_forceSoftwareInterrupt ( uint32_t base, uint16_t taskFlags )`  
`[inline], [static]`

Force a particular Task's Software Interrupt

**Parameters**

<i>base</i>	is the base address of the CLA controller.
<i>taskFlags</i>	is the bitwise OR of the task's whose software interrupts are to be forced, CLA_TASKFLAG_N where N is the task number from 1 to 8, or CLA_TASKFLAG_ALL to force software interrupts for all tasks

This function forces the Software Interrupt for a single, or set of, CLA task(s). It does this by writing a 1 to the task's bit in the CLA1INTFRC register. For example, if we enable Task 2's SOFTINT bit, we disable its ability to generate an end-of-task interrupt, but now any running CLA task has the ability to force task 2's interrupt (through the CLA1INTFRC register) to the main CPU. This interrupt will be handled by the End-of-Task 2 interrupt handler even though the interrupt was not caused by Task 2 running to completion. This allows programmers to generate interrupts while a control task is running.

**Note**

1. The CLA1SOFTINTEN and CLA1INTFRC are only writable from the CLA.
2. Enabling a given task's software interrupt enable bit disables that task's ability to generate an End-of-Task interrupt to the main CPU, however, should another task force its interrupt (through the CLA1INTFRC register), it will be handled by that task's End-of-Task Interrupt Handler.
3. This function will set the INTFRC bit for a task, but does not check that its SOFTINT bit is set. It falls to the user to ensure that software interrupt for a given task is enabled before it can be forced.

**Returns**

None.

### 8.2.3.19 void CLA\_setTriggerSource ( **CLA\_TaskNumber** *taskNumber*, **CLA\_Trigger** *trigger* )

Configures CLA task triggers.

**Parameters**

<i>taskNumber</i>	is the number of the task CLA_TASK_N where N is a number from 1 to 8.
<i>trigger</i>	is the trigger source to be assigned to the selected task.

This function configures the trigger source of a CLA task. The *taskNumber* parameter indicates which task is being configured, and the *trigger* parameter is the interrupt source from a specific peripheral interrupt (or software) that will trigger the task.

**Returns**

None.

References [CLA\\_TASK\\_4](#).

## 9 CMPSS Module

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### 9.1 CMPSS Introduction

The comparator subsystem (CMPSS) API provides a set of functions for programming the digital circuits of a pair of analog comparators. Functions are provided to configure each comparator and its corresponding 12-bit DAC and digital filter and to get both the latched and unlatched status of their output. There are also functions to configure the optional ramp generator circuit and to route incoming sync signals from the ePWM module.

The output signals of the CMPSS (referred to as CTRIPH, CTRIPOUTH, CTRIPL, and CTRIPOUTL) may be routed to GPIOs or other internal destinations using the X-BARs. See the X-BAR driver for details.

### 9.2 API Functions

#### Functions

- static void [CMPSS\\_enableModule](#) (uint32\_t base)
- static void [CMPSS\\_disableModule](#) (uint32\_t base)
- static void [CMPSS\\_configHighComparator](#) (uint32\_t base, uint16\_t config)
- static void [CMPSS\\_configLowComparator](#) (uint32\_t base, uint16\_t config)
- static void [CMPSS\\_configOutputsHigh](#) (uint32\_t base, uint16\_t config)
- static void [CMPSS\\_configOutputsLow](#) (uint32\_t base, uint16\_t config)
- static uint16\_t [CMPSS\\_getStatus](#) (uint32\_t base)
- static void [CMPSS\\_configDAC](#) (uint32\_t base, uint16\_t config)
- static void [CMPSS\\_setDACValueHigh](#) (uint32\_t base, uint16\_t value)
- static void [CMPSS\\_setDACValueLow](#) (uint32\_t base, uint16\_t value)
- static void [CMPSS\\_initFilterHigh](#) (uint32\_t base)
- static void [CMPSS\\_initFilterLow](#) (uint32\_t base)
- static uint16\_t [CMPSS\\_getDACValueHigh](#) (uint32\_t base)
- static uint16\_t [CMPSS\\_getDACValueLow](#) (uint32\_t base)
- static void [CMPSS\\_clearFilterLatchHigh](#) (uint32\_t base)
- static void [CMPSS\\_clearFilterLatchLow](#) (uint32\_t base)
- static void [CMPSS\\_setMaxRampValue](#) (uint32\_t base, uint16\_t value)
- static uint16\_t [CMPSS\\_getMaxRampValue](#) (uint32\_t base)
- static void [CMPSS\\_setRampDecValue](#) (uint32\_t base, uint16\_t value)
- static uint16\_t [CMPSS\\_getRampDecValue](#) (uint32\_t base)
- static void [CMPSS\\_setRampDelayValue](#) (uint32\_t base, uint16\_t value)
- static uint16\_t [CMPSS\\_getRampDelayValue](#) (uint32\_t base)
- static void [CMPSS\\_setHysteresis](#) (uint32\_t base, uint16\_t value)
- void [CMPSS\\_configFilterHigh](#) (uint32\_t base, uint16\_t samplePrescale, uint16\_t sampleWindow, uint16\_t threshold)
- void [CMPSS\\_configFilterLow](#) (uint32\_t base, uint16\_t samplePrescale, uint16\_t sampleWindow, uint16\_t threshold)
- void [CMPSS\\_configLatchOnPWMSYNC](#) (uint32\_t base, bool highEnable, bool lowEnable)
- void [CMPSS\\_configRamp](#) (uint32\_t base, uint16\_t maxRampVal, uint16\_t decrementVal, uint16\_t delayVal, uint16\_t pwmSyncSrc, bool useRampValShdw)

## 9.2.1 Detailed Description

The two comparators are referred to as the high comparator and the low comparator. Accordingly, many API functions come in pairs with both a "High" and a "Low" version. See the device's Technical Reference Manual for diagrams showing what resources the comparators share and what they contain separately.

The code for this module is contained in `driverlib/cmpss.c`, with `driverlib/cmpss.h` containing the API declarations for use by applications.

## 9.2.2 Function Documentation

### 9.2.2.1 `static void CMPSS_enableModule ( uint32_t base ) [inline], [static]`

Enables the CMPSS module.

#### Parameters

<i>base</i>	is the base address of the CMPSS module.
-------------	--

This function enables the CMPSS module passed into the *base* parameter.

#### Returns

None.

### 9.2.2.2 `static void CMPSS_disableModule ( uint32_t base ) [inline], [static]`

Disables the CMPSS module.

#### Parameters

<i>base</i>	is the base address of the CMPSS module.
-------------	--

This function disables the CMPSS module passed into the *base* parameter.

#### Returns

None.

### 9.2.2.3 `static void CMPSS_configHighComparator ( uint32_t base, uint16_t config ) [inline], [static]`

Sets the configuration for the high comparator.

#### Parameters

<i>base</i>	is the base address of the CMPSS module.
<i>config</i>	is the configuration of the high comparator.

This function configures a comparator. The *config* parameter is the result of a logical OR operation between a **CMPSS\_INSRC\_xxx** value and if desired, **CMPSS\_INV\_INVERTED** and **CMPSS\_OR\_ASYNC\_OUT\_W\_FILT** values.

The **CMPSS\_INSRC\_xxx** term can take on the following values to specify the high comparator negative input source:

- **CMPSS\_INSRC\_DAC** - The internal DAC.
- **CMPSS\_INSRC\_PIN** - An external pin.

**CMPSS\_INV\_INVERTED** may be ORed into *config* if the comparator output should be inverted.

**CMPSS\_OR\_ASYNC\_OUT\_W\_FILT** may be ORed into *config* if the asynchronous comparator output should be fed into an OR gate with the latched digital filter output before it is made available for CTRIPH or CTRIPOUTH.

#### Returns

None.

9.2.2.4 static void CMPSS\_configLowComparator ( uint32\_t *base*, uint16\_t *config* )  
[inline], [static]

Sets the configuration for the low comparator.

#### Parameters

<i>base</i>	is the base address of the CMPSS module.
<i>config</i>	is the configuration of the low comparator.

This function configures a comparator. The *config* parameter is the result of a logical OR operation between a **CMPSS\_INSRC\_xxx** value and if desired, **CMPSS\_INV\_INVERTED** and **CMPSS\_OR\_ASYNC\_OUT\_W\_FILT** values.

The **CMPSS\_INSRC\_xxx** term can take on the following values to specify the low comparator negative input source:

- **CMPSS\_INSRC\_DAC** - The internal DAC.
- **CMPSS\_INSRC\_PIN** - An external pin.

**CMPSS\_INV\_INVERTED** may be ORed into *config* if the comparator output should be inverted.

**CMPSS\_OR\_ASYNC\_OUT\_W\_FILT** may be ORed into *config* if the asynchronous comparator output should be fed into an OR gate with the latched digital filter output before it is made available for CTRIPL or CTRIPOUTL.

#### Returns

None.

9.2.2.5 static void CMPSS\_configOutputsHigh ( uint32\_t *base*, uint16\_t *config* )  
[inline], [static]

Sets the output signal configuration for the high comparator.

#### Parameters

<i>base</i>	is the base address of the CMPSS module.
<i>config</i>	is the configuration of the high comparator output signals.

This function configures a comparator's output signals CTRIP and CTRIPOUT. The *config* parameter is the result of a logical OR operation between the **CMPSS\_TRIPOUT\_xxx** and **CMPSS\_TRIP\_xxx** values.

The **CMPSS\_TRIPOUT\_xxx** term can take on the following values to specify which signal drives CTRIPOUTH:

- **CMPSS\_TRIPOUT\_ASYNC\_COMP** - The asynchronous comparator output.
- **CMPSS\_TRIPOUT\_SYNC\_COMP** - The synchronous comparator output.
- **CMPSS\_TRIPOUT\_FILTER** - The output of the digital filter.
- **CMPSS\_TRIPOUT\_LATCH** - The latched output of the digital filter.

The **CMPSS\_TRIP\_xxx** term can take on the following values to specify which signal drives CTRIPH:

- **CMPSS\_TRIP\_ASYNC\_COMP** - The asynchronous comparator output.
- **CMPSS\_TRIP\_SYNC\_COMP** - The synchronous comparator output.
- **CMPSS\_TRIP\_FILTER** - The output of the digital filter.
- **CMPSS\_TRIP\_LATCH** - The latched output of the digital filter.

#### Returns

None.

9.2.2.6 `static void CMPSS_configOutputsLow ( uint32_t base, uint16_t config )`  
`[inline], [static]`

Sets the output signal configuration for the low comparator.

#### Parameters

<i>base</i>	is the base address of the CMPSS module.
<i>config</i>	is the configuration of the low comparator output signals.

This function configures a comparator's output signals CTRIP and CTRIPOUT. The *config* parameter is the result of a logical OR operation between the **CMPSS\_TRIPOUT\_xxx** and **CMPSS\_TRIP\_xxx** values.

The **CMPSS\_TRIPOUT\_xxx** term can take on the following values to specify which signal drives CTRIPOUTL:

- **CMPSS\_TRIPOUT\_ASYNC\_COMP** - The asynchronous comparator output.
- **CMPSS\_TRIPOUT\_SYNC\_COMP** - The synchronous comparator output.
- **CMPSS\_TRIPOUT\_FILTER** - The output of the digital filter.
- **CMPSS\_TRIPOUT\_LATCH** - The latched output of the digital filter.

The **CMPSS\_TRIP\_xxx** term can take on the following values to specify which signal drives CTRIPL:

- **CMPSS\_TRIP\_ASYNC\_COMP** - The asynchronous comparator output.
- **CMPSS\_TRIP\_SYNC\_COMP** - The synchronous comparator output.
- **CMPSS\_TRIP\_FILTER** - The output of the digital filter.
- **CMPSS\_TRIP\_LATCH** - The latched output of the digital filter.

#### Returns

None.

9.2.2.7    `static uint16_t CMPSS_getStatus ( uint32_t base ) [inline], [static]`

Gets the current comparator status.



**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function returns the current status for the comparator, specifically the digital filter output and latched digital filter output.

**Returns**

Returns the current interrupt status, enumerated as a bit field of the following values:

- **CMPSS\_STS\_HI\_FILTOUT** - High digital filter output
- **CMPSS\_STS\_HI\_LATCHFILTOUT** - Latched value of high digital filter output
- **CMPSS\_STS\_LO\_FILTOUT** - Low digital filter output
- **CMPSS\_STS\_LO\_LATCHFILTOUT** - Latched value of low digital filter output

9.2.2.8 `static void CMPSS_configDAC ( uint32_t base, uint16_t config ) [inline], [static]`

Sets the configuration for the internal comparator DACs.

**Parameters**

<i>base</i>	is the base address of the CMPSS module.
<i>config</i>	is the configuration of the internal DAC.

This function configures the comparator's internal DAC. The *config* parameter is the result of a logical OR operation between the **CMPSS\_DACVAL\_xxx**, **CMPSS\_DACREF\_xxx**, and **CMPSS\_DACSRC\_xxx**.

The **CMPSS\_DACVAL\_xxx** term can take on the following values to specify when the DAC value is loaded from its shadow register:

- **CMPSS\_DACVAL\_SYSCLK** - Value register updated on system clock.
- **CMPSS\_DACVAL\_PWMSYNC** - Value register updated on PWM sync.

The **CMPSS\_DACREF\_xxx** term can take on the following values to specify which voltage supply is used as reference for the DACs:

- **CMPSS\_DACREF\_VDDA** - VDDA is the voltage reference for the DAC.
- **CMPSS\_DACREF\_VDAC** - VDAC is the voltage reference for the DAC.

The **CMPSS\_DACSRC\_xxx** term can take on the following values to specify the DAC value source for the high comparator's internal DAC:

- **CMPSS\_DACSRC\_SHDW** - The user-programmed DACVALS register.
- **CMPSS\_DACSRC\_RAMP** - The ramp generator RAMPSTS register

**Note**

The **CMPSS\_DACVAL\_xxx** and **CMPSS\_DACREF\_xxx** terms apply to both the high and low comparators. **CMPSS\_DACSRC\_xxx** will only affect the high comparator's internal DAC.

**Returns**

None.

9.2.2.9    `static void CMPSS_setDACValueHigh ( uint32_t base, uint16_t value )`  
          `[inline], [static]`

Sets the value of the internal DAC of the high comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>value</i>	is the value actively driven by the DAC.

This function sets the 12-bit value driven by the internal DAC of the high comparator. This function will load the value into the shadow register from which the actual DAC value register will be loaded. To configure which event causes this shadow load to take place, use [CMPSS\\_configDAC\(\)](#).

**Returns**

None.

9.2.2.10 `static void CMPSS_setDACValueLow ( uint32_t base, uint16_t value )`  
`[inline], [static]`

Sets the value of the internal DAC of the low comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>value</i>	is the value actively driven by the DAC.

This function sets the 12-bit value driven by the internal DAC of the low comparator. This function will load the value into the shadow register from which the actual DAC value register will be loaded. To configure which event causes this shadow load to take place, use [CMPSS\\_configDAC\(\)](#).

**Returns**

None.

9.2.2.11 `static void CMPSS_initFilterHigh ( uint32_t base )` `[inline], [static]`

Initializes the digital filter of the high comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function initializes all the samples in the high comparator digital filter to the filter input value.

**Note**

See [CMPSS\\_configFilterHigh\(\)](#) for the proper initialization sequence to avoid glitches.

**Returns**

None.

9.2.2.12 `static void CMPSS_initFilterLow ( uint32_t base )` `[inline], [static]`

Initializes the digital filter of the low comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function initializes all the samples in the low comparator digital filter to the filter input value.

**Note**

See [CMPSS\\_configFilterLow\(\)](#) for the proper initialization sequence to avoid glitches.

**Returns**

None.

9.2.2.13 `static uint16_t CMPSS_getDACValueHigh ( uint32_t base ) [inline],  
[static]`

Gets the value of the internal DAC of the high comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function gets the value of the internal DAC of the high comparator. The value is read from the *active* register—not the shadow register to which [CMPSS\\_setDACValueHigh\(\)](#) writes.

**Returns**

Returns the value driven by the internal DAC of the high comparator.

9.2.2.14 `static uint16_t CMPSS_getDACValueLow ( uint32_t base ) [inline],  
[static]`

Gets the value of the internal DAC of the low comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function gets the value of the internal DAC of the low comparator. The value is read from the *active* register—not the shadow register to which [CMPSS\\_setDACValueLow\(\)](#) writes.

**Returns**

Returns the value driven by the internal DAC of the low comparator.

9.2.2.15 `static void CMPSS_clearFilterLatchHigh ( uint32_t base ) [inline],  
[static]`

Causes a software reset of the high comparator digital filter output latch.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function causes a software reset of the high comparator digital filter output latch. It will generate a single pulse of the latch reset signal.

**Returns**

None.

9.2.2.16 `static void CMPSS_clearFilterLatchLow ( uint32_t base ) [inline], [static]`

Causes a software reset of the low comparator digital filter output latch.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

This function causes a software reset of the low comparator digital filter output latch. It will generate a single pulse of the latch reset signal.

**Returns**

None.

9.2.2.17 `static void CMPSS_setMaxRampValue ( uint32_t base, uint16_t value ) [inline], [static]`

Sets the ramp generator maximum reference value.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>value</i>	the ramp maximum reference value.

This function sets the ramp maximum reference value that will be loaded into the ramp generator.

**Returns**

None.

9.2.2.18 `static uint16_t CMPSS_getMaxRampValue ( uint32_t base ) [inline], [static]`

Gets the ramp generator maximum reference value.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

**Returns**

Returns the latched ramp maximum reference value that will be loaded into the ramp generator.

9.2.2.19 `static void CMPSS_setRampDecValue ( uint32_t base, uint16_t value )`  
`[inline], [static]`

Sets the ramp generator decrement value.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>value</i>	is the ramp decrement value.

This function sets the value that is subtracted from the ramp value on every system clock cycle.

**Returns**

None.

9.2.2.20 `static uint16_t CMPSS_getRampDecValue ( uint32_t base ) [inline],  
[static]`

Gets the ramp generator decrement value.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

**Returns**

Returns the latched ramp decrement value that is subtracted from the ramp value on every system clock cycle.

9.2.2.21 `static void CMPSS_setRampDelayValue ( uint32_t base, uint16_t value )  
[inline], [static]`

Sets the ramp generator delay value.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>value</i>	is the 13-bit ramp delay value.

This function sets the value that configures the number of system clock cycles to delay the start of the ramp generator decremter after a PWMSYNC event is received. Delay value can be no greater than 8191.

**Returns**

None.

9.2.2.22 `static uint16_t CMPSS_getRampDelayValue ( uint32_t base ) [inline],  
[static]`

Gets the ramp generator delay value.

**Parameters**

<i>base</i>	is the base address of the comparator module.
-------------	---

**Returns**

Returns the latched ramp delay value that is subtracted from the ramp value on every system clock cycle.

9.2.2.23 `static void CMPSS_setHysteresis ( uint32_t base, uint16_t value ) [inline], [static]`

Sets the comparator hysteresis settings.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>value</i>	is the amount of hysteresis on the comparator inputs.

This function sets the amount of hysteresis on the comparator inputs. The *value* parameter indicates the amount of hysteresis desired. Passing in 0 results in none, passing in 1 results in typical hysteresis, passing in 2 results in 2x of typical hysteresis, and so on where *value* x of typical hysteresis is the amount configured.

**Returns**

None.

9.2.2.24 `void CMPSS_configFilterHigh ( uint32_t base, uint16_t samplePrescale, uint16_t sampleWindow, uint16_t threshold )`

Configures the digital filter of the high comparator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>samplePrescale</i>	is the number of system clock cycles between samples.
<i>sampleWindow</i>	is the number of FIFO samples to monitor.
<i>threshold</i>	is the majority threshold of samples to change state.

This function configures the operation of the digital filter of the high comparator.

The *samplePrescale* parameter specifies the number of system clock cycles between samples. It is a 10-bit value so a number higher than 1023 should not be passed as this parameter.

The *sampleWindow* parameter configures the size of the window of FIFO samples taken from the input that will be monitored to determine when to change the filter output. This sample window may be no larger than 32 samples.

The filter output resolves to the majority value of the sample window where majority is defined by the value passed into the *threshold* parameter. For proper operation, the value of *threshold* must be greater than *sampleWindow* / 2.

To ensure proper operation of the filter, the following is the recommended function call sequence for initialization:

1. Configure and enable the comparator using [CMPSS\\_configHighComparator\(\)](#) and [CMPSS\\_enableModule\(\)](#)
2. Configure the digital filter using [CMPSS\\_configFilterHigh\(\)](#)
3. Initialize the sample values using [CMPSS\\_initFilterHigh\(\)](#)



4. Configure the module output signals CTRIP and CTRIPOUT using [CMPSS\\_configOutputsHigh\(\)](#)

#### Returns

None.

9.2.2.25 `void CMPSS_configFilterLow ( uint32_t base, uint16_t samplePrescale, uint16_t sampleWindow, uint16_t threshold )`

Configures the digital filter of the low comparator.

#### Parameters

<i>base</i>	is the base address of the comparator module.
<i>samplePrescale</i>	is the number of system clock cycles between samples.
<i>sampleWindow</i>	is the number of FIFO samples to monitor.
<i>threshold</i>	is the majority threshold of samples to change state.

This function configures the operation of the digital filter of the low comparator.

The *samplePrescale* parameter specifies the number of system clock cycles between samples. It is a 10-bit value so a number higher than 1023 should not be passed as this parameter.

The *sampleWindow* parameter configures the size of the window of FIFO samples taken from the input that will be monitored to determine when to change the filter output. This sample window may be no larger than 32 samples.

The filter output resolves to the majority value of the sample window where majority is defined by the value passed into the *threshold* parameter. For proper operation, the value of *threshold* must be greater than  $\text{sampleWindow} / 2$ .

To ensure proper operation of the filter, the following is the recommended function call sequence for initialization:

1. Configure and enable the comparator using [CMPSS\\_configLowComparator\(\)](#) and [CMPSS\\_enableModule\(\)](#)
2. Configure the digital filter using [CMPSS\\_configFilterLow\(\)](#)
3. Initialize the sample values using [CMPSS\\_initFilterLow\(\)](#)
4. Configure the module output signals CTRIP and CTRIPOUT using [CMPSS\\_configOutputsLow\(\)](#)

#### Returns

None.

9.2.2.26 `void CMPSS_configLatchOnPWMSYNC ( uint32_t base, bool highEnable, bool lowEnable )`

Configures whether or not the digital filter latches are reset by PWMSYNC

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>highEnable</i>	indicates filter latch settings in the high comparator.
<i>lowEnable</i>	indicates filter latch settings in the low comparator.

This function configures whether or not the digital filter latches in both the high and low comparators should be reset by PWMSYNC. If the *highEnable* parameter is **true**, the PWMSYNC will be allowed to reset the high comparator's digital filter latch. If it is false, the ability of the PWMSYNC to reset the latch will be disabled. The *lowEnable* parameter has the same effect on the low comparator's digital filter latch.

**Returns**

None.

9.2.2.27 void CMPSS\_configRamp ( uint32\_t *base*, uint16\_t *maxRampVal*, uint16\_t *decrementVal*, uint16\_t *delayVal*, uint16\_t *pwmSyncSrc*, bool *useRampValShdw* )

Configures the comparator subsystem's ramp generator.

**Parameters**

<i>base</i>	is the base address of the comparator module.
<i>maxRampVal</i>	is the ramp maximum reference value.
<i>decrementVal</i>	value is the ramp decrement value.
<i>delayVal</i>	is the ramp delay value.
<i>pwmSyncSrc</i>	is the number of the PWMSYNC source.
<i>useRampVal-Shdw</i>	indicates if the max ramp shadow should be used.

This function configures many of the main settings of the comparator subsystem's ramp generator. The *maxRampVal* parameter should be passed the ramp maximum reference value that will be loaded into the ramp generator. The *decrementVal* parameter should be passed the decrement value that will be subtracted from the ramp generator on each system clock cycle. The *delayVal* parameter should be passed the 13-bit number of system clock cycles the ramp generator should delay before beginning to decrement the ramp generator after a PWMSYNC signal is received.

These three values may be set individually using the [CMPSS\\_setMaxRampValue\(\)](#), [CMPSS\\_setRampDecValue\(\)](#), and [CMPSS\\_setRampDelayValue\(\)](#) APIs.

The number of the PWMSYNC signal to be used to reset the ramp generator should be specified by passing it into the *pwmSyncSrc* parameter. For instance, passing a 2 into *pwmSyncSrc* will select PWMSYNC2.

To indicate whether the ramp generator should reset with the value from the ramp max reference value shadow register or with the latched ramp max reference value, use the *useRampValShdw* parameter. Passing it **true** will result in the latched value being bypassed. The ramp generator will be loaded right from the shadow register. A value of **false** will load the ramp generator from the latched value.

**Returns**

None.

## 10 CPU Timer

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### 10.1 CPU Timer Introduction

The CPU timer API provides a set of functions for configuring and using the CPU Timer module. Functions are provided to setup and configure the timer module operating conditions along with functions to get the status of the module and to clear overflow flag.

### 10.2 API Functions

#### Enumerations

- enum `CPUTimer_EmulationMode` {  
`CPUTIMER_EMULATIONMODE_STOPAFTERNEXTDECREMENT`,  
`CPUTIMER_EMULATIONMODE_STOPATZERO`,  
`CPUTIMER_EMULATIONMODE_RUNFREE` }
- enum `CPUTimer_ClockSource` {  
`CPUTIMER_CLOCK_SOURCE_SYS`, `CPUTIMER_CLOCK_SOURCE_INTOSC1`,  
`CPUTIMER_CLOCK_SOURCE_INTOSC2`, `CPUTIMER_CLOCK_SOURCE_XTAL`,  
`CPUTIMER_CLOCK_SOURCE_AUX` }
- enum `CPUTimer_Prescaler` {  
`CPUTIMER_CLOCK_PRESCALER_1`, `CPUTIMER_CLOCK_PRESCALER_2`,  
`CPUTIMER_CLOCK_PRESCALER_4`, `CPUTIMER_CLOCK_PRESCALER_8`,  
`CPUTIMER_CLOCK_PRESCALER_16` }

#### Functions

- static void `CPUTimer_clearOverflowFlag` (uint32\_t base)
- static void `CPUTimer_disableInterrupt` (uint32\_t base)
- static void `CPUTimer_enableInterrupt` (uint32\_t base)
- static void `CPUTimer_reloadTimerCounter` (uint32\_t base)
- static void `CPUTimer_stopTimer` (uint32\_t base)
- static void `CPUTimer_resumeTimer` (uint32\_t base)
- static void `CPUTimer_startTimer` (uint32\_t base)
- static void `CPUTimer_setPeriod` (uint32\_t base, uint32\_t periodCount)
- static uint32\_t `CPUTimer_getTimerCount` (uint32\_t base)
- static void `CPUTimer_setPreScaler` (uint32\_t base, uint16\_t prescaler)
- static bool `CPUTimer_getTimerOverflowStatus` (uint32\_t base)
- static void `CPUTimer_selectClockSource` (uint32\_t base, `CPUTimer_ClockSource` source, `CPUTimer_Prescaler` prescaler)
- void `CPUTimer_setEmulationMode` (uint32\_t base, `CPUTimer_EmulationMode` mode)

## 10.2.1 Detailed Description

The code for this module is contained in `driverlib/cputimer.c`, with `driverlib/cputimer.h` containing the API declarations for use by applications.

## 10.2.2 Enumeration Type Documentation

### 10.2.2.1 enum **CPUTimer\_EmulationMode**

Values that can be passed to [CPUTimer\\_setEmulationMode\(\)](#) as the *mode* parameter.

#### Enumerator

**CPUTIMER\_EMULATIONMODE\_STOPAFTERNEXTDECREMENT** Denotes that the timer will stop after the next decrement.

**CPUTIMER\_EMULATIONMODE\_STOPATZERO** Denotes that the timer will stop when it reaches zero.

**CPUTIMER\_EMULATIONMODE\_RUNFREE** Denotes that the timer will run free.

### 10.2.2.2 enum **CPUTimer\_ClockSource**

The following are values that can be passed to [CPUTimer\\_selectClockSource\(\)](#) as the *source* parameter.

#### Enumerator

**CPUTIMER\_CLOCK\_SOURCE\_SYS** System Clock Source.

**CPUTIMER\_CLOCK\_SOURCE\_INTOSC1** Internal Oscillator 1 Clock Source.

**CPUTIMER\_CLOCK\_SOURCE\_INTOSC2** Internal Oscillator 2 Clock Source.

**CPUTIMER\_CLOCK\_SOURCE\_XTAL** External Clock Source.

**CPUTIMER\_CLOCK\_SOURCE\_AUX** Auxiliary PLL Clock Source.

### 10.2.2.3 enum **CPUTimer\_Prescaler**

The following are values that can be passed to [CPUTimer\\_selectClockSource\(\)](#) as the *prescaler* parameter.

#### Enumerator

**CPUTIMER\_CLOCK\_PRESCALER\_1** Prescaler value of / 1.

**CPUTIMER\_CLOCK\_PRESCALER\_2** Prescaler value of / 2.

**CPUTIMER\_CLOCK\_PRESCALER\_4** Prescaler value of / 4.

**CPUTIMER\_CLOCK\_PRESCALER\_8** Prescaler value of / 8.

**CPUTIMER\_CLOCK\_PRESCALER\_16** Prescaler value of / 16.

## 10.2.3 Function Documentation

10.2.3.1 `static void CPUTimer_clearOverflowFlag ( uint32_t base ) [inline],  
[static]`

Clears CPU timer overflow flag.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function clears the CPU timer overflow flag.

**Returns**

None.

### 10.2.3.2 static void CPUTimer\_disableInterrupt ( uint32\_t *base* ) [inline], [static]

Disables CPU timer interrupt.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function disables the CPU timer interrupt.

**Returns**

None.

### 10.2.3.3 static void CPUTimer\_enableInterrupt ( uint32\_t *base* ) [inline], [static]

Enables CPU timer interrupt.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function enables the CPU timer interrupt.

**Returns**

None.

### 10.2.3.4 static void CPUTimer\_reloadTimerCounter ( uint32\_t *base* ) [inline], [static]

Reloads CPU timer counter.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function reloads the CPU timer counter with the values contained in the CPU timer period register.

**Returns**

None.

### 10.2.3.5 static void CPUTimer\_stopTimer ( uint32\_t *base* ) [inline], [static]

Stops CPU timer.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function stops the CPU timer.

**Returns**

None.

### 10.2.3.6 static void CPUTimer\_resumeTimer ( uint32\_t *base* ) [inline], [static]

Starts(restarts) CPU timer.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function starts (restarts) the CPU timer.

**Note:** This function doesn't reset the timer counter.

**Returns**

None.

### 10.2.3.7 static void CPUTimer\_startTimer ( uint32\_t *base* ) [inline], [static]

Starts(restarts) CPU timer.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function starts (restarts) the CPU timer.

**Note:** This function reloads the timer counter.

**Returns**

None.

### 10.2.3.8 static void CPUTimer\_setPeriod ( uint32\_t *base*, uint32\_t *periodCount* ) [inline], [static]

Sets CPU timer period.

**Parameters**

<i>base</i>	is the base address of the timer module.
<i>periodCount</i>	is the CPU timer period count.

This function sets the CPU timer period count.

**Returns**

None.

10.2.3.9 `static uint32_t CPUTimer_getTimerCount ( uint32_t base ) [inline],  
[static]`

Returns the current CPU timer counter value.



**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function returns the current CPU timer counter value.

**Returns**

Returns the current CPU timer count value.

10.2.3.10 `static void CPUTimer_setPreScaler ( uint32_t base, uint16_t prescaler )`  
`[inline], [static]`

Set CPU timer pre-scaler value.

**Parameters**

<i>base</i>	is the base address of the timer module.
<i>prescaler</i>	is the CPU timer pre-scaler value.

This function sets the pre-scaler value for the CPU timer. For every value of (*prescaler* + 1), the CPU timer counter decrements by 1.

**Returns**

None.

10.2.3.11 `static bool CPUTimer_getTimerOverflowStatus ( uint32_t base )` `[inline],`  
`[static]`

Return the CPU timer overflow status.

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

This function returns the CPU timer overflow status.

**Returns**

Returns true if the CPU timer has overflowed, false if not.

10.2.3.12 `static void CPUTimer_selectClockSource ( uint32_t base,`  
`CPUTimer_ClockSource source, CPUTimer_Prescaler prescaler )`  
`[inline], [static]`

Select CPU Timer 2 Clock Source and Prescaler

**Parameters**

<i>base</i>	is the base address of the timer module.
-------------	--

<i>source</i>	is the clock source to use for CPU Timer 2
<i>prescaler</i>	is the value that configures the selected clock source relative to the system clock

This function selects the specified clock source and prescaler value for the CPU timer (CPU timer 2 only).

The *source* parameter can be any one of the following:

- **CPUTIMER\_CLOCK\_SOURCE\_SYS** - System Clock
- **CPUTIMER\_CLOCK\_SOURCE\_INTOSC1** - Internal Oscillator 1 Clock
- **CPUTIMER\_CLOCK\_SOURCE\_INTOSC2** - Internal Oscillator 2 Clock
- **CPUTIMER\_CLOCK\_SOURCE\_XTAL** - External Clock
- **CPUTIMER\_CLOCK\_SOURCE\_AUX** - Auxiliary PLL Clock

The *prescaler* parameter can be any one of the following:

- **CPUTIMER\_CLOCK\_PRESCALER\_1** - Prescaler value of / 1
- **CPUTIMER\_CLOCK\_PRESCALER\_2** - Prescaler value of / 2
- **CPUTIMER\_CLOCK\_PRESCALER\_4** - Prescaler value of / 4
- **CPUTIMER\_CLOCK\_PRESCALER\_8** - Prescaler value of / 8
- **CPUTIMER\_CLOCK\_PRESCALER\_16** - Prescaler value of / 16

#### Returns

None.

#### 10.2.3.13 void CPUTimer\_setEmulationMode ( uint32\_t *base*, **CPUTimer\_EmulationMode** *mode* )

Sets Emulation mode for CPU timer.

#### Parameters

<i>base</i>	is the base address of the timer module.
<i>mode</i>	is the emulation mode of the timer.

This function sets the behaviour of CPU timer during emulation. Valid values mode are: CPUTIMER\_EMULATIONMODE\_STOPAFTERNEXTDECREMENT, CPUTIMER\_EMULATIONMODE\_STOPATZERO and CPUTIMER\_EMULATIONMODE\_RUNFREE.

#### Returns

None.

# 11 DAC Module

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## 11.1 DAC Introduction

The buffered digital to analog converter (DAC) API provides a set of functions for programming the digital circuits of the DAC. Functions are provided to set the reference voltage, the synchronization mode, the internal 12-bit DAC value, and set the state of the DAC output.

## 11.2 API Functions

### Macros

- #define [DAC\\_REG\\_BYTE\\_MASK](#)
- #define [DAC\\_LOCK\\_KEY](#)

### Enumerations

- enum [DAC\\_ReferenceVoltage](#) { [DAC\\_REF\\_VDAC](#), [DAC\\_REF\\_ADC\\_VREFHI](#) }
- enum [DAC\\_LoadMode](#) { [DAC\\_LOAD\\_SYSCLK](#), [DAC\\_LOAD\\_PWMSYNC](#) }

### Functions

- static uint16\_t [DAC\\_getRevision](#) (uint32\_t base)
- static void [DAC\\_setReferenceVoltage](#) (uint32\_t base, [DAC\\_ReferenceVoltage](#) source)
- static void [DAC\\_setLoadMode](#) (uint32\_t base, [DAC\\_LoadMode](#) mode)
- static void [DAC\\_setPWMSyncSignal](#) (uint32\_t base, uint16\_t signal)
- static uint16\_t [DAC\\_getActiveValue](#) (uint32\_t base)
- static void [DAC\\_setShadowValue](#) (uint32\_t base, uint16\_t value)
- static uint16\_t [DAC\\_getShadowValue](#) (uint32\_t base)
- static void [DAC\\_enableOutput](#) (uint32\_t base)
- static void [DAC\\_disableOutput](#) (uint32\_t base)
- static void [DAC\\_setOffsetTrim](#) (uint32\_t base, int16\_t offset)
- static int16\_t [DAC\\_getOffsetTrim](#) (uint32\_t base)
- static void [DAC\\_lockRegister](#) (uint32\_t base, uint16\_t reg)
- static bool [DAC\\_isRegisterLocked](#) (uint32\_t base, uint16\_t reg)
- void [DAC\\_tuneOffsetTrim](#) (uint32\_t base, float32\_t referenceVoltage)

### 11.2.1 Detailed Description

The code for this module is contained in `driverlib/dac.c`, with `driverlib/dac.h` containing the API declarations for use by applications.

## 11.2.2 Enumeration Type Documentation

### 11.2.2.1 enum **DAC\_ReferenceVoltage**

Values that can be passed to [DAC\\_setReferenceVoltage\(\)](#) as the *source* parameter.

#### Enumerator

**DAC\_REF\_VDAC** VDAC reference voltage.

**DAC\_REF\_ADC\_VREFHI** ADC VREFHI reference voltage.

### 11.2.2.2 enum **DAC\_LoadMode**

Values that can be passed to [DAC\\_setLoadMode\(\)](#) as the *mode* parameter.

#### Enumerator

**DAC\_LOAD\_SYSCLK** Load on next SYSCLK.

**DAC\_LOAD\_PWMSYNC** Load on next PWMSYNC specified by SYNCSEL.

## 11.2.3 Function Documentation

### 11.2.3.1 static uint16\_t DAC\_getRevision ( uint32\_t *base* ) [inline], [static]

Get the DAC Revision value

#### Parameters

<i>base</i>	is the DAC module base address
-------------	--------------------------------

This function gets the DAC revision value.

#### Returns

Returns the DAC revision value.

### 11.2.3.2 static void DAC\_setReferenceVoltage ( uint32\_t *base*, **DAC\_ReferenceVoltage** *source* ) [inline], [static]

Sets the DAC Reference Voltage

#### Parameters

<i>base</i>	is the DAC module base address
<i>source</i>	is the selected reference voltage

This function sets the DAC reference voltage.

The *source* parameter can have one of two values:

- **DAC\_REF\_VDAC** - The VDAC reference voltage
- **DAC\_REF\_ADC\_VREFHI** - The ADC VREFHI reference voltage

**Returns**

None.

11.2.3.3 `static void DAC_setLoadMode ( uint32_t base, DAC_LoadMode mode )`  
`[inline], [static]`

Sets the DAC Load Mode

**Parameters**

<i>base</i>	is the DAC module base address
<i>mode</i>	is the selected load mode

This function sets the DAC load mode.

The *mode* parameter can have one of two values:

- **DAC\_LOAD\_SYSCCLK** - Load on next SYSCCLK
- **DAC\_LOAD\_PWMSYNC** - Load on next PWMSYNC specified by SYNCSEL

**Returns**

None.

11.2.3.4 `static void DAC_setPWMSyncSignal ( uint32_t base, uint16_t signal )`  
`[inline], [static]`

Sets the DAC PWMSYNC Signal

**Parameters**

<i>base</i>	is the DAC module base address
<i>signal</i>	is the selected PWM signal

This function sets the DAC PWMSYNC signal.

The *signal* parameter must be set to a number that represents the PWM signal that will be set. For instance, passing 2 into *signal* will select PWM sync signal 2.

**Returns**

None.

11.2.3.5 `static uint16_t DAC_getActiveValue ( uint32_t base )` `[inline], [static]`

Get the DAC Active Output Value

**Parameters**

<i>base</i>	is the DAC module base address
-------------	--------------------------------

This function gets the DAC active output value.

**Returns**

Returns the DAC active output value.

11.2.3.6 `static void DAC_setShadowValue ( uint32_t base, uint16_t value ) [inline],  
[static]`

Set the DAC Shadow Output Value

**Parameters**

<i>base</i>	is the DAC module base address
<i>value</i>	is the 12-bit code to be loaded into the active value register

This function sets the DAC shadow output value.

**Returns**

None.

11.2.3.7 `static uint16_t DAC_getShadowValue ( uint32_t base ) [inline], [static]`

Get the DAC Shadow Output Value

**Parameters**

<i>base</i>	is the DAC module base address
-------------	--------------------------------

This function gets the DAC shadow output value.

**Returns**

Returns the DAC shadow output value.

11.2.3.8 `static void DAC_enableOutput ( uint32_t base ) [inline], [static]`

Enable the DAC Output

**Parameters**

<i>base</i>	is the DAC module base address
-------------	--------------------------------

This function enables the DAC output.

**Note**

A delay is required after enabling the DAC. Further details regarding the exact delay time length can be found in the device datasheet.

**Returns**

None.

11.2.3.9 `static void DAC_disableOutput ( uint32_t base ) [inline], [static]`

Disable the DAC Output

**Parameters**

<i>base</i>	is the DAC module base address
-------------	--------------------------------

This function disables the DAC output.

**Returns**

None.

11.2.3.10 static void DAC\_setOffsetTrim ( uint32\_t *base*, int16\_t *offset* ) [inline],  
[static]

Set DAC Offset Trim



**Parameters**

<i>base</i>	is the DAC module base address
<i>offset</i>	is the specified value for the offset trim

This function sets the DAC offset trim. The *offset* value should be a signed number in the range of -128 to 127.

**Note**

The offset should not be modified unless specifically indicated by TI Errata or other documentation. Modifying the offset value could cause this module to operate outside of the datasheet specifications.

**Returns**

None.

11.2.3.11 static int16\_t DAC\_getOffsetTrim ( uint32\_t *base* ) [inline], [static]

Get DAC Offset Trim

**Parameters**

<i>base</i>	is the DAC module base address
-------------	--------------------------------

This function gets the DAC offset trim value.

**Returns**

None.

References [DAC\\_REG\\_BYTE\\_MASK](#).

11.2.3.12 static void DAC\_lockRegister ( uint32\_t *base*, uint16\_t *reg* ) [inline], [static]

Lock write-access to DAC Register

**Parameters**

<i>base</i>	is the DAC module base address
<i>reg</i>	is the selected DAC registers

This function locks the write-access to the specified DAC register. Only a system reset can unlock the register once locked.

The *reg* parameter can be an ORed combination of any of the following values:

- **DAC\_LOCK\_CONTROL** - Lock the DAC control register
- **DAC\_LOCK\_SHADOW** - Lock the DAC shadow value register
- **DAC\_LOCK\_OUTPUT** - Lock the DAC output enable/disable register

**Returns**

None.

11.2.3.13 `static bool DAC_isRegisterLocked ( uint32_t base, uint16_t reg ) [inline],  
[static]`

Check if DAC Register is locked

**Parameters**

<i>base</i>	is the DAC module base address
<i>reg</i>	is the selected DAC register locks to check

This function checks if write-access has been locked on the specified DAC register.

The *reg* parameter can be an ORed combination of any of the following values:

- **DAC\_LOCK\_CONTROL** - Lock the DAC control register
- **DAC\_LOCK\_SHADOW** - Lock the DAC shadow value register
- **DAC\_LOCK\_OUTPUT** - Lock the DAC output enable/disable register

**Returns**

Returns **true** if any of the registers specified are locked, and **false** if all specified registers aren't locked.

#### 11.2.3.14 void DAC\_tuneOffsetTrim ( uint32\_t *base*, float32\_t *referenceVoltage* )

Tune DAC Offset Trim

**Parameters**

<i>base</i>	is the DAC module base address
<i>referenceVoltage</i>	is the reference voltage the DAC module is operating at.

This function adjusts/tunes the DAC offset trim. The *referenceVoltage* value should be a floating point number in the range specified in the device data manual.

**Note**

Use this function to adjust the DAC offset trim if operating at a reference voltage other than 2.5v. Since this function modifies the DAC offset trim register, it should only be called once after Device\_cal. If it is called multiple times after Device\_cal, the offset value scaled would be the wrong value.

**Returns**

None.

References [DAC\\_REG\\_BYTE\\_MASK](#).

## 12 DCSM Module

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### 12.1 DCSM Introduction

The DCSM driver accesses the DCSM COMMON registers. In order to configure the Dual Code Security Module, the user must program the Linkpointer in DCSM OTP as well as the security configuration registers of the Zone Select Blocks in DCSM OTP. The DCSM driver provides functions which secure and unsecure each zone and return the ownership, security status, EXEONLY status of specific RAM modules or Flash sectors. Included are two functions which can claim and release the Flash pump to operate on a specific zone.

### 12.2 API Functions

#### Data Structures

- struct [DCSM\\_CSMPasswordKey](#)

#### Macros

- #define [DCSM\\_O\\_Z1\\_CSMPSWD0](#)
- #define [DCSM\\_O\\_Z1\\_CSMPSWD1](#)
- #define [DCSM\\_O\\_Z1\\_CSMPSWD2](#)
- #define [DCSM\\_O\\_Z1\\_CSMPSWD3](#)
- #define [DCSM\\_O\\_Z2\\_CSMPSWD0](#)
- #define [DCSM\\_O\\_Z2\\_CSMPSWD1](#)
- #define [DCSM\\_O\\_Z2\\_CSMPSWD2](#)
- #define [DCSM\\_O\\_Z2\\_CSMPSWD3](#)
- #define [FLSEM\\_KEY](#)
- #define [DCSM\\_ALLZERO](#)
- #define [DCSM\\_ALLONE](#)
- #define [DCSM\\_UNSECURE](#)
- #define [DCSM\\_ARMED](#)
- #define [DCSM\\_FLSEM\\_ALLACCESS\\_1](#)
- #define [DCSM\\_FLSEM\\_Z1ACCESS](#)
- #define [DCSM\\_FLSEM\\_Z2ACCESS](#)
- #define [DCSM\\_FLSEM\\_ALLACCESS\\_2](#)

#### Enumerations

- enum [DCSM\\_MemoryStatus](#) { [DCSM\\_MEMORY\\_INACCESSIBLE](#), [DCSM\\_MEMORY\\_ZONE1](#), [DCSM\\_MEMORY\\_ZONE2](#), [DCSM\\_MEMORY\\_FULL\\_ACCESS](#) }
- enum [DCSM\\_SemaphoreZone](#) { [DCSM\\_FLSEM\\_ZONE1](#), [DCSM\\_FLSEM\\_ZONE2](#) }

- enum `DCSM_SecurityStatus` { `DCSM_STATUS_SECURE`, `DCSM_STATUS_UNSECURE`, `DCSM_STATUS_LOCKED` }
- enum `DCSM_EXEOnlyStatus` { `DCSM_PROTECTED`, `DCSM_UNPROTECTED`, `DCSM_INCORRECT_ZONE` }
- enum `DCSM_RAMModule` { `DCSM_RAMLS0`, `DCSM_RAMLS1`, `DCSM_RAMLS2`, `DCSM_RAMLS3`, `DCSM_RAMLS4`, `DCSM_RAMLS5`, `DCSM_RAMD0`, `DCSM_RAMD1`, `DCSM_CLA` }
- enum `DCSM_Sector` { `DCSM_SECTOR_A`, `DCSM_SECTOR_B`, `DCSM_SECTOR_C`, `DCSM_SECTOR_D`, `DCSM_SECTOR_E`, `DCSM_SECTOR_F`, `DCSM_SECTOR_G`, `DCSM_SECTOR_H`, `DCSM_SECTOR_I`, `DCSM_SECTOR_J`, `DCSM_SECTOR_K`, `DCSM_SECTOR_L`, `DCSM_SECTOR_M`, `DCSM_SECTOR_N` }

## Functions

- static void `DCSM_secureZone1` (void)
- static void `DCSM_secureZone2` (void)
- static `DCSM_SecurityStatus` `DCSM_getZone1CSMSecurityStatus` (void)
- static `DCSM_SecurityStatus` `DCSM_getZone2CSMSecurityStatus` (void)
- static uint16\_t `DCSM_getZone1ControlStatus` (void)
- static uint16\_t `DCSM_getZone2ControlStatus` (void)
- static `DCSM_MemoryStatus` `DCSM_getRAMZone` (`DCSM_RAMModule` module)
- static `DCSM_MemoryStatus` `DCSM_getFlashSectorZone` (`DCSM_Sector` sector)
- static uint32\_t `DCSM_getZone1LinkPointerError` (void)
- static uint32\_t `DCSM_getZone2LinkPointerError` (void)
- void `DCSM_unlockZone1CSM` (const `DCSM_CSMPasswordKey` \*const psCMDKey)
- void `DCSM_unlockZone2CSM` (const `DCSM_CSMPasswordKey` \*const psCMDKey)
- `DCSM_EXEOnlyStatus` `DCSM_getZone1FlashEXEStatus` (`DCSM_Sector` sector)
- `DCSM_EXEOnlyStatus` `DCSM_getZone1RAMEXEStatus` (`DCSM_RAMModule` module)
- `DCSM_EXEOnlyStatus` `DCSM_getZone2FlashEXEStatus` (`DCSM_Sector` sector)
- `DCSM_EXEOnlyStatus` `DCSM_getZone2RAMEXEStatus` (`DCSM_RAMModule` module)
- bool `DCSM_claimZoneSemaphore` (`DCSM_SemaphoreZone` zone)
- bool `DCSM_releaseZoneSemaphore` (void)

## 12.2.1 Detailed Description

The code for this module is contained in `driverlib/dcs.c`, with `driverlib/dcs.h` containing the API declarations for use by applications.

## 12.2.2 Enumeration Type Documentation

### 12.2.2.1 enum `DCSM_MemoryStatus`

Values to distinguish the status of RAM or FLASH sectors. These values describe which zone the memory location belongs too. These values can be returned from `DCSM_getRAMZone()`, `DCSM_getFlashSectorZone()`.

#### Enumerator

**`DCSM_MEMORY_INACCESSIBLE`** Inaccessible.

***DCSM\_MEMORY\_ZONE1*** Zone 1.  
***DCSM\_MEMORY\_ZONE2*** Zone 2.  
***DCSM\_MEMORY\_FULL\_ACCESS*** Full access.

#### 12.2.2.2 enum **DCSM\_SemaphoreZone**

Values to pass to [DCSM\\_claimZoneSemaphore\(\)](#). These values are used to describe the zone that can write to Flash Wrapper registers.

**Enumerator**

***DCSM\_FLSEM\_ZONE1*** Flash semaphore Zone 1.  
***DCSM\_FLSEM\_ZONE2*** Flash semaphore Zone 2.

#### 12.2.2.3 enum **DCSM\_SecurityStatus**

Values to distinguish the security status of the zones. These values can be returned from [DCSM\\_getZone1CSMSecurityStatus\(\)](#), [DCSM\\_getZone2CSMSecurityStatus\(\)](#).

**Enumerator**

***DCSM\_STATUS\_SECURE*** Secure.  
***DCSM\_STATUS\_UNSECURE*** Unsecure.  
***DCSM\_STATUS\_LOCKED*** Locked.

#### 12.2.2.4 enum **DCSM\_EXEOnlyStatus**

Values to describe the EXEONLY Status. These values are returned from to [DCSM\\_getZone1RAMEXEStatus\(\)](#), [DCSM\\_getZone2RAMEXEStatus\(\)](#), [DCSM\\_getZone1FlashEXEStatus\(\)](#), [DCSM\\_getZone2FlashEXEStatus\(\)](#).

**Enumerator**

***DCSM\_PROTECTED*** Protected.  
***DCSM\_UNPROTECTED*** Unprotected.  
***DCSM\_INCORRECT\_ZONE*** Incorrect Zone.

#### 12.2.2.5 enum **DCSM\_RAMModule**

Values to distinguish RAM Module. These values can be passed to [DCSM\\_getZone1RAMEXEStatus\(\)](#), [DCSM\\_getZone2RAMEXEStatus\(\)](#), [DCSM\\_getRAMZone\(\)](#).

**Enumerator**

***DCSM\_RAMLS0*** RAMLS0.  
***DCSM\_RAMLS1*** RAMLS1.  
***DCSM\_RAMLS2*** RAMLS2.  
***DCSM\_RAMLS3*** RAMLS3.  
***DCSM\_RAMLS4*** RAMLS4.

**DCSM\_RAMLS5** RAMLS5.  
**DCSM\_RAMD0** RAMD0.  
**DCSM\_RAMD1** RAMD1.  
**DCSM\_CLA** Offset of CLA field in in RAMSTAT divided by two.

#### 12.2.2.6 enum **DCSM\_Sector**

Values to distinguish Flash Sector. These values can be passed to [DCSM\\_getZone1FlashEXEStatus\(\)](#) [DCSM\\_getZone2FlashEXEStatus\(\)](#), [DCSM\\_getFlashSectorZone\(\)](#).

##### Enumerator

**DCSM\_SECTOR\_A** Sector A.  
**DCSM\_SECTOR\_B** Sector B.  
**DCSM\_SECTOR\_C** Sector C.  
**DCSM\_SECTOR\_D** Sector D.  
**DCSM\_SECTOR\_E** Sector E.  
**DCSM\_SECTOR\_F** Sector F.  
**DCSM\_SECTOR\_G** Sector G.  
**DCSM\_SECTOR\_H** Sector H.  
**DCSM\_SECTOR\_I** Sector I.  
**DCSM\_SECTOR\_J** Sector J.  
**DCSM\_SECTOR\_K** Sector K.  
**DCSM\_SECTOR\_L** Sector L.  
**DCSM\_SECTOR\_M** Sector M.  
**DCSM\_SECTOR\_N** Sector N.

### 12.2.3 Function Documentation

#### 12.2.3.1 static void **DCSM\_secureZone1** ( void ) [inline], [static]

Secures zone 1 by setting the FORCESEC bit of Z1\_CR register

This function resets the state of the zone. If the zone is unlocked, it will lock(secure) the zone and also reset all the bits in the Control Register.

##### Returns

None.

#### 12.2.3.2 static void **DCSM\_secureZone2** ( void ) [inline], [static]

Secures zone 2 by setting the FORCESEC bit of Z2\_CR register

This function resets the state of the zone. If the zone is unlocked, it will lock(secure) the zone and also reset all the bits in the Control Register.

**Returns**

None.

12.2.3.3 **static DCSM\_SecurityStatus** DCSM\_getZone1CSMSecurityStatus ( void )  
[inline], [static]

Returns the CSM security status of zone 1

This function returns the security status of zone 1 CSM

**Returns**

Returns security status as an enumerated type DCSM\_SecurityStatus.

References [DCSM\\_STATUS\\_LOCKED](#), [DCSM\\_STATUS\\_SECURE](#), and [DCSM\\_STATUS\\_UNSECURE](#).

12.2.3.4 **static DCSM\_SecurityStatus** DCSM\_getZone2CSMSecurityStatus ( void )  
[inline], [static]

Returns the CSM security status of zone 2

This function returns the security status of zone 2 CSM

**Returns**

Returns security status as an enumerated type DCSM\_SecurityStatus.

References [DCSM\\_STATUS\\_LOCKED](#), [DCSM\\_STATUS\\_SECURE](#), and [DCSM\\_STATUS\\_UNSECURE](#).

12.2.3.5 **static uint16\_t** DCSM\_getZone1ControlStatus ( void ) [inline], [static]

Returns the Control Status of zone 1

This function returns the Control Status of zone 1 CSM

**Returns**

Returns the contents of the Control Register which can be used with provided defines.

12.2.3.6 **static uint16\_t** DCSM\_getZone2ControlStatus ( void ) [inline], [static]

Returns the Control Status of zone 2

This function returns the Control Status of zone 2 CSM

**Returns**

Returns the contents of the Control Register which can be used with the provided defines.



12.2.3.7 static **DCSM\_MemoryStatus** DCSM\_getRAMZone ( **DCSM\_RAMModule**  
*module* ) [inline], [static]

Returns the security zone a RAM section belongs to

**Parameters**

<i>module</i>	is the RAM module value. Valid values are type DCSM_RAMModule <ul style="list-style-type: none"> <li>■ DCSM_RAMLS0</li> <li>■ DCSM_RAMLS1</li> <li>■ DCSM_RAMLS2</li> <li>■ DCSM_RAMLS3</li> <li>■ DCSM_RAMLS4</li> <li>■ DCSM_RAMLS5</li> <li>■ DCSM_RAMD0</li> <li>■ DCSM_RAMD1</li> <li>■ DCSM_CLA</li> </ul>
---------------	--

This function returns the security zone a RAM section belongs to.

**Returns**

Returns DCSM\_MEMORY\_INACCESSIBLE if the section is inaccessible, DCSM\_MEMORY\_ZONE1 if the section belongs to zone 1, DCSM\_MEMORY\_ZONE2 if the section belongs to zone 2 and DCSM\_MEMORY\_FULL\_ACCESS if the section doesn't belong to any zone (or if the section is unsecure).

Referenced by [DCSM\\_getZone1RAMEXEXStatus\(\)](#), and [DCSM\\_getZone2RAMEXEXStatus\(\)](#).

### 12.2.3.8 static **DCSM\_MemoryStatus** DCSM\_getFlashSectorZone ( **DCSM\_Sector** *sector* ) [inline], [static]

Returns the security zone a flash sector belongs to

**Parameters**

<i>sector</i>	is the flash sector value. Use DCSM_Sector type.
---------------	--

This function returns the security zone a flash sector belongs to.

**Returns**

Returns DCSM\_MEMORY\_INACCESSIBLE if the section is inaccessible , DCSM\_MEMORY\_ZONE1 if the section belongs to zone 1, DCSM\_MEMORY\_ZONE2 if the section belongs to zone 2 and DCSM\_MEMORY\_FULL\_ACCESS if the section doesn't belong to any zone (or if the section is unsecure)..

Referenced by [DCSM\\_getZone1FlashEXEXStatus\(\)](#), and [DCSM\\_getZone2FlashEXEXStatus\(\)](#).

### 12.2.3.9 static uint32\_t DCSM\_getZone1LinkPointerError ( void ) [inline], [static]

Read Zone 1 Link Pointer Error

A non-zero value indicates an error on the bit position that is set to 1.

**Returns**

Returns the value of the Zone 1 Link Pointer error.

12.2.3.10 static uint32\_t DCSM\_getZone2LinkPointerError ( void ) [inline], [static]

Read Zone 2 Link Pointer Error

A non-zero value indicates an error on the bit position that is set to 1.

**Returns**

Returns the value of the Zone 2 Link Pointer error.

12.2.3.11 void DCSM\_unlockZone1CSM ( const **DCSM\_CSMPasswordKey** \*const *psCMDKey* )

Unlocks Zone 1 CSM.

**Parameters**

<i>psCMDKey</i>	is a pointer to the <a href="#">DCSM_CSMPasswordKey</a> struct that has the CSM password for zone 1.
-----------------	--

This function unlocks the CSM password. It first reads the four password locations in the User OTP. If any of the password values is different from 0xFFFFFFFF, it unlocks the device by writing the provided passwords into CSM Key registers

**Returns**

None.

References [DCSM\\_O\\_Z1\\_CSMPSWD0](#), [DCSM\\_O\\_Z1\\_CSMPSWD1](#), [DCSM\\_O\\_Z1\\_CSMPSWD2](#), and [DCSM\\_O\\_Z1\\_CSMPSWD3](#).

12.2.3.12 void DCSM\_unlockZone2CSM ( const **DCSM\_CSMPasswordKey** \*const *psCMDKey* )

Unlocks Zone 2 CSM.

**Parameters**

<i>psCMDKey</i>	is a pointer to the CSMPSWDKEY that has the CSM password for zone 2.
-----------------	--

This function unlocks the CSM password. It first reads the four password locations in the User OTP. If any of the password values is different from 0xFFFFFFFF, it unlocks the device by writing the provided passwords into CSM Key registers

**Returns**

None.

References [DCSM\\_O\\_Z2\\_CSMPSWD0](#), [DCSM\\_O\\_Z2\\_CSMPSWD1](#), [DCSM\\_O\\_Z2\\_CSMPSWD2](#), and [DCSM\\_O\\_Z2\\_CSMPSWD3](#).

12.2.3.13 **DCSM\_EXEOnlyStatus** DCSM\_getZone1FlashEXEStatus ( **DCSM\_Sector**  
*sector* )

Returns the EXE-ONLY status of zone 1 for a flash sector

**Parameters**

<i>sector</i>	is the flash sector value. Use DCSM_Sector type.
---------------	--

This function takes in a valid sector value and returns the status of EXE ONLY security protection for the sector.

**Returns**

Returns DCSM\_PROTECTED if the sector is EXE-ONLY protected,  
DCSM\_UNPROTECTED if the sector is not EXE-ONLY protected,  
DCSM\_INCORRECT\_ZONE if sector does not belong to this zone.

References [DCSM\\_getFlashSectorZone\(\)](#), [DCSM\\_INCORRECT\\_ZONE](#), and [DCSM\\_MEMORY\\_ZONE1](#).

#### 12.2.3.14 **DCSM\_EXEOnlyStatus** DCSM\_getZone1RAMEXEStatus ( **DCSM\_RAMModule** *module* )

Returns the EXE-ONLY status of zone 1 for a RAM module

**Parameters**

<i>module</i>	is the RAM module value. Valid values are type DCSM_RAMModule <ul style="list-style-type: none"> <li>■ DCSM_RAMLS0</li> <li>■ DCSM_RAMLS1</li> <li>■ DCSM_RAMLS2</li> <li>■ DCSM_RAMLS3</li> <li>■ DCSM_RAMLS4</li> <li>■ DCSM_RAMLS5</li> <li>■ DCSM_RAMD0</li> <li>■ DCSM_RAMD1</li> </ul>
---------------	--

This function takes in a valid module value and returns the status of EXE ONLY security protection for that module. DCSM\_CLA is an invalid module value. There is no EXE-ONLY available for DCSM\_CLA.

**Returns**

Returns DCSM\_PROTECTED if the module is EXE-ONLY protected,  
DCSM\_UNPROTECTED if the module is not EXE-ONLY protected,  
DCSM\_INCORRECT\_ZONE if module does not belong to this zone.

References [DCSM\\_CLA](#), [DCSM\\_getRAMZone\(\)](#), [DCSM\\_INCORRECT\\_ZONE](#), and [DCSM\\_MEMORY\\_ZONE1](#).

#### 12.2.3.15 **DCSM\_EXEOnlyStatus** DCSM\_getZone2FlashEXEStatus ( **DCSM\_Sector** *sector* )

Returns the EXE-ONLY status of zone 2 for a flash sector

**Parameters**

<i>sector</i>	is the flash sector value. Use DCSM_Sector type.
---------------	--

This function takes in a valid sector value and returns the status of EXE ONLY security protection for the sector.

**Returns**

Returns DCSM\_PROTECTED if the sector is EXE-ONLY protected,  
DCSM\_UNPROTECTED if the sector is not EXE-ONLY protected,  
DCSM\_INCORRECT\_ZONE if sector does not belong to this zone.

References [DCSM\\_getFlashSectorZone\(\)](#), [DCSM\\_INCORRECT\\_ZONE](#), and [DCSM\\_MEMORY\\_ZONE2](#).

### 12.2.3.16 **DCSM\_EXEOnlyStatus** DCSM\_getZone2RAMEXESStatus ( **DCSM\_RAMModule** *module* )

Returns the EXE-ONLY status of zone 2 for a RAM module

**Parameters**

<i>module</i>	is the RAM module value. Valid values are type DCSM_RAMModule <ul style="list-style-type: none"> <li>■ DCSM_RAMLS0</li> <li>■ DCSM_RAMLS1</li> <li>■ DCSM_RAMLS2</li> <li>■ DCSM_RAMLS3</li> <li>■ DCSM_RAMLS4</li> <li>■ DCSM_RAMLS5</li> <li>■ DCSM_RAMD0</li> <li>■ DCSM_RAMD1</li> </ul>
---------------	--

This function takes in a valid module value and returns the status of EXE ONLY security protection for that module. DCSM\_CLA is an invalid module value. There is no EXE-ONLY available for DCSM\_CLA.

**Returns**

Returns DCSM\_PROTECTED if the module is EXE-ONLY protected,  
DCSM\_UNPROTECTED if the module is not EXE-ONLY protected,  
DCSM\_INCORRECT\_ZONE if module does not belong to this zone.

References [DCSM\\_CLA](#), [DCSM\\_getRAMZone\(\)](#), [DCSM\\_INCORRECT\\_ZONE](#), and [DCSM\\_MEMORY\\_ZONE2](#).

### 12.2.3.17 **bool** DCSM\_claimZoneSemaphore ( **DCSM\_SemaphoreZone** *zone* )

Claims the zone semaphore which allows access to the Flash Wrapper register for that zone.

**Parameters**

<i>zone</i>	is the zone which is trying to claim the semaphore which allows access to the Flash Wrapper registers.
-------------	--

**Returns**

Returns true for a successful semaphore capture, false if it was unable to capture the semaphore.

References [FLSEM\\_KEY](#).

### 12.2.3.18 bool DCSM\_releaseZoneSemaphore ( void )

Releases the zone semaphore.

**Returns**

Returns true if it was successful in releasing the zone semaphore and false if it was unsuccessful in releasing the zone semaphore.

**Note**

If the calling function is not in the right zone to be able to access this register, it will return a false.

References [FLSEM\\_KEY](#).

## 13 DMA Module

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### 13.1 DMA Introduction

The direct memory access (DMA) API provides a set of functions to configure transfers of data between peripherals or memory using the device's six-channel DMA module. Functions are provided to configure which event triggers a DMA transfer, to configure the locations, sizes, and behaviors of the transfers, and to set up and handle interrupts.

### 13.2 API Functions

#### Enumerations

- enum [DMA\\_InterruptMode](#) { [DMA\\_INT\\_AT\\_BEGINNING](#), [DMA\\_INT\\_AT\\_END](#) }
- enum [DMA\\_EmulationMode](#) { [DMA\\_EMULATION\\_STOP](#), [DMA\\_EMULATION\\_FREE\\_RUN](#) }

#### Functions

- static void [DMA\\_initController](#) (void)
- static void [DMA\\_setEmulationMode](#) ([DMA\\_EmulationMode](#) mode)
- static void [DMA\\_enableTrigger](#) (uint32\_t base)
- static void [DMA\\_disableTrigger](#) (uint32\_t base)
- static void [DMA\\_forceTrigger](#) (uint32\_t base)
- static void [DMA\\_clearTriggerFlag](#) (uint32\_t base)
- static bool [DMA\\_getTriggerFlagStatus](#) (uint32\_t base)
- static void [DMA\\_startChannel](#) (uint32\_t base)
- static void [DMA\\_stopChannel](#) (uint32\_t base)
- static void [DMA\\_enableInterrupt](#) (uint32\_t base)
- static void [DMA\\_disableInterrupt](#) (uint32\_t base)
- static void [DMA\\_enableOverrunInterrupt](#) (uint32\_t base)
- static void [DMA\\_disableOverrunInterrupt](#) (uint32\_t base)
- static void [DMA\\_clearErrorFlag](#) (uint32\_t base)
- static void [DMA\\_setInterruptMode](#) (uint32\_t base, [DMA\\_InterruptMode](#) mode)
- static void [DMA\\_setPriorityMode](#) (bool ch1IsHighPri)
- void [DMA\\_configAddresses](#) (uint32\_t base, const void \*destAddr, const void \*srcAddr)
- void [DMA\\_configBurst](#) (uint32\_t base, uint16\_t size, int16\_t srcStep, int16\_t destStep)
- void [DMA\\_configTransfer](#) (uint32\_t base, uint32\_t transferSize, int16\_t srcStep, int16\_t destStep)
- void [DMA\\_configWrap](#) (uint32\_t base, uint32\_t srcWrapSize, int16\_t srcStep, uint32\_t destWrapSize, int16\_t destStep)
- void [DMA\\_configMode](#) (uint32\_t base, DMA\_Trigger trigger, uint32\_t config)



## 13.2.1 Detailed Description

The DMA API includes functions that configure the module as a whole and functions that configure the individual channels. Functions that fall into the former category are `DMA_initController()`, `DMA_setEmulationMode()`, and `DMA_setPriorityMode()`. The functions that can be configured by channel can easily be identified as they take a base address as their first parameter.

The `DMA_configMode()` function is used to configure the event that triggers a DMA transfer as well as several other properties of a transfer for the specified channel. Other functions that can be used to control the trigger from within the DMA module are `DMA_enableTrigger()`, `DMA_disableTrigger()`, `DMA_forceTrigger()`, `DMA_clearTriggerFlag()`, and `DMA_getTriggerFlagStatus()`. Note that `DMA_forceTrigger()` is used to trigger a transfer from software.

`DMA_configAddresses()` is used to write to both the beginning and current address pointer registers. The manner in which these addresses are incremented and decremented as bursts and transfers complete is configured using `DMA_configBurst()`, `DMA_configTransfer()`, and `DMA_configWrap()`. All sizes are in terms of 16-bit words.

`DMA_enableInterrupt()`, `DMA_disableInterrupt()`, and `DMA_setInterruptMode()` configure a channel interrupt that will be generated either at the beginning or the end of a transfer. An additional overrun error interrupt that is ORed into the channel interrupt signal can be configured using `DMA_enableOverrunInterrupt()`, and `DMA_disableOverrunInterrupt()`. This error can be cleared using `DMA_clearErrorFlag()`.

When configuration is complete, `DMA_startChannel()` can be called to start the DMA channel running and it will wait for the first trigger. To halt the operation of the channel `DMA_stopChannel()` may be used.

The code for this module is contained in `driverlib/dma.c`, with `driverlib/dma.h` containing the API declarations for use by applications.

## 13.2.2 Enumeration Type Documentation

### 13.2.2.1 enum **DMA\_InterruptMode**

Values that can be passed to `DMA_setInterruptMode()` as the *mode* parameter.

#### Enumerator

**`DMA_INT_AT_BEGINNING`** DMA interrupt is generated at the beginning of a transfer.

**`DMA_INT_AT_END`** DMA interrupt is generated at the end of a transfer.

### 13.2.2.2 enum **DMA\_EmulationMode**

Values that can be passed to `DMA_setEmulationMode()` as the *mode* parameter.

#### Enumerator

**`DMA_EMULATION_STOP`** Transmission stops after current read-write access is completed.

**`DMA_EMULATION_FREE_RUN`** Continue DMA operation regardless of emulation suspend.

## 13.2.3 Function Documentation

### 13.2.3.1 static void DMA\_initController ( void ) [inline], [static]

Initializes the DMA controller to a known state.

This function configures does a hard reset of the DMA controller in order to put it into a known state. The function also sets the DMA to run free during an emulation suspend (see the field `DEBUGCTRL.FREE` for more info).

#### Returns

None.

### 13.2.3.2 static void DMA\_setEmulationMode ( DMA\_EmulationMode mode ) [inline], [static]

Sets DMA emulation mode.

#### Parameters

<i>mode</i>	is the emulation mode to be selected.
-------------	---------------------------------------

This function sets the behavior of the DMA operation when an emulation suspend occurs. The *mode* parameter can be one of the following:

- **DMA\_EMULATION\_STOP** - DMA runs until the current read-write access is completed.
- **DMA\_EMULATION\_FREE\_RUN** - DMA operation continues regardless of a the suspend.

#### Returns

None.

References [DMA\\_EMULATION\\_STOP](#).

### 13.2.3.3 static void DMA\_enableTrigger ( uint32\_t base ) [inline], [static]

Enables peripherals to trigger a DMA transfer.

#### Parameters

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function enables the selected peripheral trigger to start a DMA transfer on the specified channel.

#### Returns

None.

### 13.2.3.4 static void DMA\_disableTrigger ( uint32\_t base ) [inline], [static]

Disables peripherals from triggering a DMA transfer.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function disables the selected peripheral trigger from starting a DMA transfer on the specified channel. This also disables the use of the software force using the [DMA\\_forceTrigger\(\)](#) API.

**Returns**

None.

### 13.2.3.5 static void DMA\_forceTrigger ( uint32\_t *base* ) [inline], [static]

Force a peripheral trigger to a DMA channel.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function sets the peripheral trigger flag and if triggering a DMA burst is enabled (see [DMA\\_enableTrigger\(\)](#)), a DMA burst transfer will be forced.

**Returns**

None.

### 13.2.3.6 static void DMA\_clearTriggerFlag ( uint32\_t *base* ) [inline], [static]

Clears a DMA channel's peripheral trigger flag.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function clears the peripheral trigger flag. Normally, you would use this function when initializing the DMA for the first time. The flag is cleared automatically when the DMA starts the first burst of a transfer.

**Returns**

None.

### 13.2.3.7 static bool DMA\_getTriggerFlagStatus ( uint32\_t *base* ) [inline], [static]

Gets the status of a DMA channel's peripheral trigger flag.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function returns **true** if a peripheral trigger event has occurred. The flag is automatically cleared when the first burst transfer begins, but if needed, it can be cleared using [DMA\\_clearTriggerFlag\(\)](#).

**Returns**

Returns **true** if a peripheral trigger event has occurred and its flag is set. Returns **false** otherwise.

13.2.3.8 `static void DMA_startChannel ( uint32_t base ) [inline], [static]`

Starts a DMA channel.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function starts the DMA running, typically after you have configured it. It will wait for the first trigger event to start operation. To halt the channel use [DMA\\_stopChannel\(\)](#).

**Returns**

None.

### 13.2.3.9 static void DMA\_stopChannel ( uint32\_t *base* ) [inline], [static]

Halts a DMA channel.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function halts the DMA at its current state and any current read-write access is completed. To start the channel again use [DMA\\_startChannel\(\)](#).

**Returns**

None.

### 13.2.3.10 static void DMA\_enableInterrupt ( uint32\_t *base* ) [inline], [static]

Enables a DMA channel interrupt source.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function enables the indicated DMA channel interrupt source.

**Returns**

None.

### 13.2.3.11 static void DMA\_disableInterrupt ( uint32\_t *base* ) [inline], [static]

Disables a DMA channel interrupt source.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function disables the indicated DMA channel interrupt source.

**Returns**

None.

13.2.3.12 `static void DMA_enableOverrunInterrupt ( uint32_t base ) [inline],`  
`[static]`

Enables the DMA channel overrun interrupt.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function enables the indicated DMA channel's ability to generate an interrupt upon the detection of an overrun. An overrun is when a peripheral event trigger is received by the DMA before a previous trigger on that channel had been serviced and its flag had been cleared.

Note that this is the same interrupt signal as the interrupt that gets generated at the beginning/end of a transfer. That interrupt must first be enabled using [DMA\\_enableInterrupt\(\)](#) in order for the overrun interrupt to be generated.

**Returns**

None.

**13.2.3.13** `static void DMA_disableOverrunInterrupt ( uint32_t base ) [inline], [static]`

Disables the DMA channel overrun interrupt.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function disables the indicated DMA channel's ability to generate an interrupt upon the detection of an overrun.

**Returns**

None.

**13.2.3.14** `static void DMA_clearErrorFlag ( uint32_t base ) [inline], [static]`

Clears the DMA channel error flags.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
-------------	---

This function clears both the DMA channel's sync error flag and its overrun error flag.

**Returns**

None.

**13.2.3.15** `static void DMA_setInterruptMode ( uint32_t base, DMA_InterruptMode mode ) [inline], [static]`

Sets the interrupt generation mode of a DMA channel interrupt.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
<i>mode</i>	is a flag to indicate the channel interrupt mode.

This function sets the channel interrupt mode. When the *mode* parameter is **DMA\_INT\_AT\_END**, the DMA channel interrupt will be generated at the end of the transfer. If **DMA\_INT\_AT\_BEGINNING**, the interrupt will be generated at the beginning of a new transfer. Generating at the beginning of a new transfer is the default behavior.

**Returns**

None.

References [DMA\\_INT\\_AT\\_END](#).

### 13.2.3.16 static void DMA\_setPriorityMode ( bool *ch1IsHighPri* ) [inline], [static]

Sets the DMA channel priority mode.

**Parameters**

<i>ch1IsHighPri</i>	is a flag to indicate the channel interrupt mode.
---------------------	---

This function sets the channel interrupt mode. When the *ch1IsHighPri* parameter is **false**, the DMA channels are serviced in round-robin mode. This is the default behavior.

If **true**, channel 1 will be given higher priority than the other channels. This means that if a channel 1 trigger occurs, the current word transfer on any other channel is completed and channel 1 is serviced for the complete burst count. The lower-priority channel's interrupted transfer will then resume.

**Returns**

None.

### 13.2.3.17 void DMA\_configAddresses ( uint32\_t *base*, const void \* *destAddr*, const void \* *srcAddr* )

Configures the DMA channel

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
* <i>destAddr</i>	is the interrupt source that triggers a DMA transfer.
* <i>srcAddr</i>	is a bit field of several configuration selections.

This function configures the source and destination addresses of a DMA channel. The parameters are pointers to the data to be transferred.



**Returns**

None.

13.2.3.18 void DMA\_configBurst ( uint32\_t *base*, uint16\_t *size*, int16\_t *srcStep*, int16\_t *destStep* )

Configures the DMA channel's burst settings.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
<i>size</i>	is the number of words transferred per burst.
<i>srcStep</i>	is the amount to increment or decrement the source address after each word of a burst.
<i>destStep</i>	is the amount to increment or decrement the destination address after each word of a burst.

This function configures the size of each burst and the address step size.

The *size* parameter is the number of words that will be transferred during a single burst. Possible amounts range from 1 word to 32 words.

The *srcStep* and *destStep* parameters specify the address step that should be added to the source and destination addresses after each transferred word of a burst. Only signed values from -4096 to 4095 are valid.

**Note**

Note that regardless of what data size (configured by [DMA\\_configMode\(\)](#)) is used, parameters are in terms of 16-bits words.

**Returns**

None.

13.2.3.19 void DMA\_configTransfer ( uint32\_t *base*, uint32\_t *transferSize*, int16\_t *srcStep*, int16\_t *destStep* )

Configures the DMA channel's transfer settings.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
<i>transferSize</i>	is the number of bursts per transfer.
<i>srcStep</i>	is the amount to increment or decrement the source address after each burst of a transfer unless a wrap occurs.
<i>destStep</i>	is the amount to increment or decrement the destination address after each burst of a transfer unless a wrap occurs.

This function configures the transfer size and the address step that is made after each burst.

The *transferSize* parameter is the number of bursts per transfer. If DMA channel interrupts are enabled, they will occur after this number of bursts have completed. The maximum number of bursts is 65536.

The *srcStep* and *destStep* parameters specify the address step that should be added to the source and destination addresses after each transferred burst of a transfer. Only signed values from -4096 to 4095 are valid. If a wrap occurs, these step values will be ignored. Wrapping is configured with [DMA\\_configWrap\(\)](#).

**Note**

Note that regardless of what data size (configured by [DMA\\_configMode\(\)](#)) is used, parameters are in terms of 16-bits words.

**Returns**

None.

13.2.3.20 void DMA\_configWrap ( uint32\_t *base*, uint32\_t *srcWrapSize*, int16\_t *srcStep*, uint32\_t *destWrapSize*, int16\_t *destStep* )

Configures the DMA channel's wrap settings.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
<i>srcWrapSize</i>	is the number of bursts to be transferred before a wrap of the source address occurs.
<i>srcStep</i>	is the amount to increment or decrement the source address after each burst of a transfer unless a wrap occurs.
<i>destWrapSize</i>	is the number of bursts to be transferred before a wrap of the destination address occurs.
<i>destStep</i>	is the amount to increment or decrement the destination address after each burst of a transfer unless a wrap occurs.

This function configures the DMA channel's wrap settings.

The *srcWrapSize* and *destWrapSize* parameters are the number of bursts that are to be transferred before their respective addresses are wrapped. The maximum wrap size is 65536 bursts.

The *srcStep* and *destStep* parameters specify the address step that should be added to the source and destination addresses when the wrap occurs. Only signed values from -4096 to 4095 are valid.

**Note**

Note that regardless of what data size (configured by [DMA\\_configMode\(\)](#)) is used, parameters are in terms of 16-bits words.

**Returns**

None.

13.2.3.21 void DMA\_configMode ( uint32\_t *base*, DMA\_Trigger *trigger*, uint32\_t *config* )

Configures the DMA channel trigger and mode.

**Parameters**

<i>base</i>	is the base address of the DMA channel control registers.
<i>trigger</i>	is the interrupt source that triggers a DMA transfer.
<i>config</i>	is a bit field of several configuration selections.

This function configures the DMA channel's trigger and mode.

The *trigger* parameter is the interrupt source that will trigger the start of a DMA transfer.

The *config* parameter is the logical OR of the following values:

- **DMA\_CFG\_ONESHOT\_DISABLE** or **DMA\_CFG\_ONESHOT\_ENABLE**. If enabled, the subsequent burst transfers occur without additional event triggers after the first event trigger. If disabled, only one burst transfer is performed per event trigger.

- **DMA\_CFG\_CONTINUOUS\_DISABLE** or **DMA\_CFG\_CONTINUOUS\_ENABLE**. If enabled the DMA reinitializes when the transfer count is zero and waits for the next interrupt event trigger. If disabled, the DMA stops and clears the run status bit.
- **DMA\_CFG\_SIZE\_16BIT** or **DMA\_CFG\_SIZE\_32BIT**. This setting selects whether the databus width is 16 or 32 bits.

**Returns**

None.

# 14 ECAP Module

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## 14.1 ECAP Introduction

The Enhanced Capture (eCAP) API provides a set of functions for configuring and using the eCAP module. Functions are provided to utilize both the capture and PWM capability of the eCAP module. The APIs allow for the selection and characterization of the input signal to be captured. A provision is also made to provide DMA trigger sources based on the eCAP events. The necessary APIs are also provided for PWM mode of operation.

## 14.2 API Functions

### Macros

- #define [ECAP\\_ISR\\_SOURCE\\_CAPTURE\\_EVENT\\_1](#)
- #define [ECAP\\_ISR\\_SOURCE\\_CAPTURE\\_EVENT\\_2](#)
- #define [ECAP\\_ISR\\_SOURCE\\_CAPTURE\\_EVENT\\_3](#)
- #define [ECAP\\_ISR\\_SOURCE\\_CAPTURE\\_EVENT\\_4](#)
- #define [ECAP\\_ISR\\_SOURCE\\_COUNTER\\_OVERFLOW](#)
- #define [ECAP\\_ISR\\_SOURCE\\_COUNTER\\_PERIOD](#)
- #define [ECAP\\_ISR\\_SOURCE\\_COUNTER\\_COMPARE](#)

### Enumerations

- enum [ECAP\\_EmulationMode](#) { [ECAP\\_EMULATION\\_STOP](#),  
[ECAP\\_EMULATION\\_RUN\\_TO\\_ZERO](#), [ECAP\\_EMULATION\\_FREE\\_RUN](#) }
- enum [ECAP\\_CaptureMode](#) { [ECAP\\_CONTINUOUS\\_CAPTURE\\_MODE](#),  
[ECAP\\_ONE\\_SHOT\\_CAPTURE\\_MODE](#) }
- enum [ECAP\\_Events](#) { [ECAP\\_EVENT\\_1](#), [ECAP\\_EVENT\\_2](#), [ECAP\\_EVENT\\_3](#),  
[ECAP\\_EVENT\\_4](#) }
- enum [ECAP\\_SyncOutMode](#) { [ECAP\\_SYNC\\_OUT\\_SYNCI](#),  
[ECAP\\_SYNC\\_OUT\\_COUNTER\\_PRD](#), [ECAP\\_SYNC\\_OUT\\_DISABLED](#) }
- enum [ECAP\\_APWMPolarity](#) { [ECAP\\_APWM\\_ACTIVE\\_HIGH](#), [ECAP\\_APWM\\_ACTIVE\\_LOW](#) }
- enum [ECAP\\_EventPolarity](#) { [ECAP\\_EVNT\\_RISING\\_EDGE](#), [ECAP\\_EVNT\\_FALLING\\_EDGE](#) }

### Functions

- static void [ECAP\\_setEventPrescaler](#) (uint32\_t base, uint16\_t preScalerValue)
- static void [ECAP\\_setEventPolarity](#) (uint32\_t base, [ECAP\\_Events](#) event, [ECAP\\_EventPolarity](#) polarity)
- static void [ECAP\\_setCaptureMode](#) (uint32\_t base, [ECAP\\_CaptureMode](#) mode, [ECAP\\_Events](#) event)

- static void [ECAP\\_reArm](#) (uint32\_t base)
- static void [ECAP\\_enableInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static void [ECAP\\_disableInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static uint16\_t [ECAP\\_getInterruptSource](#) (uint32\_t base)
- static bool [ECAP\\_getGlobalInterruptStatus](#) (uint32\_t base)
- static void [ECAP\\_clearInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static void [ECAP\\_clearGlobalInterrupt](#) (uint32\_t base)
- static void [ECAP\\_forceInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static void [ECAP\\_enableCaptureMode](#) (uint32\_t base)
- static void [ECAP\\_enableAPWMMode](#) (uint32\_t base)
- static void [ECAP\\_enableCounterResetOnEvent](#) (uint32\_t base, [ECAP\\_Events](#) event)
- static void [ECAP\\_disableCounterResetOnEvent](#) (uint32\_t base, [ECAP\\_Events](#) event)
- static void [ECAP\\_enableTimeStampCapture](#) (uint32\_t base)
- static void [ECAP\\_disableTimeStampCapture](#) (uint32\_t base)
- static void [ECAP\\_setPhaseShiftCount](#) (uint32\_t base, uint32\_t shiftCount)
- static void [ECAP\\_enableLoadCounter](#) (uint32\_t base)
- static void [ECAP\\_disableLoadCounter](#) (uint32\_t base)
- static void [ECAP\\_loadCounter](#) (uint32\_t base)
- static void [ECAP\\_setSyncOutMode](#) (uint32\_t base, [ECAP\\_SyncOutMode](#) mode)
- static void [ECAP\\_stopCounter](#) (uint32\_t base)
- static void [ECAP\\_startCounter](#) (uint32\_t base)
- static void [ECAP\\_setAPWMPolarity](#) (uint32\_t base, [ECAP\\_APWMPolarity](#) polarity)
- static void [ECAP\\_setAPWMPeriod](#) (uint32\_t base, uint32\_t periodCount)
- static void [ECAP\\_setAPWMCompare](#) (uint32\_t base, uint32\_t compareCount)
- static void [ECAP\\_setAPWMShadowPeriod](#) (uint32\_t base, uint32\_t periodCount)
- static void [ECAP\\_setAPWMShadowCompare](#) (uint32\_t base, uint32\_t compareCount)
- static uint32\_t [ECAP\\_getTimeBaseCounter](#) (uint32\_t base)
- static uint32\_t [ECAP\\_getEventTimeStamp](#) (uint32\_t base, [ECAP\\_Events](#) event)
- void [ECAP\\_setEmulationMode](#) (uint32\_t base, [ECAP\\_EmulationMode](#) mode)

## 14.2.1 Detailed Description

The code for this module is contained in `driverlib/ecap.c`, with `driverlib/ecap.h` containing the API declarations for use by applications.

## 14.2.2 Macro Definition Documentation

### 14.2.2.1 #define ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_1

Event 1 ISR source

### 14.2.2.2 #define ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_2

Event 2 ISR source

### 14.2.2.3 #define ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_3

Event 3 ISR source

#### 14.2.2.4 #define ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_4

Event 4 ISR source

#### 14.2.2.5 #define ECAP\_ISR\_SOURCE\_COUNTER\_OVERFLOW

Counter overflow ISR source

#### 14.2.2.6 #define ECAP\_ISR\_SOURCE\_COUNTER\_PERIOD

Counter equals period ISR source

#### 14.2.2.7 #define ECAP\_ISR\_SOURCE\_COUNTER\_COMPARE

Counter equals compare ISR source

### 14.2.3 Enumeration Type Documentation

#### 14.2.3.1 enum **ECAP\_EmulationMode**

Values that can be passed to [ECAP\\_setEmulationMode\(\)](#) as the *mode* parameter.

##### Enumerator

**ECAP\_EMULATION\_STOP** TSCTR is stopped on emulation suspension.

**ECAP\_EMULATION\_RUN\_TO\_ZERO** TSCTR runs until 0 before stopping on emulation suspension.

**ECAP\_EMULATION\_FREE\_RUN** TSCTR is not affected by emulation suspension.

#### 14.2.3.2 enum **ECAP\_CaptureMode**

Values that can be passed to [ECAP\\_setCaptureMode\(\)](#) as the *mode* parameter.

##### Enumerator

**ECAP\_CONTINUOUS\_CAPTURE\_MODE** eCAP operates in continuous capture mode

**ECAP\_ONE\_SHOT\_CAPTURE\_MODE** eCAP operates in one shot capture mode

#### 14.2.3.3 enum **ECAP\_Events**

Values that can be passed to [ECAP\\_setEventPolarity\(\)](#), [ECAP\\_setCaptureMode\(\)](#), [ECAP\\_enableCounterResetOnEvent\(\)](#), [ECAP\\_disableCounterResetOnEvent\(\)](#), [ECAP\\_getEventTimeStamp\(\)](#), [ECAP\\_setDMASource\(\)](#) as the *event* parameter.

##### Enumerator

**ECAP\_EVENT\_1** eCAP event 1

**ECAP\_EVENT\_2** eCAP event 2  
**ECAP\_EVENT\_3** eCAP event 3  
**ECAP\_EVENT\_4** eCAP event 4

#### 14.2.3.4 enum **ECAP\_SyncOutMode**

Values that can be passed to [ECAP\\_setSyncOutMode\(\)](#) as the *mode* parameter.

##### Enumerator

**ECAP\_SYNC\_OUT\_SYNCI** sync out on the sync in signal and software force  
**ECAP\_SYNC\_OUT\_COUNTER\_PRD** sync out on counter equals period  
**ECAP\_SYNC\_OUT\_DISABLED** Disable sync out signal.

#### 14.2.3.5 enum **ECAP\_APWMPolarity**

Values that can be passed to [ECAP\\_setAPWMPolarity\(\)](#) as the *polarity* parameter.

##### Enumerator

**ECAP\_APWM\_ACTIVE\_HIGH** APWM is active high.  
**ECAP\_APWM\_ACTIVE\_LOW** APWM is active low.

#### 14.2.3.6 enum **ECAP\_EventPolarity**

Values that can be passed to [ECAP\\_setEventPolarity\(\)](#) as the *polarity* parameter.

##### Enumerator

**ECAP\_EVNT\_RISING\_EDGE** Rising edge polarity.  
**ECAP\_EVNT\_FALLING\_EDGE** Falling edge polarity.

### 14.2.4 Function Documentation

#### 14.2.4.1 static void **ECAP\_setEventPrescaler** ( uint32\_t *base*, uint16\_t *preScalerValue* ) [inline], [static]

Sets the input prescaler.

##### Parameters

<i>base</i>	is the base address of the ECAP module.
<i>preScalerValue</i>	is the pre scaler value for ECAP input

This function divides the ECAP input scaler. The pre scale value is doubled inside the module. For example a *preScalerValue* of 5 will divide the scaler by 10. Use a value of 1 to divide the pre scaler by 1. The value of *preScalerValue* should be less than **ECAP\_MAX\_PRESCALER\_VALUE**.

##### Returns

None.



14.2.4.2 static void ECAP\_setEventPolarity ( uint32\_t *base*, **ECAP\_Events** *event*,  
**ECAP\_EventPolarity** *polarity* ) [inline], [static]

Sets the Capture event polarity.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>event</i>	is the event number.
<i>polarity</i>	is the polarity of the event.

This function sets the polarity of a given event. The value of event is between **ECAP\_EVENT\_1** and **ECAP\_EVENT\_4** inclusive corresponding to the four available events. For each event the polarity value determines the edge on which the capture is activated. For a rising edge use a polarity value of **ECAP\_EVT\_RISING\_EDGE** and for a falling edge use a polarity of **ECAP\_EVT\_FALLING\_EDGE**.

**Returns**

None.

14.2.4.3 `static void ECAP_setCaptureMode ( uint32_t base, ECAP_CaptureMode mode, ECAP_Events event ) [inline], [static]`

Sets the capture mode.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>mode</i>	is the capture mode.
<i>event</i>	is the event number at which the counter stops or wraps.

This function sets the eCAP module to a continuous or one-shot mode. The value of mode should be either **ECAP\_CONTINUOUS\_CAPTURE\_MODE** or **ECAP\_ONE\_SHOT\_CAPTURE\_MODE** corresponding to continuous or one-shot mode respectively.

The value of event determines the event number at which the counter stops (in one-shot mode) or the counter wraps (in continuous mode). The value of event should be between **ECAP\_EVENT\_1** and **ECAP\_EVENT\_4** corresponding to the valid event numbers.

**Returns**

None.

14.2.4.4 `static void ECAP_reArm ( uint32_t base ) [inline], [static]`

Re-arms the eCAP module.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function re-arms the eCAP module.

**Returns**

None.

14.2.4.5 `static void ECAP_enableInterrupt ( uint32_t base, uint16_t intFlags )`  
`[inline],[static]`

Enables interrupt source.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>intFlags</i>	is the interrupt source to be enabled.

This function sets and enables eCAP interrupt source. The following are valid interrupt sources.

- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_1 - Event 1 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_2 - Event 2 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_3 - Event 3 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_4 - Event 4 generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_OVERFLOW - Counter overflow generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_PERIOD - Counter equal period generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_COMPARE - Counter equal compare generates interrupt

**Returns**

None.

14.2.4.6 `static void ECAP_disableInterrupt ( uint32_t base, uint16_t intFlags )`  
`[inline], [static]`

Disables interrupt source.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>intFlags</i>	is the interrupt source to be disabled.

This function clears and disables eCAP interrupt source. The following are valid interrupt sources.

- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_1 - Event 1 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_2 - Event 2 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_3 - Event 3 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_4 - Event 4 generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_OVERFLOW - Counter overflow generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_PERIOD - Counter equal period generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_COMPARE - Counter equal compare generates interrupt

**Returns**

None.

14.2.4.7 `static uint16_t ECAP_getInterruptSource ( uint32_t base )` `[inline],`  
`[static]`

Returns the interrupt flag.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function returns the eCAP interrupt flag. The following are valid interrupt sources corresponding to the eCAP interrupt flag.

**Returns**

Returns the eCAP interrupt that has occurred. The following are valid return values.

- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_1 - Event 1 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_2 - Event 2 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_3 - Event 3 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_4 - Event 4 generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_OVERFLOW - Counter overflow generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_PERIOD - Counter equal period generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_COMPARE - Counter equal compare generates interrupt

**Note**

- User can check if a combination of various interrupts have occurred by ORing the above return values.

14.2.4.8 `static bool ECAP_getGlobalInterruptStatus ( uint32_t base ) [inline], [static]`

Returns the Global interrupt flag.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function returns the eCAP Global interrupt flag.

**Returns**

Returns true if there is a global eCAP interrupt, false otherwise.

14.2.4.9 `static void ECAP_clearInterrupt ( uint32_t base, uint16_t intFlags ) [inline], [static]`

Clears interrupt flag.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>intFlags</i>	is the interrupt source.

This function clears eCAP interrupt flags. The following are valid interrupt sources.

- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_1 - Event 1 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_2 - Event 2 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_3 - Event 3 generates interrupt

- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_4 - Event 4 generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_OVERFLOW - Counter overflow generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_PERIOD - Counter equal period generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_COMPARE - Counter equal compare generates interrupt

**Returns**

None.

14.2.4.10 static void ECAP\_clearGlobalInterrupt ( uint32\_t *base* ) [inline], [static]

Clears global interrupt flag

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function clears the global interrupt bit.

**Returns**

None.

14.2.4.11 static void ECAP\_forceInterrupt ( uint32\_t *base*, uint16\_t *intFlags* ) [inline], [static]

Forces interrupt source.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>intFlags</i>	is the interrupt source.

This function forces and enables eCAP interrupt source. The following are valid interrupt sources.

- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_1 - Event 1 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_2 - Event 2 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_3 - Event 3 generates interrupt
- ECAP\_ISR\_SOURCE\_CAPTURE\_EVENT\_4 - Event 4 generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_OVERFLOW - Counter overflow generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_PERIOD - Counter equal period generates interrupt
- ECAP\_ISR\_SOURCE\_COUNTER\_COMPARE - Counter equal compare generates interrupt

**Returns**

None.

14.2.4.12 static void ECAP\_enableCaptureMode ( uint32\_t *base* ) [inline], [static]

Sets eCAP in Capture mode.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function sets the eCAP module to operate in Capture mode.

**Returns**

None.

#### 14.2.4.13 static void ECAP\_enableAPWMMode ( uint32\_t *base* ) [inline], [static]

Sets eCAP in APWM mode.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function sets the eCAP module to operate in APWM mode.

**Returns**

None.

#### 14.2.4.14 static void ECAP\_enableCounterResetOnEvent ( uint32\_t *base*, **ECAP\_Events** *event* ) [inline], [static]

Enables counter reset on an event.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>event</i>	is the event number the time base gets reset.

This function enables the base timer, TSCTR, to be reset on capture event provided by the variable event. Valid inputs for event are **ECAP\_EVENT\_1** to **ECAP\_EVENT\_4**.

**Returns**

None.

#### 14.2.4.15 static void ECAP\_disableCounterResetOnEvent ( uint32\_t *base*, **ECAP\_Events** *event* ) [inline], [static]

Disables counter reset on events.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>event</i>	is the event number the time base gets reset.

This function disables the base timer, TSCTR, from being reset on capture event provided by the variable event. Valid inputs for event are 1 to 4.

**Returns**

None.

14.2.4.16 static void ECAP\_enableTimeStampCapture ( uint32\_t *base* ) [inline],  
[static]

Enables time stamp capture.



**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function enables time stamp count to be captured

**Returns**

None.

14.2.4.17 `static void ECAP_disableTimeStampCapture ( uint32_t base ) [inline], [static]`

Disables time stamp capture.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function disables time stamp count to be captured

**Returns**

None.

14.2.4.18 `static void ECAP_setPhaseShiftCount ( uint32_t base, uint32_t shiftCount ) [inline], [static]`

Sets a phase shift value count.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>shiftCount</i>	is the phase shift value.

This function writes a phase shift value to be loaded into the main time stamp counter.

**Returns**

None.

14.2.4.19 `static void ECAP_enableLoadCounter ( uint32_t base ) [inline], [static]`

Enable counter loading with phase shift value.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function enables loading of the counter with the value present in the phase shift counter as defined by the [ECAP\\_setPhaseShiftCount\(\)](#) function.

**Returns**

None.

14.2.4.20 static void ECAP\_disableLoadCounter ( uint32\_t *base* ) [inline], [static]

Disable counter loading with phase shift value.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function disables loading of the counter with the value present in the phase shift counter as defined by the [ECAP\\_setPhaseShiftCount\(\)](#) function.

**Returns**

None.

#### 14.2.4.21 static void ECAP\_loadCounter ( uint32\_t *base* ) [inline], [static]

Load time stamp counter

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function forces the value in the phase shift counter register to be loaded into Time stamp counter register. Make sure to enable loading of Time stamp counter by calling [ECAP\\_enableLoadCounter\(\)](#) function before calling this function.

**Returns**

None.

#### 14.2.4.22 static void ECAP\_setSyncOutMode ( uint32\_t *base*, **ECAP\_SyncOutMode** *mode* ) [inline], [static]

Configures Sync out signal mode.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>mode</i>	is the sync out mode.

This function sets the sync out mode. Valid parameters for mode are:

- ECAP\_SYNC\_OUT\_SYNCI - Trigger sync out on sync-in event.
- ECAP\_SYNC\_OUT\_COUNTER\_PRD - Trigger sync out when counter equals period.
- ECAP\_SYNC\_OUT\_DISABLED - Disable sync out.

**Returns**

None.

#### 14.2.4.23 static void ECAP\_stopCounter ( uint32\_t *base* ) [inline], [static]

Stops Time stamp counter.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function stops the time stamp counter.

**Returns**

None.

#### 14.2.4.24 static void ECAP\_startCounter ( uint32\_t *base* ) [inline], [static]

Starts Time stamp counter.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function starts the time stamp counter.

**Returns**

None.

#### 14.2.4.25 static void ECAP\_setAPWMPolarity ( uint32\_t *base*, **ECAP\_APWMPolarity** *polarity* ) [inline], [static]

Set eCAP APWM polarity.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>polarity</i>	is the polarity of APWM

This function sets the polarity of the eCAP in APWM mode. Valid inputs for polarity are:

- ECAP\_APWM\_ACTIVE\_HIGH - For active high.
- ECAP\_APWM\_ACTIVE\_LOW - For active low.

**Returns**

None.

#### 14.2.4.26 static void ECAP\_setAPWMPeriod ( uint32\_t *base*, uint32\_t *periodCount* ) [inline], [static]

Set eCAP APWM period.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

<i>periodCount</i>	is the period count for APWM.
--------------------	-------------------------------

This function sets the period count of the APWM waveform. *periodCount* takes the actual count which is written to the register. The user is responsible for converting the desired frequency or time into the period count.

**Returns**

None.

14.2.4.27 static void ECAP\_setAPWMCompare ( uint32\_t *base*, uint32\_t *compareCount* )  
[inline], [static]

Set eCAP APWM on or off time count.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>compareCount</i>	is the on or off count for APWM.

This function sets the on or off time count of the APWM waveform depending on the polarity of the output. If the output, as set by [ECAP\\_setAPWMPolarity\(\)](#), is active high then *compareCount* determines the on time. If the output is active low then *compareCount* determines the off time. *compareCount* takes the actual count which is written to the register. The user is responsible for converting the desired frequency or time into the appropriate count value.

**Returns**

None.

14.2.4.28 static void ECAP\_setAPWMShadowPeriod ( uint32\_t *base*, uint32\_t *periodCount* ) [inline], [static]

Load eCAP APWM shadow period.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>periodCount</i>	is the shadow period count for APWM.

This function sets the shadow period count of the APWM waveform. *periodCount* takes the actual count which is written to the register. The user is responsible for converting the desired frequency or time into the period count.

**Returns**

None.

14.2.4.29 static void ECAP\_setAPWMShadowCompare ( uint32\_t *base*, uint32\_t *compareCount* ) [inline], [static]

Set eCAP APWM shadow on or off time count.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>compareCount</i>	is the on or off count for APWM.

This function sets the shadow on or off time count of the APWM waveform depending on the polarity of the output. If the output, as set by [ECAP\\_setAPWMPolarity\(\)](#), is active high then compareCount determines the on time. If the output is active low then compareCount determines the off time. compareCount takes the actual count which is written to the register. The user is responsible for converting the desired frequency or time into the appropriate count value.

**Returns**

None.

#### 14.2.4.30 static uint32\_t ECAP\_getTimeBaseCounter ( uint32\_t *base* ) [static]

Returns the time base counter value.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
-------------	---

This function returns the time base counter value.

**Returns**

Returns the time base counter value.

#### 14.2.4.31 static uint32\_t ECAP\_getEventTimeStamp ( uint32\_t *base*, **ECAP\_Events** *event* ) [inline], [static]

Returns event time stamp.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>event</i>	is the event number.

This function returns the current time stamp count of the given event. Valid values for event are **ECAP\_EVENT\_1** to **ECAP\_EVENT\_4**.

**Returns**

Event time stamp value or 0 if *event* is invalid.

References [ECAP\\_EVENT\\_1](#), [ECAP\\_EVENT\\_2](#), [ECAP\\_EVENT\\_3](#), and [ECAP\\_EVENT\\_4](#).

#### 14.2.4.32 void ECAP\_setEmulationMode ( uint32\_t *base*, **ECAP\_EmulationMode** *mode* )

Configures emulation mode.

**Parameters**

<i>base</i>	is the base address of the ECAP module.
<i>mode</i>	is the emulation mode.

This function configures the eCAP counter, TSCTR, to the desired emulation mode when emulation suspension occurs. Valid inputs for mode are:

- ECAP\_EMULATION\_STOP - Counter is stopped immediately.
- ECAP\_EMULATION\_RUN\_TO\_ZERO - Counter runs till it reaches 0.
- ECAP\_EMULATION\_FREE\_RUN - Counter is not affected.

**Returns**

None.

# 15 EMIF Module

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## 15.1 EMIF Introduction

The external memory interface (EMIF) API provides a set of functions to configure device's EMIF module. The driver provides functions to initialize the module, configure external memory parameters, obtain status information and to manage interrupts. APIs for both asynchronous and synchronous modes are supported.

## 15.2 API Functions

### Data Structures

- struct [EMIF\\_AsyncTimingParams](#)
- struct [EMIF\\_SyncConfig](#)
- struct [EMIF\\_SyncTimingParams](#)

### Macros

- #define [EMIF\\_ACCPROT0\\_FETCHPROT](#)
- #define [EMIF\\_ACCPROT0\\_CPUWRPROT](#)
- #define [EMIF\\_ACCPROT0\\_DMAWRPROT](#)
- #define [EMIF\\_ASYNC\\_INT\\_AT](#)
- #define [EMIF\\_ASYNC\\_INT\\_LT](#)
- #define [EMIF\\_ASYNC\\_INT\\_WR](#)

### Enumerations

- enum [EMIF\\_AsyncCSOffset](#) { [EMIF\\_ASYNC\\_CS2\\_OFFSET](#), [EMIF\\_ASYNC\\_CS3\\_OFFSET](#), [EMIF\\_ASYNC\\_CS4\\_OFFSET](#) }
- enum [EMIF\\_AsyncDataWidth](#) { [EMIF\\_ASYNC\\_DATA\\_WIDTH\\_8](#), [EMIF\\_ASYNC\\_DATA\\_WIDTH\\_16](#), [EMIF\\_ASYNC\\_DATA\\_WIDTH\\_32](#) }
- enum [EMIF\\_AsyncMode](#) { [EMIF\\_ASYNC\\_STROBE\\_MODE](#), [EMIF\\_ASYNC\\_NORMAL\\_MODE](#) }
- enum [EMIF\\_AsyncWaitPolarity](#) { [EMIF\\_ASYNC\\_WAIT\\_POLARITY\\_LOW](#), [EMIF\\_ASYNC\\_WAIT\\_POLARITY\\_HIGH](#) }
- enum [EMIF\\_MasterSelect](#) { [EMIF\\_MASTER\\_CPU1\\_NG](#), [EMIF\\_MASTER\\_CPU1\\_G](#), [EMIF\\_MASTER\\_CPU2\\_G](#), [EMIF\\_MASTER\\_CPU1\\_NG2](#) }
- enum [EMIF\\_SyncNarrowMode](#) { [EMIF\\_SYNC\\_NARROW\\_MODE\\_TRUE](#), [EMIF\\_SYNC\\_NARROW\\_MODE\\_FALSE](#) }
- enum [EMIF\\_SyncBank](#) { [EMIF\\_SYNC\\_BANK\\_1](#), [EMIF\\_SYNC\\_BANK\\_2](#), [EMIF\\_SYNC\\_BANK\\_4](#) }
- enum [EMIF\\_SyncCASLatency](#) { [EMIF\\_SYNC\\_CAS\\_LAT\\_2](#), [EMIF\\_SYNC\\_CAS\\_LAT\\_3](#) }



- enum `EMIF_SyncPageSize` { `EMIF_SYNC_COLUMN_WIDTH_8`,  
`EMIF_SYNC_COLUMN_WIDTH_9`, `EMIF_SYNC_COLUMN_WIDTH_10`,  
`EMIF_SYNC_COLUMN_WIDTH_11` }

## Functions

- static void `EMIF_selectMaster` (uint32\_t configBase, `EMIF_MasterSelect` select)
- static void `EMIF_setAccessProtection` (uint32\_t configBase, uint16\_t access)
- static void `EMIF_commitAccessConfig` (uint32\_t configBase)
- static void `EMIF_lockAccessConfig` (uint32\_t configBase)
- static void `EMIF_unlockAccessConfig` (uint32\_t configBase)
- static void `EMIF_setAsyncMode` (uint32\_t base, `EMIF_AsyncCSOffset` offset, `EMIF_AsyncMode` mode)
- static void `EMIF_enableAsyncExtendedWait` (uint32\_t base, `EMIF_AsyncCSOffset` offset)
- static void `EMIF_disableAsyncExtendedWait` (uint32\_t base, `EMIF_AsyncCSOffset` offset)
- static void `EMIF_setAsyncWaitPolarity` (uint32\_t base, `EMIF_AsyncWaitPolarity` polarity)
- static void `EMIF_setAsyncMaximumWaitCycles` (uint32\_t base, uint16\_t value)
- static void `EMIF_setAsyncTimingParams` (uint32\_t base, `EMIF_AsyncCSOffset` offset, const `EMIF_AsyncTimingParams` \*tParam)
- static void `EMIF_setAsyncDataBusWidth` (uint32\_t base, `EMIF_AsyncCSOffset` offset, `EMIF_AsyncDataWidth` width)
- static void `EMIF_enableAsyncInterrupt` (uint32\_t base, uint16\_t intFlags)
- static void `EMIF_disableAsyncInterrupt` (uint32\_t base, uint16\_t intFlags)
- static uint16\_t `EMIF_getAsyncInterruptStatus` (uint32\_t base)
- static void `EMIF_clearAsyncInterruptStatus` (uint32\_t base, uint16\_t intFlags)
- static void `EMIF_setSyncTimingParams` (uint32\_t base, const `EMIF_SyncTimingParams` \*tParam)
- static void `EMIF_setSyncSelfRefreshExitTmng` (uint32\_t base, uint16\_t tXs)
- static void `EMIF_setSyncRefreshRate` (uint32\_t base, uint16\_t refRate)
- static void `EMIF_setSyncMemoryConfig` (uint32\_t base, const `EMIF_SyncConfig` \*config)
- static void `EMIF_enableSyncSelfRefresh` (uint32\_t base)
- static void `EMIF_disableSyncSelfRefresh` (uint32\_t base)
- static void `EMIF_enableSyncPowerDown` (uint32\_t base)
- static void `EMIF_disableSyncPowerDown` (uint32\_t base)
- static void `EMIF_enableSyncRefreshInPowerDown` (uint32\_t base)
- static void `EMIF_disableSyncRefreshInPowerDown` (uint32\_t base)
- static uint32\_t `EMIF_getSyncTotalAccesses` (uint32\_t base)
- static uint32\_t `EMIF_getSyncTotalActivateAccesses` (uint32\_t base)

### 15.2.1 Detailed Description

The EMIF API include functions to select master for EMIF module, set, lock/unlock, commit access configuration, set external asynchronous and synchronous memory configuration parameters and to manage asynchronous interrupts.

For interfacing asynchronous memories, functions are provided to configure EMIF registers to set mode of operation to strobe or normal mode, set enable/disable extended wait mode, set wait polarity, set maximum wait cycles, set async memory timing parameters, set memory data bus width as per the external memory to be interfaced and enable/disable, clear and get status for interrupts.

For interfacing synchronous memories, functions are provided to configure EMIF registers to set timing parameters, set self refresh exit timing, set refresh rate, set other memory specific

parameters based on the external memory to be interfaced, enable/disable self refresh mode, enable/disable power down mode, enable/disable refresh in power down mode and to get total number of SDRAM accesses.

The code for this module is contained in `driverlib/emif.c`, with `driverlib/emif.h` containing the API declarations for use by applications.

## 15.2.2 Macro Definition Documentation

### 15.2.2.1 #define EMIF\_ACCPROT0\_FETCHPROT

This flag is used to specify whether CPU fetches are allowed/blocked for EMIF.

### 15.2.2.2 #define EMIF\_ACCPROT0\_CPUWRPROT

This flag is used to specify whether CPU writes are allowed/blocked for EMIF.

### 15.2.2.3 #define EMIF\_ACCPROT0\_DMAWRPROT

This flag is used to specify whether DMA writes are allowed/blocked for EMIF. It is valid only for EMIF1 instance.

### 15.2.2.4 #define EMIF\_ASYNC\_INT\_AT

This flag is used to allow/block EMIF to generate Masked Asynchronous Timeout interrupt.

### 15.2.2.5 #define EMIF\_ASYNC\_INT\_LT

This flag is used to allow/block EMIF to generate Masked Line Trap interrupt.

### 15.2.2.6 #define EMIF\_ASYNC\_INT\_WR

This flag is used to allow/block EMIF to generate Masked Wait Rise interrupt.

## 15.2.3 Enumeration Type Documentation

### 15.2.3.1 enum EMIF\_AsyncCSOffset

Values that can be passed to [EMIF\\_setAsyncMode\(\)](#), [EMIF\\_setAsyncTimingParams\(\)](#), [EMIF\\_setAsyncDataBusWidth\(\)](#), [EMIF\\_enableAsyncExtendedWait\(\)](#) and [EMIF\\_disableAsyncExtendedWait\(\)](#) as the *offset* parameter. Three chip selects are available in asynchronous memory interface so there are three configuration registers available for each EMIF

instance. All the three chip select offsets are valid for EMIF1 while only EMIF\_ASYNC\_CS2\_OFFSET is valid for EMIF2.

**Enumerator**

**EMIF\_ASYNC\_CS2\_OFFSET** Async chip select 2 offset.

**EMIF\_ASYNC\_CS3\_OFFSET** Async chip select 3 offset.

**EMIF\_ASYNC\_CS4\_OFFSET** Async chip select 4 offset.

### 15.2.3.2 enum **EMIF\_AsyncDataWidth**

Values that can be passed to [EMIF\\_setAsyncDataBusWidth\(\)](#) as the *width* parameter.

**Enumerator**

**EMIF\_ASYNC\_DATA\_WIDTH\_8** ASRAM/FLASH with 8 bit data bus.

**EMIF\_ASYNC\_DATA\_WIDTH\_16** ASRAM/FLASH with 16 bit data bus.

**EMIF\_ASYNC\_DATA\_WIDTH\_32** ASRAM/FLASH with 32 bit data bus.

### 15.2.3.3 enum **EMIF\_AsyncMode**

Values that can be passed to [EMIF\\_setAsyncMode\(\)](#) as the *mode* parameter.

**Enumerator**

**EMIF\_ASYNC\_STROBE\_MODE** Enables ASRAM/FLASH strobe mode.

**EMIF\_ASYNC\_NORMAL\_MODE** Disables ASRAM/FLASH strobe mode.

### 15.2.3.4 enum **EMIF\_AsyncWaitPolarity**

Values that can be passed to [EMIF\\_setAsyncWaitPolarity\(\)](#) as the *polarity* parameter.

**Enumerator**

**EMIF\_ASYNC\_WAIT\_POLARITY\_LOW** EMxWAIT pin polarity is low.

**EMIF\_ASYNC\_WAIT\_POLARITY\_HIGH** EMxWAIT pin polarity is high.

### 15.2.3.5 enum **EMIF\_MasterSelect**

Values that can be passed to [EMIF\\_selectMaster\(\)](#) as the *select* parameter.

**Enumerator**

**EMIF\_MASTER\_CPU1\_NG** CPU1 is master but not grabbed.

**EMIF\_MASTER\_CPU1\_G** CPU1 is master & grabbed.

**EMIF\_MASTER\_CPU2\_G** CPU2 is master & grabbed.

**EMIF\_MASTER\_CPU1\_NG2** CPU1 is master but not grabbed.

### 15.2.3.6 enum **EMIF\_SyncNarrowMode**

Values that can be passed to [EMIF\\_setSyncMemoryConfig\(\)](#) as the *config* parameter member.

#### Enumerator

**EMIF\_SYNC\_NARROW\_MODE\_TRUE** MemBusWidth=SystemBusWidth/2.  
**EMIF\_SYNC\_NARROW\_MODE\_FALSE** MemBusWidth=SystemBusWidth.

### 15.2.3.7 enum **EMIF\_SyncBank**

Values that can be passed to [EMIF\\_setSyncMemoryConfig\(\)](#) as the *config* parameter member.

#### Enumerator

**EMIF\_SYNC\_BANK\_1** 1 Bank SDRAM device  
**EMIF\_SYNC\_BANK\_2** 2 Bank SDRAM device  
**EMIF\_SYNC\_BANK\_4** 4 Bank SDRAM device

### 15.2.3.8 enum **EMIF\_SyncCASLatency**

Values that can be passed to [EMIF\\_setSyncMemoryConfig\(\)](#) as the *config* parameter member.

#### Enumerator

**EMIF\_SYNC\_CAS\_LAT\_2** SDRAM with CAS Latency 2.  
**EMIF\_SYNC\_CAS\_LAT\_3** SDRAM with CAS Latency 3.

### 15.2.3.9 enum **EMIF\_SyncPageSize**

Values that can be passed to [EMIF\\_setSyncMemoryConfig\(\)](#) as the *config* parameter member.

#### Enumerator

**EMIF\_SYNC\_COLUMN\_WIDTH\_8** 256-word pages in SDRAM  
**EMIF\_SYNC\_COLUMN\_WIDTH\_9** 512-word pages in SDRAM  
**EMIF\_SYNC\_COLUMN\_WIDTH\_10** 1024-word pages in SDRAM  
**EMIF\_SYNC\_COLUMN\_WIDTH\_11** 2048-word pages in SDRAM

## 15.2.4 Function Documentation

### 15.2.4.1 static void EMIF\_selectMaster ( uint32\_t *configBase*, **EMIF\_MasterSelect** *select* ) [inline], [static]

Selects the EMIF Master.

**Parameters**

<i>configBase</i>	is the configuration address of the EMIF instance used.
<i>select</i>	is the required master configuration for EMIF1.

This function selects the master for an EMIF1 instance among CPU1 or CPU2. *It is valid only for EMIF1 instance and not for EMIF2 instance. Valid value for configBase parameter is EMIF1CONFIG\_BASE. Valid values for select parameter can be EMIF\_MASTER\_CPU1\_NG, EMIF\_MASTER\_CPU1\_G, EMIF\_MASTER\_CPU2\_G or EMIF\_MASTER\_CPU1\_NG2.*

**Returns**

None.

15.2.4.2 static void EMIF\_setAccessProtection ( uint32\_t *configBase*, uint16\_t *access* )  
[inline], [static]

Sets the access protection.

**Parameters**

<i>configBase</i>	is the configuration address of the EMIF instance used.
<i>access</i>	is the required access protection configuration.

This function sets the access protection for an EMIF instance from CPU and DMA. The *access* parameter can be any of **EMIF\_ACCPROT0\_FETCHPROT**, **EMIF\_ACCPROT0\_CPUWRPROT**, **EMIF\_ACCPROT0\_DMAWRPROT** values or their combination. *EMIF\_ACCPROT0\_DMAWRPROT value is valid as access parameter for EMIF1 instance only.*

**Returns**

None.

15.2.4.3 static void EMIF\_commitAccessConfig ( uint32\_t *configBase* ) [inline],  
[static]

Commits the lock configuration.

**Parameters**

<i>configBase</i>	is the configuration address of the EMIF instance used.
-------------------	---

This function commits the access protection for an EMIF instance from CPU & DMA.

**Returns**

None.

15.2.4.4 static void EMIF\_lockAccessConfig ( uint32\_t *configBase* ) [inline],  
[static]

Locks the write to access configuration fields.

**Parameters**

<i>configBase</i>	is the configuration address of the EMIF instance used.
-------------------	---

This function locks the write to access configuration fields i.e ACCPROT0 & Mselect fields, for an EMIF instance.

**Returns**

None.

15.2.4.5 `static void EMIF_unlockAccessConfig ( uint32_t configBase ) [inline], [static]`

Unlocks the write to access configuration fields.

**Parameters**

<i>configBase</i>	is the configuration address of the EMIF instance used.
-------------------	---

This function unlocks the write to access configuration fields i.e. ACCPROT0 & Mselect fields, for an EMIF instance.

**Returns**

None.

15.2.4.6 `static void EMIF_setAsyncMode ( uint32_t base, EMIF_AsyncCSOffset offset, EMIF_AsyncMode mode ) [inline], [static]`

Selects the asynchronous mode of operation.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>offset</i>	is the offset of asynchronous chip select of EMIF instance.
<i>mode</i>	is the desired mode of operation for external memory.

This function sets the mode of operation for asynchronous memory between Normal or Strobe mode. Valid values for param *offset* can be *EMIF\_ASYNC\_CS2\_OFFSET*, *EMIF\_ASYNC\_CS3\_OFFSET* & *EMIF\_ASYNC\_C43\_OFFSET* for EMIF1 and *EMIF\_ASYNC\_CS2\_OFFSET* for EMIF2. Valid values for param *mode* can be *EMIF\_ASYNC\_STROBE\_MODE* or *EMIF\_ASYNC\_NORMAL\_MODE*.

**Returns**

None.

References [EMIF\\_ASYNC\\_CS2\\_OFFSET](#).

15.2.4.7 `static void EMIF_enableAsyncExtendedWait ( uint32_t base, EMIF_AsyncCSOffset offset ) [inline], [static]`

Enables the Extended Wait Mode.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>offset</i>	is the offset of asynchronous chip select of the EMIF instance

This function enables the extended wait mode for an asynchronous external memory. Valid values for param *offset* can be *EMIF\_ASYNC\_CS2\_OFFSET*, *EMIF\_ASYNC\_CS3\_OFFSET* & *EMIF\_ASYNC\_C43\_OFFSET* for EMIF1 and *EMIF\_ASYNC\_CS2\_OFFSET* for EMIF2.

**Returns**

None.

References [EMIF\\_ASYNC\\_CS2\\_OFFSET](#).

15.2.4.8 static void EMIF\_disableAsyncExtendedWait ( uint32\_t *base*,  
**EMIF\_AsyncCSOffset** *offset* ) [inline], [static]

Disables the Extended Wait Mode.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>offset</i>	is the offset of asynchronous chip select of EMIF instance.

This function disables the extended wait mode for an asynchronous external memory. Valid values for param *offset* can be *EMIF\_ASYNC\_CS2\_OFFSET*, *EMIF\_ASYNC\_CS3\_OFFSET* & *EMIF\_ASYNC\_C43\_OFFSET* for EMIF1 and *EMIF\_ASYNC\_CS2\_OFFSET* for EMIF2.

**Returns**

None.

References [EMIF\\_ASYNC\\_CS2\\_OFFSET](#).

15.2.4.9 static void EMIF\_setAsyncWaitPolarity ( uint32\_t *base*,  
**EMIF\_AsyncWaitPolarity** *polarity* ) [inline], [static]

Sets the wait polarity.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>polarity</i>	is desired wait polarity.

This function sets the wait polarity for an asynchronous external memory. Valid values for param *polarity* can be *EMIF\_ASYNC\_WAIT\_POLARITY\_LOW* or *EMIF\_ASYNC\_WAIT\_POLARITY\_HIGH*.

**Returns**

None.

15.2.4.10 static void EMIF\_setAsyncMaximumWaitCycles ( uint32\_t *base*, uint16\_t *value* )  
[inline], [static]

Sets the Maximum Wait Cycles.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>value</i>	is the desired maximum wait cycles.

This function sets the maximum wait cycles for extended asynchronous cycle. Valid values for parameter *value* lies b/w 0x0U-0xFFU or 0-255.

**Returns**

None.

15.2.4.11 static void EMIF\_setAsyncTimingParams ( uint32\_t *base*, **EMIF\_AsyncCSOffset** *offset*, const **EMIF\_AsyncTimingParams** \* *tParam* ) [inline], [static]

Sets the Asynchronous Memory Timing Characteristics.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>offset</i>	is the offset of asynchronous chip select of EMIF instance.
<i>tParam</i>	is the desired timing parameters.

This function sets timing characteristics for an external asynchronous memory to be interfaced. Valid values for param *offset* can be *EMIF\_ASYNC\_CS2\_OFFSET*, *EMIF\_ASYNC\_CS3\_OFFSET* and *EMIF\_ASYNC\_C43\_OFFSET* for EMIF1 & *EMIF\_ASYNC\_CS2\_OFFSET* for EMIF2.

**Returns**

None.

References [EMIF\\_ASYNC\\_CS2\\_OFFSET](#), [EMIF\\_AsyncTimingParams::rHold](#), [EMIF\\_AsyncTimingParams::rSetup](#), [EMIF\\_AsyncTimingParams::rStrobe](#), [EMIF\\_AsyncTimingParams::turnArnd](#), [EMIF\\_AsyncTimingParams::wHold](#), [EMIF\\_AsyncTimingParams::wSetup](#), and [EMIF\\_AsyncTimingParams::wStrobe](#).

15.2.4.12 static void EMIF\_setAsyncDataBusWidth ( uint32\_t *base*, **EMIF\_AsyncCSOffset** *offset*, **EMIF\_AsyncDataWidth** *width* ) [inline], [static]

Sets the Asynchronous Data Bus Width.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>offset</i>	is the offset of asynchronous chip select of EMIF instance.
<i>width</i>	is the data bus width of the memory.

This function sets the data bus size for an external asynchronous memory to be interfaced. Valid values for param *offset* can be *EMIF\_ASYNC\_CS2\_OFFSET*, *EMIF\_ASYNC\_CS3\_OFFSET* & *EMIF\_ASYNC\_C43\_OFFSET* for EMIF1 and *EMIF\_ASYNC\_CS2\_OFFSET* for EMIF2. Valid values of param *width* can be *EMIF\_ASYNC\_DATA\_WIDTH\_8*, *EMIF\_ASYNC\_DATA\_WIDTH\_16* or *EMIF\_ASYNC\_DATA\_WIDTH\_32*.

**Returns**

None.

References [EMIF\\_ASYNC\\_CS2\\_OFFSET](#).



15.2.4.13 `static void EMIF_enableAsyncInterrupt ( uint32_t base, uint16_t intFlags )`  
`[inline], [static]`

Enables the Asynchronous Memory Interrupts.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>intFlags</i>	is the mask for desired interrupts.

This function enables the desired interrupts for an external asynchronous memory interface. Valid values for param *intFlags* can be **EMIF\_ASYNC\_INT\_AT**, **EMIF\_ASYNC\_INT\_LT**, **EMIF\_ASYNC\_INT\_WR** or their combination.

**Returns**

None.

15.2.4.14 static void EMIF\_disableAsyncInterrupt ( uint32\_t *base*, uint16\_t *intFlags* )  
[inline], [static]

Disables the Asynchronous Memory Interrupts.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>intFlags</i>	is the mask for interrupts to be disabled.

This function disables the desired interrupts for an external asynchronous memory interface. Valid values for param *intFlags* can be **EMIF\_ASYNC\_INT\_AT**, **EMIF\_ASYNC\_INT\_LT**, **EMIF\_ASYNC\_INT\_WR** or their combination.

**Returns**

None.

15.2.4.15 static uint16\_t EMIF\_getAsyncInterruptStatus ( uint32\_t *base* ) [inline],  
[static]

Gets the interrupt status.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function gets the interrupt status for an EMIF instance.

**Returns**

Returns the current interrupt status.

15.2.4.16 static void EMIF\_clearAsyncInterruptStatus ( uint32\_t *base*, uint16\_t *intFlags* )  
[inline], [static]

Clears the interrupt status for an EMIF instance.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>intFlags</i>	is the mask for the interrupt status to be cleared.

This function clears the interrupt status for an EMIF instance. The *intFlags* parameter can be any of **EMIF\_INT\_MSK\_SET\_AT\_MASK\_SET**, **EMIF\_INT\_MSK\_SET\_LT\_MASK\_SET**, or **EMIF\_INT\_MSK\_SET\_WR\_MASK\_SET\_M** values or their combination.

**Returns**

None.

15.2.4.17 static void EMIF\_setSyncTimingParams ( uint32\_t *base*, const **EMIF\_SyncTimingParams** \* *tParam* ) [inline], [static]

Sets the Synchronous Memory Timing Parameters.

**Parameters**

<i>base</i>	is the base address of an EMIF instance.
<i>tParam</i>	is parameters from memory datasheet in <i>ns</i> .

This function sets the timing characteristics for an external synchronous memory to be interfaced.

**Returns**

None.

References [EMIF\\_SyncTimingParams::tRas](#), [EMIF\\_SyncTimingParams::tRc](#), [EMIF\\_SyncTimingParams::tRcd](#), [EMIF\\_SyncTimingParams::tRfc](#), [EMIF\\_SyncTimingParams::tRp](#), [EMIF\\_SyncTimingParams::tRrd](#), and [EMIF\\_SyncTimingParams::tWr](#).

15.2.4.18 static void EMIF\_setSyncSelfRefreshExitTmng ( uint32\_t *base*, uint16\_t *tXs* ) [inline], [static]

Sets the SDRAM Self Refresh Exit Timing.

**Parameters**

<i>base</i>	is the base address of an EMIF instance.
<i>tXs</i>	is the desired timing value.

This function sets the self refresh exit timing for an external synchronous memory to be interfaced. *tXs* values must lie between 0x0U-0x1FU or 0-31.

**Returns**

None.

15.2.4.19 static void EMIF\_setSyncRefreshRate ( uint32\_t *base*, uint16\_t *refRate* ) [inline], [static]

Sets the SDR Refresh Rate.

**Parameters**

<i>base</i>	is the base address of an EMIF instance.
<i>refRate</i>	is the refresh rate.

This function sets the refresh rate for an external synchronous memory to be interfaced. Valid values for refRate lies b/w 0x0U-0x1FFFU or 0-8191.

**Returns**

None.

15.2.4.20 `static void EMIF_setSyncMemoryConfig ( uint32_t base, const EMIF_SyncConfig * config ) [inline], [static]`

Sets the Synchronous Memory configuration parameters.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
<i>config</i>	is the desired configuration parameters.

This function sets configuration parameters like CL, NM, IBANK and PAGESIZE for an external synchronous memory to be interfaced.

**Returns**

None.

References [EMIF\\_SyncConfig::casLatency](#), [EMIF\\_SyncConfig::iBank](#), [EMIF\\_SyncConfig::narrowMode](#), and [EMIF\\_SyncConfig::pageSize](#).

15.2.4.21 `static void EMIF_enableSyncSelfRefresh ( uint32_t base ) [inline], [static]`

Enables Self Refresh.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function enables Self Refresh Mode for EMIF.

**Returns**

None.

15.2.4.22 `static void EMIF_disableSyncSelfRefresh ( uint32_t base ) [inline], [static]`

Disables Self Refresh.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function disables Self Refresh Mode for EMIF.

**Returns**

None.

15.2.4.23 static void EMIF\_enableSyncPowerDown ( uint32\_t *base* ) [inline],  
[static]

Enables Power Down.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function Enables Power Down Mode for synchronous memory to be interfaced.

**Returns**

None.

15.2.4.24 static void EMIF\_disableSyncPowerDown ( uint32\_t *base* ) [inline],  
[static]

Disables Power Down.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function disables Power Down Mode for synchronous memory to be interfaced.

**Returns**

None.

15.2.4.25 static void EMIF\_enableSyncRefreshInPowerDown ( uint32\_t *base* ) [inline],  
[static]

Enables Refresh in Power Down.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function enables Refresh in Power Down Mode for synchronous memory to be interfaced.

**Returns**

None.

15.2.4.26 static void EMIF\_disableSyncRefreshInPowerDown ( uint32\_t *base* )  
[inline], [static]

Disables Refresh in Power Down.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function disables Refresh in Power Down Mode for synchronous memory to be interfaced.

**Returns**

None.

15.2.4.27 `static uint32_t EMIF_getSyncTotalAccesses ( uint32_t base ) [inline], [static]`

Gets total number of SDRAM accesses.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function returns total number of SDRAM accesses from a master(CPUx/CPUx.DMA).

**Returns**

*Returns* total number of accesses to SDRAM.

15.2.4.28 `static uint32_t EMIF_getSyncTotalActivateAccesses ( uint32_t base ) [inline], [static]`

Gets total number of SDRAM accesses which require activate command.

**Parameters**

<i>base</i>	is the base address of the EMIF instance used.
-------------	--

This function returns total number of accesses to SDRAM which require activate command.

**Returns**

*Returns* total number of accesses to SDRAM which require activate.

## 16 EPWM Module

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### 16.1 EPWM Introduction

The ePWM (enhanced Pulse width Modulator) API provides a set of functions for configuring and using the ePWM module. The provided functions provide the capability to generate and alter PWM wave forms by providing access to the following ePWM sub-modules.

- Time Base
- Counter Compare
- Action Qualifier
- Dead Band Generator
- Trip Zone
- Event Trigger
- Digital Compare

### 16.2 API Functions

#### Macros

- #define EPWM\_TIME\_BASE\_STATUS\_COUNT\_UP
- #define EPWM\_TIME\_BASE\_STATUS\_COUNT\_DOWN
- #define EPWM\_DB\_INPUT\_EPWMA
- #define EPWM\_DB\_INPUT\_EPWMB
- #define EPWM\_DB\_INPUT\_DB\_RED
- #define EPWM\_TZ\_SIGNAL\_CBC1
- #define EPWM\_TZ\_SIGNAL\_CBC2
- #define EPWM\_TZ\_SIGNAL\_CBC3
- #define EPWM\_TZ\_SIGNAL\_CBC4
- #define EPWM\_TZ\_SIGNAL\_CBC5
- #define EPWM\_TZ\_SIGNAL\_CBC6
- #define EPWM\_TZ\_SIGNAL\_DCAEVT2
- #define EPWM\_TZ\_SIGNAL\_DCBEVT2
- #define EPWM\_TZ\_SIGNAL\_OSHT1
- #define EPWM\_TZ\_SIGNAL\_OSHT2
- #define EPWM\_TZ\_SIGNAL\_OSHT3
- #define EPWM\_TZ\_SIGNAL\_OSHT4
- #define EPWM\_TZ\_SIGNAL\_OSHT5
- #define EPWM\_TZ\_SIGNAL\_OSHT6
- #define EPWM\_TZ\_SIGNAL\_DCAEVT1
- #define EPWM\_TZ\_SIGNAL\_DCBEVT1
- #define EPWM\_TZ\_INTERRUPT\_CBC
- #define EPWM\_TZ\_INTERRUPT\_OST
- #define EPWM\_TZ\_INTERRUPT\_DCAEVT1



```
■ #define EPWM_TZ_INTERRUPT_DCAEVT2
■ #define EPWM_TZ_INTERRUPT_DCBEVT1
■ #define EPWM_TZ_INTERRUPT_DCBEVT2
■ #define EPWM_TZ_FLAG_CBC
■ #define EPWM_TZ_FLAG_OST
■ #define EPWM_TZ_FLAG_DCAEVT1
■ #define EPWM_TZ_FLAG_DCAEVT2
■ #define EPWM_TZ_FLAG_DCBEVT1
■ #define EPWM_TZ_FLAG_DCBEVT2
■ #define EPWM_TZ_INTERRUPT
■ #define EPWM_TZ_CBC_FLAG_1
■ #define EPWM_TZ_CBC_FLAG_2
■ #define EPWM_TZ_CBC_FLAG_3
■ #define EPWM_TZ_CBC_FLAG_4
■ #define EPWM_TZ_CBC_FLAG_5
■ #define EPWM_TZ_CBC_FLAG_6
■ #define EPWM_TZ_CBC_FLAG_DCAEVT2
■ #define EPWM_TZ_CBC_FLAG_DCBEVT2
■ #define EPWM_TZ_OST_FLAG_OST1
■ #define EPWM_TZ_OST_FLAG_OST2
■ #define EPWM_TZ_OST_FLAG_OST3
■ #define EPWM_TZ_OST_FLAG_OST4
■ #define EPWM_TZ_OST_FLAG_OST5
■ #define EPWM_TZ_OST_FLAG_OST6
■ #define EPWM_TZ_OST_FLAG_DCAEVT1
■ #define EPWM_TZ_OST_FLAG_DCBEVT1
■ #define EPWM_TZ_FORCE_EVENT_CBC
■ #define EPWM_TZ_FORCE_EVENT_OST
■ #define EPWM_TZ_FORCE_EVENT_DCAEVT1
■ #define EPWM_TZ_FORCE_EVENT_DCAEVT2
■ #define EPWM_TZ_FORCE_EVENT_DCBEVT1
■ #define EPWM_TZ_FORCE_EVENT_DCBEVT2
■ #define EPWM_INT_TBCTR_ZERO
■ #define EPWM_INT_TBCTR_PERIOD
■ #define EPWM_INT_TBCTR_ZERO_OR_PERIOD
■ #define EPWM_INT_TBCTR_U_CMPA
■ #define EPWM_INT_TBCTR_U_CMPC
■ #define EPWM_INT_TBCTR_D_CMPA
■ #define EPWM_INT_TBCTR_D_CMPC
■ #define EPWM_INT_TBCTR_U_CMPB
■ #define EPWM_INT_TBCTR_U_CMPD
■ #define EPWM_INT_TBCTR_D_CMPB
■ #define EPWM_INT_TBCTR_D_CMPD
■ #define EPWM_DC_COMBINATIONAL_TRIPIN1
■ #define EPWM_DC_COMBINATIONAL_TRIPIN2
■ #define EPWM_DC_COMBINATIONAL_TRIPIN3
■ #define EPWM_DC_COMBINATIONAL_TRIPIN4
■ #define EPWM_DC_COMBINATIONAL_TRIPIN5
■ #define EPWM_DC_COMBINATIONAL_TRIPIN6
■ #define EPWM_DC_COMBINATIONAL_TRIPIN7
■ #define EPWM_DC_COMBINATIONAL_TRIPIN8
■ #define EPWM_DC_COMBINATIONAL_TRIPIN9
■ #define EPWM_DC_COMBINATIONAL_TRIPIN10
■ #define EPWM_DC_COMBINATIONAL_TRIPIN11
■ #define EPWM_DC_COMBINATIONAL_TRIPIN12
■ #define EPWM_DC_COMBINATIONAL_TRIPIN14
■ #define EPWM_DC_COMBINATIONAL_TRIPIN15
■ #define EPWM_GL_REGISTER_TBPRD_TBPRDHR
```

- #define EPWM\_GL\_REGISTER\_CMPA\_CMPAHR
- #define EPWM\_GL\_REGISTER\_CMPB\_CMPBHR
- #define EPWM\_GL\_REGISTER\_CMPC
- #define EPWM\_GL\_REGISTER\_CMPD
- #define EPWM\_GL\_REGISTER\_DBRED\_DBREDHR
- #define EPWM\_GL\_REGISTER\_DBFED\_DBFEDHR
- #define EPWM\_GL\_REGISTER\_DBCTL
- #define EPWM\_GL\_REGISTER\_AQCTLA\_AQCTLA2
- #define EPWM\_GL\_REGISTER\_AQCTLB\_AQCTLB2
- #define EPWM\_GL\_REGISTER\_AQCSFRC

## Enumerations

- enum EPWM\_EmulationMode { EPWM\_EMULATION\_STOP\_AFTER\_NEXT\_TB, EPWM\_EMULATION\_STOP\_AFTER\_FULL\_CYCLE, EPWM\_EMULATION\_FREE\_RUN }
- enum EPWM\_SyncCountMode { EPWM\_COUNT\_MODE\_DOWN\_AFTER\_SYNC, EPWM\_COUNT\_MODE\_UP\_AFTER\_SYNC }
- enum EPWM\_ClockDivider { EPWM\_CLOCK\_DIVIDER\_1, EPWM\_CLOCK\_DIVIDER\_2, EPWM\_CLOCK\_DIVIDER\_4, EPWM\_CLOCK\_DIVIDER\_8, EPWM\_CLOCK\_DIVIDER\_16, EPWM\_CLOCK\_DIVIDER\_32, EPWM\_CLOCK\_DIVIDER\_64, EPWM\_CLOCK\_DIVIDER\_128 }
- enum EPWM\_HSClockDivider { EPWM\_HSCLOCK\_DIVIDER\_1, EPWM\_HSCLOCK\_DIVIDER\_2, EPWM\_HSCLOCK\_DIVIDER\_4, EPWM\_HSCLOCK\_DIVIDER\_6, EPWM\_HSCLOCK\_DIVIDER\_8, EPWM\_HSCLOCK\_DIVIDER\_10, EPWM\_HSCLOCK\_DIVIDER\_12, EPWM\_HSCLOCK\_DIVIDER\_14 }
- enum EPWM\_SyncOutPulseMode { EPWM\_SYNC\_OUT\_PULSE\_ON\_SOFTWARE, EPWM\_SYNC\_OUT\_PULSE\_ON\_EPWMxSYNCHIN, EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_ZERO, EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_B, EPWM\_SYNC\_OUT\_PULSE\_DISABLED, EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_C, EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_D }
- enum EPWM\_PeriodLoadMode { EPWM\_PERIOD\_SHADOW\_LOAD, EPWM\_PERIOD\_DIRECT\_LOAD }
- enum EPWM\_TimeBaseCountMode { EPWM\_COUNTER\_MODE\_UP, EPWM\_COUNTER\_MODE\_DOWN, EPWM\_COUNTER\_MODE\_UP\_DOWN, EPWM\_COUNTER\_MODE\_STOP\_FREEZE }
- enum EPWM\_PeriodShadowLoadMode { EPWM\_SHADOW\_LOAD\_MODE\_COUNTER\_ZERO, EPWM\_SHADOW\_LOAD\_MODE\_COUNTER\_SYNC, EPWM\_SHADOW\_LOAD\_MODE\_SYNC }
- enum EPWM\_CurrentLink { EPWM\_LINK\_WITH\_EPWM\_1, EPWM\_LINK\_WITH\_EPWM\_2, EPWM\_LINK\_WITH\_EPWM\_3, EPWM\_LINK\_WITH\_EPWM\_4, EPWM\_LINK\_WITH\_EPWM\_5, EPWM\_LINK\_WITH\_EPWM\_6, EPWM\_LINK\_WITH\_EPWM\_7, EPWM\_LINK\_WITH\_EPWM\_8, EPWM\_LINK\_WITH\_EPWM\_9, EPWM\_LINK\_WITH\_EPWM\_10, EPWM\_LINK\_WITH\_EPWM\_11, EPWM\_LINK\_WITH\_EPWM\_12 }

- enum EPWM\_LinkComponent {  
EPWM\_LINK\_TBPRD, EPWM\_LINK\_COMP\_A, EPWM\_LINK\_COMP\_B,  
EPWM\_LINK\_COMP\_C,  
EPWM\_LINK\_COMP\_D, EPWM\_LINK\_GLDCTL2 }
- enum EPWM\_CounterCompareModule { EPWM\_COUNTER\_COMPARE\_A,  
EPWM\_COUNTER\_COMPARE\_B, EPWM\_COUNTER\_COMPARE\_C,  
EPWM\_COUNTER\_COMPARE\_D }
- enum EPWM\_CounterCompareLoadMode {  
EPWM\_COMP\_LOAD\_ON\_CNTR\_ZERO, EPWM\_COMP\_LOAD\_ON\_CNTR\_PERIOD,  
EPWM\_COMP\_LOAD\_ON\_CNTR\_ZERO\_PERIOD, EPWM\_COMP\_LOAD\_FREEZE,  
EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_ZERO,  
EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_PERIOD,  
EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_ZERO\_PERIOD,  
EPWM\_COMP\_LOAD\_ON\_SYNC\_ONLY }
- enum EPWM\_ActionQualifierModule { EPWM\_ACTION\_QUALIFIER\_A,  
EPWM\_ACTION\_QUALIFIER\_B }
- enum EPWM\_ActionQualifierLoadMode {  
EPWM\_AQ\_LOAD\_ON\_CNTR\_ZERO, EPWM\_AQ\_LOAD\_ON\_CNTR\_PERIOD,  
EPWM\_AQ\_LOAD\_ON\_CNTR\_ZERO\_PERIOD, EPWM\_AQ\_LOAD\_FREEZE,  
EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_ZERO,  
EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_PERIOD,  
EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_ZERO\_PERIOD,  
EPWM\_AQ\_LOAD\_ON\_SYNC\_ONLY }
- enum EPWM\_ActionQualifierTriggerSource {  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_1,  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_2,  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_1,  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_2,  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_1, EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_2,  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_3,  
EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_EPWM\_SYNCIN }
- enum EPWM\_ActionQualifierOutputEvent {  
EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_ZERO,  
EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_PERIOD,  
EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_UP\_CMPA,  
EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_DOWN\_CMPA,  
EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_UP\_CMPB,  
EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_DOWN\_CMPB,  
EPWM\_AQ\_OUTPUT\_ON\_T1\_COUNT\_UP,  
EPWM\_AQ\_OUTPUT\_ON\_T1\_COUNT\_DOWN,  
EPWM\_AQ\_OUTPUT\_ON\_T2\_COUNT\_UP,  
EPWM\_AQ\_OUTPUT\_ON\_T2\_COUNT\_DOWN }
- enum EPWM\_ActionQualifierOutput { EPWM\_AQ\_OUTPUT\_NO\_CHANGE,  
EPWM\_AQ\_OUTPUT\_LOW, EPWM\_AQ\_OUTPUT\_HIGH, EPWM\_AQ\_OUTPUT\_TOGGLE  
}
- enum EPWM\_ActionQualifierSWOutput { EPWM\_AQ\_SW\_DISABLED,  
EPWM\_AQ\_SW\_OUTPUT\_LOW, EPWM\_AQ\_SW\_OUTPUT\_HIGH }
- enum EPWM\_ActionQualifierEventAction {  
EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_ZERO, EPWM\_AQ\_OUTPUT\_LOW\_ZERO,  
EPWM\_AQ\_OUTPUT\_HIGH\_ZERO, EPWM\_AQ\_OUTPUT\_TOGGLE\_ZERO,  
EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_PERIOD, EPWM\_AQ\_OUTPUT\_LOW\_PERIOD,  
EPWM\_AQ\_OUTPUT\_HIGH\_PERIOD, EPWM\_AQ\_OUTPUT\_TOGGLE\_PERIOD,  
EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_CMPA, EPWM\_AQ\_OUTPUT\_LOW\_UP\_CMPA,

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EPWM_AQ_OUTPUT_HIGH_UP_CMPA, EPWM_AQ_OUTPUT_TOGGLE_UP_CMPA,
EPWM_AQ_OUTPUT_NO_CHANGE_DOWN_CMPA,
EPWM_AQ_OUTPUT_LOW_DOWN_CMPA, EPWM_AQ_OUTPUT_HIGH_DOWN_CMPA,
EPWM_AQ_OUTPUT_TOGGLE_DOWN_CMPA,
EPWM_AQ_OUTPUT_NO_CHANGE_UP_CMPB, EPWM_AQ_OUTPUT_LOW_UP_CMPB,
EPWM_AQ_OUTPUT_HIGH_UP_CMPB, EPWM_AQ_OUTPUT_TOGGLE_UP_CMPB,
EPWM_AQ_OUTPUT_NO_CHANGE_DOWN_CMPB,
EPWM_AQ_OUTPUT_LOW_DOWN_CMPB, EPWM_AQ_OUTPUT_HIGH_DOWN_CMPB,
EPWM_AQ_OUTPUT_TOGGLE_DOWN_CMPB }
■ enum EPWM_AdditionalActionQualifierEventAction {
    EPWM_AQ_OUTPUT_NO_CHANGE_UP_T1, EPWM_AQ_OUTPUT_LOW_UP_T1,
    EPWM_AQ_OUTPUT_HIGH_UP_T1, EPWM_AQ_OUTPUT_TOGGLE_UP_T1,
    EPWM_AQ_OUTPUT_NO_CHANGE_DOWN_T1, EPWM_AQ_OUTPUT_LOW_DOWN_T1,
    EPWM_AQ_OUTPUT_HIGH_DOWN_T1, EPWM_AQ_OUTPUT_TOGGLE_DOWN_T1,
    EPWM_AQ_OUTPUT_NO_CHANGE_UP_T2, EPWM_AQ_OUTPUT_LOW_UP_T2,
    EPWM_AQ_OUTPUT_HIGH_UP_T2, EPWM_AQ_OUTPUT_TOGGLE_UP_T2,
    EPWM_AQ_OUTPUT_NO_CHANGE_DOWN_T2, EPWM_AQ_OUTPUT_LOW_DOWN_T2,
    EPWM_AQ_OUTPUT_HIGH_DOWN_T2, EPWM_AQ_OUTPUT_TOGGLE_DOWN_T2 }
■ enum EPWM_ActionQualifierOutputModule { EPWM_AQ_OUTPUT_A,
    EPWM_AQ_OUTPUT_B }
■ enum EPWM_ActionQualifierContForce { EPWM_AQ_SW_SH_LOAD_ON_CNTR_ZERO,
    EPWM_AQ_SW_SH_LOAD_ON_CNTR_PERIOD,
    EPWM_AQ_SW_SH_LOAD_ON_CNTR_ZERO_PERIOD,
    EPWM_AQ_SW_IMMEDIATE_LOAD }
■ enum EPWM_DeadBandOutput { EPWM_DB_OUTPUT_A, EPWM_DB_OUTPUT_B }
■ enum EPWM_DeadBandDelayMode { EPWM_DB_RED, EPWM_DB_FED }
■ enum EPWM_DeadBandPolarity { EPWM_DB_POLARITY_ACTIVE_HIGH,
    EPWM_DB_POLARITY_ACTIVE_LOW }
■ enum EPWM_DeadBandControlLoadMode { EPWM_DB_LOAD_ON_CNTR_ZERO,
    EPWM_DB_LOAD_ON_CNTR_PERIOD, EPWM_DB_LOAD_ON_CNTR_ZERO_PERIOD,
    EPWM_DB_LOAD_FREEZE }
■ enum EPWM_RisingEdgeDelayLoadMode { EPWM_RED_LOAD_ON_CNTR_ZERO,
    EPWM_RED_LOAD_ON_CNTR_PERIOD,
    EPWM_RED_LOAD_ON_CNTR_ZERO_PERIOD, EPWM_RED_LOAD_FREEZE }
■ enum EPWM_FallingEdgeDelayLoadMode { EPWM_FED_LOAD_ON_CNTR_ZERO,
    EPWM_FED_LOAD_ON_CNTR_PERIOD,
    EPWM_FED_LOAD_ON_CNTR_ZERO_PERIOD, EPWM_FED_LOAD_FREEZE }
■ enum EPWM_DeadBandClockMode { EPWM_DB_COUNTER_CLOCK_FULL_CYCLE,
    EPWM_DB_COUNTER_CLOCK_HALF_CYCLE }
■ enum EPWM_TripZoneDigitalCompareOutput { EPWM_TZ_DC_OUTPUT_A1,
    EPWM_TZ_DC_OUTPUT_A2, EPWM_TZ_DC_OUTPUT_B1, EPWM_TZ_DC_OUTPUT_B2
}
■ enum EPWM_TripZoneDigitalCompareOutputEvent {
    EPWM_TZ_EVENT_DC_DISABLED, EPWM_TZ_EVENT_DCXH_LOW,
    EPWM_TZ_EVENT_DCXH_HIGH, EPWM_TZ_EVENT_DCXL_LOW,
    EPWM_TZ_EVENT_DCXL_HIGH, EPWM_TZ_EVENT_DCXL_HIGH_DCXH_LOW }
■ enum EPWM_TripZoneEvent {
    EPWM_TZ_ACTION_EVENT_TZA, EPWM_TZ_ACTION_EVENT_TZB,
    EPWM_TZ_ACTION_EVENT_DCAEVT1, EPWM_TZ_ACTION_EVENT_DCAEVT2,
    EPWM_TZ_ACTION_EVENT_DCBEVT1, EPWM_TZ_ACTION_EVENT_DCBEVT2 }
■ enum EPWM_TripZoneAction { EPWM_TZ_ACTION_HIGH_Z, EPWM_TZ_ACTION_HIGH,
    EPWM_TZ_ACTION_LOW, EPWM_TZ_ACTION_DISABLE }
■ enum EPWM_TripZoneAdvancedEvent { EPWM_TZ_ADV_ACTION_EVENT_TZB_D,
    EPWM_TZ_ADV_ACTION_EVENT_TZB_U, EPWM_TZ_ADV_ACTION_EVENT_TZA_D,
    EPWM_TZ_ADV_ACTION_EVENT_TZA_U }

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- enum EPWM\_TripZoneAdvancedAction {  
EPWM\_TZ\_ADV\_ACTION\_HIGH\_Z, EPWM\_TZ\_ADV\_ACTION\_HIGH,  
EPWM\_TZ\_ADV\_ACTION\_LOW, EPWM\_TZ\_ADV\_ACTION\_TOGGLE,  
EPWM\_TZ\_ADV\_ACTION\_DISABLE }
- enum EPWM\_TripZoneAdvDigitalCompareEvent {  
EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_U,  
EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_D,  
EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_U,  
EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_D }
- enum EPWM\_CycleByCycleTripZoneClearMode {  
EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_ZERO,  
EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_PERIOD,  
EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_ZERO\_PERIOD }
- enum EPWM\_ADCStartOfConversionType { EPWM\_SOC\_A, EPWM\_SOC\_B }
- enum EPWM\_ADCStartOfConversionSource {  
EPWM\_SOC\_DCxEVT1, EPWM\_SOC\_TBCTR\_ZERO, EPWM\_SOC\_TBCTR\_PERIOD,  
EPWM\_SOC\_TBCTR\_ZERO\_OR\_PERIOD,  
EPWM\_SOC\_TBCTR\_U\_CMPA, EPWM\_SOC\_TBCTR\_U\_CMPC,  
EPWM\_SOC\_TBCTR\_D\_CMPA, EPWM\_SOC\_TBCTR\_D\_CMPC,  
EPWM\_SOC\_TBCTR\_U\_CMPB, EPWM\_SOC\_TBCTR\_U\_CMPD,  
EPWM\_SOC\_TBCTR\_D\_CMPB, EPWM\_SOC\_TBCTR\_D\_CMPD }
- enum EPWM\_DigitalCompareType { EPWM\_DC\_TYPE\_DCAH, EPWM\_DC\_TYPE\_DCAL,  
EPWM\_DC\_TYPE\_DCBH, EPWM\_DC\_TYPE\_DCTL }
- enum EPWM\_DigitalCompareTripInput {  
EPWM\_DC\_TRIP\_TRIPIN1, EPWM\_DC\_TRIP\_TRIPIN2, EPWM\_DC\_TRIP\_TRIPIN3,  
EPWM\_DC\_TRIP\_TRIPIN4,  
EPWM\_DC\_TRIP\_TRIPIN5, EPWM\_DC\_TRIP\_TRIPIN6, EPWM\_DC\_TRIP\_TRIPIN7,  
EPWM\_DC\_TRIP\_TRIPIN8,  
EPWM\_DC\_TRIP\_TRIPIN9, EPWM\_DC\_TRIP\_TRIPIN10, EPWM\_DC\_TRIP\_TRIPIN11,  
EPWM\_DC\_TRIP\_TRIPIN12,  
EPWM\_DC\_TRIP\_TRIPIN14, EPWM\_DC\_TRIP\_TRIPIN15,  
EPWM\_DC\_TRIP\_COMBINATION }
- enum EPWM\_DigitalCompareBlankingPulse {  
EPWM\_DC\_WINDOW\_START\_TBCTR\_PERIOD,  
EPWM\_DC\_WINDOW\_START\_TBCTR\_ZERO,  
EPWM\_DC\_WINDOW\_START\_TBCTR\_ZERO\_PERIOD }
- enum EPWM\_DigitalCompareFilterInput { EPWM\_DC\_WINDOW\_SOURCE\_DCAEVT1,  
EPWM\_DC\_WINDOW\_SOURCE\_DCAEVT2, EPWM\_DC\_WINDOW\_SOURCE\_DCB EVT1,  
EPWM\_DC\_WINDOW\_SOURCE\_DCB EVT2 }
- enum EPWM\_DigitalCompareModule { EPWM\_DC\_MODULE\_A, EPWM\_DC\_MODULE\_B }
- enum EPWM\_DigitalCompareEvent { EPWM\_DC\_EVENT\_1, EPWM\_DC\_EVENT\_2 }
- enum EPWM\_DigitalCompareEventSource {  
EPWM\_DC\_EVENT\_SOURCE\_ORIG\_SIGNAL,  
EPWM\_DC\_EVENT\_SOURCE\_FILT\_SIGNAL }
- enum EPWM\_DigitalCompareSyncMode { EPWM\_DC\_EVENT\_INPUT\_SYNCED,  
EPWM\_DC\_EVENT\_INPUT\_NOT\_SYNCED }
- enum EPWM\_GlobalLoadTrigger {  
EPWM\_GL\_LOAD\_PULSE\_CNTR\_ZERO, EPWM\_GL\_LOAD\_PULSE\_CNTR\_PERIOD,  
EPWM\_GL\_LOAD\_PULSE\_CNTR\_ZERO\_PERIOD, EPWM\_GL\_LOAD\_PULSE\_SYNC,  
EPWM\_GL\_LOAD\_PULSE\_SYNC\_OR\_CNTR\_ZERO,  
EPWM\_GL\_LOAD\_PULSE\_SYNC\_OR\_CNTR\_PERIOD,  
EPWM\_GL\_LOAD\_PULSE\_SYNC\_CNTR\_ZERO\_PERIOD,  
EPWM\_GL\_LOAD\_PULSE\_GLOBAL\_FORCE }

- enum EPWM\_ValleyTriggerSource {  
EPWM\_VALLEY\_TRIGGER\_EVENT\_SOFTWARE,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_CNTR\_ZERO,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_CNTR\_PERIOD,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_CNTR\_ZERO\_PERIOD,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_DCAEVT1,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_DCAEVT2,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_DCBEVT1,  
EPWM\_VALLEY\_TRIGGER\_EVENT\_DCBEVT2 }
- enum EPWM\_ValleyCounterEdge { EPWM\_VALLEY\_COUNT\_START\_EDGE,  
EPWM\_VALLEY\_COUNT\_STOP\_EDGE }
- enum EPWM\_ValleyDelayMode {  
EPWM\_VALLEY\_DELAY\_MODE\_SW\_DELAY,  
EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SW\_DELAY,  
EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SHIFT\_1\_SW\_DELAY,  
EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SHIFT\_2\_SW\_DELAY,  
EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SHIFT\_4\_SW\_DELAY }
- enum EPWM\_DigitalCompareEdgeFilterMode { EPWM\_DC\_EDGEFILT\_MODE\_RISING,  
EPWM\_DC\_EDGEFILT\_MODE\_FALLING, EPWM\_DC\_EDGEFILT\_MODE\_BOTH }
- enum EPWM\_DigitalCompareEdgeFilterEdgeCount {  
EPWM\_DC\_EDGEFILT\_EDGE CNT\_0, EPWM\_DC\_EDGEFILT\_EDGE CNT\_1,  
EPWM\_DC\_EDGEFILT\_EDGE CNT\_2, EPWM\_DC\_EDGEFILT\_EDGE CNT\_3,  
EPWM\_DC\_EDGEFILT\_EDGE CNT\_4, EPWM\_DC\_EDGEFILT\_EDGE CNT\_5,  
EPWM\_DC\_EDGEFILT\_EDGE CNT\_6, EPWM\_DC\_EDGEFILT\_EDGE CNT\_7 }
- enum EPWM\_LockRegisterGroup { EPWM\_REGISTER\_GROUP\_GLOBAL\_LOAD,  
EPWM\_REGISTER\_GROUP\_TRIP\_ZONE,  
EPWM\_REGISTER\_GROUP\_TRIP\_ZONE\_CLEAR,  
EPWM\_REGISTER\_GROUP\_DIGITAL\_COMPARE }

## Functions

- static void EPWM\_setTimeBaseCounter (uint32\_t base, uint16\_t count)
- static void EPWM\_setCountModeAfterSync (uint32\_t base, EPWM\_SyncCountMode mode)
- static void EPWM\_setClockPrescaler (uint32\_t base, EPWM\_ClockDivider prescaler,  
EPWM\_HSClockDivider highSpeedPrescaler)
- static void EPWM\_forceSyncPulse (uint32\_t base)
- static void EPWM\_setSyncOutPulseMode (uint32\_t base, EPWM\_SyncOutPulseMode mode)
- static void EPWM\_setPeriodLoadMode (uint32\_t base, EPWM\_PeriodLoadMode loadMode)
- static void EPWM\_enablePhaseShiftLoad (uint32\_t base)
- static void EPWM\_disablePhaseShiftLoad (uint32\_t base)
- static void EPWM\_setTimeBaseCounterMode (uint32\_t base, EPWM\_TimeBaseCountMode counterMode)
- static void EPWM\_selectPeriodLoadEvent (uint32\_t base, EPWM\_PeriodShadowLoadMode shadowLoadMode)
- static void EPWM\_enableOneShotSync (uint32\_t base)
- static void EPWM\_disableOneShotSync (uint32\_t base)
- static void EPWM\_startOneShotSync (uint32\_t base)
- static bool EPWM\_getTimeBaseCounterOverflowStatus (uint32\_t base)
- static void EPWM\_clearTimeBaseCounterOverflowEvent (uint32\_t base)
- static bool EPWM\_getSyncStatus (uint32\_t base)
- static void EPWM\_clearSyncEvent (uint32\_t base)
- static uint16\_t EPWM\_getTimeBaseCounterDirection (uint32\_t base)
- static void EPWM\_setPhaseShift (uint32\_t base, uint16\_t phaseCount)

- static void [EPWM\\_setTimeBasePeriod](#) (uint32\_t base, uint16\_t periodCount)
- static uint16\_t [EPWM\\_getTimeBasePeriod](#) (uint32\_t base)
- static void [EPWM\\_setupEPWMLinks](#) (uint32\_t base, [EPWM\\_CurrentLink](#) epwmLink, [EPWM\\_LinkComponent](#) linkComp)
- static void [EPWM\\_setCounterCompareShadowLoadMode](#) (uint32\_t base, [EPWM\\_CounterCompareModule](#) compModule, [EPWM\\_CounterCompareLoadMode](#) loadMode)
- static void [EPWM\\_disableCounterCompareShadowLoadMode](#) (uint32\_t base, [EPWM\\_CounterCompareModule](#) compModule)
- static void [EPWM\\_setCounterCompareValue](#) (uint32\_t base, [EPWM\\_CounterCompareModule](#) compModule, uint16\_t compCount)
- static uint16\_t [EPWM\\_getCounterCompareValue](#) (uint32\_t base, [EPWM\\_CounterCompareModule](#) compModule)
- static bool [EPWM\\_getCounterCompareShadowStatus](#) (uint32\_t base, [EPWM\\_CounterCompareModule](#) compModule)
- static void [EPWM\\_setActionQualifierShadowLoadMode](#) (uint32\_t base, [EPWM\\_ActionQualifierModule](#) aqModule, [EPWM\\_ActionQualifierLoadMode](#) loadMode)
- static void [EPWM\\_disableActionQualifierShadowLoadMode](#) (uint32\_t base, [EPWM\\_ActionQualifierModule](#) aqModule)
- static void [EPWM\\_setActionQualifierT1TriggerSource](#) (uint32\_t base, [EPWM\\_ActionQualifierTriggerSource](#) trigger)
- static void [EPWM\\_setActionQualifierT2TriggerSource](#) (uint32\_t base, [EPWM\\_ActionQualifierTriggerSource](#) trigger)
- static void [EPWM\\_setActionQualifierAction](#) (uint32\_t base, [EPWM\\_ActionQualifierOutputModule](#) epwmOutput, [EPWM\\_ActionQualifierOutput](#) output, [EPWM\\_ActionQualifierOutputEvent](#) event)
- static void [EPWM\\_setActionQualifierActionComplete](#) (uint32\_t base, [EPWM\\_ActionQualifierOutputModule](#) epwmOutput, [EPWM\\_ActionQualifierEventAction](#) action)
- static void [EPWM\\_setAdditionalActionQualifierActionComplete](#) (uint32\_t base, [EPWM\\_ActionQualifierOutputModule](#) epwmOutput, [EPWM\\_AdditionalActionQualifierEventAction](#) action)
- static void [EPWM\\_setActionQualifierContSWForceShadowMode](#) (uint32\_t base, [EPWM\\_ActionQualifierContForce](#) mode)
- static void [EPWM\\_setActionQualifierContSWForceAction](#) (uint32\_t base, [EPWM\\_ActionQualifierOutputModule](#) epwmOutput, [EPWM\\_ActionQualifierSWOutput](#) output)
- static void [EPWM\\_setActionQualifierSWAction](#) (uint32\_t base, [EPWM\\_ActionQualifierOutputModule](#) epwmOutput, [EPWM\\_ActionQualifierOutput](#) output)
- static void [EPWM\\_forceActionQualifierSWAction](#) (uint32\_t base, [EPWM\\_ActionQualifierOutputModule](#) epwmOutput)
- static void [EPWM\\_setDeadBandOutputSwapMode](#) (uint32\_t base, [EPWM\\_DeadBandOutput](#) output, bool enableSwapMode)
- static void [EPWM\\_setDeadBandDelayMode](#) (uint32\_t base, [EPWM\\_DeadBandDelayMode](#) delayMode, bool enableDelayMode)
- static void [EPWM\\_setDeadBandDelayPolarity](#) (uint32\_t base, [EPWM\\_DeadBandDelayMode](#) delayMode, [EPWM\\_DeadBandPolarity](#) polarity)
- static void [EPWM\\_setRisingEdgeDeadBandDelayInput](#) (uint32\_t base, uint16\_t input)
- static void [EPWM\\_setFallingEdgeDeadBandDelayInput](#) (uint32\_t base, uint16\_t input)
- static void [EPWM\\_setDeadBandControlShadowLoadMode](#) (uint32\_t base, [EPWM\\_DeadBandControlLoadMode](#) loadMode)
- static void [EPWM\\_disableDeadBandControlShadowLoadMode](#) (uint32\_t base)
- static void [EPWM\\_setRisingEdgeDelayCountShadowLoadMode](#) (uint32\_t base, [EPWM\\_RisingEdgeDelayLoadMode](#) loadMode)
- static void [EPWM\\_disableRisingEdgeDelayCountShadowLoadMode](#) (uint32\_t base)
- static void [EPWM\\_setFallingEdgeDelayCountShadowLoadMode](#) (uint32\_t base, [EPWM\\_FallingEdgeDelayLoadMode](#) loadMode)



- static void [EPWM\\_disableFallingEdgeDelayCountShadowLoadMode](#) (uint32\_t base)
- static void [EPWM\\_setDeadBandCounterClock](#) (uint32\_t base, [EPWM\\_DeadBandClockMode](#) clockMode)
- static void [EPWM\\_setRisingEdgeDelayCount](#) (uint32\_t base, uint16\_t redCount)
- static void [EPWM\\_setFallingEdgeDelayCount](#) (uint32\_t base, uint16\_t fedCount)
- static void [EPWM\\_enableChopper](#) (uint32\_t base)
- static void [EPWM\\_disableChopper](#) (uint32\_t base)
- static void [EPWM\\_setChopperDutyCycle](#) (uint32\_t base, uint16\_t dutyCycleCount)
- static void [EPWM\\_setChopperFreq](#) (uint32\_t base, uint16\_t freqDiv)
- static void [EPWM\\_setChopperFirstPulseWidth](#) (uint32\_t base, uint16\_t firstPulseWidth)
- static void [EPWM\\_enableTripZoneSignals](#) (uint32\_t base, uint16\_t tzSignal)
- static void [EPWM\\_disableTripZoneSignals](#) (uint32\_t base, uint16\_t tzSignal)
- static void [EPWM\\_setTripZoneDigitalCompareEventCondition](#) (uint32\_t base, [EPWM\\_TripZoneDigitalCompareOutput](#) dcType, [EPWM\\_TripZoneDigitalCompareOutputEvent](#) dcEvent)
- static void [EPWM\\_enableTripZoneAdvAction](#) (uint32\_t base)
- static void [EPWM\\_disableTripZoneAdvAction](#) (uint32\_t base)
- static void [EPWM\\_setTripZoneAction](#) (uint32\_t base, [EPWM\\_TripZoneEvent](#) tzEvent, [EPWM\\_TripZoneAction](#) tzAction)
- static void [EPWM\\_setTripZoneAdvAction](#) (uint32\_t base, [EPWM\\_TripZoneAdvancedEvent](#) tzAdvEvent, [EPWM\\_TripZoneAdvancedAction](#) tzAdvAction)
- static void [EPWM\\_setTripZoneAdvDigitalCompareActionA](#) (uint32\_t base, [EPWM\\_TripZoneAdvDigitalCompareEvent](#) tzAdvDCEvent, [EPWM\\_TripZoneAdvancedAction](#) tzAdvDCAAction)
- static void [EPWM\\_setTripZoneAdvDigitalCompareActionB](#) (uint32\_t base, [EPWM\\_TripZoneAdvDigitalCompareEvent](#) tzAdvDCEvent, [EPWM\\_TripZoneAdvancedAction](#) tzAdvDCAAction)
- static void [EPWM\\_enableTripZoneInterrupt](#) (uint32\_t base, uint16\_t tzInterrupt)
- static void [EPWM\\_disableTripZoneInterrupt](#) (uint32\_t base, uint16\_t tzInterrupt)
- static uint16\_t [EPWM\\_getTripZoneFlagStatus](#) (uint32\_t base)
- static uint16\_t [EPWM\\_getCycleByCycleTripZoneFlagStatus](#) (uint32\_t base)
- static uint16\_t [EPWM\\_getOneShotTripZoneFlagStatus](#) (uint32\_t base)
- static void [EPWM\\_selectCycleByCycleTripZoneClearEvent](#) (uint32\_t base, [EPWM\\_CycleByCycleTripZoneClearMode](#) clearEvent)
- static void [EPWM\\_clearTripZoneFlag](#) (uint32\_t base, uint16\_t tzFlags)
- static void [EPWM\\_clearCycleByCycleTripZoneFlag](#) (uint32\_t base, uint16\_t tzCBCFlags)
- static void [EPWM\\_clearOneShotTripZoneFlag](#) (uint32\_t base, uint16\_t tzOSTFlags)
- static void [EPWM\\_forceTripZoneEvent](#) (uint32\_t base, uint16\_t tzForceEvent)
- static void [EPWM\\_enableInterrupt](#) (uint32\_t base)
- static void [EPWM\\_disableInterrupt](#) (uint32\_t base)
- static void [EPWM\\_setInterruptSource](#) (uint32\_t base, uint16\_t interruptSource)
- static void [EPWM\\_setInterruptEventCount](#) (uint32\_t base, uint16\_t eventCount)
- static bool [EPWM\\_getEventTriggerInterruptStatus](#) (uint32\_t base)
- static void [EPWM\\_clearEventTriggerInterruptFlag](#) (uint32\_t base)
- static void [EPWM\\_enableInterruptEventCountInit](#) (uint32\_t base)
- static void [EPWM\\_disableInterruptEventCountInit](#) (uint32\_t base)
- static void [EPWM\\_forceInterruptEventCountInit](#) (uint32\_t base)
- static void [EPWM\\_setInterruptEventCountInitValue](#) (uint32\_t base, uint16\_t eventCount)
- static uint16\_t [EPWM\\_getInterruptEventCount](#) (uint32\_t base)
- static void [EPWM\\_forceEventTriggerInterrupt](#) (uint32\_t base)
- static void [EPWM\\_enableADCTrigger](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_disableADCTrigger](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_setADCTriggerSource](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType, [EPWM\\_ADCStartOfConversionSource](#) socSource)



- static void [EPWM\\_setADCTriggerEventPrescale](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType, uint16\_t preScaleCount)
- static bool [EPWM\\_getADCTriggerFlagStatus](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_clearADCTriggerFlag](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_enableADCTriggerEventCountInit](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_disableADCTriggerEventCountInit](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_forceADCTriggerEventCountInit](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_setADCTriggerEventCountInitValue](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType, uint16\_t eventCount)
- static uint16\_t [EPWM\\_getADCTriggerEventCount](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_forceADCTrigger](#) (uint32\_t base, [EPWM\\_ADCStartOfConversionType](#) adcSOCType)
- static void [EPWM\\_selectDigitalCompareTripInput](#) (uint32\_t base, [EPWM\\_DigitalCompareTripInput](#) tripSource, [EPWM\\_DigitalCompareType](#) dcType)
- static void [EPWM\\_enableDigitalCompareBlankingWindow](#) (uint32\_t base)
- static void [EPWM\\_disableDigitalCompareBlankingWindow](#) (uint32\_t base)
- static void [EPWM\\_enableDigitalCompareWindowInverseMode](#) (uint32\_t base)
- static void [EPWM\\_disableDigitalCompareWindowInverseMode](#) (uint32\_t base)
- static void [EPWM\\_setDigitalCompareBlankingEvent](#) (uint32\_t base, [EPWM\\_DigitalCompareBlankingPulse](#) blankingPulse)
- static void [EPWM\\_setDigitalCompareFilterInput](#) (uint32\_t base, [EPWM\\_DigitalCompareFilterInput](#) filterInput)
- static void [EPWM\\_enableDigitalCompareEdgeFilter](#) (uint32\_t base)
- static void [EPWM\\_disableDigitalCompareEdgeFilter](#) (uint32\_t base)
- static void [EPWM\\_setDigitalCompareEdgeFilterMode](#) (uint32\_t base, [EPWM\\_DigitalCompareEdgeFilterMode](#) edgeMode)
- static void [EPWM\\_setDigitalCompareEdgeFilterEdgeCount](#) (uint32\_t base, uint16\_t edgeCount)
- static uint16\_t [EPWM\\_getDigitalCompareEdgeFilterEdgeCount](#) (uint32\_t base)
- static uint16\_t [EPWM\\_getDigitalCompareEdgeFilterEdgeStatus](#) (uint32\_t base)
- static void [EPWM\\_setDigitalCompareWindowOffset](#) (uint32\_t base, uint16\_t windowOffsetCount)
- static void [EPWM\\_setDigitalCompareWindowLength](#) (uint32\_t base, uint16\_t windowLengthCount)
- static uint16\_t [EPWM\\_getDigitalCompareBlankingWindowOffsetCount](#) (uint32\_t base)
- static uint16\_t [EPWM\\_getDigitalCompareBlankingWindowLengthCount](#) (uint32\_t base)
- static void [EPWM\\_setDigitalCompareEventSource](#) (uint32\_t base, [EPWM\\_DigitalCompareModule](#) dcModule, [EPWM\\_DigitalCompareEvent](#) dcEvent, [EPWM\\_DigitalCompareEventSource](#) dcEventSource)
- static void [EPWM\\_setDigitalCompareEventSyncMode](#) (uint32\_t base, [EPWM\\_DigitalCompareModule](#) dcModule, [EPWM\\_DigitalCompareEvent](#) dcEvent, [EPWM\\_DigitalCompareSyncMode](#) syncMode)
- static void [EPWM\\_enableDigitalCompareADCTrigger](#) (uint32\_t base, [EPWM\\_DigitalCompareModule](#) dcModule)
- static void [EPWM\\_disableDigitalCompareADCTrigger](#) (uint32\_t base, [EPWM\\_DigitalCompareModule](#) dcModule)
- static void [EPWM\\_enableDigitalCompareSyncEvent](#) (uint32\_t base, [EPWM\\_DigitalCompareModule](#) dcModule)
- static void [EPWM\\_disableDigitalCompareSyncEvent](#) (uint32\_t base, [EPWM\\_DigitalCompareModule](#) dcModule)

- static void [EPWM\\_enableDigitalCompareCounterCapture](#) (uint32\_t base)
- static void [EPWM\\_disableDigitalCompareCounterCapture](#) (uint32\_t base)
- static void [EPWM\\_setDigitalCompareCounterShadowMode](#) (uint32\_t base, bool enableShadowMode)
- static bool [EPWM\\_getDigitalCompareCaptureStatus](#) (uint32\_t base)
- static uint16\_t [EPWM\\_getDigitalCompareCaptureCount](#) (uint32\_t base)
- static void [EPWM\\_enableDigitalCompareTripCombinationInput](#) (uint32\_t base, uint16\_t tripInput, [EPWM\\_DigitalCompareType](#) dcType)
- static void [EPWM\\_disableDigitalCompareTripCombinationInput](#) (uint32\_t base, uint16\_t tripInput, [EPWM\\_DigitalCompareType](#) dcType)
- static void [EPWM\\_enableValleyCapture](#) (uint32\_t base)
- static void [EPWM\\_disableValleyCapture](#) (uint32\_t base)
- static void [EPWM\\_startValleyCapture](#) (uint32\_t base)
- static void [EPWM\\_setValleyTriggerSource](#) (uint32\_t base, [EPWM\\_ValleyTriggerSource](#) trigger)
- static void [EPWM\\_setValleyTriggerEdgeCounts](#) (uint32\_t base, uint16\_t startCount, uint16\_t stopCount)
- static void [EPWM\\_enableValleyHWDelay](#) (uint32\_t base)
- static void [EPWM\\_disableValleyHWDelay](#) (uint32\_t base)
- static void [EPWM\\_setValleySWDelayValue](#) (uint32\_t base, uint16\_t delayOffsetValue)
- static void [EPWM\\_setValleyDelayDivider](#) (uint32\_t base, [EPWM\\_ValleyDelayMode](#) delayMode)
- static bool [EPWM\\_getValleyEdgeStatus](#) (uint32\_t base, [EPWM\\_ValleyCounterEdge](#) edge)
- static uint16\_t [EPWM\\_getValleyCount](#) (uint32\_t base)
- static uint16\_t [EPWM\\_getValleyHWDelay](#) (uint32\_t base)
- static void [EPWM\\_enableGlobalLoad](#) (uint32\_t base)
- static void [EPWM\\_disableGlobalLoad](#) (uint32\_t base)
- static void [EPWM\\_setGlobalLoadTrigger](#) (uint32\_t base, [EPWM\\_GlobalLoadTrigger](#) loadTrigger)
- static void [EPWM\\_setGlobalLoadEventPrescale](#) (uint32\_t base, uint16\_t prescalePulseCount)
- static uint16\_t [EPWM\\_getGlobalLoadEventCount](#) (uint32\_t base)
- static void [EPWM\\_disableGlobalLoadOneShotMode](#) (uint32\_t base)
- static void [EPWM\\_enableGlobalLoadOneShotMode](#) (uint32\_t base)
- static void [EPWM\\_setGlobalLoadOneShotLatch](#) (uint32\_t base)
- static void [EPWM\\_forceGlobalLoadOneShotEvent](#) (uint32\_t base)
- static void [EPWM\\_enableGlobalLoadRegisters](#) (uint32\_t base, uint16\_t loadRegister)
- static void [EPWM\\_disableGlobalLoadRegisters](#) (uint32\_t base, uint16\_t loadRegister)
- void [EPWM\\_setEmulationMode](#) (uint32\_t base, [EPWM\\_EmulationMode](#) emulationMode)

## 16.2.1 Detailed Description

The code for this module is contained in `driverlib/epwm.c`, with `driverlib/epwm.h` containing the API declarations for use by applications.

## 16.2.2 Macro Definition Documentation

### 16.2.2.1 #define EPWM\_TIME\_BASE\_STATUS\_COUNT\_UP

Time base counter is counting up

#### 16.2.2.2 #define EPWM\_TIME\_BASE\_STATUS\_COUNT\_DOWN

Time base counter is counting down

#### 16.2.2.3 #define EPWM\_DB\_INPUT\_EPWMA

Input signal is ePWMA

Referenced by [EPWM\\_setFallingEdgeDeadBandDelayInput\(\)](#), and [EPWM\\_setRisingEdgeDeadBandDelayInput\(\)](#).

#### 16.2.2.4 #define EPWM\_DB\_INPUT\_EPWMB

Input signal is ePWMA

Referenced by [EPWM\\_setFallingEdgeDeadBandDelayInput\(\)](#), and [EPWM\\_setRisingEdgeDeadBandDelayInput\(\)](#).

#### 16.2.2.5 #define EPWM\_DB\_INPUT\_DB\_RED

Input signal is the output of Rising Edge delay

Referenced by [EPWM\\_setFallingEdgeDeadBandDelayInput\(\)](#).

#### 16.2.2.6 #define EPWM\_TZ\_SIGNAL\_CBC1

TZ1 Cycle By Cycle

#### 16.2.2.7 #define EPWM\_TZ\_SIGNAL\_CBC2

TZ2 Cycle By Cycle

#### 16.2.2.8 #define EPWM\_TZ\_SIGNAL\_CBC3

TZ3 Cycle By Cycle

#### 16.2.2.9 #define EPWM\_TZ\_SIGNAL\_CBC4

TZ4 Cycle By Cycle

#### 16.2.2.10 #define EPWM\_TZ\_SIGNAL\_CBC5

TZ5 Cycle By Cycle

16.2.2.11 #define EPWM\_TZ\_SIGNAL\_CBC6

TZ6 Cycle By Cycle

16.2.2.12 #define EPWM\_TZ\_SIGNAL\_DCAEVT2

DCAEVT2 Cycle By Cycle

16.2.2.13 #define EPWM\_TZ\_SIGNAL\_DCBEVT2

DCBEVT2 Cycle By Cycle

16.2.2.14 #define EPWM\_TZ\_SIGNAL\_OSHT1

One-shot TZ1

16.2.2.15 #define EPWM\_TZ\_SIGNAL\_OSHT2

One-shot TZ2

16.2.2.16 #define EPWM\_TZ\_SIGNAL\_OSHT3

One-shot TZ3

16.2.2.17 #define EPWM\_TZ\_SIGNAL\_OSHT4

One-shot TZ4

16.2.2.18 #define EPWM\_TZ\_SIGNAL\_OSHT5

One-shot TZ5

16.2.2.19 #define EPWM\_TZ\_SIGNAL\_OSHT6

One-shot TZ6

16.2.2.20 #define EPWM\_TZ\_SIGNAL\_DCAEVT1

One-shot DCAEVT1

16.2.2.21 #define EPWM\_TZ\_SIGNAL\_DCBEVT1

One-shot DCBEVT1

16.2.2.22 #define EPWM\_TZ\_INTERRUPT\_CBC

Trip Zones Cycle By Cycle interrupt

16.2.2.23 #define EPWM\_TZ\_INTERRUPT\_OST

Trip Zones One Shot interrupt

16.2.2.24 #define EPWM\_TZ\_INTERRUPT\_DCAEVT1

Digital Compare A Event 1 interrupt

16.2.2.25 #define EPWM\_TZ\_INTERRUPT\_DCAEVT2

Digital Compare A Event 2 interrupt

16.2.2.26 #define EPWM\_TZ\_INTERRUPT\_DCBEVT1

Digital Compare B Event 1 interrupt

16.2.2.27 #define EPWM\_TZ\_INTERRUPT\_DCBEVT2

Digital Compare B Event 2 interrupt

16.2.2.28 #define EPWM\_TZ\_FLAG\_CBC

Trip Zones Cycle By Cycle flag

16.2.2.29 #define EPWM\_TZ\_FLAG\_OST

Trip Zones One Shot flag

16.2.2.30 #define EPWM\_TZ\_FLAG\_DCAEVT1

Digital Compare A Event 1 flag

16.2.2.31 #define EPWM\_TZ\_FLAG\_DCAEVT2

Digital Compare A Event 2 flag

16.2.2.32 #define EPWM\_TZ\_FLAG\_DCBEVT1

Digital Compare B Event 1 flag

16.2.2.33 #define EPWM\_TZ\_FLAG\_DCBEVT2

Digital Compare B Event 2 flag

16.2.2.34 #define EPWM\_TZ\_INTERRUPT

Trip Zone interrupt

16.2.2.35 #define EPWM\_TZ\_CBC\_FLAG\_1

CBC flag 1

16.2.2.36 #define EPWM\_TZ\_CBC\_FLAG\_2

CBC flag 2

16.2.2.37 #define EPWM\_TZ\_CBC\_FLAG\_3

CBC flag 3

16.2.2.38 #define EPWM\_TZ\_CBC\_FLAG\_4

CBC flag 4

16.2.2.39 #define EPWM\_TZ\_CBC\_FLAG\_5

CBC flag 5

16.2.2.40 #define EPWM\_TZ\_CBC\_FLAG\_6

CBC flag 6

16.2.2.41 #define EPWM\_TZ\_CBC\_FLAG\_DCAEVT2

CBC flag Digital compare event A2

16.2.2.42 #define EPWM\_TZ\_CBC\_FLAG\_DCBEVT2

CBC flag Digital compare event B2

16.2.2.43 #define EPWM\_TZ\_OST\_FLAG\_OST1

OST flag OST1

16.2.2.44 #define EPWM\_TZ\_OST\_FLAG\_OST2

OST flag OST2

16.2.2.45 #define EPWM\_TZ\_OST\_FLAG\_OST3

OST flag OST3

16.2.2.46 #define EPWM\_TZ\_OST\_FLAG\_OST4

OST flag OST4

16.2.2.47 #define EPWM\_TZ\_OST\_FLAG\_OST5

OST flag OST5

16.2.2.48 #define EPWM\_TZ\_OST\_FLAG\_OST6

OST flag OST6

16.2.2.49 #define EPWM\_TZ\_OST\_FLAG\_DCAEVT1

OST flag Digital compare event A1

16.2.2.50 #define EPWM\_TZ\_OST\_FLAG\_DCBEVT1

OST flag Digital compare event B1

**16.2.2.51 #define EPWM\_TZ\_FORCE\_EVENT\_CBC**

Force Cycle By Cycle trip event

**16.2.2.52 #define EPWM\_TZ\_FORCE\_EVENT\_OST**

Force a One-Shot Trip Event

**16.2.2.53 #define EPWM\_TZ\_FORCE\_EVENT\_DCAEVT1**

ForceDigital Compare Output A Event 1

**16.2.2.54 #define EPWM\_TZ\_FORCE\_EVENT\_DCAEVT2**

ForceDigital Compare Output A Event 2

**16.2.2.55 #define EPWM\_TZ\_FORCE\_EVENT\_DCBEVT1**

ForceDigital Compare Output B Event 1

**16.2.2.56 #define EPWM\_TZ\_FORCE\_EVENT\_DCBEVT2**

ForceDigital Compare Output B Event 2

**16.2.2.57 #define EPWM\_INT\_TBCTR\_ZERO**

Time-base counter equal to zero

**16.2.2.58 #define EPWM\_INT\_TBCTR\_PERIOD**

Time-base counter equal to period

**16.2.2.59 #define EPWM\_INT\_TBCTR\_ZERO\_OR\_PERIOD**

Time-base counter equal to zero or period

**16.2.2.60 #define EPWM\_INT\_TBCTR\_U\_CMPA**

time-base counter equal to CMPA when the timer is incrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).



#### 16.2.2.61 #define EPWM\_INT\_TBCTR\_U\_CMPC

time-base counter equal to CMPC when the timer is incrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.62 #define EPWM\_INT\_TBCTR\_D\_CMPA

time-base counter equal to CMPA when the timer is decrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.63 #define EPWM\_INT\_TBCTR\_D\_CMPC

time-base counter equal to CMPC when the timer is decrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.64 #define EPWM\_INT\_TBCTR\_U\_CMPB

time-base counter equal to CMPB when the timer is incrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.65 #define EPWM\_INT\_TBCTR\_U\_CMPD

time-base counter equal to CMPD when the timer is incrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.66 #define EPWM\_INT\_TBCTR\_D\_CMPB

time-base counter equal to CMPB when the timer is decrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.67 #define EPWM\_INT\_TBCTR\_D\_CMPD

time-base counter equal to CMPD when the timer is decrementing

Referenced by [EPWM\\_setInterruptSource\(\)](#).

#### 16.2.2.68 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN1

Combinational Trip 1 input

16.2.2.69 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN2

Combinational Trip 2 input

16.2.2.70 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN3

Combinational Trip 3 input

16.2.2.71 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN4

Combinational Trip 4 input

16.2.2.72 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN5

Combinational Trip 5 input

16.2.2.73 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN6

Combinational Trip 6 input

16.2.2.74 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN7

Combinational Trip 7 input

16.2.2.75 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN8

Combinational Trip 8 input

16.2.2.76 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN9

Combinational Trip 9 input

16.2.2.77 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN10

Combinational Trip 10 input

16.2.2.78 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN11

Combinational Trip 11 input

16.2.2.79 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN12

Combinational Trip 12 input

16.2.2.80 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN14

Combinational Trip 14 input

16.2.2.81 #define EPWM\_DC\_COMBINATIONAL\_TRIPIN15

Combinational Trip 15 input

16.2.2.82 #define EPWM\_GL\_REGISTER\_TBPRD\_TBPRDHR

Global load TBPRD:TBPRDHR

16.2.2.83 #define EPWM\_GL\_REGISTER\_CMPA\_CMPAHR

Global load CMPA:CMPAHR

16.2.2.84 #define EPWM\_GL\_REGISTER\_CMPB\_CMPBHR

Global load CMPB:CMPBHR

16.2.2.85 #define EPWM\_GL\_REGISTER\_CMPC

Global load CMPC

16.2.2.86 #define EPWM\_GL\_REGISTER\_CMPD

Global load CMPD

16.2.2.87 #define EPWM\_GL\_REGISTER\_DBRED\_DBREDHR

Global load DBRED:DBREDHR

16.2.2.88 #define EPWM\_GL\_REGISTER\_DBFED\_DBFEDHR

Global load DBFED:DBFEDHR

## 16.2.2.89 #define EPWM\_GL\_REGISTER\_DBCTL

Global load DBCTL

## 16.2.2.90 #define EPWM\_GL\_REGISTER\_AQCTLA\_AQCTLA2

Global load AQCTLA/A2

## 16.2.2.91 #define EPWM\_GL\_REGISTER\_AQCTLB\_AQCTLB2

Global load AQCTLB/B2

## 16.2.2.92 #define EPWM\_GL\_REGISTER\_AQCSFRC

Global load AQCSFRC

## 16.2.3 Enumeration Type Documentation

16.2.3.1 enum **EPWM\_EmulationMode**Values that can be passed to [EPWM\\_setEmulationMode\(\)](#) as the *emulationMode* parameter.**Enumerator****EPWM\_EMULATION\_STOP\_AFTER\_NEXT\_TB** Stop after next Time Base counter increment or decrement.**EPWM\_EMULATION\_STOP\_AFTER\_FULL\_CYCLE** Stop when counter completes whole cycle.**EPWM\_EMULATION\_FREE\_RUN** Free run.16.2.3.2 enum **EPWM\_SyncCountMode**Values that can be passed to [EPWM\\_setCountModeAfterSync\(\)](#) as the *mode* parameter.**Enumerator****EPWM\_COUNT\_MODE\_DOWN\_AFTER\_SYNC** Count down after sync event.**EPWM\_COUNT\_MODE\_UP\_AFTER\_SYNC** Count up after sync event.16.2.3.3 enum **EPWM\_ClockDivider**Values that can be passed to [EPWM\\_setClockPrescaler\(\)](#) as the *prescaler* parameter.**Enumerator****EPWM\_CLOCK\_DIVIDER\_1** Divide clock by 1.**EPWM\_CLOCK\_DIVIDER\_2** Divide clock by 2.

**EPWM\_CLOCK\_DIVIDER\_4** Divide clock by 4.  
**EPWM\_CLOCK\_DIVIDER\_8** Divide clock by 8.  
**EPWM\_CLOCK\_DIVIDER\_16** Divide clock by 16.  
**EPWM\_CLOCK\_DIVIDER\_32** Divide clock by 32.  
**EPWM\_CLOCK\_DIVIDER\_64** Divide clock by 64.  
**EPWM\_CLOCK\_DIVIDER\_128** Divide clock by 128.

#### 16.2.3.4 enum **EPWM\_HSClockDivider**

Values that can be passed to [EPWM\\_setClockPrescaler\(\)](#) as the *highSpeedPrescaler* parameter.

##### Enumerator

**EPWM\_HSCLOCK\_DIVIDER\_1** Divide clock by 1.  
**EPWM\_HSCLOCK\_DIVIDER\_2** Divide clock by 2.  
**EPWM\_HSCLOCK\_DIVIDER\_4** Divide clock by 4.  
**EPWM\_HSCLOCK\_DIVIDER\_6** Divide clock by 6.  
**EPWM\_HSCLOCK\_DIVIDER\_8** Divide clock by 8.  
**EPWM\_HSCLOCK\_DIVIDER\_10** Divide clock by 10.  
**EPWM\_HSCLOCK\_DIVIDER\_12** Divide clock by 12.  
**EPWM\_HSCLOCK\_DIVIDER\_14** Divide clock by 14.

#### 16.2.3.5 enum **EPWM\_SyncOutPulseMode**

Values that can be passed to [EPWM\\_setSyncOutPulseMode\(\)](#) as the *mode* parameter.

##### Enumerator

**EPWM\_SYNC\_OUT\_PULSE\_ON\_SOFTWARE** sync pulse is generated by software  
**EPWM\_SYNC\_OUT\_PULSE\_ON\_EPWMxSYNCCIN** sync pulse is passed from EPWMxSYNCCIN  
**EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_ZERO** sync pulse is generated when time base counter equals zero  
**EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_B** sync pulse is generated when time base counter equals compare B value.  
**EPWM\_SYNC\_OUT\_PULSE\_DISABLED** sync pulse is disabled  
**EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_C** sync pulse is generated when time base counter equals compare D value.  
**EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_D** sync pulse is disabled.

#### 16.2.3.6 enum **EPWM\_PeriodLoadMode**

Values that can be passed to [EPWM\\_setPeriodLoadMode\(\)](#) as the *loadMode* parameter.

##### Enumerator

**EPWM\_PERIOD\_SHADOW\_LOAD** PWM Period register access is through shadow register.  
**EPWM\_PERIOD\_DIRECT\_LOAD** PWM Period register access is directly.

### 16.2.3.7 enum **EPWM\_TimeBaseCountMode**

Values that can be passed to [EPWM\\_setTimeBaseCounterMode\(\)](#) as the *counterMode* parameter.

#### Enumerator

**EPWM\_COUNTER\_MODE\_UP** Up - count mode.  
**EPWM\_COUNTER\_MODE\_DOWN** Down - count mode.  
**EPWM\_COUNTER\_MODE\_UP\_DOWN** Up - down - count mode.  
**EPWM\_COUNTER\_MODE\_STOP\_FREEZE** Stop - Freeze counter.

### 16.2.3.8 enum **EPWM\_PeriodShadowLoadMode**

Values that can be passed to [EPWM\\_selectPeriodLoadEvent\(\)](#) as the *shadowLoadMode* parameter.

#### Enumerator

**EPWM\_SHADOW\_LOAD\_MODE\_COUNTER\_ZERO** shadow to active load occurs when time base counter reaches 0.  
**EPWM\_SHADOW\_LOAD\_MODE\_COUNTER\_SYNC** shadow to active load occurs when time base counter reaches 0 and a SYNC occurs  
**EPWM\_SHADOW\_LOAD\_MODE\_SYNC** shadow to active load occurs only when a SYNC occurs

### 16.2.3.9 enum **EPWM\_CurrentLink**

Values that can be passed to [EPWM\\_setupEPWMLinks\(\)](#) as the *epwmLink* parameter.

#### Enumerator

**EPWM\_LINK\_WITH\_EPWM\_1** link current ePWM with ePWM1  
**EPWM\_LINK\_WITH\_EPWM\_2** link current ePWM with ePWM2  
**EPWM\_LINK\_WITH\_EPWM\_3** link current ePWM with ePWM3  
**EPWM\_LINK\_WITH\_EPWM\_4** link current ePWM with ePWM4  
**EPWM\_LINK\_WITH\_EPWM\_5** link current ePWM with ePWM5  
**EPWM\_LINK\_WITH\_EPWM\_6** link current ePWM with ePWM6  
**EPWM\_LINK\_WITH\_EPWM\_7** link current ePWM with ePWM7  
**EPWM\_LINK\_WITH\_EPWM\_8** link current ePWM with ePWM8  
**EPWM\_LINK\_WITH\_EPWM\_9** link current ePWM with ePWM9  
**EPWM\_LINK\_WITH\_EPWM\_10** link current ePWM with ePWM10  
**EPWM\_LINK\_WITH\_EPWM\_11** link current ePWM with ePWM11  
**EPWM\_LINK\_WITH\_EPWM\_12** link current ePWM with ePWM12

### 16.2.3.10 enum **EPWM\_LinkComponent**

Values that can be passed to [EPWM\\_setupEPWMLinks\(\)](#) as the *linkComp* parameter.

**Enumerator**

**EPWM\_LINK\_TBPRD** link TBPRD:TBPRDHR registers  
**EPWM\_LINK\_COMP\_A** link COMPA registers  
**EPWM\_LINK\_COMP\_B** link COMPB registers  
**EPWM\_LINK\_COMP\_C** link COMPC registers  
**EPWM\_LINK\_COMP\_D** link COMPD registers  
**EPWM\_LINK\_GLDCTL2** link GLDCTL2 registers

16.2.3.11 enum **EPWM\_CounterCompareModule**

Values that can be passed to the [EPWM\\_getCounterCompareShadowStatus\(\)](#), [EPWM\\_setCounterCompareValue\(\)](#), [EPWM\\_setCounterCompareShadowLoadMode\(\)](#), [EPWM\\_disableCounterCompareShadowLoadMode\(\)](#) as the *compModule* parameter.

**Enumerator**

**EPWM\_COUNTER\_COMPARE\_A** counter compare A  
**EPWM\_COUNTER\_COMPARE\_B** counter compare B  
**EPWM\_COUNTER\_COMPARE\_C** counter compare C  
**EPWM\_COUNTER\_COMPARE\_D** counter compare D

16.2.3.12 enum **EPWM\_CounterCompareLoadMode**

Values that can be passed to [EPWM\\_setCounterCompareShadowLoadMode\(\)](#) as the *loadMode* parameter.

**Enumerator**

**EPWM\_COMP\_LOAD\_ON\_CNTR\_ZERO** load when counter equals zero  
**EPWM\_COMP\_LOAD\_ON\_CNTR\_PERIOD** load when counter equals period  
**EPWM\_COMP\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period  
**EPWM\_COMP\_LOAD\_FREEZE** Freeze shadow to active load.  
**EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_ZERO** load when counter equals zero  
**EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_PERIOD** load when counter equals period  
**EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period  
**EPWM\_COMP\_LOAD\_ON\_SYNC\_ONLY** load on sync only

16.2.3.13 enum **EPWM\_ActionQualifierModule**

Values that can be passed to [EPWM\\_setActionQualifierShadowLoadMode\(\)](#) and [EPWM\\_disableActionQualifierShadowLoadMode\(\)](#) as the *aqModule* parameter.

**Enumerator**

**EPWM\_ACTION\_QUALIFIER\_A** Action Qualifier A.  
**EPWM\_ACTION\_QUALIFIER\_B** Action Qualifier B.

### 16.2.3.14 enum **EPWM\_ActionQualifierLoadMode**

Values that can be passed to [EPWM\\_setActionQualifierShadowLoadMode\(\)](#) as the *loadMode* parameter.

#### Enumerator

**EPWM\_AQ\_LOAD\_ON\_CNTR\_ZERO** load when counter equals zero  
**EPWM\_AQ\_LOAD\_ON\_CNTR\_PERIOD** load when counter equals period  
**EPWM\_AQ\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period  
**EPWM\_AQ\_LOAD\_FREEZE** Freeze shadow to active load.  
**EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_ZERO** load on sync or when counter equals zero  
**EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_PERIOD** load on sync or when counter equals period  
**EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_ZERO\_PERIOD** load on sync or when counter equals zero or period  
**EPWM\_AQ\_LOAD\_ON\_SYNC\_ONLY** load on sync only

### 16.2.3.15 enum **EPWM\_ActionQualifierTriggerSource**

Values that can be passed to [EPWM\\_setActionQualifierT1TriggerSource\(\)](#) and [EPWM\\_setActionQualifierT2TriggerSource\(\)](#) as the *trigger* parameter.

#### Enumerator

**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_1** Digital compare event A 1.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_2** Digital compare event A 2.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_1** Digital compare event B 1.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_2** Digital compare event B 2.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_1** Trip zone 1.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_2** Trip zone 2.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_3** Trip zone 3.  
**EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_EPWM\_SYNCIN** ePWM sync

### 16.2.3.16 enum **EPWM\_ActionQualifierOutputEvent**

Values that can be passed to [EPWM\\_setActionQualifierAction\(\)](#) as the *event* parameter.

#### Enumerator

**EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_ZERO** Time base counter equals zero.  
**EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_PERIOD** Time base counter equals period.  
**EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_UP\_CMPA** Time base counter up equals COMPA.  
**EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_DOWN\_CMPA** Time base counter down equals COMPA.  
**EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_UP\_CMPB** Time base counter up equals COMPB.  
**EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_DOWN\_CMPB** Time base counter down equals COMPB.  
**EPWM\_AQ\_OUTPUT\_ON\_T1\_COUNT\_UP** T1 event on count up.  
**EPWM\_AQ\_OUTPUT\_ON\_T1\_COUNT\_DOWN** T1 event on count down.



**EPWM\_AQ\_OUTPUT\_ON\_T2\_COUNT\_UP** T2 event on count up.

**EPWM\_AQ\_OUTPUT\_ON\_T2\_COUNT\_DOWN** T2 event on count down.

### 16.2.3.17 enum **EPWM\_ActionQualifierOutput**

Values that can be passed to [EPWM\\_setActionQualifierSWAction\(\)](#), [EPWM\\_setActionQualifierAction\(\)](#) as the *outPut* parameter.

#### Enumerator

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE** No change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW** Set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH** Set output pins to High.

**EPWM\_AQ\_OUTPUT\_TOGGLE** Toggle the output pins.

### 16.2.3.18 enum **EPWM\_ActionQualifierSWOutput**

Values that can be passed to [EPWM\\_setActionQualifierContSWForceAction\(\)](#) as the *outPut* parameter.

#### Enumerator

**EPWM\_AQ\_SW\_DISABLED** Software forcing disabled.

**EPWM\_AQ\_SW\_OUTPUT\_LOW** Set output pins to low.

**EPWM\_AQ\_SW\_OUTPUT\_HIGH** Set output pins to High.

### 16.2.3.19 enum **EPWM\_ActionQualifierEventAction**

Values that can be passed to [EPWM\\_setActionQualifierActionComplete\(\)](#) as the *action* parameter.

#### Enumerator

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_ZERO** Time base counter equals zero and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_ZERO** Time base counter equals zero and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_ZERO** Time base counter equals zero and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_ZERO** Time base counter equals zero and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_PERIOD** Time base counter equals period and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_PERIOD** Time base counter equals period and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_PERIOD** Time base counter equals period and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_PERIOD** Time base counter equals period and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_CMPA** Time base counter up equals COMPA and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_UP\_CMPA** Time base counter up equals COMPA and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_UP\_CMPA** Time base counter up equals COMPA and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_CMPA** Time base counter up equals COMPA and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_CMPA** Time base counter down equals COMPA and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_CMPA** Time base counter down equals COMPA and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_CMPA** Time base counter down equals COMPA and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_CMPA** Time base counter down equals COMPA and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_CMPB** Time base counter up equals COMPB and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_UP\_CMPB** Time base counter up equals COMPB and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_UP\_CMPB** Time base counter up equals COMPB and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_CMPB** Time base counter up equals COMPB and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_CMPB** Time base counter down equals COMPB and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_CMPB** Time base counter down equals COMPB and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_CMPB** Time base counter down equals COMPB and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_CMPB** Time base counter down equals COMPB and toggle the output pins.

### 16.2.3.20 enum **EPWM\_AdditionalActionQualifierEventAction**

Values that can be passed to [EPWM\\_setAdditionalActionQualifierActionComplete\(\)](#) as the *action* parameter.

#### Enumerator

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_T1** T1 event on count up and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_UP\_T1** T1 event on count up and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_UP\_T1** T1 event on count up and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_T1** T1 event on count up and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_T1** T1 event on count down and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_T1** T1 event on count down and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_T1** T1 event on count down and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_T1** T1 event on count down and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_T2** T2 event on count up and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_UP\_T2** T2 event on count up and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_UP\_T2** T2 event on count up and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_T2** T2 event on count up and toggle the output pins.

**EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_T2** T2 event on count down and no change in the output pins.

**EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_T2** T2 event on count down and set output pins to low.

**EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_T2** T2 event on count down and set output pins to high.

**EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_T2** T2 event on count down and toggle the output pins.

#### 16.2.3.21 enum **EPWM\_ActionQualifierOutputModule**

Values that can be passed to [EPWM\\_forceActionQualifierSWAction\(\)](#), [EPWM\\_setActionQualifierSWAction\(\)](#), [EPWM\\_setActionQualifierAction\(\)](#) [EPWM\\_setActionQualifierContSWForceAction\(\)](#) as the *epwmOutput* parameter.

##### Enumerator

**EPWM\_AQ\_OUTPUT\_A** ePWMxA output

**EPWM\_AQ\_OUTPUT\_B** ePWMxB output

#### 16.2.3.22 enum **EPWM\_ActionQualifierContForce**

Values that can be passed to [EPWM\\_setActionQualifierContSWForceShadowMode\(\)](#) as the *mode* parameter.

##### Enumerator

**EPWM\_AQ\_SW\_SH\_LOAD\_ON\_CNTR\_ZERO** shadow mode load when counter equals zero

**EPWM\_AQ\_SW\_SH\_LOAD\_ON\_CNTR\_PERIOD** shadow mode load when counter equals period

**EPWM\_AQ\_SW\_SH\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** shadow mode load when counter equals zero or period

**EPWM\_AQ\_SW\_IMMEDIATE\_LOAD** No shadow load mode. Immediate mode only.

#### 16.2.3.23 enum **EPWM\_DeadBandOutput**

Values that can be passed to [EPWM\\_setDeadBandOutputSwapMode\(\)](#) as the *output* parameter.

##### Enumerator

**EPWM\_DB\_OUTPUT\_A** DB output is ePWMA.

**EPWM\_DB\_OUTPUT\_B** DB output is ePWMB.

### 16.2.3.24 enum **EPWM\_DeadBandDelayMode**

Values that can be passed to [EPWM\\_setDeadBandDelayPolarity\(\)](#), [EPWM\\_setDeadBandDelayMode\(\)](#) as the *delayMode* parameter.

**Enumerator**

**EPWM\_DB\_RED** DB RED (Rising Edge Delay) mode.

**EPWM\_DB\_FED** DB FED (Falling Edge Delay) mode.

### 16.2.3.25 enum **EPWM\_DeadBandPolarity**

Values that can be passed to [EPWM\\_setDeadBandDelayPolarity](#) as the *polarity* parameter.

**Enumerator**

**EPWM\_DB\_POLARITY\_ACTIVE\_HIGH** DB polarity is not inverted.

**EPWM\_DB\_POLARITY\_ACTIVE\_LOW** DB polarity is inverted.

### 16.2.3.26 enum **EPWM\_DeadBandControlLoadMode**

Values that can be passed to [EPWM\\_setDeadBandControlShadowLoadMode\(\)](#) as the *loadMode* parameter.

**Enumerator**

**EPWM\_DB\_LOAD\_ON\_CNTR\_ZERO** load when counter equals zero

**EPWM\_DB\_LOAD\_ON\_CNTR\_PERIOD** load when counter equals period

**EPWM\_DB\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period

**EPWM\_DB\_LOAD\_FREEZE** Freeze shadow to active load.

### 16.2.3.27 enum **EPWM\_RisingEdgeDelayLoadMode**

Values that can be passed to [EPWM\\_setRisingEdgeDelayCountShadowLoadMode\(\)](#) as the *loadMode* parameter.

**Enumerator**

**EPWM\_RED\_LOAD\_ON\_CNTR\_ZERO** load when counter equals zero

**EPWM\_RED\_LOAD\_ON\_CNTR\_PERIOD** load when counter equals period

**EPWM\_RED\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period

**EPWM\_RED\_LOAD\_FREEZE** Freeze shadow to active load.

### 16.2.3.28 enum **EPWM\_FallingEdgeDelayLoadMode**

Values that can be passed to [EPWM\\_setFallingEdgeDelayCountShadowLoadMode\(\)](#) as the *loadMode* parameter.

**Enumerator**

**EPWM\_FED\_LOAD\_ON\_CNTR\_ZERO** load when counter equals zero

**EPWM\_FED\_LOAD\_ON\_CNTR\_PERIOD** load when counter equals period

**EPWM\_FED\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period

**EPWM\_FED\_LOAD\_FREEZE** Freeze shadow to active load.

### 16.2.3.29 enum **EPWM\_DeadBandClockMode**

Values that can be passed to [EPWM\\_setDeadBandCounterClock\(\)](#) as the *clockMode* parameter.

#### Enumerator

**EPWM\_DB\_COUNTER\_CLOCK\_FULL\_CYCLE** Dead band counter runs at TBCLK rate.

**EPWM\_DB\_COUNTER\_CLOCK\_HALF\_CYCLE** Dead band counter runs at 2\*TBCLK rate.

### 16.2.3.30 enum **EPWM\_TripZoneDigitalCompareOutput**

Values that can be passed to [EPWM\\_setTripZoneDigitalCompareEventCondition\(\)](#) as the *dcType* parameter.

#### Enumerator

**EPWM\_TZ\_DC\_OUTPUT\_A1** Digital Compare output 1 A.

**EPWM\_TZ\_DC\_OUTPUT\_A2** Digital Compare output 2 A.

**EPWM\_TZ\_DC\_OUTPUT\_B1** Digital Compare output 1 B.

**EPWM\_TZ\_DC\_OUTPUT\_B2** Digital Compare output 2 B.

### 16.2.3.31 enum **EPWM\_TripZoneDigitalCompareOutputEvent**

Values that can be passed to [EPWM\\_setTripZoneDigitalCompareEventCondition\(\)](#) as the *dcEvent* parameter.

#### Enumerator

**EPWM\_TZ\_EVENT\_DC\_DISABLED** Event is disabled.

**EPWM\_TZ\_EVENT\_DCXH\_LOW** Event when DCxH low.

**EPWM\_TZ\_EVENT\_DCXH\_HIGH** Event when DCxH high.

**EPWM\_TZ\_EVENT\_DCXL\_LOW** Event when DCxL low.

**EPWM\_TZ\_EVENT\_DCXL\_HIGH** Event when DCxL high.

**EPWM\_TZ\_EVENT\_DCXL\_HIGH\_DCXH\_LOW** Event when DCxL high DCxH low.

### 16.2.3.32 enum **EPWM\_TripZoneEvent**

Values that can be passed to [EPWM\\_setTripZoneAction\(\)](#) as the *tzEvent* parameter.

#### Enumerator

**EPWM\_TZ\_ACTION\_EVENT\_TZA** TZ1 - TZ6, DCAEVT2, DCAEVT1.

**EPWM\_TZ\_ACTION\_EVENT\_TZB** TZ1 - TZ6, DCBEVT2, DCBEVT1.

**EPWM\_TZ\_ACTION\_EVENT\_DCAEVT1** DCAEVT1 (Digital Compare A event 1)

**EPWM\_TZ\_ACTION\_EVENT\_DCAEVT2** DCAEVT2 (Digital Compare A event 2)

***EPWM\_TZ\_ACTION\_EVENT\_DCBEVT1*** DCBEVT1 (Digital Compare B event 1)  
***EPWM\_TZ\_ACTION\_EVENT\_DCBEVT2*** DCBEVT2 (Digital Compare B event 2)

#### 16.2.3.33 enum **EPWM\_TripZoneAction**

Values that can be passed to [EPWM\\_setTripZoneAction\(\)](#) as the *tzAction* parameter.

##### Enumerator

***EPWM\_TZ\_ACTION\_HIGH\_Z*** high impedance output  
***EPWM\_TZ\_ACTION\_HIGH*** high voltage state  
***EPWM\_TZ\_ACTION\_LOW*** low voltage state  
***EPWM\_TZ\_ACTION\_DISABLE*** disable action

#### 16.2.3.34 enum **EPWM\_TripZoneAdvancedEvent**

Values that can be passed to [EPWM\\_setTripZoneAdvAction\(\)](#) as the *tzAdvEvent* parameter.

##### Enumerator

***EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZB\_D*** TZ1 - TZ6, DCBEVT2, DCBEVT1 while counting down.  
***EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZB\_U*** TZ1 - TZ6, DCBEVT2, DCBEVT1 while counting up.  
***EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZA\_D*** TZ1 - TZ6, DCAEVT2, DCAEVT1 while counting down.  
***EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZA\_U*** TZ1 - TZ6, DCAEVT2, DCAEVT1 while counting up.

#### 16.2.3.35 enum **EPWM\_TripZoneAdvancedAction**

Values that can be passed to [EPWM\\_setTripZoneAdvDigitalCompareActionA\(\)](#), [EPWM\\_setTripZoneAdvDigitalCompareActionB\(\)](#), [EPWM\\_setTripZoneAdvAction\(\)](#) as the *tzAdvDCAction* parameter.

##### Enumerator

***EPWM\_TZ\_ADV\_ACTION\_HIGH\_Z*** high impedance output  
***EPWM\_TZ\_ADV\_ACTION\_HIGH*** high voltage state  
***EPWM\_TZ\_ADV\_ACTION\_LOW*** low voltage state  
***EPWM\_TZ\_ADV\_ACTION\_TOGGLE*** toggle the output  
***EPWM\_TZ\_ADV\_ACTION\_DISABLE*** disable action

#### 16.2.3.36 enum **EPWM\_TripZoneAdvDigitalCompareEvent**

Values that can be passed to [EPWM\\_setTripZoneAdvDigitalCompareActionA\(\)](#) and [EPWM\\_setTripZoneAdvDigitalCompareActionB\(\)](#) as the *tzAdvDCEvent* parameter.

**Enumerator**

- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_U** Digital Compare event A/B 1 while counting up.
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_D** Digital Compare event A/B 1 while counting down.
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_U** Digital Compare event A/B 2 while counting up.
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_D** Digital Compare event A/B 2 while counting down.

16.2.3.37 enum **EPWM\_CycleByCycleTripZoneClearMode**

Values that can be passed to [EPWM\\_selectCycleByCycleTripZoneClearEvent\(\)](#) as the *clearMode* parameter.

**Enumerator**

- EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_ZERO** Clear CBC pulse when counter equals zero.
- EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_PERIOD** Clear CBC pulse when counter equals period.
- EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_ZERO\_PERIOD** Clear CBC pulse when counter equals zero or period.

16.2.3.38 enum **EPWM\_ADCStartOfConversionType**

Values that can be passed to [EPWM\\_enableADCTrigger\(\)](#), [EPWM\\_disableADCTrigger\(\)](#), [EPWM\\_setADCTriggerSource\(\)](#), [EPWM\\_setADCTriggerEventPrescale\(\)](#), [EPWM\\_getADCTriggerFlagStatus\(\)](#), [EPWM\\_clearADCTriggerFlag\(\)](#), [EPWM\\_enableADCTriggerEventCountInit\(\)](#), [EPWM\\_disableADCTriggerEventCountInit\(\)](#), [EPWM\\_forceADCTriggerEventCountInit\(\)](#), [EPWM\\_setADCTriggerEventCountInitValue\(\)](#), [EPWM\\_getADCTriggerEventCount\(\)](#), [EPWM\\_forceADCTrigger\(\)](#) as the *adcSOCType* parameter

**Enumerator**

- EPWM\_SOC\_A** SOC A.
- EPWM\_SOC\_B** SOC B.

16.2.3.39 enum **EPWM\_ADCStartOfConversionSource**

Values that can be passed to [EPWM\\_setADCTriggerSource\(\)](#) as the *socSource* parameter.

**Enumerator**

- EPWM\_SOC\_DCxEVT1** Event is based on DCxEVT1.
- EPWM\_SOC\_TBCTR\_ZERO** Time-base counter equal to zero.
- EPWM\_SOC\_TBCTR\_PERIOD** Time-base counter equal to period.
- EPWM\_SOC\_TBCTR\_ZERO\_OR\_PERIOD** Time-base counter equal to zero or period.
- EPWM\_SOC\_TBCTR\_U\_CMPA** time-base counter equal to CMPA when the timer is incrementing

**EPWM\_SOC\_TBCTR\_U\_CMPC** time-base counter equal to CMPC when the timer is incrementing  
**EPWM\_SOC\_TBCTR\_D\_CMPA** time-base counter equal to CMPA when the timer is decrementing  
**EPWM\_SOC\_TBCTR\_D\_CMPC** time-base counter equal to CMPC when the timer is decrementing  
**EPWM\_SOC\_TBCTR\_U\_CMPB** time-base counter equal to CMPB when the timer is incrementing  
**EPWM\_SOC\_TBCTR\_U\_CMPD** time-base counter equal to CMPD when the timer is incrementing  
**EPWM\_SOC\_TBCTR\_D\_CMPB** time-base counter equal to CMPB when the timer is decrementing  
**EPWM\_SOC\_TBCTR\_D\_CMPD** time-base counter equal to CMPD when the timer is decrementing

#### 16.2.3.40 enum **EPWM\_DigitalCompareType**

Values that can be passed to [EPWM\\_selectDigitalCompareTripInput\(\)](#), [EPWM\\_enableDigitalCompareTripCombinationInput\(\)](#), [EPWM\\_disableDigitalCompareTripCombinationInput\(\)](#) as the *dcType* parameter.

##### Enumerator

**EPWM\_DC\_TYPE\_DCAH** Digital Compare A High.  
**EPWM\_DC\_TYPE\_DCAL** Digital Compare A Low.  
**EPWM\_DC\_TYPE\_DCBH** Digital Compare B High.  
**EPWM\_DC\_TYPE\_DCBL** Digital Compare B Low.

#### 16.2.3.41 enum **EPWM\_DigitalCompareTripInput**

Values that can be passed to [EPWM\\_selectDigitalCompareTripInput\(\)](#) as the *tripSource* parameter.

##### Enumerator

**EPWM\_DC\_TRIP\_TRIPIN1** Trip 1.  
**EPWM\_DC\_TRIP\_TRIPIN2** Trip 2.  
**EPWM\_DC\_TRIP\_TRIPIN3** Trip 3.  
**EPWM\_DC\_TRIP\_TRIPIN4** Trip 4.  
**EPWM\_DC\_TRIP\_TRIPIN5** Trip 5.  
**EPWM\_DC\_TRIP\_TRIPIN6** Trip 6.  
**EPWM\_DC\_TRIP\_TRIPIN7** Trip 7.  
**EPWM\_DC\_TRIP\_TRIPIN8** Trip 8.  
**EPWM\_DC\_TRIP\_TRIPIN9** Trip 9.  
**EPWM\_DC\_TRIP\_TRIPIN10** Trip 10.  
**EPWM\_DC\_TRIP\_TRIPIN11** Trip 11.  
**EPWM\_DC\_TRIP\_TRIPIN12** Trip 12.  
**EPWM\_DC\_TRIP\_TRIPIN14** Trip 14.  
**EPWM\_DC\_TRIP\_TRIPIN15** Trip 15.  
**EPWM\_DC\_TRIP\_COMBINATION** All Trips (Trip1 - Trip 15) are selected.



#### 16.2.3.42 enum **EPWM\_DigitalCompareBlankingPulse**

Values that can be passed to [EPWM\\_setDigitalCompareBlankingEvent\(\)](#) as the *blankingPulse* parameter.

##### Enumerator

**EPWM\_DC\_WINDOW\_START\_TBCTR\_PERIOD** Time base counter equals period.

**EPWM\_DC\_WINDOW\_START\_TBCTR\_ZERO** Time base counter equals zero.

**EPWM\_DC\_WINDOW\_START\_TBCTR\_ZERO\_PERIOD** Time base counter equals zero.

#### 16.2.3.43 enum **EPWM\_DigitalCompareFilterInput**

Values that can be passed to [EPWM\\_setDigitalCompareFilterInput\(\)](#) as the *filterInput* parameter.

##### Enumerator

**EPWM\_DC\_WINDOW\_SOURCE\_DCAEVT1** DC filter signal source is DCAEVT1.

**EPWM\_DC\_WINDOW\_SOURCE\_DCAEVT2** DC filter signal source is DCAEVT2.

**EPWM\_DC\_WINDOW\_SOURCE\_DCBEVT1** DC filter signal source is DCBEVT1.

**EPWM\_DC\_WINDOW\_SOURCE\_DCBEVT2** DC filter signal source is DCBEVT2.

#### 16.2.3.44 enum **EPWM\_DigitalCompareModule**

Values that can be assigned to [EPWM\\_setDigitalCompareEventSource\(\)](#), [EPWM\\_setDigitalCompareEventSyncMode\(\)](#), [EPWM\\_enableDigitalCompareSyncEvent\(\)](#), [EPWM\\_enableDigitalCompareADCTrigger\(\)](#), [EPWM\\_disableDigitalCompareSyncEvent\(\)](#), [EPWM\\_disableDigitalCompareADCTrigger\(\)](#) as the *dcModule* parameter.

##### Enumerator

**EPWM\_DC\_MODULE\_A** Digital Compare Module A.

**EPWM\_DC\_MODULE\_B** Digital Compare Module B.

#### 16.2.3.45 enum **EPWM\_DigitalCompareEvent**

Values that can be passed to [EPWM\\_setDigitalCompareEventSource\(\)](#), [EPWM\\_setDigitalCompareEventSyncMode](#) as the *dcEvent* parameter.

##### Enumerator

**EPWM\_DC\_EVENT\_1** Digital Compare Event number 1.

**EPWM\_DC\_EVENT\_2** Digital Compare Event number 2.

#### 16.2.3.46 enum **EPWM\_DigitalCompareEventSource**

Values that can be passed to [EPWM\\_setDigitalCompareEventSource\(\)](#) as the *dcEventSource* parameter.

**Enumerator**

**EPWM\_DC\_EVENT\_SOURCE\_ORIG\_SIGNAL** signal source is unfiltered (DCAEVT1/2)  
**EPWM\_DC\_EVENT\_SOURCE\_FILT\_SIGNAL** signal source is filtered (DCEVTFILT)

16.2.3.47 enum **EPWM\_DigitalCompareSyncMode**

Values that can be passed to [EPWM\\_setDigitalCompareEventSyncMode\(\)](#) as the *syncMode* parameter.

**Enumerator**

**EPWM\_DC\_EVENT\_INPUT\_SYNCED** DC input signal is synced with TBCLK.  
**EPWM\_DC\_EVENT\_INPUT\_NOT\_SYNCED** DC input signal is not synced with TBCLK.

16.2.3.48 enum **EPWM\_GlobalLoadTrigger**

Values that can be passed to [EPWM\\_setGlobalLoadTrigger\(\)](#) as the *loadTrigger* parameter.

**Enumerator**

**EPWM\_GL\_LOAD\_PULSE\_CNTR\_ZERO** load when counter is equal to zero  
**EPWM\_GL\_LOAD\_PULSE\_CNTR\_PERIOD** load when counter is equal to period  
**EPWM\_GL\_LOAD\_PULSE\_CNTR\_ZERO\_PERIOD** load when counter is equal to zero or period  
**EPWM\_GL\_LOAD\_PULSE\_SYNC** load on sync event  
**EPWM\_GL\_LOAD\_PULSE\_SYNC\_OR\_CNTR\_ZERO** load on sync event or when counter is equal to zero  
**EPWM\_GL\_LOAD\_PULSE\_SYNC\_OR\_CNTR\_PERIOD** load on sync event or when counter is equal to period  
**EPWM\_GL\_LOAD\_PULSE\_SYNC\_CNTR\_ZERO\_PERIOD** load on sync event or when counter is equal to period or zero  
**EPWM\_GL\_LOAD\_PULSE\_GLOBAL\_FORCE** load on global force

16.2.3.49 enum **EPWM\_ValleyTriggerSource**

Values that can be passed to [EPWM\\_setValleyTriggerSource\(\)](#) as the *trigger* parameter.

**Enumerator**

**EPWM\_VALLEY\_TRIGGER\_EVENT\_SOFTWARE** Valley capture triggered by software.  
**EPWM\_VALLEY\_TRIGGER\_EVENT\_CNTR\_ZERO** Valley capture triggered by when counter is equal to zero.  
**EPWM\_VALLEY\_TRIGGER\_EVENT\_CNTR\_PERIOD** Valley capture triggered by when counter is equal period.  
**EPWM\_VALLEY\_TRIGGER\_EVENT\_CNTR\_ZERO\_PERIOD** Valley capture triggered when counter is equal to zero or period.  
**EPWM\_VALLEY\_TRIGGER\_EVENT\_DCAEVT1** Valley capture triggered by DCAEVT1 (Digital Compare A event 1)  
**EPWM\_VALLEY\_TRIGGER\_EVENT\_DCAEVT2** Valley capture triggered by DCAEVT2 (Digital Compare A event 2)

**EPWM\_VALLEY\_TRIGGER\_EVENT\_DCBEVT1** Valley capture triggered by DCBEVT1  
(Digital Compare B event 1)

**EPWM\_VALLEY\_TRIGGER\_EVENT\_DCBEVT2** Valley capture triggered by DCBEVT2  
(Digital Compare B event 2)

#### 16.2.3.50 enum **EPWM\_ValleyCounterEdge**

Values that can be passed to `EPWM_getValleyCountEdgeStatus()` as the *edge* parameter.

##### Enumerator

**EPWM\_VALLEY\_COUNT\_START\_EDGE** Valley count start edge.

**EPWM\_VALLEY\_COUNT\_STOP\_EDGE** Valley count stop edge.

#### 16.2.3.51 enum **EPWM\_ValleyDelayMode**

Values that can be passed to `EPWM_setValleyDelayValue()` as the *delayMode* parameter.

##### Enumerator

**EPWM\_VALLEY\_DELAY\_MODE\_SW\_DELAY** Delay value equals the offset value defines by software.

**EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SW\_DELAY** Delay value equals the sum of the Hardware counter value and the offset value defines by software

**EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SHIFT\_1\_SW\_DELAY** Delay value equals the the Hardware counter shifted by (1 + the offset value defines by software)

**EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SHIFT\_2\_SW\_DELAY** Delay value equals the the Hardware counter shifted by (2 + the offset value defines by software)

**EPWM\_VALLEY\_DELAY\_MODE\_VCNT\_DELAY\_SHIFT\_4\_SW\_DELAY** Delay value equals the the Hardware counter shifted by (4 + the offset value defines by software)

#### 16.2.3.52 enum **EPWM\_DigitalCompareEdgeFilterMode**

Values that can be passed to `EPWM_setDigitalCompareEdgeFilterMode()` as the *edgeMode* parameter.

##### Enumerator

**EPWM\_DC\_EDGEFILT\_MODE\_RISING** Digital Compare Edge filter low to high edge mode

**EPWM\_DC\_EDGEFILT\_MODE\_FALLING** Digital Compare Edge filter high to low edge mode

**EPWM\_DC\_EDGEFILT\_MODE\_BOTH** Digital Compare Edge filter both edges mode

#### 16.2.3.53 enum **EPWM\_DigitalCompareEdgeFilterEdgeCount**

Values that can be passed to `EPWM_setDigitalCompareEdgeFilterEdgeCount()` as the *edgeCount* parameter.

##### Enumerator

**EPWM\_DC\_EDGEFILT\_EDGE CNT\_0** Digital Compare Edge filter edge count = 0

**EPWM\_DC\_EDGEFILT\_EDGECONT\_1** Digital Compare Edge filter edge count = 1  
**EPWM\_DC\_EDGEFILT\_EDGECONT\_2** Digital Compare Edge filter edge count = 2  
**EPWM\_DC\_EDGEFILT\_EDGECONT\_3** Digital Compare Edge filter edge count = 3  
**EPWM\_DC\_EDGEFILT\_EDGECONT\_4** Digital Compare Edge filter edge count = 4  
**EPWM\_DC\_EDGEFILT\_EDGECONT\_5** Digital Compare Edge filter edge count = 5  
**EPWM\_DC\_EDGEFILT\_EDGECONT\_6** Digital Compare Edge filter edge count = 6  
**EPWM\_DC\_EDGEFILT\_EDGECONT\_7** Digital Compare Edge filter edge count = 7

### 16.2.3.54 enum **EPWM\_LockRegisterGroup**

Values that can be passed to EPWM\_lockRegisters() as the *registerGroup* parameter.

#### Enumerator

**EPWM\_REGISTER\_GROUP\_GLOBAL\_LOAD** Global load register group.  
**EPWM\_REGISTER\_GROUP\_TRIP\_ZONE** Trip zone register group.  
**EPWM\_REGISTER\_GROUP\_TRIP\_ZONE\_CLEAR** Trip zone clear group.  
**EPWM\_REGISTER\_GROUP\_DIGITAL\_COMPARE** Digital compare group.

## 16.2.4 Function Documentation

### 16.2.4.1 static void EPWM\_setTimeBaseCounter ( uint32\_t *base*, uint16\_t *count* ) [inline], [static]

Set the time base count

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>count</i>	is the time base count value.

This function sets the 16 bit counter value of the time base counter.

#### Returns

None.

### 16.2.4.2 static void EPWM\_setCountModeAfterSync ( uint32\_t *base*, **EPWM\_SyncCountMode** *mode* ) [inline], [static]

Set count mode after phase shift sync

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>mode</i>	is the count mode.

This function sets the time base count to count up or down after a new phase value set by the [EPWM\\_setPhaseShift\(\)](#). The count direction is determined by the variable *mode*. Valid inputs for *mode* are:

- EPWM\_COUNT\_MODE\_UP\_AFTER\_SYNC - Count up after sync

- EPWM\_COUNT\_MODE\_DOWN\_AFTER\_SYNC - Count down after sync

**Returns**

None.

References [EPWM\\_COUNT\\_MODE\\_UP\\_AFTER\\_SYNC](#).

16.2.4.3 static void EPWM\_setClockPrescaler ( uint32\_t *base*, **EPWM\_ClockDivider** *prescaler*, **EPWM\_HSClockDivider** *highSpeedPrescaler* ) [inline], [static]

Set the time base clock and the high speed time base clock count pre-scaler

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>prescaler</i>	is the time base count pre scale value.
<i>highSpeed-Prescaler</i>	is the high speed time base count pre scale value.

This function sets the pre scaler(divider)value for the time base clock counter and the high speed time base clock counter. Valid values for pre-scaler and highSpeedPrescaler are EPWM\_CLOCK\_DIVIDER\_X, where X is 1, 2, 4, 8, 16, 32, 64 or 128. The actual numerical values for these macros represent values 0, 1...7. The equation for the output clock is: TBCLK = EPWMCLK/(highSpeedPrescaler \* pre-scaler)

**Note:** EPWMCLK is a scaled version of SYSCLK. At reset EPWMCLK is half SYSCLK.

**Returns**

None.

16.2.4.4 static void EPWM\_forceSyncPulse ( uint32\_t *base* ) [inline], [static]

Force a software sync pulse

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function causes a single software initiated sync pulse. Make sure the appropriate mode is selected using EPWM\_setupSyncOutputMode() before using this function.

**Returns**

None.

16.2.4.5 static void EPWM\_setSyncOutPulseMode ( uint32\_t *base*, **EPWM\_SyncOutPulseMode** *mode* ) [inline], [static]

Set up the sync out pulse event

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>mode</i>	is the sync out mode.

This function set the sync out pulse mode. Valid values for mode are:

- EPWM\_SYNC\_OUT\_PULSE\_ON\_SOFTWARE - sync pulse is generated by software when [EPWM\\_forceSyncPulse\(\)](#) function is called or by EPWMxSYNCl signal.
- EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_ZERO - sync pulse is generated when time base counter equals zero.
- EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_B - sync pulse is generated when time base counter equals compare B value.
- EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_C - sync pulse is generated when time base counter equals compare C value.
- EPWM\_SYNC\_OUT\_PULSE\_ON\_COUNTER\_COMPARE\_D - sync pulse is generated when time base counter equals compare D value.
- EPWM\_SYNC\_OUT\_PULSE\_DISABLED - sync pulse is disabled.

**Returns**

None.

References [EPWM\\_SYNC\\_OUT\\_PULSE\\_DISABLED](#).

16.2.4.6 **static void EPWM\_setPeriodLoadMode ( uint32\_t *base*,  
EPWM\_PeriodLoadMode *loadMode* )** *[inline]*, *[static]*

Set PWM period load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadMode</i>	is the PWM period load mode.

This function sets the load mode for the PWM period. If loadMode is set to EPWM\_PERIOD\_SHADOW\_LOAD, a write or read to the TBPRD (PWM Period count register) accesses the shadow register. If loadMode is set to EPWM\_PERIOD\_DIRECT\_LOAD, a write or read to the TBPRD register accesses the register directly.

**Returns**

None.

References [EPWM\\_PERIOD\\_SHADOW\\_LOAD](#).

16.2.4.7 **static void EPWM\_enablePhaseShiftLoad ( uint32\_t *base* )** *[inline]*,  
*[static]*

Enable phase shift load

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables loading of phase shift when the appropriate sync event occurs.

**Returns**

None.

16.2.4.8 `static void EPWM_disablePhaseShiftLoad ( uint32_t base ) [inline], [static]`

Disable phase shift load

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables loading of phase shift. occurs.

**Returns**

None.

16.2.4.9 `static void EPWM_setTimeBaseCounterMode ( uint32_t base, EPWM_TimeBaseCountMode counterMode ) [inline], [static]`

Set time base counter mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>counterMode</i>	is the time base counter mode.

This function sets up the time base counter mode. Valid values for counterMode are:

- EPWM\_COUNTER\_MODE\_UP - Up - count mode.
- EPWM\_COUNTER\_MODE\_DOWN - Down - count mode.
- EPWM\_COUNTER\_MODE\_UP\_DOWN - Up - down - count mode.
- EPWM\_COUNTER\_MODE\_STOP\_FREEZE - Stop - Freeze counter.

**Returns**

None.

16.2.4.10 `static void EPWM_selectPeriodLoadEvent ( uint32_t base, EPWM_PeriodShadowLoadMode shadowLoadMode ) [inline], [static]`

Set shadow to active period load on sync mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>shadowLoad-Mode</i>	is the shadow to active load mode.

This function sets up the shadow to active Period register load mode with respect to a sync event. Valid values for shadowLoadMode are:

- EPWM\_SHADOW\_LOAD\_MODE\_COUNTER\_ZERO - shadow to active load occurs when time base counter reaches 0.
- EPWM\_SHADOW\_LOAD\_MODE\_COUNTER\_SYNC - shadow to active load occurs when time base counter reaches 0 and a SYNC occurs.
- EPWM\_SHADOW\_LOAD\_MODE\_SYNC - shadow to active load occurs only when a SYNC occurs.

**Returns**

None.

```
16.2.4.11 static void EPWM_enableOneShotSync ( uint32_t base ) [inline],
[static]
```

Enable one shot sync mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables one shot sync mode.

**Returns**

None.

```
16.2.4.12 static void EPWM_disableOneShotSync ( uint32_t base ) [inline],
[static]
```

Disable one shot sync mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables one shot sync mode.

**Returns**

None.

```
16.2.4.13 static void EPWM_startOneShotSync ( uint32_t base ) [inline], [static]
```

Start one shot sync mode



**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function propagates a one shot sync pulse.

**Returns**

None.

16.2.4.14 `static bool EPWM_getTimeBaseCounterOverflowStatus ( uint32_t base )`  
`[inline], [static]`

Return time base counter maximum status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the status of the time base max counter.

**Returns**

Returns true if the counter has reached 0xFFFF. Returns false if the counter hasn't reached 0xFFFF.

16.2.4.15 `static void EPWM_clearTimeBaseCounterOverflowEvent ( uint32_t base )`  
`[inline], [static]`

Clear max time base counter event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function clears the max time base counter latch event. The latch event occurs when the time base counter reaches its maximum value of 0xFFFF.

**Returns**

None.

16.2.4.16 `static bool EPWM_getSyncStatus ( uint32_t base )` `[inline], [static]`

Return external sync signal status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the external sync signal status.

**Returns**

Returns true if if an external sync signal event Returns false if there is no event.

16.2.4.17 static void EPWM\_clearSyncEvent ( uint32\_t *base* ) [inline], [static]

Clear external sync signal event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function clears the external sync signal latch event.

**Returns**

None.

16.2.4.18 static uint16\_t EPWM\_getTimeBaseCounterDirection ( uint32\_t *base* )  
[inline], [static]

Return time base counter direction.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the direction of the time base counter.

**Returns**

returns EPWM\_TIME\_BASE\_STATUS\_COUNT\_UP if the counter is counting up or  
EPWM\_TIME\_BASE\_STATUS\_COUNT\_DOWN if the counter is counting down.

16.2.4.19 static void EPWM\_setPhaseShift ( uint32\_t *base*, uint16\_t *phaseCount* )  
[inline], [static]

Sets the phase shift offset counter value.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>phaseCount</i>	is the phase shift count value.

This function sets the 16 bit time-base counter phase of the ePWM relative to the time-base that is supplying the synchronization input signal. Call the [EPWM\\_enablePhaseShiftLoad\(\)](#) function to enable loading of the phaseCount phase shift value when a sync event occurs.

**Returns**

None.

16.2.4.20 static void EPWM\_setTimeBasePeriod ( uint32\_t *base*, uint16\_t *periodCount* )  
[inline], [static]

Sets the PWM period count.

**Parameters**


---

<i>base</i>	is the base address of the EPWM module.
<i>periodCount</i>	is period count value.

This function sets the period of the PWM count. The value of *periodCount* is the value written to the register. User should map the desired period or frequency of the waveform into the correct *periodCount*. Invoke the function [EPWM\\_selectPeriodLoadEvent\(\)](#) with the appropriate parameter to set the load mode of the Period count. *periodCount* has a maximum valid value of 0xFFFF

#### Returns

None.

16.2.4.21 `static uint16_t EPWM_getTimeBasePeriod ( uint32_t base ) [inline],  
[static]`

Gets the PWM period count.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function gets the period of the PWM count.

#### Returns

The period count value.

16.2.4.22 `static void EPWM_setupEPWMLinks ( uint32_t base, EPWM_CurrentLink  
epwmLink, EPWM_LinkComponent linkComp ) [inline], [static]`

Sets the EPWM links.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>epwmLink</i>	is the ePWM instance to link with.
<i>linkComp</i>	is the ePWM component to link.

This function links the component defined in *linkComp* in the current ePWM instance with the *linkComp* component of the ePWM instance defined by *epwmLink*. A change (a write) in the value of *linkComp* component of *epwmLink* instance, causes a change in the current ePWM *linkComp* component. For example if the current ePWM is ePWM3 and the values of *epwmLink* and *linkComp* are EPWM\_LINK\_WITH\_EPWM\_1 and EPWM\_LINK\_COMP\_C respectively, then a write to COMPC register in ePWM1, will result in a simultaneous write to COMPC register in ePWM3. Valid values for *epwmLink* are:

- EPWM\_LINK\_WITH\_EPWM\_1 - link current ePWM with ePWM1
- EPWM\_LINK\_WITH\_EPWM\_2 - link current ePWM with ePWM2
- EPWM\_LINK\_WITH\_EPWM\_3 - link current ePWM with ePWM3
- EPWM\_LINK\_WITH\_EPWM\_4 - link current ePWM with ePWM4
- EPWM\_LINK\_WITH\_EPWM\_5 - link current ePWM with ePWM5
- EPWM\_LINK\_WITH\_EPWM\_6 - link current ePWM with ePWM6
- EPWM\_LINK\_WITH\_EPWM\_7 - link current ePWM with ePWM7

- EPWM\_LINK\_WITH\_EPWM\_8 - link current ePWM with ePWM8
- EPWM\_LINK\_WITH\_EPWM\_9 - link current ePWM with ePWM9
- EPWM\_LINK\_WITH\_EPWM\_10 - link current ePWM with ePWM10
- EPWM\_LINK\_WITH\_EPWM\_11 - link current ePWM with ePWM11
- EPWM\_LINK\_WITH\_EPWM\_12 - link current ePWM with ePWM12

Valid values for linkComp are:

- EPWM\_LINK\_TBPRD - link TBPRD:TBPRDHR registers
- EPWM\_LINK\_COMP\_A - link COMPA registers
- EPWM\_LINK\_COMP\_B - link COMPB registers
- EPWM\_LINK\_COMP\_C - link COMPC registers
- EPWM\_LINK\_COMP\_D - link COMPD registers
- EPWM\_LINK\_GLDCTL2 - link GLDCTL2 registers

#### Returns

None.

16.2.4.23 static void EPWM\_setCounterCompareShadowLoadMode (   
 uint32\_t base, **EPWM\_CounterCompareModule** compModule,   
 **EPWM\_CounterCompareLoadMode** loadMode ) [inline],[static]

Sets up the Counter Compare shadow load mode

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the counter compare module.
<i>loadMode</i>	is the shadow to active load mode.

This function enables and sets up the counter compare shadow load mode. Valid values for the variables are:

- compModule
  - EPWM\_COUNTER\_COMPARE\_A - counter compare A.
  - EPWM\_COUNTER\_COMPARE\_B - counter compare B.
  - EPWM\_COUNTER\_COMPARE\_C - counter compare C.
  - EPWM\_COUNTER\_COMPARE\_D - counter compare D.
- loadMode
  - EPWM\_COMP\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero
  - EPWM\_COMP\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period
  - EPWM\_COMP\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period
  - EPWM\_COMP\_LOAD\_FREEZE - Freeze shadow to active load
  - EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_ZERO - load when counter equals zero
  - EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_PERIOD -load when counter equals period
  - EPWM\_COMP\_LOAD\_ON\_SYNC\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period
  - EPWM\_COMP\_LOAD\_ON\_SYNC\_ONLY - load on sync only

**Returns**

None.

References [EPWM\\_COUNTER\\_COMPARE\\_A](#), and [EPWM\\_COUNTER\\_COMPARE\\_C](#).

16.2.4.24 static void EPWM\_disableCounterCompareShadowLoadMode ( uint32\_t *base*,  
**EPWM\_CounterCompareModule** *compModule* ) [inline], [static]

Disable Counter Compare shadow load mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the counter compare module.

This function disables counter compare shadow load mode. Valid values for the variables are:

■ *compModule*

- EPWM\_COUNTER\_COMPARE\_A - counter compare A.
- EPWM\_COUNTER\_COMPARE\_B - counter compare B.
- EPWM\_COUNTER\_COMPARE\_C - counter compare C.
- EPWM\_COUNTER\_COMPARE\_D - counter compare D.

**Returns**

None.

References [EPWM\\_COUNTER\\_COMPARE\\_A](#), and [EPWM\\_COUNTER\\_COMPARE\\_C](#).

16.2.4.25 static void EPWM\_setCounterCompareValue ( uint32\_t *base*,  
**EPWM\_CounterCompareModule** *compModule*, uint16\_t *compCount* )  
[inline], [static]

Set counter compare values.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the Counter Compare value module.
<i>compCount</i>	is the counter compare count value.

This function sets the counter compare value for counter compare registers. The maximum value for *compCount* is 0xFFFF. Valid values for *compModule* are:

- EPWM\_COUNTER\_COMPARE\_A - counter compare A.
- EPWM\_COUNTER\_COMPARE\_B - counter compare B.
- EPWM\_COUNTER\_COMPARE\_C - counter compare C.
- EPWM\_COUNTER\_COMPARE\_D - counter compare D.

**Returns**

None.

References [EPWM\\_COUNTER\\_COMPARE\\_A](#), and [EPWM\\_COUNTER\\_COMPARE\\_B](#).

16.2.4.26 static uint16\_t EPWM\_getCounterCompareValue ( uint32\_t *base*,  
**EPWM\_CounterCompareModule** *compModule* ) [inline], [static]

Get counter compare values.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the Counter Compare value module.

This function gets the counter compare value for counter compare registers. Valid values for compModule are:

- EPWM\_COUNTER\_COMPARE\_A - counter compare A.
- EPWM\_COUNTER\_COMPARE\_B - counter compare B.
- EPWM\_COUNTER\_COMPARE\_C - counter compare C.
- EPWM\_COUNTER\_COMPARE\_D - counter compare D.

**Returns**

The counter compare count value.

References [EPWM\\_COUNTER\\_COMPARE\\_A](#), and [EPWM\\_COUNTER\\_COMPARE\\_B](#).

16.2.4.27 static bool EPWM\_getCounterCompareShadowStatus ( uint32\_t *base*, **EPWM\_CounterCompareModule** *compModule* ) [inline], [static]

Return the counter compare shadow register full status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the Counter Compare value module.

This function returns the counter Compare shadow register full status flag. Valid values for compModule are:

- EPWM\_COUNTER\_COMPARE\_A - counter compare A.
- EPWM\_COUNTER\_COMPARE\_B - counter compare B.

**Returns**

Returns true if the shadow register is full. Returns false if the shadow register is not full.

16.2.4.28 static void EPWM\_setActionQualifierShadowLoadMode ( uint32\_t *base*, **EPWM\_ActionQualifierModule** *aqModule*, **EPWM\_ActionQualifierLoadMode** *loadMode* ) [inline], [static]

Sets the Action Qualifier shadow load mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>aqModule</i>	is the Action Qualifier module value.



<i>loadMode</i>	is the shadow to active load mode.
-----------------	------------------------------------

This function enables and sets the Action Qualifier shadow load mode. Valid values for the variables are:

- **aqModule**
  - EPWM\_ACTION\_QUALIFIER\_A - Action Qualifier A.
  - EPWM\_ACTION\_QUALIFIER\_B - Action Qualifier B.
- **loadMode**
  - EPWM\_AQ\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero
  - EPWM\_AQ\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period
  - EPWM\_AQ\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period
  - EPWM\_AQ\_LOAD\_FREEZE - Freeze shadow to active load
  - EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_ZERO - load on sync or when counter equals zero
  - EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_PERIOD - load on sync or when counter equals period
  - EPWM\_AQ\_LOAD\_ON\_SYNC\_CNTR\_ZERO\_PERIOD - load on sync or when counter equals zero or period
  - EPWM\_AQ\_LOAD\_ON\_SYNC\_ONLY - load on sync only

#### Returns

None.

16.2.4.29 static void EPWM\_disableActionQualifierShadowLoadMode ( uint32\_t *base*, **EPWM\_ActionQualifierModule** *aqModule* ) [inline], [static]

Disable Action Qualifier shadow load mode

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>aqModule</i>	is the Action Qualifier module value.

This function disables the Action Qualifier shadow load mode. Valid values for the variables are:

- **aqModule**
  - EPWM\_ACTION\_QUALIFIER\_A - Action Qualifier A.
  - EPWM\_ACTION\_QUALIFIER\_B - Action Qualifier B.

#### Returns

None.

16.2.4.30 static void EPWM\_setActionQualifierT1TriggerSource ( uint32\_t *base*, **EPWM\_ActionQualifierTriggerSource** *trigger* ) [inline], [static]

Set up Action qualifier trigger source for event T1

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>trigger</i>	sources for Action Qualifier triggers.

This function sets up the sources for Action Qualifier event T1. Valid values for trigger are:

- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_1 - Digital compare event A 1
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_2 - Digital compare event A 2
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_1 - Digital compare event B 1
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_2 - Digital compare event B 2
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_1 - Trip zone 1
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_2 - Trip zone 2
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_3 - Trip zone 3
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_EPWM\_SYNCIN - ePWM sync

**Returns**

None.

16.2.4.31 static void EPWM\_setActionQualifierT2TriggerSource ( uint32\_t *base*,  
**EPWM\_ActionQualifierTriggerSource** *trigger* ) [inline], [static]

Set up Action qualifier trigger source for event T2

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>trigger</i>	sources for Action Qualifier triggers.

This function sets up the sources for Action Qualifier event T2. Valid values for trigger are:

- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_1 - Digital compare event A 1
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCA\_2 - Digital compare event A 2
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_1 - Digital compare event B 1
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_DCB\_2 - Digital compare event B 2
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_1 - Trip zone 1
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_2 - Trip zone 2
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_TZ\_3 - Trip zone 3
- EPWM\_AQ\_TRIGGER\_EVENT\_TRIG\_EPWM\_SYNCIN - ePWM sync

**Returns**

None.

16.2.4.32 static void EPWM\_setActionQualifierAction ( uint32\_t  
*base*, **EPWM\_ActionQualifierOutputModule** *epwmOutput*,  
**EPWM\_ActionQualifierOutput** *output*, **EPWM\_ActionQualifierOutputEvent**  
*event* ) [inline], [static]

Set up Action qualifier outputs

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>epwmOutput</i>	is the ePWM pin type.
<i>output</i>	is the Action Qualifier output.
<i>event</i>	is the event that causes a change in output.

This function sets up the Action Qualifier output on ePWM A or ePWMB, depending on the value of *epwmOutput*, to a value specified by *outPut* based on the input events - specified by *event*. The following are valid values for the parameters.

■ *epwmOutput*

- EPWM\_AQ\_OUTPUT\_A - ePWMxA output
- EPWM\_AQ\_OUTPUT\_B - ePWMxB output

■ *output*

- EPWM\_AQ\_OUTPUT\_NO\_CHANGE - No change in the output pins
- EPWM\_AQ\_OUTPUT\_LOW - Set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH - Set output pins to High
- EPWM\_AQ\_OUTPUT\_TOGGLE - Toggle the output pins

■ *event*

- EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_ZERO - Time base counter equals zero
- EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_PERIOD - Time base counter equals period
- EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_UP\_CMPA - Time base counter up equals COMPA
- EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_DOWN\_CMPA - Time base counter down equals COMPA
- EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_UP\_CMPB - Time base counter up equals COMPB
- EPWM\_AQ\_OUTPUT\_ON\_TIMEBASE\_DOWN\_CMPB - Time base counter down equals COMPB
- EPWM\_AQ\_OUTPUT\_ON\_T1\_COUNT\_UP - T1 event on count up
- EPWM\_AQ\_OUTPUT\_ON\_T1\_COUNT\_DOWN - T1 event on count down
- EPWM\_AQ\_OUTPUT\_ON\_T2\_COUNT\_UP - T2 event on count up
- EPWM\_AQ\_OUTPUT\_ON\_T2\_COUNT\_DOWN - T2 event on count down

**Returns**

None.

```
16.2.4.33 static void EPWM_setActionQualifierActionComplete ( uint32_t
    base, EPWM_ActionQualifierOutputModule epwmOutput,
    EPWM_ActionQualifierEventAction action ) [inline], [static]
```

Set up Action qualifier event outputs

## Parameters

<i>base</i>	is the base address of the EPWM module.
<i>epwmOutput</i>	is the ePWM pin type.
<i>action</i>	is the desired action when the specified event occurs

This function sets up the Action Qualifier output on ePWMA or ePWMB, depending on the value of *epwmOutput*, to a value specified by *action*. The following are valid values for the parameters.

■ *epwmOutput*

- EPWM\_AQ\_OUTPUT\_A - ePWMxA output
- EPWM\_AQ\_OUTPUT\_B - ePWMxB output

■ *action*

- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_ZERO - Time base counter equals zero and no change in output pins
- EPWM\_AQ\_OUTPUT\_LOW\_ZERO - Time base counter equals zero and set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH\_ZERO - Time base counter equals zero and set output pins to high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_ZERO - Time base counter equals zero and toggle the output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_PERIOD - Time base counter equals period and no change in output pins
- EPWM\_AQ\_OUTPUT\_LOW\_PERIOD - Time base counter equals period and set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH\_PERIOD - Time base counter equals period and set output pins to high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_PERIOD - Time base counter equals period and toggle the output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_CMPA - Time base counter up equals COMPA and no change in the output pins
- EPWM\_AQ\_OUTPUT\_LOW\_UP\_CMPA - Time base counter up equals COMPA and set output pins low
- EPWM\_AQ\_OUTPUT\_HIGH\_UP\_CMPA - Time base counter up equals COMPA and set output pins high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_CMPA - Time base counter up equals COMPA and toggle output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_CMPA - Time base counter down equals COMPA and no change in the output pins
- EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_CMPA - Time base counter down equals COMPA and set output pins low
- EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_CMPA - Time base counter down equals COMPA and set output pins high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_CMPA - Time base counter down equals COMPA and toggle output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_CMPB - Time base counter up equals COMPB and no change in the output pins
- EPWM\_AQ\_OUTPUT\_LOW\_UP\_CMPB - Time base counter up equals COMPB and set output pins low

- EPWM\_AQ\_OUTPUT\_HIGH\_UP\_CMPB - Time base counter up equals COMPB and set output pins high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_CMPB - Time base counter up equals COMPB and toggle output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_CMPB - Time base counter down equals COMPB and no change in the output pins
- EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_CMPB - Time base counter down equals COMPB and set output pins low
- EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_CMPB - Time base counter down equals COMPB and set output pins high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_CMPB - Time base counter down equals COMPB and toggle output pins

**Returns**

None.

16.2.4.34 static void EPWM\_setAdditionalActionQualifierActionCodeComplete ( uint32\_t *base*, **EPWM\_ActionQualifierOutputModule** *epwmOutput*, **EPWM\_AdditionalActionQualifierEventAction** *action* ) [inline], [static]

Set up Additional action qualifier event outputs

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>epwmOutput</i>	is the ePWM pin type.
<i>action</i>	is the desired action when the specified event occurs

This function sets up the Additional Action Qualifier output on ePWMA or ePWMB depending on the value of *epwmOutput*, to a value specified by *action*. The following are valid values for the parameters.

■ *epwmOutput*

- EPWM\_AQ\_OUTPUT\_A - ePWMxA output
- EPWM\_AQ\_OUTPUT\_B - ePWMxB output

■ *action*

- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_TI - T1 event on count up and no change in output pins
- EPWM\_AQ\_OUTPUT\_LOW\_UP\_TI - T1 event on count up and set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH\_UP\_TI - T1 event on count up and set output pins to high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_TI - T1 event on count up and toggle the output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_TI - T1 event on count down and no change in output pins
- EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_TI - T1 event on count down and set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_TI - T1 event on count down and set output pins to high

- EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_T1 - T1 event on count down and toggle the output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_UP\_T2 - T2 event on count up and no change in output pins
- EPWM\_AQ\_OUTPUT\_LOW\_UP\_T2 - T2 event on count up and set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH\_UP\_T2 - T2 event on count up and set output pins to high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_UP\_T2 - T2 event on count up and toggle the output pins
- EPWM\_AQ\_OUTPUT\_NO\_CHANGE\_DOWN\_T2 - T2 event on count down and no change in output pins
- EPWM\_AQ\_OUTPUT\_LOW\_DOWN\_T2 - T2 event on count down and set output pins to low
- EPWM\_AQ\_OUTPUT\_HIGH\_DOWN\_T2 - T2 event on count down and set output pins to high
- EPWM\_AQ\_OUTPUT\_TOGGLE\_DOWN\_T2 - T2 event on count down and toggle the output pins

**Returns**

None.

16.2.4.35 static void EPWM\_setActionQualifierContSWForceShadowMode ( uint32\_t *base*, **EPWM\_ActionQualifierContForce** *mode* ) [inline], [static]

Sets up Action qualifier continuous software load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>mode</i>	is the mode for shadow to active load mode.

This function sets up the AQCFRSC register load mode for continuous software force reload mode. The software force actions are determined by the [EPWM\\_setActionQualifierContSWForceAction\(\)](#) function. Valid values for mode are:

- EPWM\_AQ\_SW\_SH\_LOAD\_ON\_CNTR\_ZERO - shadow mode load when counter equals zero
- EPWM\_AQ\_SW\_SH\_LOAD\_ON\_CNTR\_PERIOD - shadow mode load when counter equals period
- EPWM\_AQ\_SW\_SH\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - shadow mode load when counter equals zero or period
- EPWM\_AQ\_SW\_IMMEDIATE\_LOAD - immediate mode load only

**Returns**

None.

16.2.4.36 static void EPWM\_setActionQualifierContSWForceAction ( uint32\_t *base*, **EPWM\_ActionQualifierOutputModule** *epwmOutput*, **EPWM\_ActionQualifierSWOutput** *output* ) [inline], [static]

Triggers a continuous software forced event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>epwmOutput</i>	is the ePWM pin type.
<i>output</i>	is the Action Qualifier output.

This function triggers a continuous software forced Action Qualifier output on ePWM A or B based on the value of epwmOutput. Valid values for the parameters are:

- epwmOutput
  - EPWM\_AQ\_OUTPUT\_A - ePWMxA output
  - EPWM\_AQ\_OUTPUT\_B - ePWMxB output
- output
  - EPWM\_AQ\_SW\_DISABLED - Software forcing disabled.
  - EPWM\_AQ\_OUTPUT\_LOW - Set output pins to low
  - EPWM\_AQ\_OUTPUT\_HIGH - Set output pins to High

**Returns**

None.

References [EPWM\\_AQ\\_OUTPUT\\_A](#).

16.2.4.37 static void EPWM\_setActionQualifierSWAction ( uint32\_t  
base, **EPWM\_ActionQualifierOutputModule** epwmOutput,  
**EPWM\_ActionQualifierOutput** output ) [inline], [static]

Set up one time software forced Action qualifier outputs

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>epwmOutput</i>	is the ePWM pin type.
<i>output</i>	is the Action Qualifier output.

This function sets up the one time software forced Action Qualifier output on ePWM A or ePWMB, depending on the value of epwmOutput to a value specified by outPut. The following are valid values for the parameters.

- epwmOutput
  - EPWM\_AQ\_OUTPUT\_A - ePWMxA output
  - EPWM\_AQ\_OUTPUT\_B - ePWMxB output
- output
  - EPWM\_AQ\_OUTPUT\_NO\_CHANGE - No change in the output pins
  - EPWM\_AQ\_OUTPUT\_LOW - Set output pins to low
  - EPWM\_AQ\_OUTPUT\_HIGH - Set output pins to High
  - EPWM\_AQ\_OUTPUT\_TOGGLE - Toggle the output pins

**Returns**

None.

References [EPWM\\_AQ\\_OUTPUT\\_A](#).

16.2.4.38 static void EPWM\_forceActionQualifierSWAction ( uint32\_t *base*,  
**EPWM\_ActionQualifierOutputModule** *epwmOutput* ) [inline], [static]

Triggers a one time software forced event on Action qualifier



**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>epwmOutput</i>	is the ePWM pin type.

This function triggers a one time software forced Action Qualifier event on ePWM A or B based on the value of epwmOutput. Valid values for epwmOutput are:

- EPWM\_AQ\_OUTPUT\_A - ePWMxA output
- EPWM\_AQ\_OUTPUT\_B - ePWMxB output

**Returns**

None.

References [EPWM\\_AQ\\_OUTPUT\\_A](#).

16.2.4.39 static void EPWM\_setDeadBandOutputSwapMode ( uint32\_t *base*,  
**EPWM\_DeadBandOutput** *output*, bool *enableSwapMode* ) [inline],  
[static]

Sets Dead Band signal output swap mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>output</i>	is the ePWM Dead Band output.
<i>enableSwap-Mode</i>	is the output swap mode.

This function sets up the output signal swap mode. For example if the output variable is set to EPWM\_DB\_OUTPUT\_A and enableSwapMode is true, then the ePWM A output gets its signal from the ePWM B signal path. Valid values for the input variables are: output

- EPWM\_DB\_OUTPUT\_A - ePWM output A
- EPWM\_DB\_OUTPUT\_B - ePWM output B enableSwapMode
- true - the output is swapped
- false - the output and the signal path are the same.

**Returns**

None.

16.2.4.40 static void EPWM\_setDeadBandDelayMode ( uint32\_t *base*,  
**EPWM\_DeadBandDelayMode** *delayMode*, bool *enableDelayMode* )  
[inline], [static]

Sets Dead Band signal output mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>delayMode</i>	is the Dead Band delay type.
<i>enableDelay-Mode</i>	is the dead band delay mode.

This function sets up the dead band delay mode. The *delayMode* variable determines if the applied delay is Rising Edge or Falling Edge. The *enableDelayMode* determines if a dead band delay should be applied. Valid values for the variables are: *delayMode*

- EPWM\_DB\_RED - Rising Edge delay
- EPWM\_DB\_FED - Falling Edge delay *enableDelayMode*
- true - Falling edge or Rising edge delay is applied.
- false - Dead Band delay is bypassed.

**Returns**

None.

16.2.4.41 static void EPWM\_setDeadBandDelayPolarity ( uint32\_t *base*,  
**EPWM\_DeadBandDelayMode** *delayMode*, **EPWM\_DeadBandPolarity** *polarity*  
) [inline], [static]

Sets Dead Band delay polarity.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>delayMode</i>	is the Dead Band delay type.
<i>polarity</i>	is the polarity of the delayed signal.

This function sets up the polarity as determined by the variable *polarity* of the Falling Edge or Rising Edge delay depending on the value of *delayMode*. Valid values for the variables are: *delayMode*

- EPWM\_DB\_RED - Rising Edge delay
- EPWM\_DB\_FED - Falling Edge delay polarity
- EPWM\_DB\_POLARITY\_ACTIVE\_HIGH - polarity is not inverted.
- EPWM\_DB\_POLARITY\_ACTIVE\_LOW - polarity is inverted.

**Returns**

None.

16.2.4.42 static void EPWM\_setRisingEdgeDeadBandDelayInput ( uint32\_t *base*, uint16\_t  
*input* ) [inline], [static]

Sets Rising Edge Dead Band delay input.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>input</i>	is the input signal to the dead band.

This function sets up the rising Edge delay input signal. Valid values for input are:

- EPWM\_DB\_INPUT\_EPWMA - Input signal is ePWMA( Valid for both Falling Edge and Rising Edge)
- EPWM\_DB\_INPUT\_EPWMB - Input signal is ePWMA( Valid for both Falling Edge and Rising Edge)

**Returns**

None.

References [EPWM\\_DB\\_INPUT\\_EPWMA](#), and [EPWM\\_DB\\_INPUT\\_EPWMB](#).

16.2.4.43 static void EPWM\_setFallingEdgeDeadBandDelayInput ( uint32\_t *base*, uint16\_t *input* ) [inline], [static]

Sets Dead Band delay input.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>input</i>	is the input signal to the dead band.

This function sets up the rising Edge delay input signal. Valid values for input are:

- EPWM\_DB\_INPUT\_EPWMA - Input signal is ePWMA(Valid for both Falling Edge and Rising Edge)
- EPWM\_DB\_INPUT\_EPWMB - Input signal is ePWMA(Valid for both Falling Edge and Rising Edge)
- EPWM\_DB\_INPUT\_DB\_RED - Input signal is the output of Rising Edge delay. (Valid only for Falling Edge delay)

**Returns**

None.

References [EPWM\\_DB\\_INPUT\\_DB\\_RED](#), [EPWM\\_DB\\_INPUT\\_EPWMA](#), and [EPWM\\_DB\\_INPUT\\_EPWMB](#).

16.2.4.44 static void EPWM\_setDeadBandControlShadowLoadMode ( uint32\_t *base*, **EPWM\_DeadBandControlLoadMode** *loadMode* ) [inline], [static]

Set the Dead Band control shadow load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadMode</i>	is the shadow to active load mode.

This function enables and sets the Dead Band control register shadow load mode. Valid values for the parameters are: loadMode

- EPWM\_DB\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero.
- EPWM\_DB\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period.
- EPWM\_DB\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period.
- EPWM\_DB\_LOAD\_FREEZE - Freeze shadow to active load.

**Returns**

None.

16.2.4.45 static void EPWM\_disableDeadBandControlShadowLoadMode ( uint32\_t base )  
[inline], [static]

Disable Dead Band control shadow load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
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This function disables the Dead Band control register shadow load mode.

**Returns**

None.

16.2.4.46 static void EPWM\_setRisingEdgeDelayCountShadowLoadMode ( uint32\_t base,  
**EPWM\_RisingEdgeDelayLoadMode** loadMode ) [inline], [static]

Set the RED (Rising Edge Delay) shadow load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadMode</i>	is the shadow to active load event.

This function sets the Rising Edge Delay register shadow load mode. Valid values for the parameters are: loadMode

- EPWM\_RED\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero.
- EPWM\_RED\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period.
- EPWM\_RED\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period.
- EPWM\_RED\_LOAD\_FREEZE - Freeze shadow to active load.

**Returns**

None.

16.2.4.47 static void EPWM\_disableRisingEdgeDelayCountShadowLoadMode ( uint32\_t  
base ) [inline], [static]

Disable the RED (Rising Edge Delay) shadow load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the Rising Edge Delay register shadow load mode.

**Returns**

None.

16.2.4.48 `static void EPWM_setFallingEdgeDelayCountShadowLoadMode ( uint32_t base, EPWM_FallingEdgeDelayLoadMode loadMode ) [inline], [static]`

Set the FED (Falling Edge Delay) shadow load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadMode</i>	is the shadow to active load event.

This function enables and sets the Falling Edge Delay register shadow load mode. Valid values for the parameters are: *loadMode*

- EPWM\_FED\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero.
- EPWM\_FED\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period.
- EPWM\_FED\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period.
- EPWM\_FED\_LOAD\_FREEZE - Freeze shadow to active load.

**Returns**

None.

16.2.4.49 `static void EPWM_disableFallingEdgeDelayCountShadowLoadMode ( uint32_t base ) [inline], [static]`

Disables the FED (Falling Edge Delay) shadow load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the Falling Edge Delay register shadow load mode. Valid values for the parameters are:

**Returns**

None.

16.2.4.50 `static void EPWM_setDeadBandCounterClock ( uint32_t base, EPWM_DeadBandClockMode clockMode ) [inline], [static]`

Sets Dead Band Counter clock rate.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>clockMode</i>	is the Dead Band counter clock mode.

This function sets up the Dead Band counter clock rate with respect to TBCLK (ePWM time base counter). Valid values for clockMode are:

- EPWM\_DB\_COUNTER\_CLOCK\_FULL\_CYCLE -Dead band counter runs at TBCLK (ePWM Time Base Counter) rate.
- EPWM\_DB\_COUNTER\_CLOCK\_HALF\_CYCLE -Dead band counter runs at 2\*TBCLK (twice ePWM Time Base Counter)rate.

**Returns**

None.

16.2.4.51 static void EPWM\_setRisingEdgeDelayCount ( uint32\_t *base*, uint16\_t *redCount* ) [inline], [static]

Set ePWM RED count

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>redCount</i>	is the RED(Rising Edge Delay) count.

This function sets the RED (Rising Edge Delay) count value. The value of redCount should be less than 0x4000U.

**Returns**

None.

16.2.4.52 static void EPWM\_setFallingEdgeDelayCount ( uint32\_t *base*, uint16\_t *fedCount* ) [inline], [static]

Set ePWM FED count

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>fedCount</i>	is the FED(Falling Edge Delay) count.

This function sets the FED (Falling Edge Delay) count value. The value of fedCount should be less than 0x4000U.

**Returns**

None.

16.2.4.53 static void EPWM\_enableChopper ( uint32\_t *base* ) [inline], [static]

Enable chopper mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables ePWM chopper module.

**Returns**

None.

#### 16.2.4.54 static void EPWM\_disableChopper ( uint32\_t *base* ) [inline], [static]

Disable chopper mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables ePWM chopper module.

**Returns**

None.

#### 16.2.4.55 static void EPWM\_setChopperDutyCycle ( uint32\_t *base*, uint16\_t *dutyCycleCount* ) [inline], [static]

Set chopper duty cycle.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dutyCycleCount</i>	is the chopping clock duty cycle count.

This function sets the chopping clock duty cycle. The value of *dutyCycleCount* should be less than 7. The *dutyCycleCount* value is converted to the actual chopper duty cycle value base on the following equation:  $\text{chopper duty cycle} = (\text{dutyCycleCount} + 1) / 8$

**Returns**

None.

#### 16.2.4.56 static void EPWM\_setChopperFreq ( uint32\_t *base*, uint16\_t *freqDiv* ) [inline], [static]

Set chopper clock frequency scaler.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>freqDiv</i>	is the chopping clock frequency divider.

This function sets the scaler for the chopping clock frequency. The value of *freqDiv* should be less than 8. The chopping clock frequency is altered based on the following equation.  $\text{chopper clock frequency} = \text{SYSCLKOUT} / (1 + \text{freqDiv})$



**Returns**

None.

16.2.4.57 static void EPWM\_setChopperFirstPulseWidth ( uint32\_t base, uint16\_t firstPulseWidth ) [inline], [static]

Set chopper clock frequency scaler.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>firstPulseWidth</i>	is the width of the first pulse.

This function sets the first pulse width of chopper output waveform. The value of firstPulseWidth should be less than 0x10. The value of the first pulse width in seconds is given using the following equation: first pulse width = 1 / (((firstPulseWidth + 1) \* SYSCLKOUT)/8)

**Returns**

None.

16.2.4.58 static void EPWM\_enableTripZoneSignals ( uint32\_t base, uint16\_t tzSignal ) [inline], [static]

Enables Trip Zone signal.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzSignal</i>	is the Trip Zone signal.

This function enables the Trip Zone signals specified by tzSignal as a source for the Trip Zone module. Valid values for tzSignal are:

- EPWM\_TZ\_SIGNAL\_CBC1 - TZ1 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC2 - TZ2 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC3 - TZ3 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC4 - TZ4 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC5 - TZ5 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC6 - TZ6 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_DCAEVT2 - DCAEVT2 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_DCBEVT2 - DCBEVT2 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_OSHT1 - One-shot TZ1
- EPWM\_TZ\_SIGNAL\_OSHT2 - One-shot TZ2
- EPWM\_TZ\_SIGNAL\_OSHT3 - One-shot TZ3
- EPWM\_TZ\_SIGNAL\_OSHT4 - One-shot TZ4
- EPWM\_TZ\_SIGNAL\_OSHT5 - One-shot TZ5
- EPWM\_TZ\_SIGNAL\_OSHT6 - One-shot TZ6
- EPWM\_TZ\_SIGNAL\_DCAEVT1 - One-shot DCAEVT1

- EPWM\_TZ\_SIGNAL\_DCBEVT1 - One-shot DCBEVT1

**note:** A logical OR of the valid values can be passed as the *tzSignal* parameter.

#### Returns

None.

16.2.4.59 static void EPWM\_disableTripZoneSignals ( uint32\_t *base*, uint16\_t *tzSignal* )  
[inline], [static]

Disables Trip Zone signal.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>tzSignal</i>	is the Trip Zone signal.

This function disables the Trip Zone signal specified by *tzSignal* as a source for the Trip Zone module. Valid values for *tzSignal* are:

- EPWM\_TZ\_SIGNAL\_CBC1 - TZ1 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC2 - TZ2 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC3 - TZ3 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC4 - TZ4 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC5 - TZ5 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_CBC6 - TZ6 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_DCAEVT2 - DCAEVT2 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_DCBEVT2 - DCBEVT2 Cycle By Cycle
- EPWM\_TZ\_SIGNAL\_OSHT1 - One-shot TZ1
- EPWM\_TZ\_SIGNAL\_OSHT2 - One-shot TZ2
- EPWM\_TZ\_SIGNAL\_OSHT3 - One-shot TZ3
- EPWM\_TZ\_SIGNAL\_OSHT4 - One-shot TZ4
- EPWM\_TZ\_SIGNAL\_OSHT5 - One-shot TZ5
- EPWM\_TZ\_SIGNAL\_OSHT6 - One-shot TZ6
- EPWM\_TZ\_SIGNAL\_DCAEVT1 - One-shot DCAEVT1
- EPWM\_TZ\_SIGNAL\_DCBEVT1 - One-shot DCBEVT1

**note:** A logical OR of the valid values can be passed as the *tzSignal* parameter.

#### Returns

None.

16.2.4.60 static void EPWM\_setTripZoneDigitalCompareEventCondition ( uint32\_t *base*, **EPWM\_TripZoneDigitalCompareOutput** *dcType*, **EPWM\_TripZoneDigitalCompareOutputEvent** *dcEvent* ) [inline], [static]

Set Digital compare conditions that cause Trip Zone event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcType</i>	is the Digital compare output type.
<i>dcEvent</i>	is the Digital Compare output event.

This function sets up the Digital Compare output Trip Zone event sources. The *dcType* variable specifies the event source to be whether Digital Compare output A or Digital Compare output B. The *dcEvent* parameter specifies the event that causes Trip Zone. Valid values for the parameters are: *dcType*

- EPWM\_TZ\_DC\_OUTPUT\_A1 - Digital Compare output 1 A
- EPWM\_TZ\_DC\_OUTPUT\_A2 - Digital Compare output 2 A
- EPWM\_TZ\_DC\_OUTPUT\_B1 - Digital Compare output 1 B
- EPWM\_TZ\_DC\_OUTPUT\_B2 - Digital Compare output 2 B *dcEvent*
- EPWM\_TZ\_EVENT\_DC\_DISABLED - Event Trigger is disabled
- EPWM\_TZ\_EVENT\_DCXH\_LOW - Trigger event when DCxH low
- EPWM\_TZ\_EVENT\_DCXH\_HIGH - Trigger event when DCxH high
- EPWM\_TZ\_EVENT\_DCXL\_LOW - Trigger event when DCxL low
- EPWM\_TZ\_EVENT\_DCXL\_HIGH - Trigger event when DCxL high
- EPWM\_TZ\_EVENT\_DCXL\_HIGH\_DCXH\_LOW - Trigger event when DCxL high DCxH low

**Note**

x in DCxH/DCxL represents DCAH/DCAL or DCBH/DCBL

**Returns**

None.

16.2.4.61 `static void EPWM_enableTripZoneAdvAction ( uint32_t base ) [inline],  
[static]`

Enable advanced Trip Zone event Action.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
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This function enables the advanced actions of the Trip Zone events. The advanced features combine the trip zone events with the direction of the counter.

**Returns**

None.

16.2.4.62 `static void EPWM_disableTripZoneAdvAction ( uint32_t base ) [inline],  
[static]`

Disable advanced Trip Zone event Action.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the advanced actions of the Trip Zone events.

**Returns**

None.

16.2.4.63 static void EPWM\_setTripZoneAction ( uint32\_t *base*, **EPWM\_TripZoneEvent** *tzEvent*, **EPWM\_TripZoneAction** *tzAction* ) [inline], [static]

Set Trip Zone Action.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzEvent</i>	is the Trip Zone event type.
<i>tzAction</i>	is the Trip zone Action.

This function sets the Trip Zone Action to be taken when a Trip Zone event occurs. Valid values for the parameters are: tzEvent

- EPWM\_TZ\_ACTION\_EVENT\_DCBEVT2 - DCBEVT2 (Digital Compare B event 2)
- EPWM\_TZ\_ACTION\_EVENT\_DCBEVT1 - DCBEVT1 (Digital Compare B event 1)
- EPWM\_TZ\_ACTION\_EVENT\_DCAEVT2 - DCAEVT2 (Digital Compare A event 2)
- EPWM\_TZ\_ACTION\_EVENT\_DCAEVT1 - DCAEVT1 (Digital Compare A event 1)
- EPWM\_TZ\_ACTION\_EVENT\_TZB - TZ1 - TZ6, DCBEVT2, DCBEVT1
- EPWM\_TZ\_ACTION\_EVENT\_TZA - TZ1 - TZ6, DCAEVT2, DCAEVT1 tzAction
- EPWM\_TZ\_ACTION\_HIGH\_Z - high impedance output
- EPWM\_TZ\_ACTION\_HIGH - high output
- EPWM\_TZ\_ACTION\_LOW - low low
- EPWM\_TZ\_ACTION\_DISABLE - disable action

**Note**

Disable the advanced Trip Zone event using [EPWM\\_disableTripZoneAdvAction\(\)](#) before calling this function.

This function operates on both ePWMA and ePWMB depending on the tzEvent parameter.

**Returns**

None.

16.2.4.64 static void EPWM\_setTripZoneAdvAction ( uint32\_t *base*, **EPWM\_TripZoneAdvancedEvent** *tzAdvEvent*, **EPWM\_TripZoneAdvancedAction** *tzAdvAction* ) [inline], [static]

Set Advanced Trip Zone Action.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzAdvEvent</i>	is the Trip Zone event type.
<i>tzAdvAction</i>	is the Trip zone Action.

This function sets the Advanced Trip Zone Action to be taken when an advanced Trip Zone event occurs.

Valid values for the parameters are: tzAdvEvent

- EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZB\_D - TZ1 - TZ6, DCBEVT2, DCBEVT1 while counting down
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZB\_U - TZ1 - TZ6, DCBEVT2, DCBEVT1 while counting up
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZA\_D - TZ1 - TZ6, DCAEVT2, DCAEVT1 while counting down
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_TZA\_U - TZ1 - TZ6, DCAEVT2, DCAEVT1 while counting up tzAdvAction
- EPWM\_TZ\_ADV\_ACTION\_HIGH\_Z - high impedance output
- EPWM\_TZ\_ADV\_ACTION\_HIGH - high voltage state
- EPWM\_TZ\_ADV\_ACTION\_LOW - low voltage state
- EPWM\_TZ\_ADV\_ACTION\_TOGGLE - Toggle output
- EPWM\_TZ\_ADV\_ACTION\_DISABLE - disable action

**Note**

This function enables the advanced Trip Zone event.

This function operates on both ePWMA and ePWMB depending on the tzAdvEvent parameter.

Advanced Trip Zone events take into consideration the direction of the counter in addition to Trip Zone events.

**Returns**

None.

```
16.2.4.65 static void EPWM_setTripZoneAdvDigitalCompareActionA ( uint32_t
    base, EPWM_TripZoneAdvDigitalCompareEvent tzAdvDCEvent,
    EPWM_TripZoneAdvancedAction tzAdvDCAction ) [inline], [static]
```

Set Advanced Digital Compare Trip Zone Action on ePWMA.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzAdvDCEvent</i>	is the Digital Compare Trip Zone event type.

<i>tzAdvDCAction</i>	is the Digital Compare Trip zone Action.
----------------------	--

This function sets the Digital Compare (DC) Advanced Trip Zone Action to be taken on ePWMA when an advanced Digital Compare Trip Zone A event occurs. Valid values for the parameters are: *tzAdvDCEvent*

- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_D - Digital Compare event A2 while counting down
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_U - Digital Compare event A2 while counting up
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_D - Digital Compare event A1 while counting down
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_U - Digital Compare event A1 while counting up *tzAdvDCAction*
- EPWM\_TZ\_ADV\_ACTION\_HIGH\_Z - high impedance output
- EPWM\_TZ\_ADV\_ACTION\_HIGH - high voltage state
- EPWM\_TZ\_ADV\_ACTION\_LOW - low voltage state
- EPWM\_TZ\_ADV\_ACTION\_TOGGLE - Toggle output
- EPWM\_TZ\_ADV\_ACTION\_DISABLE - disable action

#### Note

This function enables the advanced Trip Zone event. Advanced Trip Zone events take into consideration the direction of the counter in addition to Digital Compare Trip Zone events.

#### Returns

None.

16.2.4.66 static void EPWM\_setTripZoneAdvDigitalCompareActionB ( uint32\_t *base*, **EPWM\_TripZoneAdvDigitalCompareEvent** *tzAdvDCEvent*, **EPWM\_TripZoneAdvancedAction** *tzAdvDCAction* ) [inline], [static]

Set Advanced Digital Compare Trip Zone Action on ePWMB.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>tzAdvDCEvent</i>	is the Digital Compare Trip Zone event type.
<i>tzAdvDCAction</i>	is the Digital Compare Trip zone Action.

This function sets the Digital Compare (DC) Advanced Trip Zone Action to be taken on ePWMB when an advanced Digital Compare Trip Zone B event occurs. Valid values for the parameters are: *tzAdvDCEvent*

- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_D - Digital Compare event B2 while counting down
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT2\_U - Digital Compare event B2 while counting up
- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_D - Digital Compare event B1 while counting down

- EPWM\_TZ\_ADV\_ACTION\_EVENT\_DCxEVT1\_U - Digital Compare event B1 while counting up tzAdvDCAction
- EPWM\_TZ\_ADV\_ACTION\_HIGH\_Z - high impedance output
- EPWM\_TZ\_ADV\_ACTION\_HIGH - high voltage state
- EPWM\_TZ\_ADV\_ACTION\_LOW - low voltage state
- EPWM\_TZ\_ADV\_ACTION\_TOGGLE - Toggle output
- EPWM\_TZ\_ADV\_ACTION\_DISABLE - disable action

**Note**

This function enables the advanced Trip Zone event.  
Advanced Trip Zone events take into consideration the direction of the counter in addition to Digital Compare Trip Zone events.

**Returns**

None.

16.2.4.67 static void EPWM\_enableTripZoneInterrupt ( uint32\_t *base*, uint16\_t *tzInterrupt* )  
[inline], [static]

Enable Trip Zone interrupts.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzInterrupt</i>	is the Trip Zone interrupt.

This function enables the Trip Zone interrupts. Valid values for tzInterrupt are:

- EPWM\_TZ\_INTERRUPT\_CBC - Trip Zones Cycle By Cycle interrupt
- EPWM\_TZ\_INTERRUPT\_OST - Trip Zones One Shot interrupt
- EPWM\_TZ\_INTERRUPT\_DCAEVT1 - Digital Compare A Event 1 interrupt
- EPWM\_TZ\_INTERRUPT\_DCAEVT2 - Digital Compare A Event 2 interrupt
- EPWM\_TZ\_INTERRUPT\_DCBEVT1 - Digital Compare B Event 1 interrupt
- EPWM\_TZ\_INTERRUPT\_DCBEVT2 - Digital Compare B Event 2 interrupt

**note:** A logical OR of the valid values can be passed as the tzInterrupt parameter.

**Returns**

None.

16.2.4.68 static void EPWM\_disableTripZoneInterrupt ( uint32\_t *base*, uint16\_t *tzInterrupt* )  
[inline], [static]

Disable Trip Zone interrupts.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzInterrupt</i>	is the Trip Zone interrupt.

This function disables the Trip Zone interrupts. Valid values for *tzInterrupt* are:

- EPWM\_TZ\_INTERRUPT\_CBC - Trip Zones Cycle By Cycle interrupt
- EPWM\_TZ\_INTERRUPT\_OST - Trip Zones One Shot interrupt
- EPWM\_TZ\_INTERRUPT\_DCAEVT1 - Digital Compare A Event 1 interrupt
- EPWM\_TZ\_INTERRUPT\_DCAEVT2 - Digital Compare A Event 2 interrupt
- EPWM\_TZ\_INTERRUPT\_DCBEVT1 - Digital Compare B Event 1 interrupt
- EPWM\_TZ\_INTERRUPT\_DCBEVT2 - Digital Compare B Event 2 interrupt

**note:** A logical OR of the valid values can be passed as the *tzInterrupt* parameter.

**Returns**

None.

16.2.4.69 `static uint16_t EPWM_getTripZoneFlagStatus ( uint32_t base ) [inline], [static]`

Gets the Trip Zone status flag

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the Trip Zone status flag.

**Returns**

The function returns the following or the bitwise OR value of the following values.

- EPWM\_TZ\_INTERRUPT - Trip Zone interrupt was generated due to the following TZ events.
- EPWM\_TZ\_FLAG\_CBC - Trip Zones Cycle By Cycle event status flag
- EPWM\_TZ\_FLAG\_OST - Trip Zones One Shot event status flag
- EPWM\_TZ\_FLAG\_DCAEVT1 - Digital Compare A Event 1 status flag
- EPWM\_TZ\_FLAG\_DCAEVT2 - Digital Compare A Event 2 status flag
- EPWM\_TZ\_FLAG\_DCBEVT1 - Digital Compare B Event 1 status flag
- EPWM\_TZ\_FLAG\_DCBEVT2 - Digital Compare B Event 2 status flag

16.2.4.70 `static uint16_t EPWM_getCycleByCycleTripZoneFlagStatus ( uint32_t base ) [inline], [static]`

Gets the Trip Zone Cycle by Cycle flag status



**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the specific Cycle by Cycle Trip Zone flag status.

**Returns**

The function returns the following values.

- EPWM\_TZ\_CBC\_FLAG\_1 - CBC 1 status flag
- EPWM\_TZ\_CBC\_FLAG\_2 - CBC 2 status flag
- EPWM\_TZ\_CBC\_FLAG\_3 - CBC 3 status flag
- EPWM\_TZ\_CBC\_FLAG\_4 - CBC 4 status flag
- EPWM\_TZ\_CBC\_FLAG\_5 - CBC 5 status flag
- EPWM\_TZ\_CBC\_FLAG\_6 - CBC 6 status flag
- EPWM\_TZ\_CBC\_FLAG\_DCAEVT2 - CBC status flag for Digital compare event A2
- EPWM\_TZ\_CBC\_FLAG\_DCBEVT2 - CBC status flag for Digital compare event B2

16.2.4.71 `static uint16_t EPWM_getOneShotTripZoneFlagStatus ( uint32_t base )`  
`[inline], [static]`

Gets the Trip Zone One Shot flag status

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the specific One Shot Trip Zone flag status.

**Returns**

The function returns the bitwise OR of the following flags.

- EPWM\_TZ\_OST\_FLAG\_OST1 - OST status flag for OST1
- EPWM\_TZ\_OST\_FLAG\_OST2 - OST status flag for OST2
- EPWM\_TZ\_OST\_FLAG\_OST3 - OST status flag for OST3
- EPWM\_TZ\_OST\_FLAG\_OST4 - OST status flag for OST4
- EPWM\_TZ\_OST\_FLAG\_OST5 - OST status flag for OST5
- EPWM\_TZ\_OST\_FLAG\_OST6 - OST status flag for OST6
- EPWM\_TZ\_OST\_FLAG\_DCAEVT1 - OST status flag for Digital compare event A1
- EPWM\_TZ\_OST\_FLAG\_DCBEVT1 - OST status flag for Digital compare event B1

16.2.4.72 `static void EPWM_selectCycleByCycleTripZoneClearEvent ( uint32_t base,  
EPWM_CycleByCycleTripZoneClearMode clearEvent )` `[inline],`  
`[static]`

Set the Trip Zone CBC pulse clear event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>clearEvent</i>	is the CBC trip zone clear event.

This function set the event which automatically clears the CBC (Cycle by Cycle) latch. Valid values for clearEvent are:

- EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_ZERO - Clear CBC pulse when counter equals zero
- EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_PERIOD - Clear CBC pulse when counter equals period
- EPWM\_TZ\_CBC\_PULSE\_CLR\_CNTR\_ZERO\_PERIOD - Clear CBC pulse when counter equals zero or period

**Returns**

None.

16.2.4.73 static void EPWM\_clearTripZoneFlag ( uint32\_t base, uint16\_t tzFlags )  
[inline], [static]

Clear Trip Zone flag

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzFlags</i>	is the Trip Zone flags.

This function clears the Trip Zone flags Valid values for tzFlags are:

- EPWM\_TZ\_INTERRUPT - Global Trip Zone interrupt flag
- EPWM\_TZ\_FLAG\_CBC - Trip Zones Cycle By Cycle flag
- EPWM\_TZ\_FLAG\_OST - Trip Zones One Shot flag
- EPWM\_TZ\_FLAG\_DCAEVT1 - Digital Compare A Event 1 flag
- EPWM\_TZ\_FLAG\_DCAEVT2 - Digital Compare A Event 2 flag
- EPWM\_TZ\_FLAG\_DCBEVT1 - Digital Compare B Event 1 flag
- EPWM\_TZ\_FLAG\_DCBEVT2 - Digital Compare B Event 2 flag

**note:** A bitwise OR of the valid values can be passed as the tzFlags parameter.

**Returns**

None.

16.2.4.74 static void EPWM\_clearCycleByCycleTripZoneFlag ( uint32\_t base, uint16\_t tzCBCFlags ) [inline], [static]

Clear the Trip Zone Cycle by Cycle flag.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzCBCFlags</i>	is the CBC flag to be cleared.

This function clears the specific Cycle by Cycle Trip Zone flag. The following are valid values for *tzCBCFlags*.

- EPWM\_TZ\_CBC\_FLAG\_1 - CBC 1 flag
- EPWM\_TZ\_CBC\_FLAG\_2 - CBC 2 flag
- EPWM\_TZ\_CBC\_FLAG\_3 - CBC 3 flag
- EPWM\_TZ\_CBC\_FLAG\_4 - CBC 4 flag
- EPWM\_TZ\_CBC\_FLAG\_5 - CBC 5 flag
- EPWM\_TZ\_CBC\_FLAG\_6 - CBC 6 flag
- EPWM\_TZ\_CBC\_FLAG\_DCAEVT2 - CBC flag Digital compare event A2
- EPWM\_TZ\_CBC\_FLAG\_DCBEVT2 - CBC flag Digital compare event B2

**Returns**

None.

16.2.4.75 static void EPWM\_clearOneShotTripZoneFlag ( uint32\_t *base*, uint16\_t *tzOSTFlags* ) [inline], [static]

Clear the Trip Zone One Shot flag.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzOSTFlags</i>	is the OST flags to be cleared.

This function clears the specific One Shot (OST) Trip Zone flag. The following are valid values for *tzOSTFlags*.

- EPWM\_TZ\_OST\_FLAG\_OST1 - OST flag for OST1
- EPWM\_TZ\_OST\_FLAG\_OST2 - OST flag for OST2
- EPWM\_TZ\_OST\_FLAG\_OST3 - OST flag for OST3
- EPWM\_TZ\_OST\_FLAG\_OST4 - OST flag for OST4
- EPWM\_TZ\_OST\_FLAG\_OST5 - OST flag for OST5
- EPWM\_TZ\_OST\_FLAG\_OST6 - OST flag for OST6
- EPWM\_TZ\_OST\_FLAG\_DCAEVT1 - OST flag for Digital compare event A1
- EPWM\_TZ\_OST\_FLAG\_DCBEVT1 - OST flag for Digital compare event B1

**Returns**

None.

16.2.4.76 static void EPWM\_forceTripZoneEvent ( uint32\_t *base*, uint16\_t *tzForceEvent* ) [inline], [static]

Force Trip Zone events.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tzForceEvent</i>	is the forced Trip Zone event.

This function forces a Trip Zone event. Valid values for *tzForceEvent* are:

- EPWM\_TZ\_FORCE\_EVENT\_CBC - Force Trip Zones Cycle By Cycle event
- EPWM\_TZ\_FORCE\_EVENT\_OST - Force Trip Zones One Shot Event
- EPWM\_TZ\_FORCE\_EVENT\_DCAEVT1 - Force Digital Compare A Event 1
- EPWM\_TZ\_FORCE\_EVENT\_DCAEVT2 - Force Digital Compare A Event 2
- EPWM\_TZ\_FORCE\_EVENT\_DCBEVT1 - Force Digital Compare B Event 1
- EPWM\_TZ\_FORCE\_EVENT\_DCBEVT2 - Force Digital Compare B Event 2

**Returns**

None.

16.2.4.77 static void EPWM\_enableInterrupt ( uint32\_t *base* ) [inline], [static]

Enable ePWM interrupt.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the ePWM interrupt.

**Returns**

None.

16.2.4.78 static void EPWM\_disableInterrupt ( uint32\_t *base* ) [inline], [static]

disable ePWM interrupt.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the ePWM interrupt.

**Returns**

None.

16.2.4.79 static void EPWM\_setInterruptSource ( uint32\_t *base*, uint16\_t *interruptSource* ) [inline], [static]

Sets the ePWM interrupt source.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>interruptSource</i>	is the ePWM interrupt source.

This function sets the ePWM interrupt source. Valid values for interruptSource are:

- EPWM\_INT\_TBCTR\_ZERO - Time-base counter equal to zero
- EPWM\_INT\_TBCTR\_PERIOD - Time-base counter equal to period
- EPWM\_INT\_TBCTR\_ZERO\_OR\_PERIOD - Time-base counter equal to zero or period
- EPWM\_INT\_TBCTR\_U\_CMPx - Where x is A, B, C or D Time-base counter equal to CMPA, CMPB, CMPC or CMPD (depending the value of x) when the timer is incrementing
- EPWM\_INT\_TBCTR\_D\_CMPx - Where x is A, B, C or D Time-base counter equal to CMPA, CMPB, CMPC or CMPD (depending the value of x) when the timer is decrementing

**Returns**

None.

References [EPWM\\_INT\\_TBCTR\\_D\\_CMPA](#), [EPWM\\_INT\\_TBCTR\\_D\\_CMPB](#), [EPWM\\_INT\\_TBCTR\\_D\\_CMPC](#), [EPWM\\_INT\\_TBCTR\\_D\\_CMPD](#), [EPWM\\_INT\\_TBCTR\\_U\\_CMPA](#), [EPWM\\_INT\\_TBCTR\\_U\\_CMPB](#), [EPWM\\_INT\\_TBCTR\\_U\\_CMPC](#), and [EPWM\\_INT\\_TBCTR\\_U\\_CMPD](#).

16.2.4.80 static void EPWM\_setInterruptEventCount ( uint32\_t *base*, uint16\_t *eventCount* ) [inline], [static]

Sets the ePWM interrupt event counts.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>eventCount</i>	is the event count for interrupt scale

This function sets the interrupt event count that determines the number of events that have to occur before an interrupt is issued. Maximum value for eventCount is 15.

**Returns**

None.

16.2.4.81 static bool EPWM\_getEventTriggerInterruptStatus ( uint32\_t *base* ) [inline], [static]

Return the interrupt status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the ePWM interrupt status. **Note** This function doesn't return the Trip Zone status.

**Returns**

Returns true if ePWM interrupt was generated. Returns false if no interrupt was generated

16.2.4.82 static void EPWM\_clearEventTriggerInterruptFlag ( uint32\_t *base* ) [inline],  
[static]

Clear interrupt flag.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function clears the ePWM interrupt flag.

**Returns**

None

16.2.4.83 `static void EPWM_enableInterruptEventCountInit ( uint32_t base ) [inline],  
[static]`

Enable Pre-interrupt count load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the ePWM interrupt counter to be pre-interrupt loaded with a count value.

**Note**

This is valid only for advanced/expanded interrupt mode

**Returns**

None.

16.2.4.84 `static void EPWM_disableInterruptEventCountInit ( uint32_t base ) [inline],  
[static]`

Disable interrupt count load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the ePWM interrupt counter from being loaded with pre-interrupt count value.

**Returns**

None.

16.2.4.85 `static void EPWM_forceInterruptEventCountInit ( uint32_t base ) [inline],  
[static]`

Force a software pre interrupt event counter load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function forces the ePWM interrupt counter to be loaded with the contents set by `EPWM_setPreInterruptEventCount()`.

**Note**

make sure the EPWM\_enablePreInterruptEventCountLoad() function is called before invoking this function.

**Returns**

None.

16.2.4.86 static void EPWM\_setInterruptEventCountInitValue ( uint32\_t *base*, uint16\_t *eventCount* ) [inline], [static]

Set interrupt count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>eventCount</i>	is the ePWM interrupt count value.

This function sets the ePWM interrupt count. eventCount is the value of the pre-interrupt value that is to be loaded. The maximum value of eventCount is 15.

**Returns**

None.

16.2.4.87 static uint16\_t EPWM\_getInterruptEventCount ( uint32\_t *base* ) [inline], [static]

Get the interrupt count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the ePWM interrupt event count.

**Returns**

The interrupt event counts that have occurred.

16.2.4.88 static void EPWM\_forceEventTriggerInterrupt ( uint32\_t *base* ) [inline], [static]

Force ePWM interrupt.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function forces an ePWM interrupt.

**Returns**

None



16.2.4.89 static void EPWM\_enableADCTrigger ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType* ) [inline], [static]

Enable ADC SOC event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function enables the ePWM module to trigger an ADC SOC event. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Returns**

None.

References [EPWM\\_SOC\\_A](#).

16.2.4.90 static void EPWM\_disableADCTrigger ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType* ) [inline], [static]

Disable ADC SOC event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function disables the ePWM module from triggering an ADC SOC event. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Returns**

None.

References [EPWM\\_SOC\\_A](#).

16.2.4.91 static void EPWM\_setADCTriggerSource ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType*,  
**EPWM\_ADCStartOfConversionSource** *socSource* ) [inline],  
[static]

Sets the ePWM SOC source.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.
<i>socSource</i>	is the SOC source.

This function sets the ePWM ADC SOC source. Valid values for *socSource* are: *adcSOCType*

- EPWM\_SOC\_A - SOC A

■ EPWM\_SOC\_B - SOC B socSource

- EPWM\_SOC\_DCxEVT1 - Event is based on DCxEVT1
- EPWM\_SOC\_TBCTR\_ZERO - Time-base counter equal to zero
- EPWM\_SOC\_TBCTR\_PERIOD - Time-base counter equal to period
- EPWM\_SOC\_TBCTR\_ZERO\_OR\_PERIOD - Time-base counter equal to zero or period
- EPWM\_SOC\_TBCTR\_U\_CMPx - Where x is A, B, C or D Time-base counter equal to CMPA, CMPB, CMPC or CMPD (depending the value of x) when the timer is incrementing
- EPWM\_SOC\_TBCTR\_D\_CMPx - Where x is A, B, C or D Time-base counter equal to CMPA, CMPB, CMPC or CMPD (depending the value of x) when the timer is decrementing

**Returns**

None.

References [EPWM\\_SOC\\_A](#), [EPWM\\_SOC\\_TBCTR\\_D\\_CMPA](#), [EPWM\\_SOC\\_TBCTR\\_D\\_CMPB](#), [EPWM\\_SOC\\_TBCTR\\_D\\_CMPC](#), [EPWM\\_SOC\\_TBCTR\\_D\\_CMPD](#), [EPWM\\_SOC\\_TBCTR\\_U\\_CMPA](#), [EPWM\\_SOC\\_TBCTR\\_U\\_CMPB](#), [EPWM\\_SOC\\_TBCTR\\_U\\_CMPC](#), and [EPWM\\_SOC\\_TBCTR\\_U\\_CMPD](#).

16.2.4.92 static void EPWM\_setADCTriggerEventPrescale ( uint32\_t base,  
**EPWM\_ADCStartOfConversionType** adcSOCType, uint16\_t preScaleCount )  
[inline], [static]

Sets the ePWM SOC event counts.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.
<i>preScaleCount</i>	is the event count number.

This function sets the SOC event count that determines the number of events that have to occur before an SOC is issued. Valid values for the parameters are: adcSOCType

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B preScaleCount
  - [1 - 15] - Generate SOC pulse every preScaleCount upto 15 events. **Note.** A preScaleCount value of 0 disables the presale.

**Returns**

None.

References [EPWM\\_SOC\\_A](#).

16.2.4.93 static bool EPWM\_getADCTriggerFlagStatus ( uint32\_t base,  
**EPWM\_ADCStartOfConversionType** adcSOCType ) [inline], [static]

Return the SOC event status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function returns the ePWM SOC status. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Returns**

Returns true if the selected *adcSOCType* SOC was generated. Returns false if the selected *adcSOCType* SOC was not generated.

16.2.4.94 static void EPWM\_clearADCTriggerFlag ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType* ) [inline], [static]

Clear SOC flag.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function clears the ePWM SOC flag. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Returns**

None

16.2.4.95 static void EPWM\_enableADCTriggerEventCountInit ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType* ) [inline], [static]

Enable Pre-SOC event count load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function enables the ePWM SOC event counter which is set by the [EPWM\\_setADCTriggerEventCountInitValue\(\)](#) function to be loaded before an SOC event. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Note**

This is valid only for advanced/expanded SOC mode

**Returns**

None.

16.2.4.96 static void EPWM\_disableADCTriggerEventCountInit ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType* ) [inline], [static]

Disable Pre-SOC event count load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function disables the ePWM SOC event counter from being loaded before an SOC event (only an SOC event causes an increment of the counter value). Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Note**

This is valid only for advanced/expanded SOC mode

**Returns**

None.

16.2.4.97 static void EPWM\_forceADCTriggerEventCountInit ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType* ) [inline], [static]

Force a software pre SOC event counter load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type

This function forces the ePWM SOC counter to be loaded with the contents set by EPWM\_setPreADCStartOfConversionEventCount().

**Note**

make sure the [EPWM\\_enableADCTriggerEventCountInit\(\)](#) function is called before invoking this function.

**Returns**

None.

16.2.4.98 static void EPWM\_setADCTriggerEventCountInitValue ( uint32\_t *base*,  
**EPWM\_ADCStartOfConversionType** *adcSOCType*, uint16\_t *eventCount* )  
[inline], [static]

Set ADC Trigger count values.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.
<i>eventCount</i>	is the ePWM interrupt count value.

This function sets the ePWM ADC Trigger count values. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B The eventCount has a maximum value of 15.

**Returns**

None.

References [EPWM\\_SOC\\_A](#).

16.2.4.99 `static uint16_t EPWM_getADCTriggerEventCount ( uint32_t base,  
EPWM_ADCStartOfConversionType adcSOCType ) [inline], [static]`

Get the SOC event count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function returns the ePWM SOC event count. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Returns**

The SOC event counts that have occurred.

References [EPWM\\_SOC\\_A](#).

16.2.4.100 `static void EPWM_forceADCTrigger ( uint32_t base,  
EPWM_ADCStartOfConversionType adcSOCType ) [inline],  
[static]`

Force SOC event.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>adcSOCType</i>	is the ADC SOC type.

This function forces an ePWM SOC event. Valid values for *adcSOCType* are:

- EPWM\_SOC\_A - SOC A
- EPWM\_SOC\_B - SOC B

**Returns**

None

16.2.4.101 `static void EPWM_selectDigitalCompareTripInput ( uint32_t base, EPWM_DigitalCompareTripInput tripSource, EPWM_DigitalCompareType dcType ) [inline], [static]`

Set the DC trip input.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tripSource</i>	is the tripSource.
<i>dcType</i>	is the Digital Compare type.

This function sets the trip input to the Digital Compare (DC). For a given dcType the function sets the tripSource to be the input to the DC. Valid values for the parameter are: dcType

- EPWM\_DC\_TYPE\_DCAH - Digital Compare A High
- EPWM\_DC\_TYPE\_DCAL - Digital Compare A Low
- EPWM\_DC\_TYPE\_DCBH - Digital Compare B High
- EPWM\_DC\_TYPE\_DCBL - Digital Compare B Low tripSource

EPWM\_DC\_TRIP\_TRIPINx - Trip x, where x ranges from 1 to 15 excluding 13.

- EPWM\_DC\_TRIP\_COMBINATION - selects all the Trip signals whose input is enabled by the EPWM\_enableDCTripCombInput() function.

**Returns**

None

16.2.4.102 `static void EPWM_enableDigitalCompareBlankingWindow ( uint32_t base ) [inline], [static]`

Enable DC filter blanking window.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the DC filter blanking window.

**Returns**

None

16.2.4.103 `static void EPWM_disableDigitalCompareBlankingWindow ( uint32_t base ) [inline], [static]`

Disable DC filter blanking window.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the DC filter blanking window.

**Returns**

None

16.2.4.104 **static void EPWM\_enableDigitalCompareWindowInverseMode ( uint32\_t *base* )**  
**[inline], [static]**

Enable Digital Compare Window inverse mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the Digital Compare Window inverse mode. This will invert the blanking window.

**Returns**

None

16.2.4.105 **static void EPWM\_disableDigitalCompareWindowInverseMode ( uint32\_t *base* )**  
**[inline], [static]**

Disable Digital Compare Window inverse mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the Digital Compare Window inverse mode.

**Returns**

None

16.2.4.106 **static void EPWM\_setDigitalCompareBlankingEvent ( uint32\_t *base*,**  
**EPWM\_DigitalCompareBlankingPulse *blankingPulse* ) [inline], [static]**

Set the Digital Compare filter blanking pulse.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>blankingPulse</i>	is Pulse that starts blanking window.

This function sets the input pulse that starts the Digital Compare blanking window. Valid values for *blankingPulse* are:

- EPWM\_DC\_WINDOW\_START\_TBCTR\_PERIOD - Time base counter equals period
- EPWM\_DC\_WINDOW\_START\_TBCTR\_ZERO - Time base counter equals zero



- EPWM\_DC\_WINDOW\_START\_TBCTR\_ZERO\_PERIOD - Time base counter equals zero or period.

**Returns**

None

16.2.4.107 `static void EPWM_setDigitalCompareFilterInput ( uint32_t base,  
EPWM_DigitalCompareFilterInput filterInput ) [inline], [static]`

Set up the Digital Compare filter input.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>filterInput</i>	is Digital Compare signal source.

This function sets the signal input source that will be filtered by the Digital Compare module. Valid values for filterInput are:

- EPWM\_DC\_WINDOW\_SOURCE\_DCAEVT1 - DC filter signal source is DCAEVT1
- EPWM\_DC\_WINDOW\_SOURCE\_DCAEVT2 - DC filter signal source is DCAEVT2
- EPWM\_DC\_WINDOW\_SOURCE\_DCBEVT1 - DC filter signal source is DCBEVT1
- EPWM\_DC\_WINDOW\_SOURCE\_DCBEVT2 - DC filter signal source is DCBEVT2

**Returns**

None

16.2.4.108 `static void EPWM_enableDigitalCompareEdgeFilter ( uint32_t base )  
[inline], [static]`

Enable Digital Compare Edge Filter.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the Digital Compare Edge filter to generate event after configured number of edges.

**Returns**

None

16.2.4.109 `static void EPWM_disableDigitalCompareEdgeFilter ( uint32_t base )  
[inline], [static]`

Disable Digital Compare Edge Filter.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the Digital Compare Edge filter.

**Returns**

None

16.2.4.110 static void EPWM\_setDigitalCompareEdgeFilterMode ( uint32\_t *base*,  
**EPWM\_DigitalCompareEdgeFilterMode** *edgeMode* ) [inline], [static]

Set the Digital Compare Edge Filter Mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>edgeMode</i>	is Digital Compare Edge filter mode.

This function sets the Digital Compare Event filter mode. Valid values for *edgeMode* are:

- EPWM\_DC\_EDGEFILT\_MODE\_RISING - DC edge filter mode is rising edge
- EPWM\_DC\_EDGEFILT\_MODE\_FALLING - DC edge filter mode is falling edge
- EPWM\_DC\_EDGEFILT\_MODE\_BOTH - DC edge filter mode is both edges

**Returns**

None

16.2.4.111 static void EPWM\_setDigitalCompareEdgeFilterEdgeCount ( uint32\_t *base*,  
uint16\_t *edgeCount* ) [inline], [static]

Set the Digital Compare Edge Filter Edge Count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>edgeMode</i>	is Digital Compare Edge filter mode.

This function sets the Digital Compare Event filter Edge Count to generate events. Valid values for *edgeCount* can be:

- EPWM\_DC\_EDGEFILT\_EDGE CNT\_0 - No edge is required to generate event
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_1 - 1 edge is required for event generation
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_2 - 2 edges are required for event generation
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_3 - 3 edges are required for event generation
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_4 - 4 edges are required for event generation
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_5 - 5 edges are required for event generation
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_6 - 6 edges are required for event generation
- EPWM\_DC\_EDGEFILT\_EDGE CNT\_7 - 7 edges are required for event generation

**Returns**

None

16.2.4.112 `static uint16_t EPWM_getDigitalCompareEdgeFilterEdgeCount ( uint32_t base )`  
`[inline], [static]`

Returns the Digital Compare Edge Filter Edge Count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the configured Digital Compare Edge filter edge count required to generate events. It can return values from 0-7.

**Returns**

Returns the configured DigitalCompare Edge filter edge count.

16.2.4.113 `static uint16_t EPWM_getDigitalCompareEdgeFilterEdgeStatus ( uint32_t base )`  
`[inline], [static]`

Returns the Digital Compare Edge filter captured edge count status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the count of edges captured by Digital Compare Edge filter. It can return values from 0-7.

**Returns**

Returns the count of captured edges

16.2.4.114 `static void EPWM_setDigitalCompareWindowOffset ( uint32_t base, uint16_t`  
`windowOffsetCount ) [inline], [static]`

Set up the Digital Compare filter window offset

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>windowOffset-Count</i>	is blanking window offset length.

This function sets the offset between window start pulse and blanking window in TBCLK count. The function take a 16bit count value for the offset value.

**Returns**

None

16.2.4.115static void EPWM\_setDigitalCompareWindowLength ( uint32\_t *base*, uint16\_t *windowLengthCount* ) [inline], [static]

Set up the Digital Compare filter window length

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>windowLength-Count</i>	is blanking window length.

This function sets up the Digital Compare filter blanking window length in TBCLK count. The function takes a 16bit count value for the window length.

**Returns**

None

16.2.4.116 `static uint16_t EPWM_getDigitalCompareBlankingWindowOffsetCount ( uint32_t base ) [inline], [static]`

Return DC filter blanking window offset count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns DC filter blanking window offset count.

**Returns**

None

16.2.4.117 `static uint16_t EPWM_getDigitalCompareBlankingWindowLengthCount ( uint32_t base ) [inline], [static]`

Return DC filter blanking window length count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns DC filter blanking window length count.

**Returns**

None

16.2.4.118 `static void EPWM_setDigitalCompareEventSource ( uint32_t base, EPWM_DigitalCompareModule dcModule, EPWM_DigitalCompareEvent dcEvent, EPWM_DigitalCompareEventSource dcEventSource ) [inline], [static]`

Set up the Digital Compare Event source.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcModule</i>	is the Digital Compare module.
<i>dcEvent</i>	is the Digital Compare Event number.
<i>dcEventSource</i>	is the - Digital Compare Event source.

This function sets up the Digital Compare module Event sources. The following are valid values for the parameters. *dcModule*

- EPWM\_DC\_MODULE\_A - Digital Compare Module A
- EPWM\_DC\_MODULE\_B - Digital Compare Module B *dcEvent*
- EPWM\_DC\_EVENT\_1 - Digital Compare Event number 1
- EPWM\_DC\_EVENT\_2 - Digital Compare Event number 2 *dcEventSource*
- EPWM\_DC\_EVENT\_SOURCE\_FILT\_SIGNAL - signal source is filtered

**Note**

The signal source for this option is DCxEVTy, where the value of x is dependent on *dcModule* and the value of y is dependent on *dcEvent*. Possible signal sources are DCAEVT1, DCBEVT1, DCAEVT2 or DCBEVT2 depending on the value of both *dcModule* and *dcEvent*.

- EPWM\_DC\_EVENT\_SOURCE\_ORIG\_SIGNAL - signal source is unfiltered The signal source for this option is DCEVTFILT.

**Returns**

None

References [EPWM\\_DC\\_EVENT\\_1](#).

```
16.2.4.119 static void EPWM_setDigitalCompareEventSyncMode ( uint32_t base,
EPWM_DigitalCompareModule dcModule, EPWM_DigitalCompareEvent
dcEvent, EPWM_DigitalCompareSyncMode syncMode ) [inline],
[static]
```

Set up the Digital Compare input sync mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcModule</i>	is the Digital Compare module.
<i>dcEvent</i>	is the Digital Compare Event number.
<i>syncMode</i>	is the Digital Compare Event sync mode.

This function sets up the Digital Compare module Event sources. The following are valid values for the parameters. *dcModule*

- EPWM\_DC\_MODULE\_A - Digital Compare Module A
- EPWM\_DC\_MODULE\_B - Digital Compare Module B *dcEvent*
- EPWM\_DC\_EVENT\_1 - Digital Compare Event number 1
- EPWM\_DC\_EVENT\_2 - Digital Compare Event number 2 *syncMode*
- EPWM\_DC\_EVENT\_INPUT\_SYNCED - DC input signal is synced with TBCLK
- EPWM\_DC\_EVENT\_INPUT\_NOT\_SYNCED - DC input signal is not synced with TBCLK

**Returns**

None

References [EPWM\\_DC\\_EVENT\\_1](#).

16.2.4.120 **static void EPWM\_enableDigitalCompareADCTrigger ( uint32\_t *base*,  
EPWM\_DigitalCompareModule *dcModule* ) [inline], [static]**

Enable Digital Compare to generate Start of Conversion.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcModule</i>	is the Digital Compare module.

This function enables the Digital Compare Event 1 to generate Start of Conversion. The following are valid values for the parameters. *dcModule*

- EPWM\_DC\_MODULE\_A - Digital Compare Module A
- EPWM\_DC\_MODULE\_B - Digital Compare Module B

**Returns**

None

16.2.4.121 **static void EPWM\_disableDigitalCompareADCTrigger ( uint32\_t *base*,  
EPWM\_DigitalCompareModule *dcModule* ) [inline], [static]**

Disable Digital Compare from generating Start of Conversion.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcModule</i>	is the Digital Compare module.

This function disables the Digital Compare Event 1 from generating Start of Conversion. The following are valid values for the parameters. *dcModule*

- EPWM\_DC\_MODULE\_A - Digital Compare Module A
- EPWM\_DC\_MODULE\_B - Digital Compare Module B

**Returns**

None

16.2.4.122 **static void EPWM\_enableDigitalCompareSyncEvent ( uint32\_t *base*,  
EPWM\_DigitalCompareModule *dcModule* ) [inline], [static]**

Enable Digital Compare to generate sync out pulse.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcModule</i>	is the Digital Compare module.

This function enables the Digital Compare Event 1 to generate sync out pulse. The following are valid values for the parameters. *dcModule*

- EPWM\_DC\_MODULE\_A - Digital Compare Module A
- EPWM\_DC\_MODULE\_B - Digital Compare Module B

**Returns**

None

16.2.4.123 **static void EPWM\_disableDigitalCompareSyncEvent ( uint32\_t *base*,  
EPWM\_DigitalCompareModule *dcModule* ) [inline], [static]**

Disable Digital Compare from generating Start of Conversion.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>dcModule</i>	is the Digital Compare module.

This function disables the Digital Compare Event 1 from generating synch out pulse. The following are valid values for the parameters. *dcModule*

- EPWM\_DC\_MODULE\_A - Digital Compare Module A
- EPWM\_DC\_MODULE\_B - Digital Compare Module B

**Returns**

None

16.2.4.124 **static void EPWM\_enableDigitalCompareCounterCapture ( uint32\_t *base* )  
[inline], [static]**

Enables the Time Base Counter Capture controller.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the time Base Counter Capture.

**Returns**

None.

16.2.4.125 **static void EPWM\_disableDigitalCompareCounterCapture ( uint32\_t *base* )  
[inline], [static]**

Disables the Time Base Counter Capture controller.



**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disable the time Base Counter Capture.

**Returns**

None.

16.2.4.126 `static void EPWM_setDigitalCompareCounterShadowMode ( uint32_t base, bool enableShadowMode ) [inline], [static]`

Set the Time Base Counter Capture mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>enableShadow-Mode</i>	is the shadow read mode flag.

This function sets the mode the Time Base Counter value is read from. If *enableShadowMode* is true, CPU reads of the DCCAP register will return the shadow register contents. If *enableShadowMode* is false, CPU reads of the DCCAP register will return the active register contents.

**Returns**

None.

16.2.4.127 `static bool EPWM_getDigitalCompareCaptureStatus ( uint32_t base ) [inline], [static]`

Return the DC Capture event status.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the DC capture event status.

**Returns**

Returns true if a DC capture event has occurs. Returns false if no DC Capture event has occurred.  
None.

16.2.4.128 `static uint16_t EPWM_getDigitalCompareCaptureCount ( uint32_t base ) [inline], [static]`

Return the DC Time Base Counter capture value.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the DC Time Base Counter capture value. The value read is determined by the mode as set in the EPWM\_setTimeBaseCounterReadMode() function.

**Returns**

Returns the DC Time Base Counter Capture count value.

16.2.4.129 static void EPWM\_enableDigitalCompareTripCombinationInput ( uint32\_t *base*, uint16\_t *tripInput*, **EPWM\_DigitalCompareType** *dcType* ) [inline], [static]

Enable DC TRIP combinational input.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tripInput</i>	is the Trip number.
<i>dcType</i>	is the Digital Compare module.

This function enables the specified Trip input. Valid values for the parameters are: tripInput

- EPWM\_DC\_COMBINATIONAL\_TRIPINx, where x is 1, 2, ...12, 14, 15 dcType
- EPWM\_DC\_TYPE\_DCAH - Digital Compare A High
- EPWM\_DC\_TYPE\_DCAL - Digital Compare A Low
- EPWM\_DC\_TYPE\_DCBH - Digital Compare B High
- EPWM\_DC\_TYPE\_DCBL - Digital Compare B Low

**Returns**

None.

16.2.4.130 static void EPWM\_disableDigitalCompareTripCombinationInput ( uint32\_t *base*, uint16\_t *tripInput*, **EPWM\_DigitalCompareType** *dcType* ) [inline], [static]

Disable DC TRIP combinational input.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>tripInput</i>	is the Trip number.
<i>dcType</i>	is the Digital Compare module.

This function disables the specified Trip input. Valid values for the parameters are: tripInput

- EPWM\_DC\_COMBINATIONAL\_TRIPINx, where x is 1, 2, ...12, 14, 15 dcType
- EPWM\_DC\_TYPE\_DCAH - Digital Compare A High
- EPWM\_DC\_TYPE\_DCAL - Digital Compare A Low
- EPWM\_DC\_TYPE\_DCBH - Digital Compare B High

- EPWM\_DC\_TYPE\_DCBL - Digital Compare B Low

**Returns**

None.

16.2.4.131 `static void EPWM_enableValleyCapture ( uint32_t base ) [inline],  
[static]`

Enable valley capture mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables Valley Capture mode.

**Returns**

None.

16.2.4.132 `static void EPWM_disableValleyCapture ( uint32_t base ) [inline],  
[static]`

Disable valley capture mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables Valley Capture mode.

**Returns**

None.

16.2.4.133 `static void EPWM_startValleyCapture ( uint32_t base ) [inline], [static]`

Start valley capture mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function starts Valley Capture sequence.

**Make** sure you invoke EPWM\_setValleyTriggerSource with the trigger variable set to EPWM\_VALLEY\_TRIGGER\_EVENT\_SOFTWARE before calling this function.

**Returns**

None.

16.2.4.134 static void EPWM\_setValleyTriggerSource ( uint32\_t *base*,  
**EPWM\_ValleyTriggerSource** *trigger* ) [inline],[static]

Set valley capture trigger.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>trigger</i>	is the Valley counter trigger.

This function sets the trigger value that initiates Valley Capture sequence

**Set** the number of Trigger source events for starting and stopping the valley capture using [EPWM\\_setValleyTriggerEdgeCounts\(\)](#).

**Returns**

None.

16.2.4.135 `static void EPWM_setValleyTriggerEdgeCounts ( uint32_t base, uint16_t startCount, uint16_t stopCount ) [inline], [static]`

Set valley capture trigger source count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>startCount</i>	
<i>stopCount</i>	This function sets the number of trigger events required to start and stop the valley capture count. Maximum values for both startCount and stopCount is 15 corresponding to the 15th edge of the trigger event.

**Note:** A startCount value of 0 prevents starting the valley counter. A stopCount value of 0 prevents the valley counter from stopping.

**Returns**

None.

16.2.4.136 `static void EPWM_enableValleyHWDelay ( uint32_t base ) [inline], [static]`

Enable valley switching delay.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables Valley switching delay.

**Returns**

None.

16.2.4.137 `static void EPWM_disableValleyHWDelay ( uint32_t base ) [inline], [static]`

Disable valley switching delay.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables Valley switching delay.

**Returns**

None.

16.2.4.138 static void EPWM\_setValleySWDelayValue ( uint32\_t *base*, uint16\_t *delayOffsetValue* ) [inline], [static]

Set Valley delay values.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>delayOffsetValue</i>	is the software defined delay offset value.

This function sets the Valley delay value.

**Returns**

None.

16.2.4.139 static void EPWM\_setValleyDelayDivider ( uint32\_t *base*, **EPWM\_ValleyDelayMode** *delayMode* ) [inline], [static]

Set Valley delay mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>delayMode</i>	is the Valley delay mode.

This function sets the Valley delay mode values.

**Returns**

None.

16.2.4.140 static bool EPWM\_getValleyEdgeStatus ( uint32\_t *base*, **EPWM\_ValleyCounterEdge** *edge* ) [inline], [static]

Get the valley edge status bit.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

<i>edge</i>	is the start or stop edge.
-------------	----------------------------

This function returns the status of the start or stop valley status depending on the value of edge. If a start or stop edge has occurred, the function returns true, if not it returns false.

#### Returns

Returns true if the specified edge has occurred, Returns false if the specified edge has not occurred.

References [EPWM\\_VALLEY\\_COUNT\\_START\\_EDGE](#).

#### 16.2.4.141 static uint16\_t EPWM\_getValleyCount ( uint32\_t base ) [inline], [static]

Get the Valley Counter value.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the valley time base count value which is captured upon occurrence of the stop edge condition selected by [EPWM\\_setValleyTriggerSource\(\)](#) and by the stopCount variable of the [EPWM\\_setValleyTriggerEdgeCounts\(\)](#) function.

#### Returns

Returns the valley base time count.

#### 16.2.4.142 static uint16\_t EPWM\_getValleyHWDelay ( uint32\_t base ) [inline], [static]

Get the Valley delay value.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the hardware valley delay count.

#### Returns

Returns the valley delay count.

#### 16.2.4.143 static void EPWM\_enableGlobalLoad ( uint32\_t base ) [inline], [static]

Enable Global shadow load mode.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables Global shadow to active load mode of registers. The trigger source for loading shadow to active is determined by [EPWM\\_setGlobalLoadTrigger\(\)](#) function.

#### Returns

None.

16.2.4.144 `static void EPWM_disableGlobalLoad ( uint32_t base ) [inline], [static]`

Disable Global shadow load mode.



**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables Global shadow to active load mode of registers. Loading shadow to active is determined individually.

**Returns**

None.

16.2.4.145 **static void EPWM\_setGlobalLoadTrigger ( uint32\_t *base*,  
EPWM\_GlobalLoadTrigger *loadTrigger* ) [inline], [static]**

Set the Global shadow load pulse.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadTrigger</i>	is the pulse that causes global shadow load.

This function sets the pulse that causes Global shadow to active load. Valid values for the *loadTrigger* parameter are:

- EPWM\_GL\_LOAD\_PULSE\_CNTR\_ZERO - load when counter is equal to zero
- EPWM\_GL\_LOAD\_PULSE\_CNTR\_PERIOD - load when counter is equal to period
- EPWM\_GL\_LOAD\_PULSE\_CNTR\_ZERO\_PERIOD - load when counter is equal to zero or period
- EPWM\_GL\_LOAD\_PULSE\_SYNC - load on sync event
- EPWM\_GL\_LOAD\_PULSE\_SYNC\_OR\_CNTR\_ZERO - load on sync event or when counter is equal to zero
- EPWM\_GL\_LOAD\_PULSE\_SYNC\_OR\_CNTR\_PERIOD - load on sync event or when counter is equal to period
- EPWM\_GL\_LOAD\_PULSE\_SYNC\_CNTR\_ZERO\_PERIOD - load on sync event or when counter is equal to period or zero
- EPWM\_GL\_LOAD\_PULSE\_GLOBAL\_FORCE - load on global force

**Returns**

None.

16.2.4.146 **static void EPWM\_setGlobalLoadEventPrescale ( uint32\_t *base*, uint16\_t  
*prescalePulseCount* ) [inline], [static]**

Set the number of Global load pulse event counts

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>prescalePulseCount</i>	is the pulse event counts.

This function sets the number of Global Load pulse events that have to occurred before a global load pulse is issued. Valid values for prescaleCount range from 0 to 7. 0 being no event (disables counter), and 7 representing 7 events.

#### Returns

None.

16.2.4.147 `static uint16_t EPWM_getGlobalLoadEventCount ( uint32_t base ) [inline], [static]`

Return the number of Global load pulse event counts

#### Parameters

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function returns the number of Global Load pulse events that have occurred. These pulse events are set by the [EPWM\\_setGlobalLoadTrigger\(\)](#) function.

#### Returns

None.

16.2.4.148 `static void EPWM_disableGlobalLoadOneShotMode ( uint32_t base ) [inline], [static]`

Enable continuous global shadow to active load.

#### Parameters

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables global continuous shadow to active load. Register load happens every time the event set by the [EPWM\\_setGlobalLoadTrigger\(\)](#) occurs.

#### Returns

None.

16.2.4.149 `static void EPWM_enableGlobalLoadOneShotMode ( uint32_t base ) [inline], [static]`

Enable One shot global shadow to active load.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables a one time global shadow to active load. Register load happens every time the event set by the [EPWM\\_setGlobalLoadTrigger\(\)](#) occurs.

**Returns**

None.

16.2.4.150 `static void EPWM_setGlobalLoadOneShotLatch ( uint32_t base ) [inline],  
[static]`

Set One shot global shadow to active load pulse.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function sets a one time global shadow to active load pulse. The pulse propagates to generate a load signal if any of the events set by [EPWM\\_setGlobalLoadTrigger\(\)](#) occur.

**Returns**

None.

16.2.4.151 `static void EPWM_forceGlobalLoadOneShotEvent ( uint32_t base ) [inline],  
[static]`

Force a software One shot global shadow to active load pulse.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function forces a software a one time global shadow to active load pulse.

**Returns**

None.

16.2.4.152 `static void EPWM_enableGlobalLoadRegisters ( uint32_t base, uint16_t  
loadRegister ) [inline], [static]`

Enable a register to be loaded Globally.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadRegister</i>	is the register.

This function enables the register specified by *loadRegister* to be globally loaded. Valid values for *loadRegister* are:

- EPWM\_GL\_REGISTER\_TBPRD\_TBPRDHR - Register TBPRD:TBPRDHR

- EPWM\_GL\_REGISTER\_CMPA\_CMPAHR - Register CMPA:CMPAHR
- EPWM\_GL\_REGISTER\_CMPB\_CMPBHR - Register CMPB:CMPBHR
- EPWM\_GL\_REGISTER\_CMPC - Register CMPC
- EPWM\_GL\_REGISTER\_CMPD - Register CMPD
- EPWM\_GL\_REGISTER\_DBRED\_DBREDHR - Register DBRED:DBREDHR
- EPWM\_GL\_REGISTER\_DBFED\_DBFEDHR - Register DBFED:DBFEDHR
- EPWM\_GL\_REGISTER\_DBCTL - Register DBCTL
- EPWM\_GL\_REGISTER\_AQCTLA\_AQCTLA2 - Register AQCTLA/A2
- EPWM\_GL\_REGISTER\_AQCTLB\_AQCTLB2 - Register AQCTLB/B2
- EPWM\_GL\_REGISTER\_AQCSFRC - Register AQCSFRC

**Returns**

None.

16.2.4.153 static void EPWM\_disableGlobalLoadRegisters ( uint32\_t *base*, uint16\_t *loadRegister* ) [inline], [static]

Disable a register to be loaded Globally.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadRegister</i>	is the register.

This function disables the register specified by loadRegister from being loaded globally. The shadow to active load happens as specified by the register control Valid values for loadRegister are:

- EPWM\_GL\_REGISTER\_TBPRD\_TBPRDHR - Register TBPRD:TBPRDHR
- EPWM\_GL\_REGISTER\_CMPA\_CMPAHR - Register CMPA:CMPAHR
- EPWM\_GL\_REGISTER\_CMPB\_CMPBHR - Register CMPB:CMPBHR
- EPWM\_GL\_REGISTER\_CMPC - Register CMPC
- EPWM\_GL\_REGISTER\_CMPD - Register CMPD
- EPWM\_GL\_REGISTER\_DBRED\_DBREDHR - Register DBRED:DBREDHR
- EPWM\_GL\_REGISTER\_DBFED\_DBFEDHR - Register DBFED:DBFEDHR
- EPWM\_GL\_REGISTER\_DBCTL - Register DBCTL
- EPWM\_GL\_REGISTER\_AQCTLA\_AQCTLA2 - Register AQCTLA/A2
- EPWM\_GL\_REGISTER\_AQCTLB\_AQCTLB2 - Register AQCTLB/B2
- EPWM\_GL\_REGISTER\_AQCSFRC - Register AQCSFRC

**Returns**

None.

16.2.4.154 void EPWM\_setEmulationMode ( uint32\_t *base*, **EPWM\_EmulationMode** *emulationMode* )

Set emulation mode

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>emulationMode</i>	is the emulation mode.

This function sets the emulation behaviours of the time base counter. Valid values for *emulationMode* are:

- EPWM\_EMULATION\_STOP\_AFTER\_NEXT\_TB - Stop after next Time Base counter increment or decrement.
- EPWM\_EMULATION\_STOP\_AFTER\_FULL\_CYCLE - Stop when counter completes whole cycle.
- EPWM\_EMULATION\_FREE\_RUN - Free run.

**Returns**

None.

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## 17.1 HRPWM Introduction

The HRPWM (High Resolution Pulse width Modulator) API provides a set of functions for configuring and using the HRPWM module. The functions provided give access to the HRPWM module which extends the time resolution capability of the ePWM module thus achieving a finer resolution than would be attainable just using the main CPU clock. \*/

## 17.2 API Functions

### Enumerations

- enum `HRPWM_Channel` { `HRPWM_CHANNEL_A`, `HRPWM_CHANNEL_B` }
- enum `HRPWM_MEPEdgeMode` { `HRPWM_MEP_CTRL_DISABLE`, `HRPWM_MEP_CTRL_RISING_EDGE`, `HRPWM_MEP_CTRL_FALLING_EDGE`, `HRPWM_MEP_CTRL_RISING_AND_FALLING_EDGE` }
- enum `HRPWM_MEPCtrlMode` { `HRPWM_MEP_DUTY_PERIOD_CTRL`, `HRPWM_MEP_PHASE_CTRL` }
- enum `HRPWM_LoadMode` { `HRPWM_LOAD_ON_CNTR_ZERO`, `HRPWM_LOAD_ON_CNTR_PERIOD`, `HRPWM_LOAD_ON_CNTR_ZERO_PERIOD` }
- enum `HRPWM_ChannelBOutput` { `HRPWM_OUTPUT_ON_B_NORMAL`, `HRPWM_OUTPUT_ON_B_INV_A` }
- enum `HRPWM_SyncPulseSource` { `HRPWM_PWMSYNC_SOURCE_PERIOD`, `HRPWM_PWMSYNC_SOURCE_ZERO`, `HRPWM_PWMSYNC_SOURCE_COMPC_UP`, `HRPWM_PWMSYNC_SOURCE_COMPC_DOWN`, `HRPWM_PWMSYNC_SOURCE_COMPD_UP`, `HRPWM_PWMSYNC_SOURCE_COMPD_DOWN` }
- enum `HRPWM_CounterCompareModule` { `HRPWM_COUNTER_COMPARE_A`, `HRPWM_COUNTER_COMPARE_B` }
- enum `HRPWM_MEPDeadBandEdgeMode` { `HRPWM_DB_MEP_CTRL_DISABLE`, `HRPWM_DB_MEP_CTRL_RED`, `HRPWM_DB_MEP_CTRL_FED`, `HRPWM_DB_MEP_CTRL_RED_FED` }
- enum `HRPWM_LockRegisterGroup` { `HRPWM_REGISTER_GROUP_HRPWM`, `HRPWM_REGISTER_GROUP_GLOBAL_LOAD`, `HRPWM_REGISTER_GROUP_TRIP_ZONE`, `HRPWM_REGISTER_GROUP_TRIP_ZONE_CLEAR`, `HRPWM_REGISTER_GROUP_DIGITAL_COMPARE` }

### Functions

- static void `HRPWM_setPhaseShift` (uint32\_t base, uint32\_t phaseCount)

- static void [HRPWM\\_setTimeBasePeriod](#) (uint32\_t base, uint32\_t periodCount)
- static uint32\_t [HRPWM\\_getTimeBasePeriod](#) (uint32\_t base)
- static void [HRPWM\\_setMEPEdgeSelect](#) (uint32\_t base, [HRPWM\\_Channel](#) channel, [HRPWM\\_MEPEdgeMode](#) mepEdgeMode)
- static void [HRPWM\\_setMEPCtrlMode](#) (uint32\_t base, [HRPWM\\_Channel](#) channel, [HRPWM\\_MEPCtrlMode](#) mepCtrlMode)
- static void [HRPWM\\_setCounterCompareShadowLoadEvent](#) (uint32\_t base, [HRPWM\\_Channel](#) channel, [HRPWM\\_LoadMode](#) loadEvent)
- static void [HRPWM\\_setOutputSwapMode](#) (uint32\_t base, bool enableOutputSwap)
- static void [HRPWM\\_setChannelBOutputPath](#) (uint32\_t base, [HRPWM\\_ChannelBOutput](#) outputOnB)
- static void [HRPWM\\_enableAutoConversion](#) (uint32\_t base)
- static void [HRPWM\\_disableAutoConversion](#) (uint32\_t base)
- static void [HRPWM\\_enablePeriodControl](#) (uint32\_t base)
- static void [HRPWM\\_disablePeriodControl](#) (uint32\_t base)
- static void [HRPWM\\_enablePhaseShiftLoad](#) (uint32\_t base)
- static void [HRPWM\\_disablePhaseShiftLoad](#) (uint32\_t base)
- static void [HRPWM\\_setSyncPulseSource](#) (uint32\_t base, [HRPWM\\_SyncPulseSource](#) syncPulseSource)
- static void [HRPWM\\_setCounterCompareValue](#) (uint32\_t base, [HRPWM\\_CounterCompareModule](#) compModule, uint32\_t compCount)
- static uint32\_t [HRPWM\\_getCounterCompareValue](#) (uint32\_t base, [HRPWM\\_CounterCompareModule](#) compModule)
- static void [HRPWM\\_setRisingEdgeDelay](#) (uint32\_t base, uint32\_t redCount)
- static void [HRPWM\\_setFallingEdgeDelay](#) (uint32\_t base, uint32\_t fedCount)
- static void [HRPWM\\_setMEPStep](#) (uint32\_t base, uint16\_t mepCount)
- static void [HRPWM\\_setDeadbandMEPEdgeSelect](#) (uint32\_t base, [HRPWM\\_MEPDeadBandEdgeMode](#) mepDBEdge)
- static void [HRPWM\\_setRisingEdgeDelayLoadMode](#) (uint32\_t base, [HRPWM\\_LoadMode](#) loadEvent)
- static void [HRPWM\\_setFallingEdgeDelayLoadMode](#) (uint32\_t base, [HRPWM\\_LoadMode](#) loadEvent)

## 17.2.1 Detailed Description

The code for this module is contained in `driverlib/hrpwm.c`, with `driverlib/hrpwm.h` containing the API declarations for use by applications.

## 17.2.2 Enumeration Type Documentation

### 17.2.2.1 enum [HRPWM\\_Channel](#)

Values that can be passed to [HRPWM\\_setMEPEdgeSelect\(\)](#), [HRPWM\\_setMEPCtrlMode\(\)](#), [HRPWM\\_setCounterCompareShadowLoadEvent\(\)](#) as the *channel* parameter.

#### Enumerator

- [HRPWM\\_CHANNEL\\_A](#) HRPWM A.
- [HRPWM\\_CHANNEL\\_B](#) HRPWM B.

### 17.2.2.2 enum **HRPWM\_MEPEdgeMode**

Values that can be passed to [HRPWM\\_setMEPEdgeSelect\(\)](#) as the *mepEdgeMode* parameter.

#### Enumerator

**HRPWM\_MEP\_CTRL\_DISABLE** HRPWM is disabled.  
**HRPWM\_MEP\_CTRL\_RISING\_EDGE** MEP controls rising edge.  
**HRPWM\_MEP\_CTRL\_FALLING\_EDGE** MEP controls falling edge.  
**HRPWM\_MEP\_CTRL\_RISING\_AND\_FALLING\_EDGE** MEP controls both rising and falling edge.

### 17.2.2.3 enum **HRPWM\_MEPCtrlMode**

Values that can be passed to [HRPWM\\_setHRMEPCtrlMode\(\)](#) as the *parameter*.

#### Enumerator

**HRPWM\_MEP\_DUTY\_PERIOD\_CTRL** CMPAHR/CMPBHR or TBPRDHR controls MEP edge.  
**HRPWM\_MEP\_PHASE\_CTRL** TBPHSHR controls MEP edge.

### 17.2.2.4 enum **HRPWM\_LoadMode**

Values that can be passed to [HRPWM\\_setCounterCompareShadowLoadEvent\(\)](#), [HRPWM\\_setRisingEdgeDelayLoadMode\(\)](#) and [HRPWM\\_setFallingEdgeDelayLoadMode](#) as the *loadEvent* parameter.

#### Enumerator

**HRPWM\_LOAD\_ON\_CNTR\_ZERO** load when counter equals zero  
**HRPWM\_LOAD\_ON\_CNTR\_PERIOD** load when counter equals period  
**HRPWM\_LOAD\_ON\_CNTR\_ZERO\_PERIOD** load when counter equals zero or period

### 17.2.2.5 enum **HRPWM\_ChannelBOutput**

Values that can be passed to [HRPWM\\_setChannelBOutputPath\(\)](#) as the *outputOnB* parameter.

#### Enumerator

**HRPWM\_OUTPUT\_ON\_B\_NORMAL** ePWMxB output is normal.  
**HRPWM\_OUTPUT\_ON\_B\_INV\_A** version of ePWMxA signal ePWMxB output is inverted

### 17.2.2.6 enum **HRPWM\_SyncPulseSource**

Values that can be passed to [HRPWM\\_setSyncPulseSource\(\)](#) as the *syncPulseSource* parameter.

#### Enumerator

**HRPWM\_PWMSYNC\_SOURCE\_PERIOD** Counter equals Period.



**HRPWM\_PWMSYNC\_SOURCE\_ZERO** Counter equals zero.

**HRPWM\_PWMSYNC\_SOURCE\_COMPC\_UP** Counter equals COMPC when counting up.

**HRPWM\_PWMSYNC\_SOURCE\_COMPC\_DOWN** Counter equals COMPC when counting down.

**HRPWM\_PWMSYNC\_SOURCE\_COMPD\_UP** Counter equals COMPD when counting up.

**HRPWM\_PWMSYNC\_SOURCE\_COMPD\_DOWN** Counter equals COMPD when counting down.

#### 17.2.2.7 enum **HRPWM\_CounterCompareModule**

Values that can be passed to [HRPWM\\_setCounterCompareValue\(\)](#) as the *compModule* parameter.

##### Enumerator

**HRPWM\_COUNTER\_COMPARE\_A** counter compare A

**HRPWM\_COUNTER\_COMPARE\_B** counter compare B

#### 17.2.2.8 enum **HRPWM\_MEPDeadBandEdgeMode**

Values that can be passed to [HRPWM\\_setDeadbandMEPEdgeSelect\(\)](#) as the *mepDBEdge*.

##### Enumerator

**HRPWM\_DB\_MEP\_CTRL\_DISABLE** HRPWM is disabled.

**HRPWM\_DB\_MEP\_CTRL\_RED** MEP controls Rising Edge Delay.

**HRPWM\_DB\_MEP\_CTRL\_FED** MEP controls Falling Edge Delay.

**HRPWM\_DB\_MEP\_CTRL\_RED\_FED** MEP controls both Falling and Rising edge delay.

#### 17.2.2.9 enum **HRPWM\_LockRegisterGroup**

Values that can be passed to [HRPWM\\_lockRegisters\(\)](#) as the *registerGroup* parameter.

##### Enumerator

**HRPWM\_REGISTER\_GROUP\_HRPWM** HRPWM register group.

**HRPWM\_REGISTER\_GROUP\_GLOBAL\_LOAD** Global load register group.

**HRPWM\_REGISTER\_GROUP\_TRIP\_ZONE** Trip zone register group.

**HRPWM\_REGISTER\_GROUP\_TRIP\_ZONE\_CLEAR** Trip zone clear group.

**HRPWM\_REGISTER\_GROUP\_DIGITAL\_COMPARE** Digital compare group.

### 17.2.3 Function Documentation

#### 17.2.3.1 static void [HRPWM\\_setPhaseShift](#) ( uint32\_t *base*, uint32\_t *phaseCount* ) [inline], [static]

Sets the high resolution phase shift value.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>phaseCount</i>	is the high resolution phase shift count value.

This function sets the high resolution phase shift value. Call the HRPWM\_enableHRPhaseShiftLoad() function to enable loading of the phaseCount

**Note:** phaseCount is a 24 bit value

**Returns**

None.

17.2.3.2 static void HRPWM\_setTimeBasePeriod ( uint32\_t *base*, uint32\_t *periodCount* )  
[inline], [static]

Sets the period of the high resolution time base counter.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>periodCount</i>	is high resolution period count value.

This function sets the period of the high resolution time base counter. The value of periodCount is the value written to the register. User should map the desired period or frequency of the waveform into the correct periodCount.

**Note:** periodCount is a 24 bit value

**Returns**

None.

17.2.3.3 static uint32\_t HRPWM\_getTimeBasePeriod ( uint32\_t *base* ) [inline],  
[static]

Gets the HRPWM period count.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function gets the period of the HRPWM count.

**Returns**

The period count value.

17.2.3.4 static void HRPWM\_setMEPEdgeSelect ( uint32\_t *base*, **HRPWM\_Channel**  
*channel*, **HRPWM\_MEPEdgeMode** *mepEdgeMode* ) [inline], [static]

Sets the high resolution edge controlled by MEP (Micro Edge Positioner).

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>channel</i>	is high resolution period module.
<i>mepEdgeMode</i>	edge of the PWM that is controlled by MEP (Micro Edge Positioner).

This function sets the edge of the PWM that is controlled by MEP (Micro Edge Positioner). Valid values for the parameters are: channel

- HRPWM\_CHANNEL\_A - HRPWM A
- HRPWM\_CHANNEL\_B - HRPWM B mepEdgeMode
- HRPWM\_MEP\_CTRL\_DISABLE - HRPWM is disabled
- HRPWM\_MEP\_CTRL\_RISING\_EDGE - MEP (Micro Edge Positioner) controls rising edge.
- HRPWM\_MEP\_CTRL\_FALLING\_EDGE - MEP (Micro Edge Positioner) controls falling edge.
- HRPWM\_MEP\_CTRL\_RISING\_AND\_FALLING\_EDGE - MEP (Micro Edge Positioner) controls both edges.

**Returns**

None.

17.2.3.5 static void HRPWM\_setMEPControlMode ( uint32\_t *base*, **HRPWM\_Channel** *channel*, **HRPWM\_MEPCtrlMode** *mepCtrlMode* ) [inline], [static]

Sets the MEP (Micro Edge Positioner) control mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>channel</i>	is high resolution period module.
<i>mepCtrlMode</i>	is the MEP (Micro Edge Positioner) control mode.

This function sets the mode (register type) the MEP (Micro Edge Positioner) will control. Valid values for the parameters are: channel

- HRPWM\_CHANNEL\_A - HRPWM A
- HRPWM\_CHANNEL\_B - HRPWM B mepCtrlMode
- HRPWM\_MEP\_DUTY\_PERIOD\_CTRL - MEP (Micro Edge Positioner) is controlled by value of CMPAHR/ CMPBHR(depedning on the value of channel) or TBPRDHR.
- HRPWM\_MEP\_PHASE\_CTRL - MEP (Micro Edge Positioner) is controlled by TBPHSHR.

**Returns**

None.

17.2.3.6 static void HRPWM\_setCounterCompareShadowLoadEvent ( uint32\_t *base*, **HRPWM\_Channel** *channel*, **HRPWM\_LoadMode** *loadEvent* ) [inline], [static]

Sets the high resolution comparator load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>channel</i>	is high resolution period module.
<i>loadEvent</i>	is the MEP (Micro Edge Positioner) control mode.

This function sets the shadow load mode of the high resolution comparator. The function sets the COMPA or COMPB register depending on the channel variable. Valid values for the parameters are: channel

- HRPWM\_CHANNEL\_A - HRPWM A
- HRPWM\_CHANNEL\_B - HRPWM B loadEvent
- HRPWM\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero
- HRPWM\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period
- HRPWM\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period

**Returns**

None.

17.2.3.7 `static void HRPWM_setOutputSwapMode ( uint32_t base, bool enableOutputSwap ) [inline],[static]`

Sets the high resolution output swap mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>enableOutputSwap</i>	is the output swap flag.

This function sets the HRPWM output swap mode. If enableOutputSwap is true, ePWMxA signal appears on ePWMxB output and ePWMxB signal appears on ePWMxA output. If it is false ePWMxA and ePWMxB outputs are unchanged

**Returns**

None.

17.2.3.8 `static void HRPWM_setChannelBOutputPath ( uint32_t base, HRPWM_ChannelBOutput outputOnB ) [inline],[static]`

Sets the high resolution output on ePWMxB

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>outputOnB</i>	is the output signal on ePWMxB.

This function sets the HRPWM output signal on ePWMxB. If outputOnB is HRPWM\_OUTPUT\_ON\_B\_INV\_A, ePWMxB output is an inverted version of ePWMxA. If outputOnB is HRPWM\_OUTPUT\_ON\_B\_NORMAL, ePWMxB output is ePWMxB.

**Returns**

None.

17.2.3.9 `static void HRPWM_enableAutoConversion ( uint32_t base ) [inline],  
[static]`

Enables MEP (Micro Edge Positioner) automatic scale mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the MEP (Micro Edge Positioner) to automatically scale HRMSTEP.

**Returns**

None.

17.2.3.10 `static void HRPWM_disableAutoConversion ( uint32_t base ) [inline],  
[static]`

Disables MEP automatic scale mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the MEP (Micro Edge Positioner) from automatically scaling HRMSTEP.

**Returns**

None.

17.2.3.11 `static void HRPWM_enablePeriodControl ( uint32_t base ) [inline],  
[static]`

Enable high resolution period feature.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables the high resolution period feature.

**Returns**

None.

17.2.3.12 `static void HRPWM_disablePeriodControl ( uint32_t base ) [inline],  
[static]`

Disable high resolution period feature.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables the high resolution period feature.

**Returns**

None.

17.2.3.13 `static void HRPWM_enablePhaseShiftLoad ( uint32_t base ) [inline], [static]`

Enable high resolution phase load

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function enables loading of high resolution phase shift value which is set by the function [HRPWM\\_setPhaseShift\(\)](#).

**Returns**

None.

17.2.3.14 `static void HRPWM_disablePhaseShiftLoad ( uint32_t base ) [inline], [static]`

Disable high resolution phase load

**Parameters**

<i>base</i>	is the base address of the EPWM module.
-------------	---

This function disables loading of high resolution phase shift value.

**Returns**

17.2.3.15 `static void HRPWM_setSyncPulseSource ( uint32_t base, HRPWM_SyncPulseSource syncPulseSource ) [inline], [static]`

Set high resolution PWMSYNC source.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>syncPulseSource</i>	is the PWMSYNC source.

This function sets the high resolution PWMSYNC pulse source. Valid values for syncPulseSource are:

- `HRPWM_PWMSYNC_SOURCE_PERIOD` - Counter equals Period.

- HRPWM\_PWMSYNC\_SOURCE\_ZERO - Counter equals zero.
- HRPWM\_PWMSYNC\_SOURCE\_COMPC\_UP - Counter equals COMPC when counting up.
- HRPWM\_PWMSYNC\_SOURCE\_COMPC\_DOWN - Counter equals COMPC when counting down.
- HRPWM\_PWMSYNC\_SOURCE\_COMPD\_UP - Counter equals COMPD when counting up.
- HRPWM\_PWMSYNC\_SOURCE\_COMPD\_DOWN - Counter equals COMPD when counting down.

**Returns**

None.

References [HRPWM\\_PWMSYNC\\_SOURCE\\_COMPC\\_UP](#).

17.2.3.16 static void HRPWM\_setCounterCompareValue ( uint32\_t *base*,  
**HRPWM\_CounterCompareModule** *compModule*, uint32\_t *compCount* )  
 [inline], [static]

Set high resolution counter compare values.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the Compare value module.
<i>compCount</i>	is the counter compare count value.

This function sets the high resolution counter compare value for counter compare registers. Valid values for *compModule* are:

- HRPWM\_COUNTER\_COMPARE\_A - counter compare A.
- HRPWM\_COUNTER\_COMPARE\_B - counter compare B.

**Note:** *compCount* is a 24 bit value**Returns**

None.

References [HRPWM\\_COUNTER\\_COMPARE\\_A](#).

17.2.3.17 static uint32\_t HRPWM\_getCounterCompareValue ( uint32\_t *base*,  
**HRPWM\_CounterCompareModule** *compModule* ) [inline], [static]

Gets high resolution counter compare values.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>compModule</i>	is the Compare value module.

This function gets the high resolution counter compare value for counter compare registers specified. Valid values for *compModule* are:

- HRPWM\_COUNTER\_COMPARE\_A - counter compare A.

- HRPWM\_COUNTER\_COMPARE\_B - counter compare B.

### Returns

None.

References [HRPWM\\_COUNTER\\_COMPARE\\_A](#).

17.2.3.18 static void HRPWM\_setRisingEdgeDelay ( uint32\_t *base*, uint32\_t *redCount* )  
[inline], [static]

Set High Resolution RED count

### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>redCount</i>	is the high resolution RED count.

This function sets the high resolution RED (Rising Edge Delay) count value. The value of redCount should be less than 0x200000.

**Note:** redCount is a 21 bit value

### Returns

None.

17.2.3.19 static void HRPWM\_setFallingEdgeDelay ( uint32\_t *base*, uint32\_t *fedCount* )  
[inline], [static]

Set High Resolution FED count

### Parameters

<i>base</i>	is the base address of the EPWM module.
<i>fedCount</i>	is the high resolution FED count.

This function sets the high resolution FED (Falling Edge Delay) count value. The value of fedCount should be less than 0x200000.

**Note:** fedCount is a 21 bit value

### Returns

None.

17.2.3.20 static void HRPWM\_setMEPStep ( uint32\_t *base*, uint16\_t *mepCount* )  
[inline], [static]

Set high resolution MEP (Micro Edge Positioner) step.



**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>mepCount</i>	is the high resolution MEP (Micro Edge Positioner) step count.

This function sets the high resolution MEP (Micro Edge Positioner) step count. The maximum value for the MEP count step is 255.

**Returns**

None.

17.2.3.21 **static void HRPWM\_setDeadbandMEPEdgeSelect ( uint32\_t base, HRPWM\_MEPDeadBandEdgeMode mepDBEdge ) [inline], [static]**

Set high resolution Dead Band MEP (Micro Edge Positioner) control.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>mepDBEdge</i>	is the high resolution MEP (Micro Edge Positioner) control edge.

This function sets the high resolution Dead Band edge that the MEP (Micro Edge Positioner) controls Valid values for mepDBEdge are:

- HRPWM\_DB\_MEP\_CTRL\_DISABLE - HRPWM is disabled
- HRPWM\_DB\_MEP\_CTRL\_RED - MEP (Micro Edge Positioner) controls Rising Edge Delay
- HRPWM\_DB\_MEP\_CTRL\_FED - MEP (Micro Edge Positioner) controls Falling Edge Delay
- HRPWM\_DB\_MEP\_CTRL\_RED\_FED - MEP (Micro Edge Positioner) controls both Falling and Rising edge delays

**Returns**

None.

17.2.3.22 **static void HRPWM\_setRisingEdgeDelayLoadMode ( uint32\_t base, HRPWM\_LoadMode loadEvent ) [inline], [static]**

Set the high resolution Dead Band RED load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadEvent</i>	is the shadow to active load event.

This function sets the high resolution Rising Edge Delay(RED)Dead Band count load mode. Valid values for loadEvent are:

- HRPWM\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero.
- HRPWM\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period
- HRPWM\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period.

**Returns**

None.

17.2.3.23 static void HRPWM\_setFallingEdgeDelayLoadMode ( uint32\_t *base*,  
**HRPWM\_LoadMode** *loadEvent* ) [inline], [static]

Set the high resolution Dead Band FED load mode.

**Parameters**

<i>base</i>	is the base address of the EPWM module.
<i>loadEvent</i>	is the shadow to active load event.

This function sets the high resolution Falling Edge Delay(FED) Dead Band count load mode. Valid values for loadEvent are:

- HRPWM\_LOAD\_ON\_CNTR\_ZERO - load when counter equals zero.
- HRPWM\_LOAD\_ON\_CNTR\_PERIOD - load when counter equals period
- HRPWM\_LOAD\_ON\_CNTR\_ZERO\_PERIOD - load when counter equals zero or period.

**Returns**

None.

## 18 EQEP Module

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### 18.1 EQEP Introduction

The enhanced quadrature encoder pulse (eQEP) API provides a set of functions to configure an interface to an encoder. The functions provide the ability to configure the device's eQEP module to properly decode incoming pulse signals, to configure module outputs, and to get direction, position, and speed information. There are also APIs to setup the possible interrupt events that the module can generate.

### 18.2 API Functions

#### Enumerations

- enum [EQEP\\_PositionResetMode](#) { [EQEP\\_POSITION\\_RESET\\_IDX](#), [EQEP\\_POSITION\\_RESET\\_MAX\\_POS](#), [EQEP\\_POSITION\\_RESET\\_1ST\\_IDX](#), [EQEP\\_POSITION\\_RESET\\_UNIT\\_TIME\\_OUT](#) }
- enum [EQEP\\_CAPCLKPrescale](#) { [EQEP\\_CAPTURE\\_CLK\\_DIV\\_1](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_2](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_4](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_8](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_16](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_32](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_64](#), [EQEP\\_CAPTURE\\_CLK\\_DIV\\_128](#) }
- enum [EQEP\\_UPEVNTPrescale](#) { [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_1](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_2](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_4](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_8](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_16](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_32](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_64](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_128](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_256](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_512](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_1024](#), [EQEP\\_UNIT\\_POS\\_EVNT\\_DIV\\_2048](#) }
- enum [EQEP\\_EmulationMode](#) { [EQEP\\_EMULATIONMODE\\_STOPIMMEDIATELY](#), [EQEP\\_EMULATIONMODE\\_STOPATROLLOVER](#), [EQEP\\_EMULATIONMODE\\_RUNFREE](#) }

#### Functions

- static void [EQEP\\_enableModule](#) (uint32\_t base)
- static void [EQEP\\_disableModule](#) (uint32\_t base)
- static void [EQEP\\_setDecoderConfig](#) (uint32\_t base, uint16\_t config)
- static void [EQEP\\_setPositionCounterConfig](#) (uint32\_t base, [EQEP\\_PositionResetMode](#) mode, uint32\_t maxPosition)
- static uint32\_t [EQEP\\_getPosition](#) (uint32\_t base)
- static void [EQEP\\_setPosition](#) (uint32\_t base, uint32\_t position)
- static int16\_t [EQEP\\_getDirection](#) (uint32\_t base)
- static void [EQEP\\_enableInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static void [EQEP\\_disableInterrupt](#) (uint32\_t base, uint16\_t intFlags)

- static uint16\_t [EQEP\\_getInterruptStatus](#) (uint32\_t base)
- static void [EQEP\\_clearInterruptStatus](#) (uint32\_t base, uint16\_t intFlags)
- static void [EQEP\\_forceInterrupt](#) (uint32\_t base, uint16\_t intFlags)
- static bool [EQEP\\_getError](#) (uint32\_t base)
- static uint16\_t [EQEP\\_getStatus](#) (uint32\_t base)
- static void [EQEP\\_clearStatus](#) (uint32\_t base, uint16\_t statusFlags)
- static void [EQEP\\_setCaptureConfig](#) (uint32\_t base, [EQEP\\_CAPCLKPrescale](#) capPrescale, [EQEP\\_UPEVNTPrescale](#) evntPrescale)
- static void [EQEP\\_enableCapture](#) (uint32\_t base)
- static void [EQEP\\_disableCapture](#) (uint32\_t base)
- static uint16\_t [EQEP\\_getCapturePeriod](#) (uint32\_t base)
- static uint16\_t [EQEP\\_getCaptureTimer](#) (uint32\_t base)
- static void [EQEP\\_enableCompare](#) (uint32\_t base)
- static void [EQEP\\_disableCompare](#) (uint32\_t base)
- static void [EQEP\\_setComparePulseWidth](#) (uint32\_t base, uint16\_t cycles)
- static void [EQEP\\_enableUnitTimer](#) (uint32\_t base, uint32\_t period)
- static void [EQEP\\_disableUnitTimer](#) (uint32\_t base)
- static void [EQEP\\_enableWatchdog](#) (uint32\_t base, uint16\_t period)
- static void [EQEP\\_disableWatchdog](#) (uint32\_t base)
- static void [EQEP\\_setWatchdogTimerValue](#) (uint32\_t base, uint16\_t value)
- static uint16\_t [EQEP\\_getWatchdogTimerValue](#) (uint32\_t base)
- static void [EQEP\\_setPositionInitMode](#) (uint32\_t base, uint16\_t initMode)
- static void [EQEP\\_setSWPositionInit](#) (uint32\_t base, bool initialize)
- static void [EQEP\\_setInitialPosition](#) (uint32\_t base, uint32\_t position)
- static void [EQEP\\_setLatchMode](#) (uint32\_t base, uint32\_t latchMode)
- static uint32\_t [EQEP\\_getIndexPositionLatch](#) (uint32\_t base)
- static uint32\_t [EQEP\\_getStrobePositionLatch](#) (uint32\_t base)
- static uint32\_t [EQEP\\_getPositionLatch](#) (uint32\_t base)
- static uint16\_t [EQEP\\_getCaptureTimerLatch](#) (uint32\_t base)
- static uint16\_t [EQEP\\_getCapturePeriodLatch](#) (uint32\_t base)
- static void [EQEP\\_setEmulationMode](#) (uint32\_t base, [EQEP\\_EmulationMode](#) emuMode)
- void [EQEP\\_setCompareConfig](#) (uint32\_t base, uint16\_t config, uint32\_t compareValue, uint16\_t cycles)
- void [EQEP\\_setInputPolarity](#) (uint32\_t base, bool invertQEPA, bool invertQEPB, bool invertIndex, bool invertStrobe)

## 18.2.1 Detailed Description

The code for this module is contained in `driverlib/eqep.c`, with `driverlib/eqep.h` containing the API declarations for use by applications.

## 18.2.2 Enumeration Type Documentation

### 18.2.2.1 enum **EQEP\_PositionResetMode**

Values that can be passed to [EQEP\\_setPositionCounterConfig\(\)](#) as the *mode* parameter.

#### Enumerator

- [EQEP\\_POSITION\\_RESET\\_IDX](#)** Reset position on index pulse.
- [EQEP\\_POSITION\\_RESET\\_MAX\\_POS](#)** Reset position on maximum position.
- [EQEP\\_POSITION\\_RESET\\_1ST\\_IDX](#)** Reset position on the first index pulse.
- [EQEP\\_POSITION\\_RESET\\_UNIT\\_TIME\\_OUT](#)** Reset position on a unit time event.

### 18.2.2.2 enum **EQEP\_CAPCLKPrescale**

Values that can be passed to [EQEP\\_setCaptureConfig\(\)](#) as the *capPrescale* parameter. CAPCLK is the capture timer clock frequency.

#### Enumerator

**EQEP\_CAPTURE\_CLK\_DIV\_1** CAPCLK = SYSCLKOUT/1.  
**EQEP\_CAPTURE\_CLK\_DIV\_2** CAPCLK = SYSCLKOUT/2.  
**EQEP\_CAPTURE\_CLK\_DIV\_4** CAPCLK = SYSCLKOUT/4.  
**EQEP\_CAPTURE\_CLK\_DIV\_8** CAPCLK = SYSCLKOUT/8.  
**EQEP\_CAPTURE\_CLK\_DIV\_16** CAPCLK = SYSCLKOUT/16.  
**EQEP\_CAPTURE\_CLK\_DIV\_32** CAPCLK = SYSCLKOUT/32.  
**EQEP\_CAPTURE\_CLK\_DIV\_64** CAPCLK = SYSCLKOUT/64.  
**EQEP\_CAPTURE\_CLK\_DIV\_128** CAPCLK = SYSCLKOUT/128.

### 18.2.2.3 enum **EQEP\_UPEVNTPrescale**

Values that can be passed to [EQEP\\_setCaptureConfig\(\)](#) as the *evntPrescale* parameter. UPEVNT is the unit position event frequency.

#### Enumerator

**EQEP\_UNIT\_POS\_EVNT\_DIV\_1** UPEVNT = QCLK/1.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_2** UPEVNT = QCLK/2.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_4** UPEVNT = QCLK/4.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_8** UPEVNT = QCLK/8.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_16** UPEVNT = QCLK/16.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_32** UPEVNT = QCLK/32.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_64** UPEVNT = QCLK/64.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_128** UPEVNT = QCLK/128.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_256** UPEVNT = QCLK/256.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_512** UPEVNT = QCLK/512.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_1024** UPEVNT = QCLK/1024.  
**EQEP\_UNIT\_POS\_EVNT\_DIV\_2048** UPEVNT = QCLK/2048.

### 18.2.2.4 enum **EQEP\_EmulationMode**

Values that can be passed to [EQEP\\_setEmulationMode\(\)](#) as the *emuMode* parameter.

#### Enumerator

**EQEP\_EMULATIONMODE\_STOPIMMEDIATELY** Counters stop immediately.  
**EQEP\_EMULATIONMODE\_STOPATROLLOVER** Counters stop at period rollover.  
**EQEP\_EMULATIONMODE\_RUNFREE** Counter unaffected by suspend.

## 18.2.3 Function Documentation

18.2.3.1 `static void EQEP_enableModule ( uint32_t base ) [inline],[static]`

Enables the eQEP module.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function enables operation of the enhanced quadrature encoder pulse (eQEP) module. The module must be configured before it is enabled.

**See Also**

EQEP\_setConfig()

**Returns**

None.

### 18.2.3.2 static void EQEP\_disableModule ( uint32\_t *base* ) [inline], [static]

Disables the eQEP module.

**Parameters**

<i>base</i>	is the base address of the enhanced quadrature encoder pulse (eQEP) module
-------------	--

This function disables operation of the eQEP module.

**Returns**

None.

### 18.2.3.3 static void EQEP\_setDecoderConfig ( uint32\_t *base*, uint16\_t *config* ) [inline], [static]

Configures eQEP module's quadrature decoder unit.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>config</i>	is the configuration for the eQEP module decoder unit.

This function configures the operation of the eQEP module's quadrature decoder unit. The *config* parameter provides the configuration of the decoder and is the logical OR of several values:

- **EQEP\_CONFIG\_2X\_RESOLUTION** or **EQEP\_CONFIG\_1X\_RESOLUTION** specify if both rising and falling edges should be counted or just rising edges.
- **EQEP\_CONFIG\_QUADRATURE**, **EQEP\_CONFIG\_CLOCK\_DIR**, **EQEP\_CONFIG\_UP\_COUNT**, or **EQEP\_CONFIG\_DOWN\_COUNT** specify if quadrature signals are being provided on QEPA and QEPB, if a direction signal and a clock are being provided, or if the direction should be hard-wired for a single direction with QEPA used for input.
- **EQEP\_CONFIG\_NO\_SWAP** or **EQEP\_CONFIG\_SWAP** to specify if the signals provided on QEPA and QEPB should be swapped before being processed.

**Returns**

None.



18.2.3.4 static void EQEP\_setPositionCounterConfig ( uint32\_t *base*,  
**EQEP\_PositionResetMode** *mode*, uint32\_t *maxPosition* ) [inline],  
[static]

Configures eQEP module position counter unit.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>mode</i>	is the configuration for the eQEP module position counter.
<i>maxPosition</i>	specifies the maximum position value.

This function configures the operation of the eQEP module position counter. The *mode* parameter determines the event on which the position counter gets reset. It should be passed one of the following values: **EQEP\_POSITION\_RESET\_IDX**, **EQEP\_POSITION\_RESET\_MAX\_POS**, **EQEP\_POSITION\_RESET\_1ST\_IDX**, or **EQEP\_POSITION\_RESET\_UNIT\_TIME\_OUT**.

*maxPosition* is the maximum value of the position counter and is the value used to reset the position capture when moving in the reverse (negative) direction.

**Returns**

None.

### 18.2.3.5 static uint32\_t EQEP\_getPosition ( uint32\_t *base* ) [inline], [static]

Gets the current encoder position.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the current position of the encoder. Depending upon the configuration of the encoder, and the incident of an index pulse, this value may or may not contain the expected data (that is, if in reset on index mode, if an index pulse has not been encountered, the position counter is not yet aligned with the index pulse).

**Returns**

The current position of the encoder.

### 18.2.3.6 static void EQEP\_setPosition ( uint32\_t *base*, uint32\_t *position* ) [inline], [static]

Sets the current encoder position.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>position</i>	is the new position for the encoder.

This function sets the current position of the encoder; the encoder position is then measured relative to this value.

**Returns**

None.

### 18.2.3.7 static int16\_t EQEP\_getDirection ( uint32\_t *base* ) [inline], [static]

Gets the current direction of rotation.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the current direction of rotation. In this case, current means the most recently detected direction of the encoder; it may not be presently moving but this is the direction it last moved before it stopped.

**Returns**

Returns 1 if moving in the forward direction or -1 if moving in the reverse direction.

**18.2.3.8** `static void EQEP_enableInterrupt ( uint32_t base, uint16_t intFlags )`  
`[inline], [static]`

Enables individual eQEP module interrupt sources.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>intFlags</i>	is a bit mask of the interrupt sources to be enabled.

This function enables eQEP module interrupt sources. The *intFlags* parameter can be any of the following values OR'd together:

- **EQEP\_INT\_POS\_CNT\_ERROR** - Position counter error
- **EQEP\_INT\_PHASE\_ERROR** - Quadrature phase error
- **EQEP\_INT\_DIR\_CHANGE** - Quadrature direction change
- **EQEP\_INT\_WATCHDOG** - Watchdog time-out
- **EQEP\_INT\_UNDERFLOW** - Position counter underflow
- **EQEP\_INT\_OVERFLOW** - Position counter overflow
- **EQEP\_INT\_POS\_COMP\_READY** - Position-compare ready
- **EQEP\_INT\_POS\_COMP\_MATCH** - Position-compare match
- **EQEP\_INT\_STROBE\_EVNT\_LATCH** - Strobe event latch
- **EQEP\_INT\_INDEX\_EVNT\_LATCH** - Index event latch
- **EQEP\_INT\_UNIT\_TIME\_OUT** - Unit time-out

**Returns**

None.

**18.2.3.9** `static void EQEP_disableInterrupt ( uint32_t base, uint16_t intFlags )`  
`[inline], [static]`

Disables individual eQEP module interrupt sources.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>intFlags</i>	is a bit mask of the interrupt sources to be disabled.

This function disables eQEP module interrupt sources. The *intFlags* parameter can be any of the following values OR'd together:

- **EQEP\_INT\_POS\_CNT\_ERROR** - Position counter error
- **EQEP\_INT\_PHASE\_ERROR** - Quadrature phase error
- **EQEP\_INT\_DIR\_CHANGE** - Quadrature direction change
- **EQEP\_INT\_WATCHDOG** - Watchdog time-out
- **EQEP\_INT\_UNDERFLOW** - Position counter underflow
- **EQEP\_INT\_OVERFLOW** - Position counter overflow
- **EQEP\_INT\_POS\_COMP\_READY** - Position-compare ready
- **EQEP\_INT\_POS\_COMP\_MATCH** - Position-compare match
- **EQEP\_INT\_STROBE\_EVNT\_LATCH** - Strobe event latch
- **EQEP\_INT\_INDEX\_EVNT\_LATCH** - Index event latch
- **EQEP\_INT\_UNIT\_TIME\_OUT** - Unit time-out

**Returns**

None.

```
18.2.3.10 static uint16_t EQEP_getInterruptStatus ( uint32_t base ) [inline],
[static]
```

Gets the current interrupt status.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the interrupt status for the eQEP module module.

**Returns**

Returns the current interrupt status, enumerated as a bit field of the following values:

- **EQEP\_INT\_GLOBAL** - Global interrupt flag
- **EQEP\_INT\_POS\_CNT\_ERROR** - Position counter error
- **EQEP\_INT\_PHASE\_ERROR** - Quadrature phase error
- **EQEP\_INT\_DIR\_CHANGE** - Quadrature direction change
- **EQEP\_INT\_WATCHDOG** - Watchdog time-out
- **EQEP\_INT\_UNDERFLOW** - Position counter underflow
- **EQEP\_INT\_OVERFLOW** - Position counter overflow
- **EQEP\_INT\_POS\_COMP\_READY** - Position-compare ready
- **EQEP\_INT\_POS\_COMP\_MATCH** - Position-compare match
- **EQEP\_INT\_STROBE\_EVNT\_LATCH** - Strobe event latch
- **EQEP\_INT\_INDEX\_EVNT\_LATCH** - Index event latch
- **EQEP\_INT\_UNIT\_TIME\_OUT** - Unit time-out

18.2.3.11 static void EQEP\_clearInterruptStatus ( uint32\_t *base*, uint16\_t *intFlags* )  
[inline], [static]

Clears eQEP module interrupt sources.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>intFlags</i>	is a bit mask of the interrupt sources to be cleared.

This function clears eQEP module interrupt flags. The *intFlags* parameter can be any of the following values OR'd together:

- **EQEP\_INT\_GLOBAL** - Global interrupt flag
- **EQEP\_INT\_POS\_CNT\_ERROR** - Position counter error
- **EQEP\_INT\_PHASE\_ERROR** - Quadrature phase error
- **EQEP\_INT\_DIR\_CHANGE** - Quadrature direction change
- **EQEP\_INT\_WATCHDOG** - Watchdog time-out
- **EQEP\_INT\_UNDERFLOW** - Position counter underflow
- **EQEP\_INT\_OVERFLOW** - Position counter overflow
- **EQEP\_INT\_POS\_COMP\_READY** - Position-compare ready
- **EQEP\_INT\_POS\_COMP\_MATCH** - Position-compare match
- **EQEP\_INT\_STROBE\_EVNT\_LATCH** - Strobe event latch
- **EQEP\_INT\_INDEX\_EVNT\_LATCH** - Index event latch
- **EQEP\_INT\_UNIT\_TIME\_OUT** - Unit time-out

Note that the **EQEP\_INT\_GLOBAL** value is the global interrupt flag. In order to get any further eQEP interrupts, this flag must be cleared.

**Returns**

None.

18.2.3.12 `static void EQEP_forceInterrupt ( uint32_t base, uint16_t intFlags ) [inline], [static]`

Forces individual eQEP module interrupts.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>intFlags</i>	is a bit mask of the interrupt sources to be forced.

This function forces eQEP module interrupt flags. The *intFlags* parameter can be any of the following values OR'd together:

- **EQEP\_INT\_POS\_CNT\_ERROR**
- **EQEP\_INT\_PHASE\_ERROR**
- **EQEP\_INT\_DIR\_CHANGE**
- **EQEP\_INT\_WATCHDOG**
- **EQEP\_INT\_UNDERFLOW**
- **EQEP\_INT\_OVERFLOW**
- **EQEP\_INT\_POS\_COMP\_READY**
- **EQEP\_INT\_POS\_COMP\_MATCH**

- EQEP\_INT\_STROBE\_EVNT\_LATCH
- EQEP\_INT\_INDEX\_EVNT\_LATCH
- EQEP\_INT\_UNIT\_TIME\_OUT

**Returns**

None.

### 18.2.3.13 static bool EQEP\_getError ( uint32\_t *base* ) [inline], [static]

Gets the encoder error indicator.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the error indicator for the eQEP module. It is an error for both of the signals of the quadrature input to change at the same time.

**Returns**

Returns **true** if an error has occurred and **false** otherwise.

### 18.2.3.14 static uint16\_t EQEP\_getStatus ( uint32\_t *base* ) [inline], [static]

Returns content of the eQEP module status register

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the contents of the status register. The value it returns is an OR of the following values:

- EQEP\_STS\_UNIT\_POS\_EVNT - Unit position event detected
- EQEP\_STS\_DIR\_ON\_1ST\_IDX - If set, clockwise rotation (forward movement) occurred on the first index event
- EQEP\_STS\_DIR\_FLAG - If set, movement is clockwise rotation
- EQEP\_STS\_DIR\_LATCH - If set, clockwise rotation occurred on last index event marker
- EQEP\_STS\_CAP\_OVRFLW\_ERROR - Overflow occurred in eQEP capture timer
- EQEP\_STS\_CAP\_DIR\_ERROR - Direction change occurred between position capture events
- EQEP\_STS\_1ST\_IDX\_FLAG - Set by the occurrence of the first index pulse
- EQEP\_STS\_POS\_CNT\_ERROR - Position counter error occurred

**Returns**

Returns the value of the QEP status register.

### 18.2.3.15 static void EQEP\_clearStatus ( uint32\_t *base*, uint16\_t *statusFlags* ) [inline], [static]

Clears selected fields of the eQEP module status register

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>statusFlags</i>	is the bit mask of the status flags to be cleared.

This function clears the status register fields indicated by *statusFlags*. The *statusFlags* parameter is the logical OR of any of the following:

- **EQEP\_STS\_UNIT\_POS\_EVNT** - Unit position event detected
- **EQEP\_STS\_CAP\_OVRFLW\_ERROR** - Overflow occurred in eQEP capture timer
- **EQEP\_STS\_CAP\_DIR\_ERROR** - Direction change occurred between position capture events
- **EQEP\_STS\_1ST\_IDX\_FLAG** - Set by the occurrence of the first index pulse

**Note**

Only the above status fields can be cleared. All others are read-only, non-sticky fields.

**Returns**

None.

18.2.3.16 static void EQEP\_setCaptureConfig ( uint32\_t *base*, **EQEP\_CAPCLKPrescale** *capPrescale*, **EQEP\_UPEVNTPrescale** *evntPrescale* ) [inline], [static]

Configures eQEP module edge-capture unit.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>capPrescale</i>	is the prescaler setting of the eQEP capture timer clk.
<i>evntPrescale</i>	is the prescaler setting of the unit position event frequency.

This function configures the operation of the eQEP module edge-capture unit. The *capPrescale* parameter provides the configuration of the eQEP capture timer clock rate. It determines by which power of 2 between 1 and 128 inclusive SYSCLKOUT is divided. The macros for this parameter are in the format of EQEP\_CAPTURE\_CLK\_DIV\_X, where X is the divide value. For example, **EQEP\_CAPTURE\_CLK\_DIV\_32** will give a capture timer clock frequency that is SYSCLKOUT/32.

The *evntPrescale* parameter determines how frequently a unit position event occurs. The macro that can be passed this parameter is in the format EQEP\_UNIT\_POS\_EVNT\_DIV\_X, where X is the number of quadrature clock periods between unit position events. For example, **EQEP\_UNIT\_POS\_EVNT\_DIV\_16** will result in a unit position event frequency of QCLK/16.

**Returns**

None.

18.2.3.17 static void EQEP\_enableCapture ( uint32\_t *base* ) [inline], [static]

Enables the eQEP module edge-capture unit.



**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function enables operation of the eQEP module's edge-capture unit.

**Returns**

None.

#### 18.2.3.18 static void EQEP\_disableCapture ( uint32\_t *base* ) [inline], [static]

Disables the eQEP module edge-capture unit.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function disables operation of the eQEP module's edge-capture unit.

**Returns**

None.

#### 18.2.3.19 static uint16\_t EQEP\_getCapturePeriod ( uint32\_t *base* ) [inline], [static]

Gets the encoder capture period.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the period count value between the last successive eQEP position events.

**Returns**

The period count value between the last successive position events.

#### 18.2.3.20 static uint16\_t EQEP\_getCaptureTimer ( uint32\_t *base* ) [inline], [static]

Gets the encoder capture timer value.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the time base for the edge capture unit.

**Returns**

The capture timer value.

#### 18.2.3.21 static void EQEP\_enableCompare ( uint32\_t *base* ) [inline], [static]

Enables the eQEP module position-compare unit.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function enables operation of the eQEP module's position-compare unit.

**Returns**

None.

### 18.2.3.22 static void EQEP\_disableCompare ( uint32\_t *base* ) [inline], [static]

Disables the eQEP module position-compare unit.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function disables operation of the eQEP module's position-compare unit.

**Returns**

None.

### 18.2.3.23 static void EQEP\_setComparePulseWidth ( uint32\_t *base*, uint16\_t *cycles* ) [inline], [static]

Configures the position-compare unit's sync output pulse width.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>cycles</i>	is the width of the pulse that can be generated on a position-compare event. It is in units of 4 SYSCLKOUT cycles.

This function configures the width of the sync output pulse. The width of the pulse will be *cycles* \* 4 \* the width of a SYSCLKOUT cycle. The maximum width is 4096 \* 4 \* SYSCLKOUT cycles.

**Returns**

None.

### 18.2.3.24 static void EQEP\_enableUnitTimer ( uint32\_t *base*, uint32\_t *period* ) [inline], [static]

Enables the eQEP module unit timer.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>period</i>	is period value at which a unit time-out interrupt is set.

This function enables operation of the eQEP module's peripheral unit timer. The unit timer is clocked by SYSCLKOUT and will set the unit time-out interrupt when it matches the value specified by *period*.

**Returns**

None.

18.2.3.25 static void EQEP\_disableUnitTimer ( uint32\_t *base* ) [inline], [static]

Disables the eQEP module unit timer.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function disables operation of the eQEP module's peripheral unit timer.

**Returns**

None.

18.2.3.26 static void EQEP\_enableWatchdog ( uint32\_t *base*, uint16\_t *period* )  
[inline], [static]

Enables the eQEP module watchdog timer.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>period</i>	is watchdog period value at which a time-out will occur if no quadrature-clock event is detected.

This function enables operation of the eQEP module's peripheral watchdog timer.

**Note**

When selecting *period*, note that the watchdog timer is clocked from SYSCLKOUT/64.

**Returns**

None.

18.2.3.27 static void EQEP\_disableWatchdog ( uint32\_t *base* ) [inline], [static]

Disables the eQEP module watchdog timer.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function disables operation of the eQEP module's peripheral watchdog timer.

**Returns**

None.

18.2.3.28 static void EQEP\_setWatchdogTimerValue ( uint32\_t *base*, uint16\_t *value* )  
[inline], [static]

Sets the eQEP module watchdog timer value.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>value</i>	is the value to be written to the watchdog timer.

This function sets the eQEP module's watchdog timer value.

**Returns**

None.

18.2.3.29 `static uint16_t EQEP_getWatchdogTimerValue ( uint32_t base ) [inline], [static]`

Gets the eQEP module watchdog timer value.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

**Returns**

Returns the current watchdog timer value.

18.2.3.30 `static void EQEP_setPositionInitMode ( uint32_t base, uint16_t initMode ) [inline], [static]`

Configures the mode in which the position counter is initialized.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>initMode</i>	is the configuration for initializing the position count. See below for a description of this parameter.

This function configures the events on which the position count can be initialized. The *initMode* parameter provides the mode as either **EQEP\_INIT\_DO\_NOTHING** (no action configured) or one of the following strobe events, index events, or a logical OR of both a strobe event and an index event.

- **EQEP\_INIT\_RISING\_STROBE** or **EQEP\_INIT\_EDGE\_DIR\_STROBE** specify which strobe event will initialize the position counter.
- **EQEP\_INIT\_RISING\_INDEX** or **EQEP\_INIT\_FALLING\_INDEX** specify which index event will initialize the position counter.

Use [EQEP\\_setSWPositionInit\(\)](#) to cause a software initialization and [EQEP\\_setInitialPosition\(\)](#) to set the value that gets loaded into the position counter upon initialization.

**Returns**

None.

18.2.3.31 `static void EQEP_setSWPositionInit ( uint32_t base, bool initialize ) [inline],  
[static]`

Sets the software initialization of the encoder position counter.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>initialize</i>	is a flag to specify if software initialization of the position counter is enabled.

This function does a software initialization of the position counter when the *initialize* parameter is **true**. When **false**, the QEPCTL[SWI] bit is cleared and no action is taken.

The init value to be loaded into the position counter can be set with [EQEP\\_setInitialPosition\(\)](#). Additional initialization causes can be configured with [EQEP\\_setPositionInitMode\(\)](#).

**Returns**

None.

18.2.3.32 static void EQEP\_setInitialPosition ( uint32\_t *base*, uint32\_t *position* )  
[inline], [static]

Sets the init value for the encoder position counter.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>position</i>	is the value to be written to the position counter upon. initialization.

This function sets the init value for position of the encoder. See [EQEP\\_setPositionInitMode\(\)](#) to set the initialization cause or [EQEP\\_setSWPositionInit\(\)](#) to cause a software initialization.

**Returns**

None.

18.2.3.33 static void EQEP\_setLatchMode ( uint32\_t *base*, uint32\_t *latchMode* )  
[inline], [static]

Configures the quadrature modes in which the position count can be latched.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>latchMode</i>	is the configuration for latching of the position count and several other registers. See below for a description of this parameter.

This function configures the events on which the position count and several other registers can be latched. The *latchMode* parameter provides the mode as the logical OR of several values.

- **EQEP\_LATCH\_CNT\_READ\_BY\_CPU** or **EQEP\_LATCH\_UNIT\_TIME\_OUT** specify the event that latches the position counter. This latch register can be read using [EQEP\\_getPositionLatch\(\)](#). The capture timer and capture period are also latched based on this setting, and can be read using [EQEP\\_getCaptureTimerLatch\(\)](#) and [EQEP\\_getCapturePeriodLatch\(\)](#).
- **EQEP\_LATCH\_RISING\_STROBE** or **EQEP\_LATCH\_EDGE\_DIR\_STROBE** specify which strobe event will latch the position counter into the strobe position latch register. This register can be read with [EQEP\\_getStrobePositionLatch\(\)](#).

- **EQEP\_LATCH\_RISING\_INDEX**, **EQEP\_LATCH\_FALLING\_INDEX**, or **EQEP\_LATCH\_SW\_INDEX\_MARKER** specify which index event will latch the position counter into the index position latch register. This register can be read with [EQEP\\_getIndexPositionLatch\(\)](#).

**Returns**

None.

18.2.3.34 `static uint32_t EQEP_getIndexPositionLatch ( uint32_t base ) [inline], [static]`

Gets the encoder position that was latched on an index event.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the value in the index position latch register. The position counter is latched into this register on either a rising index edge, a falling index edge, or a software index marker. This is configured using [EQEP\\_setLatchMode\(\)](#).

**Returns**

The position count latched on an index event.

18.2.3.35 `static uint32_t EQEP_getStrobePositionLatch ( uint32_t base ) [inline], [static]`

Gets the encoder position that was latched on a strobe event.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the value in the strobe position latch register. The position counter can be configured to be latched into this register on rising strobe edges only or on rising strobe edges while moving clockwise and falling strobe edges while moving counter-clockwise. This is configured using [EQEP\\_setLatchMode\(\)](#).

**Returns**

The position count latched on a strobe event.

18.2.3.36 `static uint32_t EQEP_getPositionLatch ( uint32_t base ) [inline], [static]`

Gets the encoder position that was latched on a unit time-out event.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the value in the position latch register. The position counter is latched into this register either on a unit time-out event.

**Returns**

The position count latch register value.

18.2.3.37 `static uint16_t EQEP_getCaptureTimerLatch ( uint32_t base ) [inline], [static]`

Gets the encoder capture timer latch.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the value in the capture timer latch register. The capture timer value is latched into this register either on a unit time-out event or upon the CPU reading the eQEP position counter. This is configured using [EQEP\\_setLatchMode\(\)](#).

**Returns**

The edge-capture timer latch value.

18.2.3.38 `static uint16_t EQEP_getCapturePeriodLatch ( uint32_t base ) [inline], [static]`

Gets the encoder capture period latch.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
-------------	---

This function returns the value in the capture period latch register. The capture period value is latched into this register either on a unit time-out event or upon the CPU reading the eQEP position counter. This is configured using [EQEP\\_setLatchMode\(\)](#).

**Returns**

The edge-capture period latch value.

18.2.3.39 `static void EQEP_setEmulationMode ( uint32_t base, EQEP_EmulationMode emuMode ) [inline], [static]`

Set the emulation mode of the eQEP module.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>emuMode</i>	is the mode operation upon an emulation suspend.

This function sets the eQEP module's emulation mode. This mode determines how the timers are affected by an emulation suspend. Valid values for the *emuMode* parameter are the following:

- **EQEP\_EMULATIONMODE\_STOPIMMEDIATELY** - The position counter, watchdog counter, unit timer, and capture timer all stop immediately.
- **EQEP\_EMULATIONMODE\_STOPATROLLOVER** - The position counter, watchdog counter, unit timer all count until period rollover. The capture timer counts until the next unit period event.



- **EQEP\_EMULATIONMODE\_RUNFREE** - The position counter, watchdog counter, unit timer, and capture timer are all unaffected by an emulation suspend.

#### Returns

None.

18.2.3.40 void EQEP\_setCompareConfig ( uint32\_t *base*, uint16\_t *config*, uint32\_t *compareValue*, uint16\_t *cycles* )

Configures eQEP module position-compare unit.

#### Parameters

<i>base</i>	is the base address of the eQEP module.
<i>config</i>	is the configuration for the eQEP module position-compare unit. See below for a description of this parameter.
<i>compareValue</i>	is the value to which the position count value is compared for a position-compare event.
<i>cycles</i>	is the width of the pulse that can be generated on a position-compare event. It is in units of 4 SYCLKOUT cycles.

This function configures the operation of the eQEP module position-compare unit. The *config* parameter provides the configuration of the position-compare unit and is the logical OR of several values:

- **EQEP\_COMPARE\_NO\_SYNC\_OUT**, **EQEP\_COMPARE\_IDX\_SYNC\_OUT**, or **EQEP\_COMPARE\_STROBE\_SYNC\_OUT** specify if there is a sync output pulse and which pin should be used.
- **EQEP\_COMPARE\_NO\_SHADOW**, **EQEP\_COMPARE\_LOAD\_ON\_ZERO**, or **EQEP\_COMPARE\_LOAD\_ON\_MATCH** specify if a shadow is enabled and when should the load should occur—QPOSCNT = 0 or QPOSCNT = QPOSCOMP.

The *cycles* is used to select the width of the sync output pulse. The width of the resulting pulse will be  $cycles * 4 * \text{the width of a SYCLKOUT cycle}$ . The maximum width is  $4096 * 4 * \text{SYCLKOUT cycles}$ .

#### Note

You can set the sync pulse width independently using the [EQEP\\_setComparePulseWidth\(\)](#) function.

#### Returns

None.

18.2.3.41 void EQEP\_setInputPolarity ( uint32\_t *base*, bool *invertQEPA*, bool *invertQEPB*, bool *invertIndex*, bool *invertStrobe* )

Sets the polarity of the eQEP module's input signals.

**Parameters**

<i>base</i>	is the base address of the eQEP module.
<i>invertQEPA</i>	is the flag to negate the QEPA input.
<i>invertQEPB</i>	is the flag to negate the QEPA input.
<i>invertIndex</i>	is the flag to negate the index input.
<i>invertStrobe</i>	is the flag to negate the strobe input.

This function configures the polarity of the inputs to the eQEP module. To negate the polarity of any of the input signals, pass **true** into its corresponding parameter in this function. Pass **false** to leave it as-is.

**Returns**

None.

## 19 Flash Module

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### 19.1 Flash Introduction

The Flash driver provides functions to configure the fallback power modes and the active grace periods of flash banks and pump, and the pump wake-up time. This driver also provides functions to configure the flash wait-states, prefetch, cache and ECC features. It also provides functions to access the Flash ECC test mode registers and the Flash ECC error status registers.

### 19.2 API Functions

#### Macros

- #define [FLASH\\_FAIL\\_0\\_CLR](#)
- #define [FLASH\\_FAIL\\_1\\_CLR](#)
- #define [FLASH\\_UNC\\_ERR\\_CLR](#)
- #define [FLASH\\_NO\\_ERROR](#)
- #define [FLASH\\_SINGLE\\_ERROR](#)
- #define [FLASH\\_UNC\\_ERROR](#)
- #define [PUMP\\_KEY](#)

#### Enumerations

- enum [Flash\\_BankNumber](#) { [FLASH\\_BANK](#) }
- enum [Flash\\_PumpOwnership](#) { [FLASH\\_CPU1\\_WRAPPER](#), [FLASH\\_CPU2\\_WRAPPER](#) }
- enum [Flash\\_BankPowerMode](#) { [FLASH\\_BANK\\_PWR\\_SLEEP](#), [FLASH\\_BANK\\_PWR\\_STANDBY](#), [FLASH\\_BANK\\_PWR\\_ACTIVE](#) }
- enum [Flash\\_PumpPowerMode](#) { [FLASH\\_PUMP\\_PWR\\_SLEEP](#), [FLASH\\_PUMP\\_PWR\\_ACTIVE](#) }
- enum [Flash\\_ErrorStatus](#) { [FLASH\\_NO\\_ERR](#), [FLASH\\_FAIL\\_0](#), [FLASH\\_FAIL\\_1](#), [FLASH\\_UNC\\_ERR](#) }
- enum [Flash\\_ErrorType](#) { [FLASH\\_DATA\\_ERR](#), [FLASH\\_ECC\\_ERR](#) }
- enum [Flash\\_SingleBitErrorIndicator](#) { [FLASH\\_DATA\\_BITS](#), [FLASH\\_CHECK\\_BITS](#) }

#### Functions

- static void [Flash\\_setWaitstates](#) (uint32\_t ctrlBase, uint16\_t waitstates)
- static void [Flash\\_setBankPowerMode](#) (uint32\_t ctrlBase, [Flash\\_BankNumber](#) bank, [Flash\\_BankPowerMode](#) powerMode)
- static void [Flash\\_setPumpPowerMode](#) (uint32\_t ctrlBase, [Flash\\_PumpPowerMode](#) powerMode)
- static void [Flash\\_enablePrefetch](#) (uint32\_t ctrlBase)
- static void [Flash\\_disablePrefetch](#) (uint32\_t ctrlBase)

- static void `Flash_enableCache` (uint32\_t ctrlBase)
- static void `Flash_disableCache` (uint32\_t ctrlBase)
- static void `Flash_enableECC` (uint32\_t eccBase)
- static void `Flash_disableECC` (uint32\_t eccBase)
- static void `Flash_setBankPowerUpDelay` (uint32\_t ctrlBase, uint16\_t delay)
- static void `Flash_setPumpWakeupTime` (uint32\_t ctrlBase, uint16\_t sysclkCycles)
- static bool `Flash_isBankReady` (uint32\_t ctrlBase, `Flash_BankNumber` bank)
- static bool `Flash_isPumpReady` (uint32\_t ctrlBase)
- static uint32\_t `Flash_getSingleBitErrorAddressLow` (uint32\_t eccBase)
- static uint32\_t `Flash_getSingleBitErrorAddressHigh` (uint32\_t eccBase)
- static uint32\_t `Flash_getUncorrectableErrorAddressLow` (uint32\_t eccBase)
- static uint32\_t `Flash_getUncorrectableErrorAddressHigh` (uint32\_t eccBase)
- static `Flash_ErrorStatus` `Flash_getLowErrorStatus` (uint32\_t eccBase)
- static `Flash_ErrorStatus` `Flash_getHighErrorStatus` (uint32\_t eccBase)
- static uint32\_t `Flash_getLowErrorPosition` (uint32\_t eccBase)
- static uint32\_t `Flash_getHighErrorPosition` (uint32\_t eccBase)
- static `Flash_ErrorType` `Flash_getLowErrorType` (uint32\_t eccBase)
- static `Flash_ErrorType` `Flash_getHighErrorType` (uint32\_t eccBase)
- static void `Flash_clearLowErrorStatus` (uint32\_t eccBase, uint16\_t errorStatus)
- static void `Flash_clearHighErrorStatus` (uint32\_t eccBase, uint16\_t errorStatus)
- static uint32\_t `Flash_getErrorCount` (uint32\_t eccBase)
- static void `Flash_setErrorThreshold` (uint32\_t eccBase, uint16\_t threshold)
- static uint32\_t `Flash_getInterruptFlag` (uint32\_t eccBase)
- static void `Flash_clearSingleErrorInterruptFlag` (uint32\_t eccBase)
- static void `Flash_clearUncorrectableInterruptFlag` (uint32\_t eccBase)
- static void `Flash_setDataLowECCTest` (uint32\_t eccBase, uint32\_t data)
- static void `Flash_setDataHighECCTest` (uint32\_t eccBase, uint32\_t data)
- static void `Flash_setECCTestAddress` (uint32\_t eccBase, uint32\_t address)
- static void `Flash_setECCTestECCBits` (uint32\_t eccBase, uint16\_t ecc)
- static void `Flash_enableECCTestMode` (uint32\_t eccBase)
- static void `Flash_disableECCTestMode` (uint32\_t eccBase)
- static void `Flash_selectLowECCBlock` (uint32\_t eccBase)
- static void `Flash_selectHighECCBlock` (uint32\_t eccBase)
- static void `Flash_performECCCalculation` (uint32\_t eccBase)
- static uint32\_t `Flash_getTestDataOutHigh` (uint32\_t eccBase)
- static uint32\_t `Flash_getTestDataOutLow` (uint32\_t eccBase)
- static uint32\_t `Flash_getECCTestStatus` (uint32\_t eccBase)
- static uint32\_t `Flash_getECCTestErrorPosition` (uint32\_t eccBase)
- static  
`Flash_SingleBitErrorIndicator` `Flash_getECCTestSingleBitErrorType` (uint32\_t eccBase)
- static void `Flash_claimPumpSemaphore` (uint32\_t pumpSemBase, `Flash_PumpOwnership` wrapper)
- static void `Flash_releasePumpSemaphore` (uint32\_t pumpSemBase)
- void `Flash_initModule` (uint32\_t ctrlBase, uint32\_t eccBase, uint16\_t waitstates)
- void `Flash_powerDown` (uint32\_t ctrlBase)

## 19.2.1 Detailed Description

The code for this module is contained in `driverlib/flash.c`, with `driverlib/flash.h` containing the API declarations for use by applications.

## 19.2.2 Enumeration Type Documentation

### 19.2.2.1 enum **Flash\_BankNumber**

Values that can be passed to [Flash\\_setBankPowerMode\(\)](#) as the bank parameter.

**Enumerator**

***FLASH\_BANK*** Bank.

### 19.2.2.2 enum **Flash\_PumpOwnership**

Values that can be passed to [Flash\\_claimPumpSemaphore\(\)](#) in order to claim the pump semaphore.

**Enumerator**

***FLASH\_CPU1\_WRAPPER*** CPU1 Wrapper.

***FLASH\_CPU2\_WRAPPER*** CPU2 Wrapper.

### 19.2.2.3 enum **Flash\_BankPowerMode**

Values that can be passed to [Flash\\_setBankPowerMode\(\)](#) as the powerMode parameter.

**Enumerator**

***FLASH\_BANK\_PWR\_SLEEP*** Sleep fallback mode.

***FLASH\_BANK\_PWR\_STANDBY*** Standby fallback mode.

***FLASH\_BANK\_PWR\_ACTIVE*** Active fallback mode.

### 19.2.2.4 enum **Flash\_PumpPowerMode**

Values that can be passed to [Flash\\_setPumpPowerMode\(\)](#) as the powerMode parameter.

**Enumerator**

***FLASH\_PUMP\_PWR\_SLEEP*** Sleep fallback mode.

***FLASH\_PUMP\_PWR\_ACTIVE*** Active fallback mode.

### 19.2.2.5 enum **Flash\_ErrorStatus**

Type that correspond to values returned from [Flash\\_getLowErrorStatus\(\)](#) and [Flash\\_getHighErrorStatus\(\)](#) determining the error status code.

**Enumerator**

***FLASH\_NO\_ERR*** No error.

***FLASH\_FAIL\_0*** Fail on 0.

***FLASH\_FAIL\_1*** Fail on 1.

***FLASH\_UNC\_ERR*** Uncorrectable error.

### 19.2.2.6 enum **Flash\_ErrorType**

Values that can be returned from [Flash\\_getLowErrorType\(\)](#) and [Flash\\_getHighErrorType\(\)](#) determining the error type.

#### Enumerator

**FLASH\_DATA\_ERR** Data error.

**FLASH\_ECC\_ERR** ECC error.

### 19.2.2.7 enum **Flash\_SingleBitErrorIndicator**

Values that can be returned from [Flash\\_getECCTestSingleBitErrorType\(\)](#).

#### Enumerator

**FLASH\_DATA\_BITS** Data bits.

**FLASH\_CHECK\_BITS** ECC bits.

## 19.2.3 Function Documentation

### 19.2.3.1 static void **Flash\_setWaitstates** ( uint32\_t *ctrlBase*, uint16\_t *waitstates* ) [inline], [static]

Sets the random read wait state amount.

#### Parameters

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
<i>waitstates</i>	is the wait-state value.

This function sets the number of wait states for a flash read access. The *waitstates* parameter is a number between 0 and 15. It is **important** to look at your device's datasheet for information about what the required minimum flash wait-state is for your selected SYSCLK frequency.

By default the wait state amount is configured to the maximum 15.

#### Returns

None.

Referenced by [Flash\\_initModule\(\)](#).

### 19.2.3.2 static void **Flash\_setBankPowerMode** ( uint32\_t *ctrlBase*, **Flash\_BankNumber** *bank*, **Flash\_BankPowerMode** *powerMode* ) [inline], [static]

Sets the fallback power mode of a flash bank.

#### Parameters

<i>ctrlBase</i>	is the base address of the flash wrapper registers.
<i>bank</i>	is the flash bank that is being configured.
<i>powerMode</i>	is the power mode to be entered.

This function sets the fallback power mode of the flash bank specified by them *bank* parameter. The power mode is specified by the *powerMode* parameter with one of the following values:

- **FLASH\_BANK\_PWR\_SLEEP** - Sense amplifiers and sense reference disabled.
- **FLASH\_BANK\_PWR\_STANDBY** - Sense amplifiers disabled but sense reference enabled.
- **FLASH\_BANK\_PWR\_ACTIVE** - Sense amplifiers and sense reference enabled.

Note: There is only one Flash\_BankNumber value on this device (FLASH\_BANK).

#### Returns

None.

Referenced by [Flash\\_initModule\(\)](#), and [Flash\\_powerDown\(\)](#).

### 19.2.3.3 static void Flash\_setPumpPowerMode ( uint32\_t *ctrlBase*, **Flash\_PumpPowerMode** *powerMode* ) [inline], [static]

Sets the fallback power mode of the charge pump.

#### Parameters

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
<i>powerMode</i>	is the power mode to be entered.

This function sets the fallback power mode flash charge pump.

- **FLASH\_PUMP\_PWR\_SLEEP** - All circuits disabled.
- **FLASH\_PUMP\_PWR\_ACTIVE** - All pump circuits active.

#### Returns

None.

Referenced by [Flash\\_initModule\(\)](#), and [Flash\\_powerDown\(\)](#).

### 19.2.3.4 static void Flash\_enablePrefetch ( uint32\_t *ctrlBase* ) [inline], [static]

Enables prefetch mechanism.

#### Parameters

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
-----------------	---

#### Returns

None.

Referenced by [Flash\\_initModule\(\)](#).

19.2.3.5 static void Flash\_disablePrefetch ( uint32\_t *ctrlBase* ) [inline], [static]

Disables prefetch mechanism.



**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
-----------------	---

**Returns**

None.

Referenced by [Flash\\_initModule\(\)](#).**19.2.3.6 static void Flash\_enableCache ( uint32\_t *ctrlBase* ) [inline], [static]**

Enables data cache.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
-----------------	---

**Returns**

None.

Referenced by [Flash\\_initModule\(\)](#).**19.2.3.7 static void Flash\_disableCache ( uint32\_t *ctrlBase* ) [inline], [static]**

Disables data cache.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
-----------------	---

**Returns**

None.

Referenced by [Flash\\_initModule\(\)](#).**19.2.3.8 static void Flash\_enableECC ( uint32\_t *eccBase* ) [inline], [static]**

Enables flash error correction code (ECC) protection.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

Referenced by [Flash\\_initModule\(\)](#).**19.2.3.9 static void Flash\_disableECC ( uint32\_t *eccBase* ) [inline], [static]**

Disables flash error correction code (ECC) protection.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.10 static void Flash\_setBankPowerUpDelay ( uint32\_t *ctrlBase*, uint16\_t *delay* )  
[inline], [static]

Sets the bank power up delay.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
<i>delay</i>	is the number of HCLK cycles.

This function sets the VREADST delay to ensure that the requisite delay is introduced for the flash pump/bank to come out of low-power mode, so that the flash/OTP is ready for CPU access.

Note: Refer to TRM before configuring VREADST.

**Returns**

None.

Referenced by [Flash\\_initModule\(\)](#), and [Flash\\_powerDown\(\)](#).

19.2.3.11 static void Flash\_setPumpWakeupTime ( uint32\_t *ctrlBase*, uint16\_t *sysclkCycles* ) [inline], [static]

Sets the pump wake up time.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
<i>sysclkCycles</i>	is the number of SYSCLK cycles it takes for the pump to wakeup.

This function sets the wakeup time with *sysclkCycles* parameter. The *sysclkCycles* is a value between 0 and 8190. When the charge pump exits sleep power mode, it will take *sysclkCycles* to wakeup.

**Returns**

None.

19.2.3.12 static bool Flash\_isBankReady ( uint32\_t *ctrlBase*, **Flash\_BankNumber** *bank* )  
[inline], [static]

Reads the bank active power state.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
<i>bank</i>	is the flash bank that is being used.

**Returns**

Returns **true** if the Bank is in Active power state and **false** otherwise.

19.2.3.13 static bool Flash\_isPumpReady ( uint32\_t *ctrlBase* ) [inline], [static]

Reads the pump active power state.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
-----------------	---

**Returns**

Returns **true** if the Pump is in Active power state and **false** otherwise.

19.2.3.14 static uint32\_t Flash\_getSingleBitErrorAddressLow ( uint32\_t *eccBase* )  
[inline], [static]

Gets the single error address low.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the 32-bit address of the single bit error that occurred in the lower 64-bits of a 128-bit memory-aligned data. The returned address is to that 64-bit aligned data.

**Returns**

Returns the 32 bits of a 64-bit aligned address where a single bit error occurred.

19.2.3.15 static uint32\_t Flash\_getSingleBitErrorAddressHigh ( uint32\_t *eccBase* )  
[inline], [static]

Gets the single error address high.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the 32-bit address of the single bit error that occurred in the upper 64-bits of a 128-bit memory-aligned data. The returned address is to that 64-bit aligned data.

**Returns**

Returns the 32 bits of a 64-bit aligned address where a single bit error occurred.

19.2.3.16 `static uint32_t Flash_getUncorrectableErrorAddressLow ( uint32_t eccBase )`  
`[inline], [static]`

Gets the uncorrectable error address low.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the 32-bit address of the uncorrectable error that occurred in the lower 64-bits of a 128-bit memory-aligned data. The returned address is to that 64-bit aligned data.

**Returns**

Returns the 32 bits of a 64-bit aligned address where an uncorrectable error occurred.

19.2.3.17 **static uint32\_t Flash\_getUncorrectableErrorAddressHigh ( uint32\_t *eccBase* )**  
**[inline], [static]**

Gets the uncorrectable error address high.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC base.
----------------	--

This function returns the 32-bit address of the uncorrectable error that occurred in the upper 64-bits of a 128-bit memory-aligned data. The returned address is to that 64-bit aligned data.

**Returns**

Returns the 32 bits of a 64-bit aligned address where an uncorrectable error occurred.

19.2.3.18 **static Flash\_ErrorStatus Flash\_getLowErrorStatus ( uint32\_t *eccBase* )**  
**[inline], [static]**

Gets the error status of the Lower 64-bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the error status of the lower 64-bits of a 128-bit aligned address.

**Returns**

Returns value of the low error status bits which can be used with Flash\_ErrorStatus type.

19.2.3.19 **static Flash\_ErrorStatus Flash\_getHighErrorStatus ( uint32\_t *eccBase* )**  
**[inline], [static]**

Gets the error status of the Upper 64-bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the error status of the upper 64-bits of a 128-bit aligned address.

**Returns**

Returns value of the high error status bits which can be used with Flash\_ErrorStatus type.

19.2.3.20 `static uint32_t Flash_getLowErrorPosition ( uint32_t eccBase ) [inline],  
[static]`

Gets the error position of the lower 64-bits for a single bit error.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the error position of the lower 64-bits. If the error type is FLASH\_ECC\_ERR, the position ranges from 0-7 else it ranges from 0-63 for FLASH\_DATA\_ERR.

**Returns**

Returns the position of the lower error bit.

19.2.3.21 `static uint32_t Flash_getHighErrorPosition ( uint32_t eccBase ) [inline], [static]`

Gets the error position of the upper 64-bits for a single bit error.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the error position of the upper 64-bits. If the error type is FLASH\_ECC\_ERR, the position ranges from 0-7 else it ranges from 0-63 for FLASH\_DATA\_ERR.

**Returns**

Returns the position of the upper error bit.

19.2.3.22 `static Flash_ErrorType Flash_getLowErrorType ( uint32_t eccBase ) [inline], [static]`

Gets the error type of the lower 64-bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the error type of the lower 64-bits. The error type can be FLASH\_ECC\_ERR or FLASH\_DATA\_ERR.

**Returns**

Returns the type of the lower 64-bit error.

19.2.3.23 `static Flash_ErrorType Flash_getHighErrorType ( uint32_t eccBase ) [inline], [static]`

Gets the error type of the upper 64-bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the error type of the upper 64-bits. The error type can be FLASH\_ECC\_ERR or FLASH\_DATA\_ERR.

**Returns**

Returns the type of the upper 64-bit error.

19.2.3.24 static void Flash\_clearLowErrorStatus ( uint32\_t *eccBase*, uint16\_t *errorStatus* )  
[inline], [static]

Clears the errors status of the lower 64-bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>errorStatus</i>	is the error status to clear. <i>errorStatus</i> is a uint16_t. <i>errorStatus</i> is a bitwise OR of the following value: <ul style="list-style-type: none"> <li>■ FLASH_FAIL_0_CLR</li> <li>■ FLASH_FAIL_1_CLR</li> <li>■ FLASH_UNC_ERR_CLR</li> </ul>

**Returns**

None.

19.2.3.25 static void Flash\_clearHighErrorStatus ( uint32\_t *eccBase*, uint16\_t *errorStatus* ) [inline], [static]

Clears the errors status of the upper 64-bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>errorStatus</i>	is the error status to clear. <i>errorStatus</i> is a uint16_t. <i>errorStatus</i> is a bitwise OR of the following value: <ul style="list-style-type: none"> <li>■ FLASH_FAIL_0_CLR</li> <li>■ FLASH_FAIL_1_CLR</li> <li>■ FLASH_UNC_ERR_CLR</li> </ul>

**Returns**

None.

19.2.3.26 static uint32\_t Flash\_getErrorCount ( uint32\_t *eccBase* ) [inline], [static]

Gets the single bit error count.



**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

Returns the single bit error count.

19.2.3.27 static void Flash\_setErrorThreshold ( uint32\_t *eccBase*, uint16\_t *threshold* )  
[inline], [static]

Sets the single bit error threshold.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>threshold</i>	is the single bit error threshold. Valid ranges are from 0-65535.

**Returns**

None.

19.2.3.28 static uint32\_t Flash\_getInterruptFlag ( uint32\_t *eccBase* ) [inline],  
[static]

Gets the error interrupt.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the type of error interrupt that occurred. The values can be used with

- **FLASH\_NO\_ERROR**
- **FLASH\_SINGLE\_ERROR**
- **FLASH\_UNC\_ERROR**

**Returns**

Returns the interrupt flag.

19.2.3.29 static void Flash\_clearSingleErrorInterruptFlag ( uint32\_t *eccBase* ) [inline],  
[static]

Clears the single error interrupt flag.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.30 `static void Flash_clearUncorrectableInterruptFlag ( uint32_t eccBase )`  
`[inline], [static]`

Clears the uncorrectable error interrupt flag.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.31 static void Flash\_setDataLowECCTest ( uint32\_t *eccBase*, uint32\_t *data* )  
[inline], [static]

Sets the Data Low Test register for ECC testing.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>data</i>	is a 32-bit value that is the low double word of selected 64-bit data

**Returns**

None.

19.2.3.32 static void Flash\_setDataHighECCTest ( uint32\_t *eccBase*, uint32\_t *data* )  
[inline], [static]

Sets the Data High Test register for ECC testing.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>data</i>	is a 32-bit value that is the high double word of selected 64-bit data

**Returns**

None.

19.2.3.33 static void Flash\_setECCTestAddress ( uint32\_t *eccBase*, uint32\_t *address* )  
[inline], [static]

Sets the test address register for ECC testing.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>address</i>	is a 32-bit value containing an address. Bits 21-3 will be used as the flash word (128-bit) address.

This function left shifts the address 1 bit to convert it to a byte address.

**Returns**

None.

19.2.3.34 `static void Flash_setECCTestECCBits ( uint32_t eccBase, uint16_t ecc )`  
`[inline], [static]`

Sets the ECC test bits for ECC testing.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>ecc</i>	is a 32-bit value. The least significant 8 bits are used as the ECC Control Bits in the ECC Test.

**Returns**

None.

19.2.3.35 static void Flash\_enableECCTestMode ( uint32\_t *eccBase* ) [inline],  
[static]

Enables ECC Test mode.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.36 static void Flash\_disableECCTestMode ( uint32\_t *eccBase* ) [inline],  
[static]

Disables ECC Test mode.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.37 static void Flash\_selectLowECCBlock ( uint32\_t *eccBase* ) [inline],  
[static]

Selects the ECC block on bits [63:0] of bank data.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.38 `static void Flash_selectHighECCBlock ( uint32_t eccBase ) [inline],  
[static]`

Selects the ECC block on bits [127:64] of bank data.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.39 static void Flash\_performECCCalculation ( uint32\_t *eccBase* ) [inline],  
[static]

Performs the ECC calculation on the test block.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

None.

19.2.3.40 static uint32\_t Flash\_getTestDataOutHigh ( uint32\_t *eccBase* ) [inline],  
[static]

Gets the ECC Test data out high 63:32 bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

Returns the ECC Test data out High.

19.2.3.41 static uint32\_t Flash\_getTestDataOutLow ( uint32\_t *eccBase* ) [inline],  
[static]

Gets the ECC Test data out low 31:0 bits.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

Returns the ECC Test data out Low.

19.2.3.42 static uint32\_t Flash\_getECCTestStatus ( uint32\_t *eccBase* ) [inline],  
[static]

Gets the ECC Test status.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

This function returns the ECC test status. The values can be used with

- **FLASH\_NO\_ERROR**
- **FLASH\_SINGLE\_ERROR**
- **FLASH\_UNC\_ERROR**

**Returns**

Returns the ECC test status.

19.2.3.43 `static uint32_t Flash_getECCTestErrorPosition ( uint32_t eccBase ) [inline], [static]`

Gets the ECC Test single bit error position.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

Returns the ECC Test single bit error position. If the error type is check bits than the position can range from 0 to 7. If the error type is data bits than the position can range from 0 to 63.

19.2.3.44 `static Flash_SingleBitErrorIndicator Flash_getECCTestSingleBitErrorType ( uint32_t eccBase ) [inline], [static]`

Gets the single bit error type.

**Parameters**

<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
----------------	---

**Returns**

Returns the single bit error type as a `Flash_SingleBitErrorIndicator`. `FLASH_DATA_BITS` and `FLASH_CHECK_BITS` indicate where the single bit error occurred.

19.2.3.45 `static void Flash_claimPumpSemaphore ( uint32_t pumpSemBase, Flash_PumpOwnership wrapper ) [inline], [static]`

Claim the flash pump semaphore.



**Parameters**

<i>pumpSemBase</i>	is the base address of the flash pump semaphore.
<i>wrapper</i>	is the Flash_PumpOwnership wrapper claiming the pump semaphore.

**Returns**

None.

References [PUMP\\_KEY](#).

19.2.3.46 static void Flash\_releasePumpSemaphore ( uint32\_t *pumpSemBase* )  
[inline], [static]

Release the flash pump semaphore.

**Parameters**

<i>pumpSemBase</i>	is the base address of the flash pump semaphore.
--------------------	--

**Returns**

None.

References [PUMP\\_KEY](#).

19.2.3.47 void Flash\_initModule ( uint32\_t *ctrlBase*, uint32\_t *eccBase*, uint16\_t *waitstates* )

Initializes the flash control registers.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
<i>eccBase</i>	is the base address of the flash wrapper ECC registers.
<i>waitstates</i>	is the wait-state value.

This function initializes the flash control registers. At reset bank and pump are in sleep. A flash access will power up the bank and pump automatically. After a flash access, bank and pump go to low power mode (configurable in FBFALLBACK/FPAC1 registers) if there is no further access to flash. This function will power up Flash bank and pump and set the fallback mode of flash and pump as active.

This function also sets the number of wait-states for a flash access (see [Flash\\_setWaitstates\(\)](#) for more details), and enables cache, the prefetch mechanism, and ECC.

**Returns**

None.

References [FLASH\\_BANK](#), [FLASH\\_BANK\\_PWR\\_ACTIVE](#), [Flash\\_disableCache\(\)](#), [Flash\\_disablePrefetch\(\)](#), [Flash\\_enableCache\(\)](#), [Flash\\_enableECC\(\)](#), [Flash\\_enablePrefetch\(\)](#), [FLASH\\_PUMP\\_PWR\\_ACTIVE](#), [Flash\\_setBankPowerMode\(\)](#), [Flash\\_setBankPowerUpDelay\(\)](#), [Flash\\_setPumpPowerMode\(\)](#), and [Flash\\_setWaitstates\(\)](#).

19.2.3.48 void Flash\_powerDown ( uint32\_t *ctrlBase* )

Powers down the flash.

**Parameters**

<i>ctrlBase</i>	is the base address of the flash wrapper control registers.
-----------------	---

This function powers down the flash bank(s) and the flash pump.

Note: For this device, you must claim the flash pump semaphore before calling this function and powering down the pump. Afterwards, you may want to relinquish the flash pump.

**Returns**

None.

References [FLASH\\_BANK](#), [FLASH\\_BANK\\_PWR\\_SLEEP](#), [FLASH\\_PUMP\\_PWR\\_SLEEP](#), [Flash\\_setBankPowerMode\(\)](#), [Flash\\_setBankPowerUpDelay\(\)](#), and [Flash\\_setPumpPowerMode\(\)](#).

## 20 GPIO Module

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### 20.1 GPIO Introduction

The GPIO module provides an API to configure, read from, and write to the GPIO pins. Functions fall into the two categories, control and data. Control functions configure properties like direction, pin muxing, and qualification. Data functions allow you to read the value on a pin or write a value to it.

Most functions will configure a single pin at a time. The pin to be configured will be specified using its GPIO number. Refer to the device's datasheet to learn what numbers are valid for that part number. Also note that even if a GPIO number is valid for a part number, it may not be valid for all possible features. For instance, `GPIO_setAnalogMode()` is only usable for a fraction of the GPIO numbers.

For information and functions to configure a pin for low-power mode wake-up, see the SysCtl module.

### 20.2 API Functions

#### Enumerations

- enum `GPIO_Direction` { `GPIO_DIR_MODE_IN`, `GPIO_DIR_MODE_OUT` }
- enum `GPIO_IntType` { `GPIO_INT_TYPE_FALLING_EDGE`,  
`GPIO_INT_TYPE_RISING_EDGE`, `GPIO_INT_TYPE_BOTH_EDGES` }
- enum `GPIO_QualificationMode` { `GPIO_QUAL_SYNC`, `GPIO_QUAL_3SAMPLE`,  
`GPIO_QUAL_6SAMPLE`, `GPIO_QUAL_ASYNC` }
- enum `GPIO_AnalogMode` { `GPIO_ANALOG_DISABLED`, `GPIO_ANALOG_ENABLED` }
- enum `GPIO_CoreSelect` { `GPIO_CORE_CPU1`, `GPIO_CORE_CPU1_CLA1`,  
`GPIO_CORE_CPU2`, `GPIO_CORE_CPU2_CLA1` }
- enum `GPIO_Port` {  
`GPIO_PORT_A`, `GPIO_PORT_B`, `GPIO_PORT_C`, `GPIO_PORT_D`,  
`GPIO_PORT_E`, `GPIO_PORT_F` }
- enum `GPIO_ExtIntNum` {  
`GPIO_INT_XINT1`, `GPIO_INT_XINT2`, `GPIO_INT_XINT3`, `GPIO_INT_XINT4`,  
`GPIO_INT_XINT5` }

#### Functions

- static void `GPIO_setInterruptType` (`GPIO_ExtIntNum` extIntNum, `GPIO_IntType` intType)
- static `GPIO_IntType` `GPIO_getInterruptType` (`GPIO_ExtIntNum` extIntNum)
- static void `GPIO_enableInterrupt` (`GPIO_ExtIntNum` extIntNum)
- static void `GPIO_disableInterrupt` (`GPIO_ExtIntNum` extIntNum)
- static `uint32_t` `GPIO_readPin` (`uint32_t` pin)
- static void `GPIO_writePin` (`uint32_t` pin, `uint32_t` outVal)

- static void `GPIO_togglePin` (uint32\_t pin)
- static uint32\_t `GPIO_readPortData` (GPIO\_Port port)
- static void `GPIO_writePortData` (GPIO\_Port port, uint32\_t outVal)
- static void `GPIO_setPortPins` (GPIO\_Port port, uint32\_t pinMask)
- static void `GPIO_clearPortPins` (GPIO\_Port port, uint32\_t pinMask)
- static void `GPIO_togglePortPins` (GPIO\_Port port, uint32\_t pinMask)
- static void `GPIO_lockPortConfig` (GPIO\_Port port, uint32\_t pinMask)
- static void `GPIO_unlockPortConfig` (GPIO\_Port port, uint32\_t pinMask)
- static void `GPIO_commitPortConfig` (GPIO\_Port port, uint32\_t pinMask)
- void `GPIO_setDirectionMode` (uint32\_t pin, GPIO\_Direction pinIO)
- GPIO\_Direction `GPIO_getDirectionMode` (uint32\_t pin)
- void `GPIO_setInterruptPin` (uint32\_t pin, GPIO\_ExtIntNum extIntNum)
- void `GPIO_setPadConfig` (uint32\_t pin, uint32\_t pinType)
- uint32\_t `GPIO_getPadConfig` (uint32\_t pin)
- void `GPIO_setQualificationMode` (uint32\_t pin, GPIO\_QualificationMode qualification)
- GPIO\_QualificationMode `GPIO_getQualificationMode` (uint32\_t pin)
- void `GPIO_setQualificationPeriod` (uint32\_t pin, uint32\_t divider)
- void `GPIO_setMasterCore` (uint32\_t pin, GPIO\_CoreSelect core)
- void `GPIO_setAnalogMode` (uint32\_t pin, GPIO\_AnalogMode mode)
- void `GPIO_setPinConfig` (uint32\_t pinConfig)

## 20.2.1 Detailed Description

The first step to configuring GPIO is to figure out the peripheral muxing. The function to configure the mux registers is `GPIO_setPinConfig()`. The values to be passed to this function to specify the functionality the pin should have are found in `pin_map.h`.

Next, use `GPIO_setPadConfig()` to configure any properties like internal pullups, open-drain, or an inverted input signal. `GPIO_setQualificationMode()` and `GPIO_setQualificationPeriod()` can be used to configure any needed input qualification.

Then, for pins configured as GPIOs, use `GPIO_setDirectionMode()` to select a direction. Take care to write the desired initial value for that pin using `GPIO_writePin()` before configuring a pin as an output to avoid any glitches.

Several functions are provided for the configuration of external interrupts. These functions use the device's XINT module. The Input X-BAR is also leveraged to configure the pin on which an event will cause an interrupt. These functions are `GPIO_setInterruptType()`, `GPIO_getInterruptType()`, `GPIO_enableInterrupt()`, `GPIO_disableInterrupt()`, and `GPIO_setInterruptPin()`.

Most functions operate on one pin at a time. However, there are a few functions that can operate on an entire port at once for the sake of efficiency. These are the data functions `GPIO_readPortData()`, `GPIO_writePortData()`, `GPIO_setPortPins()`, `GPIO_clearPortPins()`, and `GPIO_togglePortPins()`. Other data functions that affect a single pin at a time are `GPIO_readPin()`, `GPIO_writePin()`, and `GPIO_togglePin()`.

The code for this module is contained in `driverlib/gpio.c`, with `driverlib/gpio.h` containing the API declarations for use by applications.

## 20.2.2 Enumeration Type Documentation

### 20.2.2.1 enum **GPIO\_Direction**

Values that can be passed to `GPIO_setDirectionMode()` as the *pinIO* parameter and returned from `GPIO_getDirectionMode()`.

**Enumerator**

**GPIO\_DIR\_MODE\_IN** Pin is a GPIO input.

**GPIO\_DIR\_MODE\_OUT** Pin is a GPIO output.

**20.2.2.2 enum GPIO\_IntType**

Values that can be passed to [GPIO\\_setInterruptType\(\)](#) as the *intType* parameter and returned from [GPIO\\_getInterruptType\(\)](#).

**Enumerator**

**GPIO\_INT\_TYPE\_FALLING\_EDGE** Interrupt on falling edge.

**GPIO\_INT\_TYPE\_RISING\_EDGE** Interrupt on rising edge.

**GPIO\_INT\_TYPE\_BOTH\_EDGES** Interrupt on both edges.

**20.2.2.3 enum GPIO\_QualificationMode**

Values that can be passed to [GPIO\\_setQualificationMode\(\)](#) as the *qualification* parameter and returned by [GPIO\\_getQualificationMode\(\)](#).

**Enumerator**

**GPIO\_QUAL\_SYNC** Synchronization to SYSCLKOUT.

**GPIO\_QUAL\_3SAMPLE** Qualified with 3 samples.

**GPIO\_QUAL\_6SAMPLE** Qualified with 6 samples.

**GPIO\_QUAL\_ASYNC** No synchronization.

**20.2.2.4 enum GPIO\_AnalogMode**

Values that can be passed to [GPIO\\_setAnalogMode\(\)](#) as the *mode* parameter.

**Enumerator**

**GPIO\_ANALOG\_DISABLED** Pin is in digital mode.

**GPIO\_ANALOG\_ENABLED** Pin is in analog mode.

**20.2.2.5 enum GPIO\_CoreSelect**

Values that can be passed to [GPIO\\_setMasterCore\(\)](#) as the *core* parameter.

**Enumerator**

**GPIO\_CORE\_CPU1** CPU1 selected as master core.

**GPIO\_CORE\_CPU1\_CLA1** CPU1's CLA1 selected as master core.

**GPIO\_CORE\_CPU2** CPU2 selected as master core.

**GPIO\_CORE\_CPU2\_CLA1** CPU2's CLA1 selected as master core.

### 20.2.2.6 enum **GPIO\_Port**

Values that can be passed to [GPIO\\_readPortData\(\)](#), [GPIO\\_setPortPins\(\)](#), [GPIO\\_clearPortPins\(\)](#), and [GPIO\\_togglePortPins\(\)](#) as the *port* parameter.

#### Enumerator

**GPIO\_PORT\_A** GPIO port A.  
**GPIO\_PORT\_B** GPIO port B.  
**GPIO\_PORT\_C** GPIO port C.  
**GPIO\_PORT\_D** GPIO port D.  
**GPIO\_PORT\_E** GPIO port E.  
**GPIO\_PORT\_F** GPIO port F.

### 20.2.2.7 enum **GPIO\_ExtIntNum**

Values that can be passed to [GPIO\\_setInterruptPin\(\)](#), [GPIO\\_setInterruptType\(\)](#), [GPIO\\_getInterruptType\(\)](#), [GPIO\\_enableInterrupt\(\)](#), [GPIO\\_disableInterrupt\(\)](#), as the *extIntNum* parameter.

#### Enumerator

**GPIO\_INT\_XINT1** External Interrupt 1.  
**GPIO\_INT\_XINT2** External Interrupt 2.  
**GPIO\_INT\_XINT3** External Interrupt 3.  
**GPIO\_INT\_XINT4** External Interrupt 4.  
**GPIO\_INT\_XINT5** External Interrupt 5.

## 20.2.3 Function Documentation

### 20.2.3.1 static void **GPIO\_setInterruptType** ( **GPIO\_ExtIntNum** *extIntNum*, **GPIO\_IntType** *intType* ) [inline], [static]

Sets the interrupt type for the specified pin.

#### Parameters

<i>extIntNum</i>	specifies the external interrupt.
<i>intType</i>	specifies the type of interrupt trigger mechanism.

This function sets up the various interrupt trigger mechanisms for the specified pin on the selected GPIO port.

The following defines can be used to specify the external interrupt for the *extIntNum* parameter:

- **GPIO\_INT\_XINT1**
- **GPIO\_INT\_XINT2**
- **GPIO\_INT\_XINT3**
- **GPIO\_INT\_XINT4**
- **GPIO\_INT\_XINT5**

One of the following flags can be used to define the *intType* parameter:

- **GPIO\_INT\_TYPE\_FALLING\_EDGE** sets detection to edge and trigger to falling
- **GPIO\_INT\_TYPE\_RISING\_EDGE** sets detection to edge and trigger to rising
- **GPIO\_INT\_TYPE\_BOTH\_EDGES** sets detection to both edges

#### Returns

None.

20.2.3.2 static **GPIO\_IntType** GPIO\_getInterruptType ( **GPIO\_ExternalIntNum** *extIntNum* ) [inline], [static]

Gets the interrupt type for a pin.

#### Parameters

<i>extIntNum</i>	specifies the external interrupt.
------------------	-----------------------------------

This function gets the interrupt type for a interrupt. The interrupt can be configured as a falling-edge, rising-edge, or both-edges detected interrupt.

The following defines can be used to specify the external interrupt for the *extIntNum* parameter:

- **GPIO\_INT\_XINT1**
- **GPIO\_INT\_XINT2**
- **GPIO\_INT\_XINT3**
- **GPIO\_INT\_XINT4**
- **GPIO\_INT\_XINT5**

#### Returns

Returns one of the flags described for [GPIO\\_setInterruptType\(\)](#).

20.2.3.3 static void GPIO\_enableInterrupt ( **GPIO\_ExternalIntNum** *extIntNum* ) [inline], [static]

Enables the specified external interrupt.

#### Parameters

<i>extIntNum</i>	specifies the external interrupt.
------------------	-----------------------------------

This function enables the indicated external interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor.

The following defines can be used to specify the external interrupt for the *extIntNum* parameter:

- **GPIO\_INT\_XINT1**
- **GPIO\_INT\_XINT2**
- **GPIO\_INT\_XINT3**
- **GPIO\_INT\_XINT4**
- **GPIO\_INT\_XINT5**



**Returns**

None.

20.2.3.4 `static void GPIO_disableInterrupt ( GPIO_ExtIntNum extIntNum )`  
`[inline], [static]`

Disables the specified external interrupt.

**Parameters**

<i>extIntNum</i>	specifies the external interrupt.
------------------	-----------------------------------

This function disables the indicated external interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor.

The following defines can be used to specify the external interrupt for the *extIntNum* parameter:

- **GPIO\_INT\_XINT1**
- **GPIO\_INT\_XINT2**
- **GPIO\_INT\_XINT3**
- **GPIO\_INT\_XINT4**
- **GPIO\_INT\_XINT5**

**Returns**

None.

20.2.3.5 `static uint32_t GPIO_readPin ( uint32_t pin )` `[inline], [static]`

Reads the value present on the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
------------	--

The value at the specified pin are read, as specified by *pin*. The value is returned for both input and output pins.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

Returns the value in the data register for the specified pin.

20.2.3.6 `static void GPIO_writePin ( uint32_t pin, uint32_t outVal )` `[inline], [static]`

Writes a value to the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
<i>outVal</i>	is the value to write to the pin.

Writes the corresponding bit values to the output pin specified by *pin*. Writing to a pin configured as an input pin has no effect.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

None.

### 20.2.3.7 static void GPIO\_togglePin ( uint32\_t *pin* ) [inline], [static]

Toggles the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
------------	--

Writes the corresponding bit values to the output pin specified by *pin*. Writing to a pin configured as an input pin has no effect.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

None.

### 20.2.3.8 static uint32\_t GPIO\_readPortData ( GPIO\_Port *port* ) [inline], [static]

Reads the data on the specified port.

**Parameters**

<i>port</i>	is the GPIO port being accessed in the form of <b>GPIO_PORT_X</b> where X is the port letter.
-------------	---

**Returns**

Returns the value in the data register for the specified port. Each bit of the the return value represents a pin on the port, where bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

### 20.2.3.9 static void GPIO\_writePortData ( GPIO\_Port *port*, uint32\_t *outVal* ) [inline], [static]

Writes a value to the specified port.

**Parameters**

<i>port</i>	is the GPIO port being accessed.
<i>outVal</i>	is the value to write to the port.

This function writes the value *outVal* to the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *outVal* is a bit-packed value, where each bit represents a bit on a GPIO port. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

#### Returns

None.

20.2.3.10 static void GPIO\_setPortPins ( **GPIO\_Port** *port*, uint32\_t *pinMask* ) [inline], [static]

Sets all of the specified pins on the specified port.

#### Parameters

<i>port</i>	is the GPIO port being accessed.
<i>pinMask</i>	is a mask of which of the 32 pins on the port are affected.

This function sets all of the pins specified by the *pinMask* parameter on the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *pinMask* is a bit-packed value, where each bit that is set identifies the pin to be set. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

#### Returns

None.

20.2.3.11 static void GPIO\_clearPortPins ( **GPIO\_Port** *port*, uint32\_t *pinMask* ) [inline], [static]

Clears all of the specified pins on the specified port.

#### Parameters

<i>port</i>	is the GPIO port being accessed.
<i>pinMask</i>	is a mask of which of the 32 pins on the port are affected.

This function clears all of the pins specified by the *pinMask* parameter on the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *pinMask* is a bit-packed value, where each bit that is **set** identifies the pin to be cleared. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

#### Returns

None.

20.2.3.12 static void GPIO\_togglePortPins ( **GPIO\_Port** *port*, uint32\_t *pinMask* )  
[inline], [static]

Toggles all of the specified pins on the specified port.

**Parameters**

<i>port</i>	is the GPIO port being accessed.
<i>pinMask</i>	is a mask of which of the 32 pins on the port are affected.

This function toggles all of the pins specified by the *pinMask* parameter on the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *pinMask* is a bit-packed value, where each bit that is set identifies the pin to be toggled. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns**

None.

20.2.3.13 static void GPIO\_lockPortConfig ( **GPIO\_Port** *port*, uint32\_t *pinMask* )  
[inline], [static]

Locks the configuration of the specified pins on the specified port.

**Parameters**

<i>port</i>	is the GPIO port being accessed.
<i>pinMask</i>	is a mask of which of the 32 pins on the port are affected.

This function locks the configuration registers of the pins specified by the *pinMask* parameter on the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *pinMask* is a bit-packed value, where each bit that is set identifies the pin to be locked. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, 0xFFFFFFFF represents all pins on that port, and so on.

Note that this function is for locking the configuration of a pin such as the pin muxing, direction, open drain mode, and other settings. It does not affect the ability to change the value of the pin.

**Returns**

None.

20.2.3.14 static void GPIO\_unlockPortConfig ( **GPIO\_Port** *port*, uint32\_t *pinMask* )  
[inline], [static]

Unlocks the configuration of the specified pins on the specified port.

**Parameters**

<i>port</i>	is the GPIO port being accessed.
<i>pinMask</i>	is a mask of which of the 32 pins on the port are affected.

This function locks the configuration registers of the pins specified by the *pinMask* parameter on the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *pinMask* is a bit-packed value, where each bit that is set identifies the pin to be unlocked. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, 0xFFFFFFFF represents all pins on that port, and so on.

**Returns**

None.

20.2.3.15 static void GPIO\_commitPortConfig ( **GPIO\_Port** *port*, uint32\_t *pinMask* )  
[inline], [static]

Commits the lock configuration of the specified pins on the specified port.

**Parameters**

<i>port</i>	is the GPIO port being accessed.
<i>pinMask</i>	is a mask of which of the 32 pins on the port are affected.

This function commits the lock configuration registers of the pins specified by the *pinMask* parameter on the port specified by the *port* parameter which takes a value in the form of **GPIO\_PORT\_X** where X is the port letter. For example, use **GPIO\_PORT\_A** to affect port A (GPIOs 0-31).

The *pinMask* is a bit-packed value, where each bit that is set identifies the pin to be locked. Bit 0 represents GPIO port pin 0, bit 1 represents GPIO port pin 1, 0xFFFFFFFF represents all pins on that port, and so on.

Note that once this function is called, [GPIO\\_lockPortConfig\(\)](#) and [GPIO\\_unlockPortConfig\(\)](#) will no longer have any effect on the specified pins.

**Returns**

None.

20.2.3.16 void GPIO\_setDirectionMode ( uint32\_t *pin*, **GPIO\_Direction** *pinIO* )

Sets the direction and mode of the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
<i>pinIO</i>	is the pin direction mode.

This function configures the specified pin on the selected GPIO port as either input or output.

The parameter *pinIO* is an enumerated data type that can be one of the following values:

- **GPIO\_DIR\_MODE\_IN**
- **GPIO\_DIR\_MODE\_OUT**

where **GPIO\_DIR\_MODE\_IN** specifies that the pin is programmed as an input and **GPIO\_DIR\_MODE\_OUT** specifies that the pin is programmed as an output.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

None.

References [GPIO\\_DIR\\_MODE\\_OUT](#).

### 20.2.3.17 **GPIO\_Direction** GPIO\_getDirectionMode ( uint32\_t *pin* )

Gets the direction mode of a pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
------------	--

This function gets the direction mode for a specified pin. The pin can be configured as either an input or output. The type of direction is returned as an enumerated data type.

**Returns**

Returns one of the enumerated data types described for [GPIO\\_setDirectionMode\(\)](#).

### 20.2.3.18 void GPIO\_setInterruptPin ( uint32\_t *pin*, **GPIO\_ExtIntNum** *extIntNum* )

Sets the pin for the specified external interrupt.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
<i>extIntNum</i>	specifies the external interrupt.

This function sets which pin triggers the selected external interrupt.

The following defines can be used to specify the external interrupt for the *extIntNum* parameter:

- **GPIO\_INT\_XINT1**
- **GPIO\_INT\_XINT2**
- **GPIO\_INT\_XINT3**
- **GPIO\_INT\_XINT4**
- **GPIO\_INT\_XINT5**

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**See Also**

[XBAR\\_setInputPin\(\)](#)

**Returns**

None.

References [GPIO\\_INT\\_XINT1](#), [GPIO\\_INT\\_XINT2](#), [GPIO\\_INT\\_XINT3](#), [GPIO\\_INT\\_XINT4](#), [GPIO\\_INT\\_XINT5](#), [XBAR\\_INPUT1](#), [XBAR\\_INPUT13](#), [XBAR\\_INPUT14](#), [XBAR\\_INPUT4](#), [XBAR\\_INPUT5](#), [XBAR\\_INPUT6](#), and [XBAR\\_setInputPin\(\)](#).

### 20.2.3.19 void GPIO\_setPadConfig ( uint32\_t *pin*, uint32\_t *pinType* )

Sets the pad configuration for the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
------------	--



<i>pinType</i>	specifies the pin type.
----------------	-------------------------

This function sets the pin type for the specified pin. The parameter *pinType* can be the following values:

- **GPIO\_PIN\_TYPE\_STD** specifies a push-pull output or a floating input
- **GPIO\_PIN\_TYPE\_PULLUP** specifies the pull-up is enabled for an input
- **GPIO\_PIN\_TYPE\_OD** specifies an open-drain output pin
- **GPIO\_PIN\_TYPE\_INVERT** specifies inverted polarity on an input

**GPIO\_PIN\_TYPE\_INVERT** may be OR-ed with **GPIO\_PIN\_TYPE\_STD** or **GPIO\_PIN\_TYPE\_PULLUP**.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

#### Returns

None.

### 20.2.3.20 uint32\_t GPIO\_getPadConfig ( uint32\_t *pin* )

Gets the pad configuration for a pin.

#### Parameters

<i>pin</i>	is the identifying GPIO number of the pin.
------------	--

This function returns the pin type for the specified pin. The value returned corresponds to the values used in [GPIO\\_setPadConfig\(\)](#).

#### Returns

Returns a bit field of the values **GPIO\_PIN\_TYPE\_STD**, **GPIO\_PIN\_TYPE\_PULLUP**, **GPIO\_PIN\_TYPE\_OD**, and **GPIO\_PIN\_TYPE\_INVERT**.

### 20.2.3.21 void GPIO\_setQualificationMode ( uint32\_t *pin*, **GPIO\_QualificationMode** *qualification* )

Sets the qualification mode for the specified pin.

#### Parameters

<i>pin</i>	is the identifying GPIO number of the pin.
<i>qualification</i>	specifies the qualification mode of the pin.

This function sets the qualification mode for the specified pin. The parameter *qualification* can be one of the following values:

- **GPIO\_QUAL\_SYNC**
- **GPIO\_QUAL\_3SAMPLE**
- **GPIO\_QUAL\_6SAMPLE**
- **GPIO\_QUAL\_ASYNC**

To set the qualification sampling period, use [GPIO\\_setQualificationPeriod\(\)](#).

**Returns**

None.

**20.2.3.22 GPIO\_QualificationMode** GPIO\_getQualificationMode ( uint32\_t *pin* )

Gets the qualification type for the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
------------	--

**Returns**Returns the qualification mode in the form of one of the values **GPIO\_QUAL\_SYNC**, **GPIO\_QUAL\_3SAMPLE**, **GPIO\_QUAL\_6SAMPLE**, or **GPIO\_QUAL\_ASYNC**.**20.2.3.23 void** GPIO\_setQualificationPeriod ( uint32\_t *pin*, uint32\_t *divider* )

Sets the qualification period for a set of pins

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
<i>divider</i>	specifies the output drive strength.

This function sets the qualification period for a set of **8 pins**, specified by the *pin* parameter. For instance, passing in 3 as the value of *pin* will set the qualification period for GPIO0 through GPIO7, and a value of 98 will set the qualification period for GPIO96 through GPIO103. This is because the register field that configures the divider is shared.

To think of this in terms of an equation, configuring *pin* as *n* will configure GPIO (*n* & ~(*7*)) through GPIO ((*n* & ~(*7*)) + *7*).

*divider* is the value by which the frequency of SYSCLKOUT is divided. It can be 1 or an even value between 2 and 510 inclusive.

**Returns**

None.

**20.2.3.24 void** GPIO\_setMasterCore ( uint32\_t *pin*, **GPIO\_CoreSelect** *core* )

Selects the master core of a specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
<i>core</i>	is the core that is master of the specified pin.

This function configures which core owns the specified pin's data registers (DATA, SET, CLEAR, and TOGGLE). The *core* parameter is an enumerated data type that specifies the core, such as **GPIO\_CORE\_CPU1\_CLA1** to make CPU1's CLA1 master of the pin.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

None.

**20.2.3.25 void GPIO\_setAnalogMode ( uint32\_t *pin*, **GPIO\_AnalogMode** *mode* )**

Sets the analog mode of the specified pin.

**Parameters**

<i>pin</i>	is the identifying GPIO number of the pin.
<i>mode</i>	is the selected analog mode.

This function configures the specified pin for either analog or digital mode. Not all GPIO pins have the ability to be switched to analog mode, so refer to the technical reference manual for details. This setting should be thought of as another level of muxing.

The parameter *mode* is an enumerated data type that can be one of the following values:

- **GPIO\_ANALOG\_DISABLED** - Pin is in digital mode
- **GPIO\_ANALOG\_ENABLED** - Pin is in analog mode

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

None.

References [GPIO\\_ANALOG\\_ENABLED](#).

**20.2.3.26 void GPIO\_setPinConfig ( uint32\_t *pinConfig* )**

Configures the alternate function of a GPIO pin.

**Parameters**

<i>pinConfig</i>	is the pin configuration value, specified as only one of the <b>GPIO_::_???</b> values.
------------------	---

This function configures the pin mux that selects the peripheral function associated with a particular GPIO pin. Only one peripheral function at a time can be associated with a GPIO pin, and each peripheral function should only be associated with a single GPIO pin at a time (despite the fact that many of them can be associated with more than one GPIO pin).

The available mappings are supplied in `pin_map.h`.

**Returns**

None.

## 21 I2C Module

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### 21.1 I2C Introduction

The inter-integrated circuit (I2C) API provides a set of functions to configure the device's I2C module. The driver supports operation in both master and slave mode and provides functions to initialize the module, to send and receive data, to obtain status information, and to manage interrupts.

### 21.2 API Functions

#### Enumerations

- enum [I2C\\_InterruptSource](#) {  
[I2C\\_INTSRC\\_NONE](#), [I2C\\_INTSRC\\_ARB\\_LOST](#), [I2C\\_INTSRC\\_NO\\_ACK](#),  
[I2C\\_INTSRC\\_REG\\_ACCESS\\_RDY](#),  
[I2C\\_INTSRC\\_RX\\_DATA\\_RDY](#), [I2C\\_INTSRC\\_TX\\_DATA\\_RDY](#),  
[I2C\\_INTSRC\\_STOP\\_CONDITION](#), [I2C\\_INTSRC\\_ADDR\\_SLAVE](#) }
- enum [I2C\\_TxFIFOLevel](#) {  
[I2C\\_FIFO\\_TXEMPTY](#), [I2C\\_FIFO\\_TX0](#), [I2C\\_FIFO\\_TX1](#), [I2C\\_FIFO\\_TX2](#),  
[I2C\\_FIFO\\_TX3](#), [I2C\\_FIFO\\_TX4](#), [I2C\\_FIFO\\_TX5](#), [I2C\\_FIFO\\_TX6](#),  
[I2C\\_FIFO\\_TX7](#), [I2C\\_FIFO\\_TX8](#), [I2C\\_FIFO\\_TX9](#), [I2C\\_FIFO\\_TX10](#),  
[I2C\\_FIFO\\_TX11](#), [I2C\\_FIFO\\_TX12](#), [I2C\\_FIFO\\_TX13](#), [I2C\\_FIFO\\_TX14](#),  
[I2C\\_FIFO\\_TX15](#), [I2C\\_FIFO\\_TX16](#), [I2C\\_FIFO\\_TXFULL](#) }
- enum [I2C\\_RxFIFOLevel](#) {  
[I2C\\_FIFO\\_RXEMPTY](#), [I2C\\_FIFO\\_RX0](#), [I2C\\_FIFO\\_RX1](#), [I2C\\_FIFO\\_RX2](#),  
[I2C\\_FIFO\\_RX3](#), [I2C\\_FIFO\\_RX4](#), [I2C\\_FIFO\\_RX5](#), [I2C\\_FIFO\\_RX6](#),  
[I2C\\_FIFO\\_RX7](#), [I2C\\_FIFO\\_RX8](#), [I2C\\_FIFO\\_RX9](#), [I2C\\_FIFO\\_RX10](#),  
[I2C\\_FIFO\\_RX11](#), [I2C\\_FIFO\\_RX12](#), [I2C\\_FIFO\\_RX13](#), [I2C\\_FIFO\\_RX14](#),  
[I2C\\_FIFO\\_RX15](#), [I2C\\_FIFO\\_RX16](#), [I2C\\_FIFO\\_RXFULL](#) }
- enum [I2C\\_BitCount](#) {  
[I2C\\_BITCOUNT\\_1](#), [I2C\\_BITCOUNT\\_2](#), [I2C\\_BITCOUNT\\_3](#), [I2C\\_BITCOUNT\\_4](#),  
[I2C\\_BITCOUNT\\_5](#), [I2C\\_BITCOUNT\\_6](#), [I2C\\_BITCOUNT\\_7](#), [I2C\\_BITCOUNT\\_8](#) }
- enum [I2C\\_AddressMode](#) { [I2C\\_ADDR\\_MODE\\_7BITS](#), [I2C\\_ADDR\\_MODE\\_10BITS](#) }
- enum [I2C\\_EmulationMode](#) { [I2C\\_EMULATION\\_STOP\\_SCL\\_LOW](#),  
[I2C\\_EMULATION\\_FREE\\_RUN](#) }
- enum [I2C\\_DutyCycle](#) { [I2C\\_DUTYCYCLE\\_33](#), [I2C\\_DUTYCYCLE\\_50](#) }

#### Functions

- static void [I2C\\_enableModule](#) (uint32\_t base)
- static void [I2C\\_disableModule](#) (uint32\_t base)
- static void [I2C\\_enableFIFO](#) (uint32\_t base)

- static void `I2C_disableFIFO` (uint32\_t base)
- static void `I2C_setFIFOInterruptLevel` (uint32\_t base, `I2C_TxFIFOLevel` txLevel, `I2C_RxFIFOLevel` rxLevel)
- static void `I2C_getFIFOInterruptLevel` (uint32\_t base, `I2C_TxFIFOLevel` \*txLevel, `I2C_RxFIFOLevel` \*rxLevel)
- static `I2C_TxFIFOLevel` `I2C_getTxFIFOStatus` (uint32\_t base)
- static `I2C_RxFIFOLevel` `I2C_getRxFIFOStatus` (uint32\_t base)
- static void `I2C_setSlaveAddress` (uint32\_t base, uint16\_t slaveAddr)
- static void `I2C_setOwnSlaveAddress` (uint32\_t base, uint16\_t slaveAddr)
- static bool `I2C_isBusBusy` (uint32\_t base)
- static uint16\_t `I2C_getStatus` (uint32\_t base)
- static void `I2C_clearStatus` (uint32\_t base, uint16\_t stsFlags)
- static void `I2C_setConfig` (uint32\_t base, uint16\_t config)
- static void `I2C_setBitCount` (uint32\_t base, `I2C_BitCount` size)
- static void `I2C_sendStartCondition` (uint32\_t base)
- static void `I2C_sendStopCondition` (uint32\_t base)
- static void `I2C_sendNACK` (uint32\_t base)
- static uint16\_t `I2C_getData` (uint32\_t base)
- static void `I2C_putData` (uint32\_t base, uint16\_t data)
- static bool `I2C_getStopConditionStatus` (uint32\_t base)
- static void `I2C_setDataCount` (uint32\_t base, uint16\_t count)
- static void `I2C_setAddressMode` (uint32\_t base, `I2C_AddressMode` mode)
- static void `I2C_setEmulationMode` (uint32\_t base, `I2C_EmulationMode` mode)
- static void `I2C_enableLoopback` (uint32\_t base)
- static void `I2C_disableLoopback` (uint32\_t base)
- static `I2C_InterruptSource` `I2C_getInterruptSource` (uint32\_t base)
- void `I2C_initMaster` (uint32\_t base, uint32\_t sysclkHz, uint32\_t bitRate, `I2C_DutyCycle` dutyCycle)
- void `I2C_enableInterrupt` (uint32\_t base, uint32\_t intFlags)
- void `I2C_disableInterrupt` (uint32\_t base, uint32\_t intFlags)
- uint32\_t `I2C_getInterruptStatus` (uint32\_t base)
- void `I2C_clearInterruptStatus` (uint32\_t base, uint32\_t intFlags)

## 21.2.1 Detailed Description

Before initializing the I2C module, the user first must put the module into the reset state by calling `I2C_disableModule()`. When using the API in master mode, the user must then call `I2C_initMaster()` which will configure the rate and duty cycle of the master clock. For slave mode, `I2C_setOwnSlaveAddress()` will need to be called to set the module's address.

For both modes, this is also the time to do any FIFO or interrupt configuration. FIFOs are configured using `I2C_enableFIFO()` and `I2C_disableFIFO()` and `I2C_setFIFOInterruptLevel()` if interrupts are desired. The functions `I2C_enableInterrupt()`, `I2C_disableInterrupt()`, `I2C_clearInterruptStatus()`, and `I2C_getInterruptStatus()` are for management of interrupts. Note that the I2C module uses separate interrupt lines for its basic and FIFO interrupts although the functions to configure them are the same.

When configuration is complete, `I2C_enableModule()` should be called to enable the operation of the module.

To do a transfer, for both master and slave modes, `I2C_setConfig()` should be called to configure the behavior of the module. A master will need to set `I2C_setSlaveAddress()` to set the address of the slave to which it will communicate. `I2C_putData()` will place data in the transmit buffer. A start condition can be sent by a master using `I2C_sendStartCondition()`.

When receiving data, the status of data received can be checked using `I2C_getStatus()` or if in FIFO mode, `I2C_getRxFIFOStatus()`. `I2C_getData()` will read the data from the receive buffer and return it.

The code for this module is contained in `driverlib/i2c.c`, with `driverlib/i2c.h` containing the API declarations for use by applications.

## 21.2.2 Enumeration Type Documentation

### 21.2.2.1 enum `I2C_InterruptSource`

I2C interrupts to be returned by `I2C_getInterruptSource()`.

#### Enumerator

- `I2C_INTSRC_NONE`** No interrupt pending.
- `I2C_INTSRC_ARB_LOST`** Arbitration-lost interrupt.
- `I2C_INTSRC_NO_ACK`** NACK interrupt.
- `I2C_INTSRC_REG_ACCESS_RDY`** Register-access-ready interrupt.
- `I2C_INTSRC_RX_DATA_RDY`** Receive-data-ready interrupt.
- `I2C_INTSRC_TX_DATA_RDY`** Transmit-data-ready interrupt.
- `I2C_INTSRC_STOP_CONDITION`** Stop condition detected.
- `I2C_INTSRC_ADDR_SLAVE`** Addressed as slave interrupt.

### 21.2.2.2 enum `I2C_TxFIFOLevel`

Values that can be passed to `I2C_setFIFOInterruptLevel()` as the *txLevel* parameter, returned by `I2C_getFIFOInterruptLevel()` in the *txLevel* parameter, and returned by `I2C_getTxFIFOStatus()`.

#### Enumerator

- `I2C_FIFO_TXEMPTY`** Transmit FIFO empty.
- `I2C_FIFO_TX0`** Transmit FIFO empty.
- `I2C_FIFO_TX1`** Transmit FIFO 1/16 full.
- `I2C_FIFO_TX2`** Transmit FIFO 2/16 full.
- `I2C_FIFO_TX3`** Transmit FIFO 3/16 full.
- `I2C_FIFO_TX4`** Transmit FIFO 4/16 full.
- `I2C_FIFO_TX5`** Transmit FIFO 5/16 full.
- `I2C_FIFO_TX6`** Transmit FIFO 6/16 full.
- `I2C_FIFO_TX7`** Transmit FIFO 7/16 full.
- `I2C_FIFO_TX8`** Transmit FIFO 8/16 full.
- `I2C_FIFO_TX9`** Transmit FIFO 9/16 full.
- `I2C_FIFO_TX10`** Transmit FIFO 10/16 full.
- `I2C_FIFO_TX11`** Transmit FIFO 11/16 full.
- `I2C_FIFO_TX12`** Transmit FIFO 12/16 full.
- `I2C_FIFO_TX13`** Transmit FIFO 13/16 full.
- `I2C_FIFO_TX14`** Transmit FIFO 14/16 full.
- `I2C_FIFO_TX15`** Transmit FIFO 15/16 full.

**I2C\_FIFO\_TX16** Transmit FIFO full.

**I2C\_FIFO\_TXFULL** Transmit FIFO full.

### 21.2.2.3 enum **I2C\_RxFIFOLevel**

Values that can be passed to [I2C\\_setFIFOInterruptLevel\(\)](#) as the *rxLevel* parameter, returned by [I2C\\_getFIFOInterruptLevel\(\)](#) in the *rxLevel* parameter, and returned by [I2C\\_getRxFIFOStatus\(\)](#).

#### Enumerator

**I2C\_FIFO\_RXEMPTY** Receive FIFO empty.

**I2C\_FIFO\_RX0** Receive FIFO empty.

**I2C\_FIFO\_RX1** Receive FIFO 1/16 full.

**I2C\_FIFO\_RX2** Receive FIFO 2/16 full.

**I2C\_FIFO\_RX3** Receive FIFO 3/16 full.

**I2C\_FIFO\_RX4** Receive FIFO 4/16 full.

**I2C\_FIFO\_RX5** Receive FIFO 5/16 full.

**I2C\_FIFO\_RX6** Receive FIFO 6/16 full.

**I2C\_FIFO\_RX7** Receive FIFO 7/16 full.

**I2C\_FIFO\_RX8** Receive FIFO 8/16 full.

**I2C\_FIFO\_RX9** Receive FIFO 9/16 full.

**I2C\_FIFO\_RX10** Receive FIFO 10/16 full.

**I2C\_FIFO\_RX11** Receive FIFO 11/16 full.

**I2C\_FIFO\_RX12** Receive FIFO 12/16 full.

**I2C\_FIFO\_RX13** Receive FIFO 13/16 full.

**I2C\_FIFO\_RX14** Receive FIFO 14/16 full.

**I2C\_FIFO\_RX15** Receive FIFO 15/16 full.

**I2C\_FIFO\_RX16** Receive FIFO full.

**I2C\_FIFO\_RXFULL** Receive FIFO full.

### 21.2.2.4 enum **I2C\_BitCount**

Values that can be passed to [I2C\\_setBitCount\(\)](#) as the *size* parameter.

#### Enumerator

**I2C\_BITCOUNT\_1** 1 bit per data byte

**I2C\_BITCOUNT\_2** 2 bits per data byte

**I2C\_BITCOUNT\_3** 3 bits per data byte

**I2C\_BITCOUNT\_4** 4 bits per data byte

**I2C\_BITCOUNT\_5** 5 bits per data byte

**I2C\_BITCOUNT\_6** 6 bits per data byte

**I2C\_BITCOUNT\_7** 7 bits per data byte

**I2C\_BITCOUNT\_8** 8 bits per data byte

### 21.2.2.5 enum **I2C\_AddressMode**

Values that can be passed to [I2C\\_setAddressMode\(\)](#) as the *mode* parameter.

#### Enumerator

**I2C\_ADDR\_MODE\_7BITS** 7-bit address  
**I2C\_ADDR\_MODE\_10BITS** 10-bit address

### 21.2.2.6 enum **I2C\_EmulationMode**

Values that can be passed to [I2C\\_setEmulationMode\(\)](#) as the *mode* parameter.

#### Enumerator

**I2C\_EMULATION\_STOP\_SCL\_LOW** If SCL is low, keep it low. If high, stop when it goes low again.  
**I2C\_EMULATION\_FREE\_RUN** Continue I2C operation regardless.

### 21.2.2.7 enum **I2C\_DutyCycle**

Values that can be passed to [I2C\\_initMaster\(\)](#) as the *dutyCycle* parameter.

#### Enumerator

**I2C\_DUTYCYCLE\_33** Clock duty cycle is 33%.  
**I2C\_DUTYCYCLE\_50** Clock duty cycle is 55%.

## 21.2.3 Function Documentation

### 21.2.3.1 static void **I2C\_enableModule** ( uint32\_t *base* ) [inline], [static]

Enables the I2C module.

#### Parameters

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function enables operation of the I2C module.

#### Returns

None.

### 21.2.3.2 static void **I2C\_disableModule** ( uint32\_t *base* ) [inline], [static]

Disables the I2C module.



**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function disables operation of the I2C module.

**Returns**

None.

### 21.2.3.3 static void I2C\_enableFIFO ( uint32\_t *base* ) [inline], [static]

Enables the transmit and receive FIFOs.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This functions enables the transmit and receive FIFOs in the I2C.

**Returns**

None.

### 21.2.3.4 static void I2C\_disableFIFO ( uint32\_t *base* ) [inline], [static]

Disables the transmit and receive FIFOs.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This functions disables the transmit and receive FIFOs in the I2C.

**Returns**

None.

### 21.2.3.5 static void I2C\_setFIFOInterruptLevel ( uint32\_t *base*, **I2C\_TxFIFOLevel** *txLevel*, **I2C\_RxFIFOLevel** *rxLevel* ) [inline], [static]

Sets the FIFO level at which interrupts are generated.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>txLevel</i>	is the transmit FIFO interrupt level, specified as <b>I2C_FIFO_TX0</b> , <b>I2C_FIFO_TX1</b> , <b>I2C_FIFO_TX2</b> , . . . or <b>I2C_FIFO_TX16</b> .
<i>rxLevel</i>	is the receive FIFO interrupt level, specified as <b>I2C_FIFO_RX0</b> , <b>I2C_FIFO_RX1</b> , <b>I2C_FIFO_RX2</b> , . . . or <b>I2C_FIFO_RX16</b> .

This function sets the FIFO level at which transmit and receive interrupts are generated. The transmit FIFO interrupt flag will be set when the FIFO reaches a value less than or equal to *txLevel*. The receive FIFO flag will be set when the FIFO reaches a value greater than or equal to *rxLevel*.

**Returns**

None.

21.2.3.6 static void I2C\_getFIFOInterruptLevel ( uint32\_t *base*, **I2C\_TxFIFOLevel** \* *txLevel*, **I2C\_RxFIFOLevel** \* *rxLevel* ) [inline],[static]

Gets the FIFO level at which interrupts are generated.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>txLevel</i>	is a pointer to storage for the transmit FIFO level, returned as one of <b>I2C_FIFO_TX0</b> , <b>I2C_FIFO_TX1</b> , <b>I2C_FIFO_TX2</b> , . . . or <b>I2C_FIFO_TX16</b> .
<i>rxLevel</i>	is a pointer to storage for the receive FIFO level, returned as one of <b>I2C_FIFO_RX0</b> , <b>I2C_FIFO_RX1</b> , <b>I2C_FIFO_RX2</b> , . . . or <b>I2C_FIFO_RX16</b> .

This function gets the FIFO level at which transmit and receive interrupts are generated. The transmit FIFO interrupt flag will be set when the FIFO reaches a value less than or equal to *txLevel*. The receive FIFO flag will be set when the FIFO reaches a value greater than or equal to *rxLevel*.

**Returns**

None.

21.2.3.7 **static I2C\_TxFIFOLevel** I2C\_getTxFIFOStatus ( uint32\_t *base* ) [inline],  
[static]

Get the transmit FIFO status

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function gets the current number of words in the transmit FIFO.

**Returns**

Returns the current number of words in the transmit FIFO specified as one of the following:  
**I2C\_FIFO\_TX0**, **I2C\_FIFO\_TX1**, **I2C\_FIFO\_TX2**, **I2C\_FIFO\_TX3**, ..., or **I2C\_FIFO\_TX16**

21.2.3.8 **static I2C\_RxFIFOLevel** I2C\_getRxFIFOStatus ( uint32\_t *base* ) [inline],  
[static]

Get the receive FIFO status

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function gets the current number of words in the receive FIFO.

**Returns**

Returns the current number of words in the receive FIFO specified as one of the following:  
**I2C\_FIFO\_RX0**, **I2C\_FIFO\_RX1**, **I2C\_FIFO\_RX2**, **I2C\_FIFO\_RX3**, ..., or **I2C\_FIFO\_RX16**

21.2.3.9 **static void** I2C\_setSlaveAddress ( uint32\_t *base*, uint16\_t *slaveAddr* )  
[inline], [static]

Sets the address that the I2C Master places on the bus.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>slaveAddr</i>	7-bit or 10-bit slave address

This function configures the address that the I2C Master places on the bus when initiating a transaction.

**Returns**

None.

21.2.3.10 static void I2C\_setOwnSlaveAddress ( uint32\_t *base*, uint16\_t *slaveAddr* )  
[inline], [static]

Sets the slave address for this I2C module.

**Parameters**

<i>base</i>	is the base address of the I2C Slave module.
<i>slaveAddr</i>	is the 7-bit or 10-bit slave address

This function writes the specified slave address.

The parameter *slaveAddr* is the value that is compared against the slave address sent by an I2C master.

**Returns**

None.

21.2.3.11 static bool I2C\_isBusBusy ( uint32\_t *base* ) [inline], [static]

Indicates whether or not the I2C bus is busy.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function returns an indication of whether or not the I2C bus is busy. This function can be used in a multi-master environment to determine if the bus is free for another data transfer.

**Returns**

Returns **true** if the I2C bus is busy; otherwise, returns **false**.

21.2.3.12 static uint16\_t I2C\_getStatus ( uint32\_t *base* ) [inline], [static]

Gets the current I2C module status.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function returns the status for the I2C module.

**Returns**

The current module status, enumerated as a bit field of

- **I2C\_STS\_ARB\_LOST** - Arbitration-lost
- **I2C\_STS\_NO\_ACK** - No-acknowledgment (NACK)
- **I2C\_STS\_REG\_ACCESS\_RDY** - Register-access-ready (ARDY)
- **I2C\_STS\_RX\_DATA\_RDY** - Receive-data-ready
- **I2C\_STS\_TX\_DATA\_RDY** - Transmit-data-ready
- **I2C\_STS\_STOP\_CONDITION** - Stop condition detected
- **I2C\_STS\_ADDR\_ZERO** - Address of all zeros detected
- **I2C\_STS\_ADDR\_SLAVE** - Addressed as slave
- **I2C\_STS\_TX\_EMPTY** - Transmit shift register empty
- **I2C\_STS\_RX\_FULL** - Receive shift register full
- **I2C\_STS\_BUS\_BUSY** - Bus busy, wait for STOP or reset
- **I2C\_STS\_NACK\_SENT** - NACK was sent
- **I2C\_STS\_SLAVE\_DIR** - Addressed as slave transmitter

21.2.3.13 static void I2C\_clearStatus ( uint32\_t *base*, uint16\_t *stsFlags* ) [inline],  
[static]

Clears I2C status flags.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>stsFlags</i>	is a bit mask of the status flags to be cleared.

This function clears the specified I2C status flags. The *stsFlags* parameter is the logical OR of the following values:

- **I2C\_STS\_ARB\_LOST**
- **I2C\_STS\_NO\_ACK**,
- **I2C\_STS\_REG\_ACCESS\_RDY**
- **I2C\_STS\_RX\_DATA\_RDY**
- **I2C\_STS\_STOP\_CONDITION**
- **I2C\_STS\_NACK\_SENT**
- **I2C\_STS\_SLAVE\_DIR**

**Note**

Note that some of the status flags returned by [I2C\\_getStatus\(\)](#) cannot be cleared by this function. Some may only be cleared by hardware or a reset of the I2C module.

**Returns**

None.

21.2.3.14 static void I2C\_setConfig ( uint32\_t *base*, uint16\_t *config* ) [inline],  
[static]

Controls the state of the I2C module.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>config</i>	is the command to be issued to the I2C module.

This function is used to control the state of the master and slave send and receive operations. The *config* is a logical OR of the following options.

One of the following four options:

- **I2C\_MASTER\_SEND\_MODE** - Master-transmitter mode
- **I2C\_MASTER\_RECEIVE\_MODE** - Master-receiver mode
- **I2C\_SLAVE\_SEND\_MODE** - Slave-transmitter mode
- **I2C\_SLAVE\_RECEIVE\_MODE** - Slave-receiver mode

Any of the following:

- **I2C\_REPEAT\_MODE** - Sends data until stop bit is set, ignores data count
- **I2C\_START\_BYTE\_MODE** - Use start byte mode
- **I2C\_FREE\_DATA\_FORMAT** - Use free data format, transfers have no address

**Returns**

None.

21.2.3.15 static void I2C\_setBitCount ( uint32\_t *base*, **I2C\_BitCount** *size* ) [inline],  
[static]

Sets the data byte bit count the I2C module.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>size</i>	is the number of bits per data byte.

The *size* parameter is a value I2C\_BITCOUNT\_x where x is the number of bits per data byte. The default and maximum size is 8 bits.

**Returns**

None.

21.2.3.16 static void I2C\_sendStartCondition ( uint32\_t *base* ) [inline], [static]

Issues an I2C START condition.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function causes the I2C module to generate a start condition. This function is only valid when the I2C module specified by the **base** parameter is a master.

**Returns**

None.

21.2.3.17 static void I2C\_sendStopCondition ( uint32\_t *base* ) [inline], [static]

Issues an I2C STOP condition.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function causes the I2C module to generate a stop condition. This function is only valid when the I2C module specified by the **base** parameter is a master.

To check on the status of the STOP condition, [I2C\\_getStopConditionStatus\(\)](#) can be used.

**Returns**

None.

### 21.2.3.18 static void I2C\_sendNACK ( uint32\_t *base* ) [inline], [static]

Issues a no-acknowledge (NACK) bit.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function causes the I2C module to generate a NACK bit. This is only applicable when the I2C module is acting as a receiver.

**Returns**

None.

### 21.2.3.19 static uint16\_t I2C\_getData ( uint32\_t *base* ) [inline], [static]

Receives a byte that has been sent to the I2C.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function reads a byte of data from the I2C Data Receive Register.

**Returns**

Returns the byte received from by the I2C cast as an uint16\_t.

### 21.2.3.20 static void I2C\_putData ( uint32\_t *base*, uint16\_t *data* ) [inline], [static]

Transmits a byte from the I2C.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>data</i>	is the data to be transmitted from the I2C Master.

This function places the supplied data into I2C Data Transmit Register.

**Returns**

None.



21.2.3.21 static bool I2C\_getStopConditionStatus ( uint32\_t *base* ) [inline], [static]

Get stop condition status.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function reads and returns the stop condition bit status.

**Returns**

Returns **true** if the STP bit has been set by the device to generate a stop condition when the internal data counter of the I2C module has reached 0. Returns **false** when the STP bit is zero. This bit is automatically cleared after the stop condition has been generated.

21.2.3.22 `static void I2C_setDataCount ( uint32_t base, uint16_t count ) [inline], [static]`

Set number of bytes to be to transfer or receive when repeat mode is off.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>count</i>	is the value to be put in the I2C data count register.

This function sets the number of bytes to transfer or receive when repeat mode is off.

**Returns**

None.

21.2.3.23 `static void I2C_setAddressMode ( uint32_t base, I2C_AddressMode mode ) [inline], [static]`

Sets the addressing mode to either 7-bit or 10-bit.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>mode</i>	is the address mode, 7-bit or 10-bit.

This function configures the I2C module for either a 7-bit address (default) or a 10-bit address. The *mode* parameter configures the address length to 10 bits when its value is **I2C\_ADDR\_MODE\_10BITS** and 7 bits when **I2C\_ADDR\_MODE\_7BITS**.

**Returns**

None.

21.2.3.24 `static void I2C_setEmulationMode ( uint32_t base, I2C_EmulationMode mode ) [inline], [static]`

Sets I2C emulation mode.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>mode</i>	is the emulation mode.

This function sets the behavior of the I2C operation when an emulation suspend occurs. The *mode* parameter can be one of the following:

- **I2C\_EMULATION\_STOP\_SCL\_LOW** - If SCL is low when the breakpoint occurs, the I2C module stops immediately. If SCL is high, the I2C module waits until SCL becomes low and then stops.
- **I2C\_EMULATION\_FREE\_RUN** - I2C operation continues regardless of a the suspend.

**Returns**

None.

21.2.3.25 `static void I2C_enableLoopback ( uint32_t base ) [inline], [static]`

Enables I2C loopback mode.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function enables loopback mode. This mode is only valid during master mode and is helpful during device testing as it causes data transmitted out of the data transmit register to be received in data receive register.

**Returns**

None.

21.2.3.26 `static void I2C_disableLoopback ( uint32_t base ) [inline], [static]`

Disables I2C loopback mode.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function disables loopback mode. Loopback mode is disabled by default after reset.

**Returns**

None.

21.2.3.27 `static I2C_InterruptSource I2C_getInterruptSource ( uint32_t base ) [inline], [static]`

Returns the current I2C interrupt source.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function returns the event that generated an I2C basic (non-FIFO) interrupt. The possible sources are the following:

- **I2C\_INTSRC\_NONE**
- **I2C\_INTSRC\_ARB\_LOST**
- **I2C\_INTSRC\_NO\_ACK**
- **I2C\_INTSRC\_REG\_ACCESS\_RDY**
- **I2C\_INTSRC\_RX\_DATA\_RDY**
- **I2C\_INTSRC\_TX\_DATA\_RDY**
- **I2C\_INTSRC\_STOP\_CONDITION**
- **I2C\_INTSRC\_ADDR\_SLAVE**

Calling this function will result in hardware automatically clearing the current interrupt code and if ready, loading the next pending enabled interrupt. It will also clear the corresponding interrupt flag if the source is **I2C\_INTSRC\_ARB\_LOST**, **I2C\_INTSRC\_NO\_ACK**, or **I2C\_INTSRC\_STOP\_CONDITION**.

**Note**

Note that this function differs from [I2C\\_getInterruptStatus\(\)](#) in that it returns a single interrupt source. [I2C\\_getInterruptSource\(\)](#) will return the status of all interrupt flags possible, including the flags that aren't necessarily enabled to generate interrupts.

**Returns**

None.

21.2.3.28 void I2C\_initMaster ( uint32\_t *base*, uint32\_t *sysclkHz*, uint32\_t *bitRate*, **I2C\_DutyCycle** *dutyCycle* )

Initializes the I2C Master.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>sysclkHz</i>	is the rate of the clock supplied to the I2C module (SYSCLK) in Hz.
<i>bitRate</i>	is the rate of the master clock signal, SCL.
<i>dutyCycle</i>	is duty cycle of the SCL signal.

This function initializes operation of the I2C Master by configuring the bus speed for the master. Note that the I2C module **must** be put into reset before calling this function. You can do this with the function [I2C\\_disableModule\(\)](#).

A programmable prescaler in the I2C module divides down the input clock (rate specified by *sysclkHz*) to produce the module clock (calculated to be around 10 MHz in this function). That clock is then divided down further to configure the SCL signal to run at the rate specified by *bitRate*. The *dutyCycle* parameter determines the percentage of time high and time low on the clock signal. The valid values are **I2C\_DUTYCYCLE\_33** for 33% and **I2C\_DUTYCYCLE\_50** for 50%.

The peripheral clock is the system clock. This value is returned by [SysCtl\\_getClock\(\)](#), or it can be explicitly hard coded if it is constant and known (to save the code/execution overhead of a call to [SysCtl\\_getClock\(\)](#)).

#### Returns

None.

References [I2C\\_DUTYCYCLE\\_50](#).

### 21.2.3.29 void I2C\_enableInterrupt ( uint32\_t *base*, uint32\_t *intFlags* )

Enables I2C interrupt sources.

#### Parameters

<i>base</i>	is the base address of the I2C instance used.
<i>intFlags</i>	is the bit mask of the interrupt sources to be enabled.

This function enables the indicated I2C Master interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor.

The *intFlags* parameter is the logical OR of any of the following:

- **I2C\_INT\_ARB\_LOST** - Arbitration-lost interrupt
- **I2C\_INT\_NO\_ACK** - No-acknowledgment (NACK) interrupt
- **I2C\_INT\_REG\_ACCESS\_RDY** - Register-access-ready interrupt
- **I2C\_INT\_RX\_DATA\_RDY** - Receive-data-ready interrupt
- **I2C\_INT\_TX\_DATA\_RDY** - Transmit-data-ready interrupt
- **I2C\_INT\_STOP\_CONDITION** - Stop condition detected
- **I2C\_INT\_ADDR\_SLAVE** - Addressed as slave interrupt
- **I2C\_INT\_RXFF** - RX FIFO level interrupt
- **I2C\_INT\_TXFF** - TX FIFO level interrupt

#### Note

**I2C\_INT\_RXFF** and **I2C\_INT\_TXFF** are associated with the I2C FIFO interrupt vector. All others are associated with the I2C basic interrupt.

#### Returns

None.

### 21.2.3.30 void I2C\_disableInterrupt ( uint32\_t *base*, uint32\_t *intFlags* )

Disables I2C interrupt sources.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>intFlags</i>	is the bit mask of the interrupt sources to be disabled.

This function disables the indicated I2C Slave interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt. Disabled sources have no effect on the processor.

The *intFlags* parameter has the same definition as the *intFlags* parameter to [I2C\\_enableInterrupt\(\)](#).

**Returns**

None.

### 21.2.3.31 uint32\_t I2C\_getInterruptStatus ( uint32\_t *base* )

Gets the current I2C interrupt status.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
-------------	---

This function returns the interrupt status for the I2C module.

**Returns**

The current interrupt status, enumerated as a bit field of

- I2C\_INT\_ARB\_LOST
- I2C\_INT\_NO\_ACK
- I2C\_INT\_REG\_ACCESS\_RDY
- I2C\_INT\_RX\_DATA\_RDY
- I2C\_INT\_TX\_DATA\_RDY
- I2C\_INT\_STOP\_CONDITION
- I2C\_INT\_ADDR\_SLAVE
- I2C\_INT\_RXFF
- I2C\_INT\_TXFF

**Note**

This function will only return the status flags associated with interrupts. However, a flag may be set even if its corresponding interrupt is disabled.

### 21.2.3.32 void I2C\_clearInterruptStatus ( uint32\_t *base*, uint32\_t *intFlags* )

Clears I2C interrupt sources.

**Parameters**

<i>base</i>	is the base address of the I2C instance used.
<i>intFlags</i>	is a bit mask of the interrupt sources to be cleared.

The specified I2C interrupt sources are cleared, so that they no longer assert. This function must be called in the interrupt handler to keep the interrupt from being triggered again immediately upon exit.

The *intFlags* parameter has the same definition as the *intFlags* parameter to [I2C\\_enableInterrupt\(\)](#).

**Note**

**I2C\_INT\_RXFF** and **I2C\_INT\_TXFF** are associated with the I2C FIFO interrupt vector. All others are associated with the I2C basic interrupt.

Also note that some of the status flags returned by [I2C\\_getInterruptStatus\(\)](#) cannot be cleared by this function. Some may only be cleared by hardware or a reset of the I2C module.

**Returns**

None.

## 22 Interrupt Module

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### 22.1 Interrupt Introduction

The Interrupt API provides a set of functions for dealing with the Peripheral Interrupt Expansion (PIE) Controller as well as CPU-level interrupt configuration. Functions are provided to initialize interrupt-related registers, enable and disable interrupts, and register interrupt handlers.

Interrupt API functions rely on an interrupt number defined to specify which interrupt is being configured. These interrupt numbers are found in `inc/hw_ints.h` and are in the format **INT\_X**. For example, **INT\_EPWM2\_TZ** would be used to specify the trip zone interrupt for EPWM2 wherever a function has an `interruptNumber` parameter.

### 22.2 API Functions

#### Functions

- static bool [Interrupt\\_enableMaster](#) (void)
- static bool [Interrupt\\_disableMaster](#) (void)
- static void [Interrupt\\_register](#) (uint32\_t interruptNumber, void(\*handler)(void))
- static void [Interrupt\\_unregister](#) (uint32\_t interruptNumber)
- static void [Interrupt\\_enableInCPU](#) (uint16\_t cpuInterrupt)
- static void [Interrupt\\_disableInCPU](#) (uint16\_t cpuInterrupt)
- static void [Interrupt\\_clearACKGroup](#) (uint16\_t group)
- void [Interrupt\\_initModule](#) (void)
- void [Interrupt\\_initVectorTable](#) (void)
- void [Interrupt\\_enable](#) (uint32\_t interruptNumber)
- void [Interrupt\\_disable](#) (uint32\_t interruptNumber)

#### 22.2.1 Detailed Description

The Interrupt\_ API provides two functions to initialize the module, `Interrupt_initModule()` and `Interrupt_initVectorTable()`. The former puts the PIE registers and the interrupt-related registers in the CPU into a known state. It clears all flags, disables interrupts at all levels, and enables vector fetching from the PIE. The latter initializes the PIE Vector Table to a set of default handlers—`Interrupt_nmiHandler()` for non-maskable interrupts, `Interrupt_illegalOperationHandler()` for an ITRAP interrupt, and `Interrupt_defaultHandler()` for all others. These defaults are intended to help with debugging. They should be modified or replaced more appropriate ISRs by the user.

Each interrupt source can be individually enabled and disabled via `Interrupt_enable()` and `Interrupt_disable()`. These affect the interrupt both on the PIE and on the CPU's IER register. The processor interrupt can be enabled and disabled via `Interrupt_enableMaster()` and `Interrupt_disableMaster()`; this does not affect the individual interrupt enable states. Masking of the processor interrupt can be utilized as a simple critical section (only NMI will interrupt the processor



while the processor interrupt is disabled), though this will have adverse effects on the interrupt response time.

When an interrupt occurs, in order for further interrupts on its PIE group to be received, `Interrupt_clearACKGroup()` must be called. This is typically done at the end of the ISR.

The code for this module is contained in `driverlib/interrupt.c`, with `driverlib/interrupt.h` containing the API declarations for use by applications.

## 22.2.2 Function Documentation

### 22.2.2.1 `static bool Interrupt_enableMaster ( void ) [inline], [static]`

Allows the CPU to process interrupts.

This function clears the global interrupt mask bit (INTM) in the CPU, allowing the processor to respond to interrupts.

#### Returns

Returns **true** if interrupts were disabled when the function was called or **false** if they were initially enabled.

Referenced by [Interrupt\\_disable\(\)](#), and [Interrupt\\_enable\(\)](#).

### 22.2.2.2 `static bool Interrupt_disableMaster ( void ) [inline], [static]`

Stops the CPU from processing interrupts.

This function sets the global interrupt mask bit (INTM) in the CPU, preventing the processor from receiving maskable interrupts.

#### Returns

Returns **true** if interrupts were already disabled when the function was called or **false** if they were initially enabled.

Referenced by [Interrupt\\_disable\(\)](#), [Interrupt\\_enable\(\)](#), and [Interrupt\\_initModule\(\)](#).

### 22.2.2.3 `static void Interrupt_register ( uint32_t interruptNumber, void(*)(void) handler ) [inline], [static]`

Registers a function to be called when an interrupt occurs.

#### Parameters

<i>interruptNumber</i>	specifies the interrupt in question.
<i>handler</i>	is a pointer to the function to be called.

This function is used to specify the handler function to be called when the given interrupt is asserted to the processor. When the interrupt occurs, if it is enabled (via [Interrupt\\_enable\(\)](#)), the handler function will be called in interrupt context. Since the handler function can preempt other code, care must be taken to protect memory or peripherals that are accessed by the handler and other non-handler code.

The available *interruptNumber* values are supplied in `inc/hw_ints.h`.

**Note**

This function assumes that the PIE has been enabled. See [Interrupt\\_initModule\(\)](#).

**Returns**

None.

22.2.2.4 `static void Interrupt_unregister ( uint32_t interruptNumber ) [inline],  
[static]`

Unregisters the function to be called when an interrupt occurs.

**Parameters**

<i>interruptNumber</i>	specifies the interrupt in question.
------------------------	--------------------------------------

This function is used to indicate that a default handler `Interrupt_defaultHandler()` should be called when the given interrupt is asserted to the processor. Call [Interrupt\\_disable\(\)](#) to disable the interrupt before calling this function.

The available *interruptNumber* values are supplied in `inc/hw_ints.h`.

**See Also**

[Interrupt\\_register\(\)](#) for important information about registering interrupt handlers.

**Returns**

None.

22.2.2.5 `static void Interrupt_enableInCPU ( uint16_t cpuInterrupt ) [inline],  
[static]`

Enables CPU interrupt channels

**Parameters**

<i>cpuInterrupt</i>	specifies the CPU interrupts to be enabled.
---------------------	---

This function enables the specified interrupts in the CPU. The *cpuInterrupt* parameter is a logical OR of the values `INTERRUPT_CPU_INTx` where x is the interrupt number between 1 and 14, `INTERRUPT_CPU_DLOGINT`, and `INTERRUPT_CPU_RTOSINT`.

**Note**

Note that interrupts 1-12 correspond to the PIE groups with those same numbers.

**Returns**

None.

22.2.2.6 `static void Interrupt_disableInCPU ( uint16_t cpuInterrupt ) [inline],  
[static]`

Disables CPU interrupt channels

**Parameters**

<i>cpuInterrupt</i>	specifies the CPU interrupts to be disabled.
---------------------	--

This function disables the specified interrupts in the CPU. The *cpuInterrupt* parameter is a logical OR of the values **INTERRUPT\_CPU\_INTx** where x is the interrupt number between 1 and 14, **INTERRUPT\_CPU\_DLOGINT**, and **INTERRUPT\_CPU\_RTOSINT**.

**Note**

Note that interrupts 1-12 correspond to the PIE groups with those same numbers.

**Returns**

None.

### 22.2.2.7 static void Interrupt\_clearACKGroup ( uint16\_t *group* ) [inline], [static]

Acknowledges PIE Interrupt Group

**Parameters**

<i>group</i>	specifies the interrupt group to be acknowledged.
--------------	---

The specified interrupt group is acknowledged and clears any interrupt flag within that respective group.

The *group* parameter must be a logical OR of the following: **INTERRUPT\_ACK\_GROUP1**, **INTERRUPT\_ACK\_GROUP2**, **INTERRUPT\_ACK\_GROUP3**, **INTERRUPT\_ACK\_GROUP4**, **INTERRUPT\_ACK\_GROUP5**, **INTERRUPT\_ACK\_GROUP6**, **INTERRUPT\_ACK\_GROUP7**, **INTERRUPT\_ACK\_GROUP8**, **INTERRUPT\_ACK\_GROUP9**, **INTERRUPT\_ACK\_GROUP10**, **INTERRUPT\_ACK\_GROUP11**, **INTERRUPT\_ACK\_GROUP12**.

**Returns**

None.

### 22.2.2.8 void Interrupt\_initModule ( void )

Initializes the PIE control registers by setting them to a known state.

This function initializes the PIE control registers. After globally disabling interrupts and enabling the PIE, it clears all of the PIE interrupt enable bits and interrupt flags.

**Returns**

None.

References [Interrupt\\_disableMaster\(\)](#).

### 22.2.2.9 void Interrupt\_initVectorTable ( void )

Initializes the PIE vector table by setting all vectors to a default handler function.

**Returns**

None.

#### 22.2.2.10 void Interrupt\_enable ( uint32\_t *interruptNumber* )

Enables an interrupt.

**Parameters**

<i>interruptNumber</i>	specifies the interrupt to be enabled.
------------------------	--

The specified interrupt is enabled in the interrupt controller. Other enables for the interrupt (such as at the peripheral level) are unaffected by this function.

The available *interruptNumber* values are supplied in `inc/hw_ints.h`.

**Returns**

None.

References [Interrupt\\_disableMaster\(\)](#), and [Interrupt\\_enableMaster\(\)](#).

#### 22.2.2.11 void Interrupt\_disable ( uint32\_t *interruptNumber* )

Disables an interrupt.

**Parameters**

<i>interruptNumber</i>	specifies the interrupt to be disabled.
------------------------	---

The specified interrupt is disabled in the interrupt controller. Other enables for the interrupt (such as at the peripheral level) are unaffected by this function.

The available *interruptNumber* values are supplied in `inc/hw_ints.h`.

**Returns**

None.

References [Interrupt\\_disableMaster\(\)](#), and [Interrupt\\_enableMaster\(\)](#).

## 23 McBSP Module

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### 23.1 McBSP Introduction

The Multichannel Buffered Serial Port (McBSP) API provides a set of functions to configure device's McBSP module. The driver provides functions to initialize the module, configure module Transmitter, Receiver and Sample Rate Generator, obtain status/error information and to manage interrupts. APIs are also available to configure McBSP in SPI mode. \*/

### 23.2 API Functions

#### Data Structures

- struct [McBSP\\_ClockParams](#)
- struct [McBSP\\_TxFsyncParams](#)
- struct [McBSP\\_RxFsyncParams](#)
- struct [McBSP\\_TxDataParams](#)
- struct [McBSP\\_RxDataParams](#)
- struct [McBSP\\_RxMultichannelParams](#)
- struct [McBSP\\_TxMultichannelParams](#)
- struct [McBSP\\_SPIMasterModeParams](#)
- struct [McBSP\\_SPISlaveModeParams](#)

#### Macros

- #define [MCBSP\\_RX\\_NO\\_ERROR](#)
- #define [MCBSP\\_RX\\_BUFFER\\_ERROR](#)
- #define [MCBSP\\_RX\\_FRAME\\_SYNC\\_ERROR](#)
- #define [MCBSP\\_RX\\_BUFFER\\_FRAME\\_SYNC\\_ERROR](#)
- #define [MCBSP\\_TX\\_NO\\_ERROR](#)
- #define [MCBSP\\_TX\\_BUFFER\\_ERROR](#)
- #define [MCBSP\\_TX\\_FRAME\\_SYNC\\_ERROR](#)
- #define [MCBSP\\_TX\\_BUFFER\\_FRAME\\_SYNC\\_ERROR](#)
- #define [MCBSP\\_ERROR\\_EXCEEDED\\_CHANNELS](#)
- #define [MCBSP\\_ERROR\\_2\\_PARTITION\\_A](#)
- #define [MCBSP\\_ERROR\\_2\\_PARTITION\\_B](#)
- #define [MCBSP\\_ERROR\\_INVALID\\_MODE](#)

#### Enumerations

- enum [McBSP\\_RxSignExtensionMode](#) { [MCBSP\\_RIGHT\\_JUSTIFY\\_FILL\\_ZERO](#), [MCBSP\\_RIGHT\\_JUSTIFY\\_FILL\\_SIGN](#), [MCBSP\\_LEFT\\_JUSTIFY\\_FILL\\_ZERO](#) }

- enum McBSP\_ClockStopMode { MCBSP\_CLOCK\_MCBSP\_MODE, MCBSP\_CLOCK\_SPI\_MODE\_NO\_DELAY, MCBSP\_CLOCK\_SPI\_MODE\_DELAY }
- enum McBSP\_RxInterruptSource { MCBSP\_RX\_ISR\_SOURCE\_SERIAL\_WORD, MCBSP\_RX\_ISR\_SOURCE\_END\_OF\_BLOCK, MCBSP\_RX\_ISR\_SOURCE\_FRAME\_SYNC, MCBSP\_RX\_ISR\_SOURCE\_SYNC\_ERROR }
- enum McBSP\_EmulationMode { MCBSP\_EMULATION\_IMMEDIATE\_STOP, MCBSP\_EMULATION\_SOFT\_STOP, MCBSP\_EMULATION\_FREE\_RUN }
- enum McBSP\_TxInterruptSource { MCBSP\_TX\_ISR\_SOURCE\_TX\_READY, MCBSP\_TX\_ISR\_SOURCE\_END\_OF\_BLOCK, MCBSP\_TX\_ISR\_SOURCE\_FRAME\_SYNC, MCBSP\_TX\_ISR\_SOURCE\_SYNC\_ERROR }
- enum McBSP\_DataPhaseFrame { MCBSP\_PHASE\_ONE\_FRAME, MCBSP\_PHASE\_TWO\_FRAME }
- enum McBSP\_DataBitsPerWord { MCBSP\_BITS\_PER\_WORD\_8, MCBSP\_BITS\_PER\_WORD\_12, MCBSP\_BITS\_PER\_WORD\_16, MCBSP\_BITS\_PER\_WORD\_20, MCBSP\_BITS\_PER\_WORD\_24, MCBSP\_BITS\_PER\_WORD\_32 }
- enum McBSP\_CompandingMode { MCBSP\_COMPANDING\_NONE, MCBSP\_COMPANDING\_NONE\_LSB\_FIRST, MCBSP\_COMPANDING\_U\_LAW\_SET, MCBSP\_COMPANDING\_A\_LAW\_SET }
- enum McBSP\_DataDelayBits { MCBSP\_DATA\_DELAY\_BIT\_0, MCBSP\_DATA\_DELAY\_BIT\_1, MCBSP\_DATA\_DELAY\_BIT\_2 }
- enum McBSP\_SRGRxClockSource { MCBSP\_SRG\_RX\_CLOCK\_SOURCE\_LSPCLK, MCBSP\_SRG\_RX\_CLOCK\_SOURCE\_MCLKX\_PIN }
- enum McBSP\_SRGTxClockSource { MCBSP\_SRG\_TX\_CLOCK\_SOURCE\_LSPCLK, MCBSP\_SRG\_TX\_CLOCK\_SOURCE\_MCLKR\_PIN }
- enum McBSP\_TxInternalFrameSyncSource { MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_DATA, MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_SRG }
- enum McBSP\_MultichannelPartition { MCBSP\_MULTICHANNEL\_TWO\_PARTITION, MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION }
- enum McBSP\_PartitionBlock { MCBSP\_PARTITION\_BLOCK\_0, MCBSP\_PARTITION\_BLOCK\_1, MCBSP\_PARTITION\_BLOCK\_2, MCBSP\_PARTITION\_BLOCK\_3, MCBSP\_PARTITION\_BLOCK\_4, MCBSP\_PARTITION\_BLOCK\_5, MCBSP\_PARTITION\_BLOCK\_6, MCBSP\_PARTITION\_BLOCK\_7 }
- enum McBSP\_RxChannelMode { MCBSP\_ALL\_RX\_CHANNELS\_ENABLED, MCBSP\_RX\_CHANNEL\_SELECTION\_ENABLED }
- enum McBSP\_TxChannelMode { MCBSP\_ALL\_TX\_CHANNELS\_ENABLED, MCBSP\_TX\_CHANNEL\_SELECTION\_ENABLED, MCBSP\_ENABLE\_MASKED\_TX\_CHANNEL\_SELECTION, MCBSP\_SYMMERTIC\_RX\_TX\_SELECTION }
- enum McBSP\_TxFrameSyncSource { MCBSP\_TX\_EXTERNAL\_FRAME\_SYNC\_SOURCE, MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_SOURCE }
- enum McBSP\_RxFrameSyncSource { MCBSP\_RX\_EXTERNAL\_FRAME\_SYNC\_SOURCE, MCBSP\_RX\_INTERNAL\_FRAME\_SYNC\_SOURCE }
- enum McBSP\_TxClockSource { MCBSP\_EXTERNAL\_TX\_CLOCK\_SOURCE, MCBSP\_INTERNAL\_TX\_CLOCK\_SOURCE }
- enum McBSP\_RxClockSource { MCBSP\_EXTERNAL\_RX\_CLOCK\_SOURCE, MCBSP\_INTERNAL\_RX\_CLOCK\_SOURCE }
- enum McBSP\_TxFrameSyncPolarity { MCBSP\_TX\_FRAME\_SYNC\_POLARITY\_HIGH, MCBSP\_TX\_FRAME\_SYNC\_POLARITY\_LOW }
- enum McBSP\_RxFrameSyncPolarity { MCBSP\_RX\_FRAME\_SYNC\_POLARITY\_HIGH, MCBSP\_RX\_FRAME\_SYNC\_POLARITY\_LOW }
- enum McBSP\_TxClockPolarity { MCBSP\_TX\_POLARITY\_RISING\_EDGE, MCBSP\_TX\_POLARITY\_FALLING\_EDGE }

- enum `McBSP_RxClockPolarity` { `MCBSP_RX_POLARITY_FALLING_EDGE`, `MCBSP_RX_POLARITY_RISING_EDGE` }
- enum `McBSP_CompandingType` { `MCBSP_COMPANDING_U_LAW`, `MCBSP_COMPANDING_A_LAW` }

## Functions

- static void `McBSP_disableLoopback` (uint32\_t base)
- static void `McBSP_enableLoopback` (uint32\_t base)
- static void `McBSP_setRxSignExtension` (uint32\_t base, const `McBSP_RxSignExtensionMode` mode)
- static void `McBSP_setClockStopMode` (uint32\_t base, const `McBSP_ClockStopMode` mode)
- static void `McBSP_disableDxPinDelay` (uint32\_t base)
- static void `McBSP_enableDxPinDelay` (uint32\_t base)
- static void `McBSP_setRxInterruptSource` (uint32\_t base, const `McBSP_RxInterruptSource` interruptSource)
- static void `McBSP_clearRxFrameSyncError` (uint32\_t base)
- static uint16\_t `McBSP_getRxErrorStatus` (uint32\_t base)
- static bool `McBSP_isRxReady` (uint32\_t base)
- static void `McBSP_resetReceiver` (uint32\_t base)
- static void `McBSP_enableReceiver` (uint32\_t base)
- static void `McBSP_setEmulationMode` (uint32\_t base, const `McBSP_EmulationMode` emulationMode)
- static void `McBSP_resetFrameSyncLogic` (uint32\_t base)
- static void `McBSP_enableFrameSyncLogic` (uint32\_t base)
- static void `McBSP_resetSampleRateGenerator` (uint32\_t base)
- static void `McBSP_enableSampleRateGenerator` (uint32\_t base)
- static void `McBSP_setTxInterruptSource` (uint32\_t base, const `McBSP_TxInterruptSource` interruptSource)
- static uint16\_t `McBSP_getTxErrorStatus` (uint32\_t base)
- static void `McBSP_clearTxFrameSyncError` (uint32\_t base)
- static bool `McBSP_isTxReady` (uint32\_t base)
- static void `McBSP_resetTransmitter` (uint32\_t base)
- static void `McBSP_enableTransmitter` (uint32\_t base)
- static void `McBSP_disableTwoPhaseRx` (uint32\_t base)
- static void `McBSP_enableTwoPhaseRx` (uint32\_t base)
- static void `McBSP_setRxCompandingMode` (uint32\_t base, const `McBSP_CompandingMode` compandingMode)
- static void `McBSP_disableRxFrameSyncErrorDetection` (uint32\_t base)
- static void `McBSP_enableRxFrameSyncErrorDetection` (uint32\_t base)
- static void `McBSP_setRxDataDelayBits` (uint32\_t base, const `McBSP_DataDelayBits` delayBits)
- static void `McBSP_disableTwoPhaseTx` (uint32\_t base)
- static void `McBSP_enableTwoPhaseTx` (uint32\_t base)
- static void `McBSP_setTxCompandingMode` (uint32\_t base, const `McBSP_CompandingMode` compandingMode)
- static void `McBSP_disableTxFrameSyncErrorDetection` (uint32\_t base)
- static void `McBSP_enableTxFrameSyncErrorDetection` (uint32\_t base)
- static void `McBSP_setTxDataDelayBits` (uint32\_t base, const `McBSP_DataDelayBits` delayBits)
- static void `McBSP_setFrameSyncPulsePeriod` (uint32\_t base, uint16\_t frameClockDivider)
- static void `McBSP_setFrameSyncPulseWidthDivider` (uint32\_t base, uint16\_t pulseWidthDivider)
- static void `McBSP_setSRGDataClockDivider` (uint32\_t base, uint16\_t dataClockDivider)
- static void `McBSP_disableSRGSyncFSR` (uint32\_t base)



- static void [McBSP\\_enableSRGSyncFSR](#) (uint32\_t base)
- static void [McBSP\\_setRxSRGClockSource](#) (uint32\_t base, const [McBSP\\_SRGRxClockSource](#) srgClockSource)
- static void [McBSP\\_setTxSRGClockSource](#) (uint32\_t base, const [McBSP\\_SRGTxClockSource](#) srgClockSource)
- static void [McBSP\\_setTxInternalFrameSyncSource](#) (uint32\_t base, const [McBSP\\_TxInternalFrameSyncSource](#) syncMode)
- static void [McBSP\\_setRxMultichannelPartition](#) (uint32\_t base, const [McBSP\\_MultichannelPartition](#) partition)
- static void [McBSP\\_setRxTwoPartitionBlock](#) (uint32\_t base, const [McBSP\\_PartitionBlock](#) block)
- static uint16\_t [McBSP\\_getRxActiveBlock](#) (uint32\_t base)
- static void [McBSP\\_setRxChannelMode](#) (uint32\_t base, const [McBSP\\_RxChannelMode](#) channelMode)
- static void [McBSP\\_setTxMultichannelPartition](#) (uint32\_t base, const [McBSP\\_MultichannelPartition](#) partition)
- static void [McBSP\\_setTxTwoPartitionBlock](#) (uint32\_t base, const [McBSP\\_PartitionBlock](#) block)
- static uint16\_t [McBSP\\_getTxActiveBlock](#) (uint32\_t base)
- static void [McBSP\\_setTxChannelMode](#) (uint32\_t base, const [McBSP\\_TxChannelMode](#) channelMode)
- static void [McBSP\\_setTxFrameSyncSource](#) (uint32\_t base, const [McBSP\\_TxFrameSyncSource](#) syncSource)
- static void [McBSP\\_setRxFrameSyncSource](#) (uint32\_t base, const [McBSP\\_RxFrameSyncSource](#) syncSource)
- static void [McBSP\\_setTxClockSource](#) (uint32\_t base, const [McBSP\\_TxClockSource](#) clockSource)
- static void [McBSP\\_setRxClockSource](#) (uint32\_t base, const [McBSP\\_RxClockSource](#) clockSource)
- static void [McBSP\\_setTxFrameSyncPolarity](#) (uint32\_t base, const [McBSP\\_TxFrameSyncPolarity](#) syncPolarity)
- static void [McBSP\\_setRxFrameSyncPolarity](#) (uint32\_t base, const [McBSP\\_RxFrameSyncPolarity](#) syncPolarity)
- static void [McBSP\\_setTxClockPolarity](#) (uint32\_t base, const [McBSP\\_TxClockPolarity](#) clockPolarity)
- static void [McBSP\\_setRxClockPolarity](#) (uint32\_t base, const [McBSP\\_RxClockPolarity](#) clockPolarity)
- static uint16\_t [McBSP\\_read16bitData](#) (uint32\_t base)
- static uint32\_t [McBSP\\_read32bitData](#) (uint32\_t base)
- static void [McBSP\\_write16bitData](#) (uint32\_t base, uint16\_t data)
- static void [McBSP\\_write32bitData](#) (uint32\_t base, uint32\_t data)
- static uint16\_t [McBSP\\_getLeftJustifyData](#) (uint16\_t data, const [McBSP\\_CompandingType](#) compandingType)
- static void [McBSP\\_enableRxInterrupt](#) (uint32\_t base)
- static void [McBSP\\_disableRxInterrupt](#) (uint32\_t base)
- static void [McBSP\\_enableTxInterrupt](#) (uint32\_t base)
- static void [McBSP\\_disableTxInterrupt](#) (uint32\_t base)
- void [McBSP\\_transmit16BitDataNonBlocking](#) (uint32\_t base, uint16\_t data)
- void [McBSP\\_transmit16BitDataBlocking](#) (uint32\_t base, uint16\_t data)
- void [McBSP\\_transmit32BitDataNonBlocking](#) (uint32\_t base, uint32\_t data)
- void [McBSP\\_transmit32BitDataBlocking](#) (uint32\_t base, uint32\_t data)
- void [McBSP\\_receive16BitDataNonBlocking](#) (uint32\_t base, uint16\_t \*receiveData)
- void [McBSP\\_receive16BitDataBlocking](#) (uint32\_t base, uint16\_t \*receiveData)
- void [McBSP\\_receive32BitDataNonBlocking](#) (uint32\_t base, uint32\_t \*receiveData)
- void [McBSP\\_receive32BitDataBlocking](#) (uint32\_t base, uint32\_t \*receiveData)

- void `McBSP_setRxDataSize` (uint32\_t base, const `McBSP_DataPhaseFrame` dataFrame, const `McBSP_DataBitsPerWord` bitsPerWord, uint16\_t wordsPerFrame)
- void `McBSP_setTxDataSize` (uint32\_t base, const `McBSP_DataPhaseFrame` dataFrame, const `McBSP_DataBitsPerWord` bitsPerWord, uint16\_t wordsPerFrame)
- void `McBSP_disableRxChannel` (uint32\_t base, const `McBSP_MultichannelPartition` partition, uint16\_t channel)
- void `McBSP_enableRxChannel` (uint32\_t base, const `McBSP_MultichannelPartition` partition, uint16\_t channel)
- void `McBSP_disableTxChannel` (uint32\_t base, const `McBSP_MultichannelPartition` partition, uint16\_t channel)
- void `McBSP_enableTxChannel` (uint32\_t base, const `McBSP_MultichannelPartition` partition, uint16\_t channel)
- void `McBSP_configureTxClock` (uint32\_t base, const `McBSP_ClockParams` \*ptrClockParams)
- void `McBSP_configureRxClock` (uint32\_t base, const `McBSP_ClockParams` \*ptrClockParams)
- void `McBSP_configureTxFrameSync` (uint32\_t base, const `McBSP_TxFsyncParams` \*ptrFsyncParams)
- void `McBSP_configureRxFrameSync` (uint32\_t base, const `McBSP_RxFsyncParams` \*ptrFsyncParams)
- void `McBSP_configureTxDataFormat` (uint32\_t base, const `McBSP_TxDataParams` \*ptrDataParams)
- void `McBSP_configureRxDataFormat` (uint32\_t base, const `McBSP_RxDataParams` \*ptrDataParams)
- uint16\_t `McBSP_configureTxMultichannel` (uint32\_t base, const `McBSP_TxMultichannelParams` \*ptrMchnParams)
- uint16\_t `McBSP_configureRxMultichannel` (uint32\_t base, const `McBSP_RxMultichannelParams` \*ptrMchnParams)
- void `McBSP_configureSPIMasterMode` (uint32\_t base, const `McBSP_SPIMasterModeParams` \*ptrSPIMasterMode)
- void `McBSP_configureSPISlaveMode` (uint32\_t base, const `McBSP_SPISlaveModeParams` \*ptrSPISlaveMode)

## 23.2.1 Detailed Description

Before initializing the McBSP module, the user should first put the module transmitter, receiver, sample rate generator frame sync logic into the reset state.

Next McBSP module should be initialised as per application requirement to set properties like Tx/Rx/sample rate generator/frame sync logic clock source, data delay, tx/rx data format, enable/disable loopback, clock stop mode. McBSP can be configured either in normal McBSP mode or in SPI mode.

After initializing the modules, delay equivalent to 2 SRG cycles must be given before enabling the modules. Next the sample rate generator must be enabled and after that delay equivalent to 2 CLKG cycles must be given. Next Tx/Rx/frame-sync module must be enabled to complete the configuration.

To transmit data, there are a few options. `McBSP_transmit16BitDataNonBlocking`, `McBSP_transmit32BitDataNonBlocking()` will simply write the specified 16/32-bit data to transmit buffer and return. It is left up to the user to check beforehand that the module is ready for a new piece of data to be written to the buffer. The other option is to use one of the two functions `McBSP_transmit16BitDataBlocking()` `McBSP_transmit32BitDataBlocking()` that will wait in a while-loop for the module to be ready.

When receiving data, again, there are a few options. `McBSP_receive16BitDataNonBlocking()` `McBSP_receive32BitDataNonBlocking()` will immediately return the contents of the receive buffer. The user should check that there is in fact data ready by checking the Rx-ready flag. `McBSP_receive16BitDataBlocking()` and `McBSP_receive32BitDataBlocking()`, however, will wait in a while-loop for data to become available.

The code for this module is contained in `driverlib/mcbsp.c`, with `driverlib/mcbsp.h` containing the API declarations for use by applications.

## 23.2.2 Enumeration Type Documentation

### 23.2.2.1 enum **McBSP\_RxSignExtensionMode**

Values that can be passed to `McBSP_setRxSignExtension()` as the *mode* parameters.

#### Enumerator

- MCBSP\_RIGHT\_JUSTIFY\_FILL\_ZERO** Right justify and zero fill MSB.
- MCBSP\_RIGHT\_JUSTIFY\_FILL\_SIGN** Right justified sign extended into MSBs.
- MCBSP\_LEFT\_JUSTIFY\_FILL\_ZERO** Left justifies LBS filled with zero.

### 23.2.2.2 enum **McBSP\_ClockStopMode**

Values that can be passed to `McBSP_setClockStopMode()` as the *mode* parameter.

#### Enumerator

- MCBSP\_CLOCK\_MCBSP\_MODE** Disables clock stop mode.
- MCBSP\_CLOCK\_SPI\_MODE\_NO\_DELAY** Enables clock stop mode.
- MCBSP\_CLOCK\_SPI\_MODE\_DELAY** Enables clock stop mode with half cycle delay.

### 23.2.2.3 enum **McBSP\_RxInterruptSource**

Values that can be passed to `McBSP_setRxInterruptSource()` as the *interruptSource* parameter.

#### Enumerator

- MCBSP\_RX\_ISR\_SOURCE\_SERIAL\_WORD** Interrupt when Rx is ready.
- MCBSP\_RX\_ISR\_SOURCE\_END\_OF\_BLOCK** Interrupt at block end.
- MCBSP\_RX\_ISR\_SOURCE\_FRAME\_SYNC** Interrupt when frame sync occurs.
- MCBSP\_RX\_ISR\_SOURCE\_SYNC\_ERROR** Interrupt on frame sync error.

### 23.2.2.4 enum **McBSP\_EmulationMode**

Values that can be passed to `McBSP_setEmulationMode()` as the *emulationMode* parameter.

#### Enumerator

- MCBSP\_EMULATION\_IMMEDIATE\_STOP** McBSP TX and RX stop when a breakpoint is reached.

**MCBSP\_EMULATION\_SOFT\_STOP** McBSP TX stops after current word transmitted.

**MCBSP\_EMULATION\_FREE\_RUN** McBSP TX and RX run ignoring the breakpoint.

#### 23.2.2.5 enum **McBSP\_TxInterruptSource**

Values that can be passed to [McBSP\\_setTxInterruptSource\(\)](#) as the *interruptSource* parameter.

##### Enumerator

**MCBSP\_TX\_ISR\_SOURCE\_TX\_READY** Interrupt when Tx Ready.

**MCBSP\_TX\_ISR\_SOURCE\_END\_OF\_BLOCK** Interrupt at block end.

**MCBSP\_TX\_ISR\_SOURCE\_FRAME\_SYNC** Interrupt when frame sync occurs.

**MCBSP\_TX\_ISR\_SOURCE\_SYNC\_ERROR** Interrupt on frame sync error.

#### 23.2.2.6 enum **McBSP\_DataPhaseFrame**

Values that can be passed to [McBSP\\_setTxDataSize\(\)](#) and [McBSP\\_setRxDataSize\(\)](#) as the *dataFrame* parameter.

##### Enumerator

**MCBSP\_PHASE\_ONE\_FRAME** Single Phase.

**MCBSP\_PHASE\_TWO\_FRAME** Dual Phase.

#### 23.2.2.7 enum **McBSP\_DataBitsPerWord**

Values that can be passed as of [McBSP\\_setTxDataSize\(\)](#) and [McBSP\\_setRxDataSize\(\)](#) as the *bitsPerWord* parameter.

##### Enumerator

**MCBSP\_BITS\_PER\_WORD\_8** 8 bit word.

**MCBSP\_BITS\_PER\_WORD\_12** 12 bit word.

**MCBSP\_BITS\_PER\_WORD\_16** 16 bit word.

**MCBSP\_BITS\_PER\_WORD\_20** 20 bit word.

**MCBSP\_BITS\_PER\_WORD\_24** 24 bit word.

**MCBSP\_BITS\_PER\_WORD\_32** 32 bit word.

#### 23.2.2.8 enum **McBSP\_CompandingMode**

Values that can be passed to [McBSP\\_setTxCompandingMode\(\)](#) and [McBSP\\_setRxCompandingMode\(\)](#) as the *compandingMode* parameter.

##### Enumerator

**MCBSP\_COMPANDING\_NONE** Disables companding.

**MCBSP\_COMPANDING\_NONE\_LSB\_FIRST** Disables companding and Enables 8 bit LSB first data reception.

**MCBSP\_COMPANDING\_U\_LAW\_SET** U-law companding.

**MCBSP\_COMPANDING\_A\_LAW\_SET** A-law companding.

### 23.2.2.9 enum **McBSP\_DataDelayBits**

Values that can be passed to [McBSP\\_setTxDataDelayBits\(\)](#) and [McBSP\\_setRxDataDelayBits\(\)](#) as the *delayBits* parameter.

#### Enumerator

**MCBSP\_DATA\_DELAY\_BIT\_0** 0 bit delay.  
**MCBSP\_DATA\_DELAY\_BIT\_1** 1 bit delay.  
**MCBSP\_DATA\_DELAY\_BIT\_2** 2 bit delay.

### 23.2.2.10 enum **McBSP\_SRGRxClockSource**

Values that can be passed for SRG for [McBSP\\_setRxSRGClockSource\(\)](#) as the *clockSource* parameter.

#### Enumerator

**MCBSP\_SRG\_RX\_CLOCK\_SOURCE\_LSPCLK** LSPCLK is SRG clock source.  
**MCBSP\_SRG\_RX\_CLOCK\_SOURCE\_MCLKX\_PIN** MCLKx is SRG clock source.

### 23.2.2.11 enum **McBSP\_SRGTxClockSource**

Values that can be passed for SRG to [McBSP\\_setTxSRGClockSource\(\)](#) as the *clockSource* parameter.

#### Enumerator

**MCBSP\_SRG\_TX\_CLOCK\_SOURCE\_LSPCLK** LSPCLK is SRG clock source.  
**MCBSP\_SRG\_TX\_CLOCK\_SOURCE\_MCLKR\_PIN** MCLKr is SRG clock source.

### 23.2.2.12 enum **McBSP\_TxInternalFrameSyncSource**

Values that can be passed to [McBSP\\_setTxInternalFrameSyncSource\(\)](#) as the *syncMode* parameter.

#### Enumerator

**MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_DATA** sync source. Data is frame  
**MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_SRG** sync source. SRG is frame

### 23.2.2.13 enum **McBSP\_MultichannelPartition**

Values that can be passed to [McBSP\\_setRxMultichannelPartition\(\)](#) and [McBSP\\_setTxMultichannelPartition\(\)](#) as the *MultichannelPartition* parameter.

#### Enumerator

**MCBSP\_MULTICHANNEL\_TWO\_PARTITION** Two partition.  
**MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** Eight partition.

#### 23.2.2.14 enum **McBSP\_PartitionBlock**

Values that can be passed to [McBSP\\_setRxTwoPartitionBlock\(\)](#) and [McBSP\\_setTxTwoPartitionBlock\(\)](#) as the *block* parameter.

##### Enumerator

**MCBSP\_PARTITION\_BLOCK\_0** Partition block 0.  
**MCBSP\_PARTITION\_BLOCK\_1** Partition block 1.  
**MCBSP\_PARTITION\_BLOCK\_2** Partition block 2.  
**MCBSP\_PARTITION\_BLOCK\_3** Partition block 3.  
**MCBSP\_PARTITION\_BLOCK\_4** Partition block 4.  
**MCBSP\_PARTITION\_BLOCK\_5** Partition block 5.  
**MCBSP\_PARTITION\_BLOCK\_6** Partition block 6.  
**MCBSP\_PARTITION\_BLOCK\_7** Partition block 7.

#### 23.2.2.15 enum **McBSP\_RxChannelMode**

Values that can be passed to [McBSP\\_setRxChannelMode\(\)](#) as the *channelMode* parameter.

##### Enumerator

**MCBSP\_ALL\_RX\_CHANNELS\_ENABLED** All Channels are enabled.  
**MCBSP\_RX\_CHANNEL\_SELECTION\_ENABLED** Selected channels enabled.

#### 23.2.2.16 enum **McBSP\_TxChannelMode**

Values that can be passed to [McBSP\\_setTxChannelMode\(\)](#) as the *channelMode* parameter.

##### Enumerator

**MCBSP\_ALL\_TX\_CHANNELS\_ENABLED** All Channels Enabled.  
**MCBSP\_TX\_CHANNEL\_SELECTION\_ENABLED** Selection Enabled.  
**MCBSP\_ENABLE\_MASKED\_TX\_CHANNEL\_SELECTION** Masked Tx Channel.  
**MCBSP\_SYMMERTIC\_RX\_TX\_SELECTION** Symmetric Selection.

#### 23.2.2.17 enum **McBSP\_TxFrameSyncSource**

Values that can be passed to [McBSP\\_setTxFrameSyncSource\(\)](#) as the *syncSource* parameter.

##### Enumerator

**MCBSP\_TX\_EXTERNAL\_FRAME\_SYNC\_SOURCE** FSR pin supplies frame sync signal.  
**MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_SOURCE** SRG supplies frame sync signal.

#### 23.2.2.18 enum **McBSP\_RxFrameSyncSource**

Values that can be passed to [McBSP\\_setRxFrameSyncSource\(\)](#) as the *syncSource* parameter.

**Enumerator****MCBSP\_RX\_EXTERNAL\_FRAME\_SYNC\_SOURCE** FSR pin supplies frame sync signal.**MCBSP\_RX\_INTERNAL\_FRAME\_SYNC\_SOURCE** SRG supplies frame sync signal.**23.2.2.19 enum McBSP\_TxClockSource**

Values that can be passed to [McBSP\\_setTxClockSource\(\)](#) as the Transmitter *clockSource* parameter.

**Enumerator****MCBSP\_EXTERNAL\_TX\_CLOCK\_SOURCE** Clock source is external.**MCBSP\_INTERNAL\_TX\_CLOCK\_SOURCE** Clock source is internal.**23.2.2.20 enum McBSP\_RxClockSource**

Values that can be passed to [McBSP\\_setRxClockSource\(\)](#) as the Receiver *clockSource* parameter.

**Enumerator****MCBSP\_EXTERNAL\_RX\_CLOCK\_SOURCE** Clock source is external.**MCBSP\_INTERNAL\_RX\_CLOCK\_SOURCE** Clock source is internal.**23.2.2.21 enum McBSP\_TxFrameSyncPolarity**

Values that can be passed to [McBSP\\_setTxFrameSyncPolarity\(\)](#) as the Transmitter *syncPolarity* parameter.

**Enumerator****MCBSP\_TX\_FRAME\_SYNC\_POLARITY\_HIGH** Pulse active high.**MCBSP\_TX\_FRAME\_SYNC\_POLARITY\_LOW** Pulse active low.**23.2.2.22 enum McBSP\_RxFrameSyncPolarity**

Values that can be passed to [McBSP\\_setRxFrameSyncPolarity\(\)](#) as the Receiver *syncPolarity* parameter.

**Enumerator****MCBSP\_RX\_FRAME\_SYNC\_POLARITY\_HIGH** Pulse active high.**MCBSP\_RX\_FRAME\_SYNC\_POLARITY\_LOW** Pulse active low.**23.2.2.23 enum McBSP\_TxClockPolarity**

Values that can be passed for Transmitter of [McBSP\\_setTxClockPolarity\(\)](#) as the Transmitter *clockPolarity* parameter.

**Enumerator****MCBSP\_TX\_POLARITY\_RISING\_EDGE** TX data on rising edge.**MCBSP\_TX\_POLARITY\_FALLING\_EDGE** TX data on falling edge.23.2.2.24 enum **McBSP\_RxClockPolarity**

Values that can be passed for Receiver of [McBSP\\_setRxClockPolarity\(\)](#) as the Receiver *clockPolarity* parameter.

**Enumerator****MCBSP\_RX\_POLARITY\_FALLING\_EDGE** RX data sampled falling edge.**MCBSP\_RX\_POLARITY\_RISING\_EDGE** RX data sampled rising edge.23.2.2.25 enum **McBSP\_CompandingType**

Values that can be passed to [McBSP\\_getLeftJustifyData\(\)](#) as the *compandingType* parameter.

**Enumerator****MCBSP\_COMPANDING\_U\_LAW** U-law companding.**MCBSP\_COMPANDING\_A\_LAW** A-law companding.

## 23.2.3 Function Documentation

23.2.3.1 static void **McBSP\_disableLoopback** ( uint32\_t *base* ) [inline], [static]

Disables digital loop back mode.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables digital loop back mode.

**Returns**

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.2 static void **McBSP\_enableLoopback** ( uint32\_t *base* ) [inline], [static]

Enables digital loop back mode.

**Parameters**


---



<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables digital loop back mode.

#### Returns

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxDataFormat\(\)](#).

### 23.2.3.3 static void McBSP\_setRxSignExtension ( uint32\_t *base*, const **McBSP\_RxSignExtensionMode** *mode* ) [inline], [static]

Configures receiver sign extension mode.

#### Parameters

<i>base</i>	is the base address of the McBSP module.
<i>mode</i>	is the sign extension mode.

This function sets the sign extension mode. Valid values for mode are:

- **MCBSP\_RIGHT\_JUSTIFY\_FILL\_ZERO** - right justified MSB filled with zero.
- **MCBSP\_RIGHT\_JUSTIFY\_FILL\_SIGN** - right justified sign extended in MSBs.
- **MCBSP\_LEFT\_JUSTIFY\_FILL\_ZERO** - left justifies LBS filled with zero.

#### Returns

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#).

### 23.2.3.4 static void McBSP\_setClockStopMode ( uint32\_t *base*, const **McBSP\_ClockStopMode** *mode* ) [inline], [static]

Configures clock stop mode.

#### Parameters

<i>base</i>	is the base address of the McBSP module.
<i>mode</i>	is the clock stop mode.

This function sets the clock stop mode. Valid values for mode are

- **MCBSP\_CLOCK\_MCBSP\_MODE** disables clock stop mode.
- **MCBSP\_CLOCK\_SPI\_MODE\_NO\_DELAY** enables clock stop mode
- **MCBSP\_CLOCK\_SPI\_MODE\_DELAY** enables clock stop mode with delay.

If an invalid value is provided, the function will exit without altering the register bits involved.

#### Returns

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.5 static void McBSP\_disableDxPinDelay ( uint32\_t *base* ) [inline], [static]

Disables delay at DX pin.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables delay on pin DX when turning the module on.

**Returns**

None.

Referenced by [McBSP\\_configureTxDataFormat\(\)](#).

### 23.2.3.6 static void McBSP\_enableDxPinDelay ( uint32\_t *base* ) [inline], [static]

Enables delay at DX pin.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables a delay on pin DX when turning the module on. Look at McBSP timing diagrams for details.

**Returns**

None.

Referenced by [McBSP\\_configureTxDataFormat\(\)](#).

### 23.2.3.7 static void McBSP\_setRxInterruptSource ( uint32\_t *base*, const **McBSP\_RxInterruptSource** *interruptSource* ) [inline], [static]

Configures receiver interrupt sources.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>interruptSource</i>	is the ISR source.

This function sets the receiver interrupt sources. Valid values for *interruptSource* are:

- **MCBSP\_RX\_ISR\_SOURCE\_SERIAL\_WORD** - interrupt at each serial word.
- **MCBSP\_RX\_ISR\_SOURCE\_END\_OF\_BLOCK** - interrupt at the end of block.
- **MCBSP\_RX\_ISR\_SOURCE\_FRAME\_SYNC** - interrupt when frame sync occurs.
- **MCBSP\_RX\_ISR\_SOURCE\_SYNC\_ERROR** - interrupt on frame sync error.

**Returns**

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#).

### 23.2.3.8 static void McBSP\_clearRxFrameSyncError ( uint32\_t *base* ) [inline], [static]

Clear the receiver frame sync error.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function clears the receive frame sync error.

**Returns**

None.

23.2.3.9 `static uint16_t McBSP_getRxErrorStatus ( uint32_t base ) [inline], [static]`

Return receiver error.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function returns McBSP receiver errors.

**Returns**

Returns the following error codes.

- **MCBSP\_RX\_NO\_ERROR** - if there is no error.
- **MCBSP\_RX\_BUFFER\_ERROR** - if buffer gets full.
- **MCBSP\_RX\_FRAME\_SYNC\_ERROR** - if unexpected frame sync occurs.
- **MCBSP\_RX\_BUFFER\_FRAME\_SYNC\_ERROR** - if buffer overrun and frame sync error occurs.

23.2.3.10 `static bool McBSP_isRxReady ( uint32_t base ) [inline], [static]`

Check if data is received by the receiver.

**Parameters**

<i>base</i>	is the base address of the McBSP port.
-------------	--

This function returns the status of the receiver buffer, indicating if new data is available.

**Returns**

**true** if new data is available or if the current data was never read. **false** if there is no new data in the receive buffer.

Referenced by [McBSP\\_receive16BitDataBlocking\(\)](#), and [McBSP\\_receive32BitDataBlocking\(\)](#).

23.2.3.11 `static void McBSP_resetReceiver ( uint32_t base ) [inline], [static]`

Reset McBSP receiver.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function resets McBSP receiver.

**Returns**

None.

### 23.2.3.12 static void McBSP\_enableReceiver ( uint32\_t *base* ) [inline], [static]

Enable McBSP receiver.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables McBSP receiver.

**Returns**

None.

### 23.2.3.13 static void McBSP\_setEmulationMode ( uint32\_t *base*, const **McBSP\_EmulationMode** *emulationMode* ) [inline], [static]

Configures emulation mode.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>emulationMode</i>	is the McBSP emulation character.

This function sets the McBSP characters when a breakpoint is encountered in emulation mode.  
Valid values for emulationMode are:

- **MCBSP\_EMULATION\_IMMEDIATE\_STOP** - transmitter and receiver both stop when a breakpoint is reached.
- **MCBSP\_EMULATION\_SOFT\_STOP** - transmitter stops after current word is transmitted. Receiver is not affected.
- **MCBSP\_EMULATION\_FREE\_RUN** - McBSP runs ignoring the breakpoint.

**Returns**

None.

### 23.2.3.14 static void McBSP\_resetFrameSyncLogic ( uint32\_t *base* ) [inline], [static]

Reset frame sync logic.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

Resets frame sync logic.

**Returns**

None.

23.2.3.15 `static void McBSP_enableFrameSyncLogic ( uint32_t base ) [inline],  
[static]`

Enable frame sync logic.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

Enables frame sync logic.

**Returns**

None.

23.2.3.16 `static void McBSP_resetSampleRateGenerator ( uint32_t base ) [inline],  
[static]`

Reset sample rate generator.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

Resets sample rate generator by clearing GRST bit.

**Returns**

23.2.3.17 `static void McBSP_enableSampleRateGenerator ( uint32_t base ) [inline],  
[static]`

Enable sample rate generator.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

Enables sample rate generator by setting GRST bit.

**Returns**

None.

23.2.3.18 static void McBSP\_setTxInterruptSource ( uint32\_t *base*, const  
**McBSP\_TxInterruptSource** *interruptSource* ) [inline], [static]

Configures transmitter interrupt sources.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>interruptSource</i>	is the ISR source.

This function sets the transmitter interrupt sources. Valid values for interruptSource are:

- **MCBSP\_TX\_ISR\_SOURCE\_TX\_READY** - interrupt when transmitter is ready to accept data.
- **MCBSP\_TX\_ISR\_SOURCE\_END\_OF\_BLOCK** - interrupt at the end of block.
- **MCBSP\_TX\_ISR\_SOURCE\_FRAME\_SYNC** - interrupt when frame sync occurs.
- **MCBSP\_TX\_ISR\_SOURCE\_SYNC\_ERROR** - interrupt on frame sync error.

**Returns**

None.

Referenced by [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.19 static uint16\_t McBSP\_getTxErrorStatus ( uint32\_t *base* ) [inline],  
[static]

Return Transmitter error.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function returns McBSP transmitter errors.

**Returns**

Returns the following error codes.

- **MCBSP\_TX\_NO\_ERROR** - if buffer overrun occurs.
- **MCBSP\_TX\_BUFFER\_ERROR** -if unexpected frame sync occurs.
- **MCBSP\_TX\_FRAME\_SYNC\_ERROR** - if there is no error.
- **MCBSP\_TX\_BUFFER\_FRAME\_SYNC\_ERROR** - if buffer overrun and frame sync error occurs.

23.2.3.20 static void McBSP\_clearTxFrameSyncError ( uint32\_t *base* ) [inline],  
[static]

Clear the Transmitter frame sync error.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function clears the transmitter frame sync error.

**Returns**

None.



23.2.3.21 static bool McBSP\_isTxReady ( uint32\_t *base* ) [inline], [static]

Check if Transmitter is ready.

**Parameters**

<i>base</i>	is the base address of the McBSP port.
-------------	--

This function returns the status of the transmitter ready buffer, indicating if data can be written to the transmitter.

**Returns**

**true** if transmitter is ready to accept new data. **false** if transmitter is not ready to accept new data.

Referenced by [McBSP\\_transmit16BitDataBlocking\(\)](#), and [McBSP\\_transmit32BitDataBlocking\(\)](#).

### 23.2.3.22 static void McBSP\_resetTransmitter ( uint32\_t *base* ) [inline], [static]

Reset McBSP transmitter.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This functions resets McBSP transmitter.

**Returns**

None.

### 23.2.3.23 static void McBSP\_enableTransmitter ( uint32\_t *base* ) [inline], [static]

Enable McBSP transmitter.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables McBSP transmitter.

**Returns**

None.

### 23.2.3.24 static void McBSP\_disableTwoPhaseRx ( uint32\_t *base* ) [inline], [static]

Disable 2 Phase operation for data reception.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables 2 phase reception.

**Returns**

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#), and [McBSP\\_configureRxMultichannel\(\)](#).

23.2.3.25 static void McBSP\_enableTwoPhaseRx ( uint32\_t *base* ) [inline], [static]

Enable 2 Phase operation for data Reception.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables 2 phase reception.

**Returns**

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#).

23.2.3.26 `static void McBSP_setRxCompandingMode ( uint32_t base, const McBSP_CompandingMode compandingMode ) [inline], [static]`

Configure receive data companding.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>companding-Mode</i>	is the companding mode to be used.

This function configures the receive companding logic. The following are valid `compandingMode` values:

- **MCBSP\_COMPANDING\_NONE** disables companding.
- **MCBSP\_COMPANDING\_NONE\_LSB\_FIRST** disables companding and enables 8 bit LSB first data reception.
- **MCBSP\_COMPANDING\_U\_LAW\_SET** enables U-law companding.
- **MCBSP\_COMPANDING\_A\_LAW\_SET** enables A-law companding.

**Returns**

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#).

23.2.3.27 `static void McBSP_disableRxFrameSyncErrorDetection ( uint32_t base ) [inline], [static]`

Disables receiver unexpected frame sync error detection.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables unexpected frame sync error detection in the receiver.

**Returns**

None.

23.2.3.28 static void McBSP\_enableRxFrameSyncErrorDetection ( uint32\_t *base* )  
[inline], [static]

Enable receiver unexpected frame sync error detection.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables unexpected frame sync error detection in the receiver.

**Returns**

None.

Referenced by [McBSP\\_configureRxFrameSync\(\)](#).

23.2.3.29 static void McBSP\_setRxDataDelayBits ( uint32\_t *base*, const **McBSP\_DataDelayBits** *delayBits* ) [inline], [static]

Sets the receive bit data delay.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>delayBits</i>	is the number of bits to delay.

This functions sets the bit delay after the frame sync pulse as specified by delayBits. Valid delay bits are **MCBSP\_DATA\_DELAY\_BIT\_0**, **MCBSP\_DATA\_DELAY\_BIT\_1** or **MCBSP\_DATA\_DELAY\_BIT\_2** corresponding to 0, 1 or 2 bit delay respectively.

**Returns**

None.

Referenced by [McBSP\\_configureRxDataFormat\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), and [McBSP\\_configureSPISlaveMode\(\)](#).

23.2.3.30 static void McBSP\_disableTwoPhaseTx ( uint32\_t *base* ) [inline], [static]

Disable 2 Phase operation for data Transmission.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables 2 phase transmission.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), [McBSP\\_configureTxDataFormat\(\)](#), and [McBSP\\_configureTxMultichannel\(\)](#).

23.2.3.31 static void McBSP\_enableTwoPhaseTx ( uint32\_t *base* ) [inline], [static]

Enable 2 Phase operation for data Transmission.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables 2 phase transmission.

**Returns**

None.

Referenced by [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.32 **static void** McBSP\_setTxCompandingMode ( uint32\_t *base*, const **McBSP\_CompandingMode** *compandingMode* ) [inline], [static]

Configure transmit data companding.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>companding-Mode</i>	is the companding mode to be used.

This function configures the transmit companding logic. The following are valid compandingMode values:

- **MCBSP\_COMPANDING\_NONE** disables companding.
- **MCBSP\_COMPANDING\_NONE\_LSB\_FIRST** disables companding and enables 8 bit LSB first data reception.
- **MCBSP\_COMPANDING\_U\_LAW\_SET** enables U-law companding.
- **MCBSP\_COMPANDING\_A\_LAW\_SET** enables A-law companding.

**Returns**

None.

Referenced by [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.33 **static void** McBSP\_disableTxFrameSyncErrorDetection ( uint32\_t *base* ) [inline], [static]

Disables transmitter unexpected frame sync error detection.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables unexpected frame sync error detection in the transmitter.

**Returns**

None.

Referenced by [McBSP\\_configureRxFrameSync\(\)](#), and [McBSP\\_configureTxFrameSync\(\)](#).

23.2.3.34 static void McBSP\_enableTxFrameSyncErrorDetection ( uint32\_t *base* )  
[inline], [static]

Enable transmitter unexpected frame sync error detection.



**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables unexpected frame sync error detection in the transmitter.

**Returns**

None.

Referenced by [McBSP\\_configureTxFrameSync\(\)](#).

23.2.3.35 static void McBSP\_setTxDataDelayBits ( uint32\_t *base*, const **McBSP\_DataDelayBits** *delayBits* ) [inline], [static]

Sets the transmit bit delay.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>delayBits</i>	is the number of bits to delay.

This function sets the bit delay after the frame sync pulse as specified by *delayBits*. Valid delay bits are **MCBSP\_DATA\_DELAY\_BIT\_0**, **MCBSP\_DATA\_DELAY\_BIT\_1** or **MCBSP\_DATA\_DELAY\_BIT\_2** corresponding to 0, 1 or 2 bit delay respectively.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.36 static void McBSP\_setFrameSyncPulsePeriod ( uint32\_t *base*, uint16\_t *frameClockDivider* ) [inline], [static]

Sets the period for frame synchronisation pulse.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>frameClockDivider</i>	is the divider count for the sync clock.

This function sets the sample rate generator clock divider for the McBSP frame sync clock(FSG).  $FSG = CLK_{SG} / (frameClockDivider + 1)$ . *frameClockDivider* determines the period count.

**Returns**

None.

Referenced by [McBSP\\_configureRxFrameSync\(\)](#), and [McBSP\\_configureTxFrameSync\(\)](#).

23.2.3.37 static void McBSP\_setFrameSyncPulseWidthDivider ( uint32\_t *base*, uint16\_t *pulseWidthDivider* ) [inline], [static]

Sets the frame sync pulse width divider value.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>pulseWidthDivider</i>	is the divider count for sync clock pulse.

This function sets the pulse width divider bits for the McBSP frame sync clock(FSG). (pulseWidthDivider + 1) is the pulse width in CLKG cycles. pulseWidthDivider determines the pulse width (the on count).

**Returns**

None.

Referenced by [McBSP\\_configureRxFrameSync\(\)](#), and [McBSP\\_configureTxFrameSync\(\)](#).

**23.2.3.38** static void McBSP\_setSRGDataClockDivider ( uint32\_t *base*, uint16\_t *dataClockDivider* ) [inline], [static]

Sets the data clock divider values.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>dataClockDivider</i>	is the divider count for the data rate.

This function sets the sample rate generator clock divider for the McBSP data clock(CLK). CLK = CLKSFG / (clockDivider + 1). Valid ranges for clockDivider are 0 to 0xFF.

**Returns**

None.

Referenced by [McBSP\\_configureRxClock\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxClock\(\)](#).

**23.2.3.39** static void McBSP\_disableSRGSyncFSR ( uint32\_t *base* ) [inline], [static]

Disables external clock sync with sample generator.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables CLK and FSG sync with the external pulse on pin FSR.

**Returns**

None.

Referenced by [McBSP\\_configureTxClock\(\)](#).

23.2.3.40 `static void McBSP_enableSRGSyncFSR ( uint32_t base ) [inline],  
[static]`

Enables external clock to synch with sample generator.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables CLKG and FSG to sync with the external pulse on pin FSR.

**Returns**

None.

Referenced by [McBSP\\_configureTxClock\(\)](#).

23.2.3.41 static void McBSP\_setRxSRGClockSource ( uint32\_t *base*, const **McBSP\_SRGRxClockSource** *srgClockSource* ) [inline], [static]

Configures receiver input clock source for sample generator.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>srgClockSource</i>	is clock source for the sample generator.

This functions sets the clock source for the sample rate generator. Valid values for *clockSource* are

- **MCBSP\_SRG\_RX\_CLOCK\_SOURCE\_LSPCLK** for LSPCLK.
- **MCBSP\_SRG\_RX\_CLOCK\_SOURCE\_MCLKX\_PIN** for external clock at MCLKX pin.  
MCLKR pin will be an output driven by sample rate generator.

**Returns**

None.

Referenced by [McBSP\\_configureRxClock\(\)](#), and [McBSP\\_configureSPISlaveMode\(\)](#).

23.2.3.42 static void McBSP\_setTxSRGClockSource ( uint32\_t *base*, const **McBSP\_SRGTxClockSource** *srgClockSource* ) [inline], [static]

Configures transmitter input clock source for sample generator.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>srgClockSource</i>	is clock source for the sample generator.

This functions sets the clock source for the sample rate generator. Valid values for *clockSource* are

- **MCBSP\_SRG\_TX\_CLOCK\_SOURCE\_LSPCLK** for LSPCLK.
- **MCBSP\_SRG\_TX\_CLOCK\_SOURCE\_MCLKR\_PIN** for external clock at MCLKR pin.  
MCLKX pin will be an output driven by sample rate generator.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), and [McBSP\\_configureTxClock\(\)](#).

23.2.3.43 static void McBSP\_setTxInternalFrameSyncSource ( uint32\_t *base*, const **McBSP\_TxInternalFrameSyncSource** *syncMode* ) [inline],[static]

Sets the mode for transmitter internal frame sync signal.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>syncMode</i>	is the frame sync mode.

This function sets the frame sync signal generation mode. The signal can be generated based on clock divider as set in [McBSP\\_setFrameSyncPulsePeriod\(\)](#) function or when data is transferred from DXR registers to XSR registers. Valid input for syncMode are:

- **MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_DATA** - frame sync signal is generated when data is transferred from DXR registers to XSR registers.
- **MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_SRG** - frame sync signal is generated based on the clock counter value as defined in [McBSP\\_setFrameSyncPulsePeriod\(\)](#) function.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), and [McBSP\\_configureTxFrameSync\(\)](#).

23.2.3.44 static void McBSP\_setRxMultichannelPartition ( uint32\_t *base*, const **McBSP\_MultichannelPartition** *partition* ) [inline], [static]

Set Multichannel receiver partitions.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>partition</i>	is the number of partitions.

This function sets the partitions for Multichannel receiver. Valid values for partition are **MCBSP\_MULTICHANNEL\_TWO\_PARTITION** or **MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** for 2 and 8 partitions respectively.

**Returns**

None.

Referenced by [McBSP\\_configureRxMultichannel\(\)](#).

23.2.3.45 static void McBSP\_setRxTwoPartitionBlock ( uint32\_t *base*, const **McBSP\_PartitionBlock** *block* ) [inline], [static]

Sets block to receiver in two partition configuration.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>block</i>	is the block to assign to the partition.

This function assigns the block the user provides to the appropriate receiver partition. If user sets the value of block to 0, 2, 4 or 6 the API will assign the blocks to partition A. If values 1, 3, 5, or 7 are set to block, then the API assigns the block to partition B.

**Note**

This function should be used with the two partition configuration only and not with eight partition configuration.

**Returns**

None.

Referenced by [McBSP\\_configureRxMultichannel\(\)](#).

23.2.3.46 `static uint16_t McBSP_getRxActiveBlock ( uint32_t base ) [inline], [static]`

Returns the current active receiver block number.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function returns the current active receiver block involved in McBSP reception.

**Returns**

Active block in McBSP reception. Returned values range from 0 to 7 representing the respective active block number .

23.2.3.47 `static void McBSP_setRxChannelMode ( uint32_t base, const McBSP_RxChannelMode channelMode ) [inline], [static]`

Configure channel selection mode for receiver.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>channelMode</i>	is the channel selection mode.

This function configures the channel selection mode. The following are valid values for *channelMode*:

- **MCBSP\_ALL\_RX\_CHANNELS\_ENABLED** - enables all channels.
- **MCBSP\_RX\_CHANNEL\_SELECTION\_ENABLED** - lets the user enable desired channels by using [McBSP\\_enableRxChannel\(\)](#).

**Returns**

None.

Referenced by [McBSP\\_configureRxMultichannel\(\)](#).

23.2.3.48 `static void McBSP_setTxMultichannelPartition ( uint32_t base, const McBSP_MultichannelPartition partition ) [inline], [static]`

Set Multichannel transmitter partitions.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>partition</i>	is the number of partitions.

This function sets the partitions for Multichannel transmitter. Valid values for partition are **MCBSP\_MULTICHANNEL\_TWO\_PARTITION** or **MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** for 2 and 8 partitions respectively.

**Returns**

None.

Referenced by [McBSP\\_configureTxMultichannel\(\)](#).

23.2.3.49 `static void McBSP_setTxTwoPartitionBlock ( uint32_t base, const McBSP_PartitionBlock block ) [inline], [static]`

Sets block to transmitter in two partition configuration.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>block</i>	is the block to assign to the partition.

This function assigns the block the user provides to the appropriate transmitter partition. If user sets the value of block to 0, 2, 4 or 6 the API will assign the blocks to partition A. If values 1, 3, 5, or 7 are set to block, then the API assigns the block to partition B.

**Note**

This function should be used with the two partition configuration only and not with eight partition configuration.

**Returns**

None.

Referenced by [McBSP\\_configureTxMultichannel\(\)](#).

23.2.3.50 `static uint16_t McBSP_getTxActiveBlock ( uint32_t base ) [inline], [static]`

Returns the current active transmitter block number.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function returns the current active transmitter block involved in McBSP transmission.

**Returns**

Active block in McBSP transmission. Returned values range from 0 to 7 representing the respective active block number.



23.2.3.51 static void McBSP\_setTxChannelMode ( uint32\_t *base*, const **McBSP\_TxChannelMode** *channelMode* ) [inline],[static]

Configure channel selection mode for transmitter.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>channelMode</i>	is the channel selection mode.

This function configures the channel selection mode. The following are valid values for channelMode:

- **MCBSP\_ALL\_TX\_CHANNELS\_ENABLED** - enables and unmask all channels
- **MCBSP\_TX\_CHANNEL\_SELECTION\_ENABLED** - lets the user enable and unmask desired channels by using [McBSP\\_enableTxChannel\(\)](#)
- **MCBSP\_ENABLE\_MASKED\_TX\_CHANNEL\_SELECTION** - All channels enables but until enabled by [McBSP\\_enableTxChannel\(\)](#)
- **MCBSP\_SYMMERTIC\_RX\_TX\_SELECTION** - Symmetric transmission and reception.

**Returns**

None.

Referenced by [McBSP\\_configureTxMultichannel\(\)](#).

23.2.3.52 static void McBSP\_setTxFrameSyncSource ( uint32\_t *base*, const **McBSP\_TxFrameSyncSource** *syncSource* ) [inline],[static]

Select the transmitter frame sync signal source.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>syncSource</i>	is the transmitter frame sync source.

This function sets external or internal sync signal source based on the syncSource selection. Valid input for syncSource are:

- **MCBSP\_TX\_EXTERNAL\_FRAME\_SYNC\_SOURCE** - frame sync signal is supplied externally by pin FSX.
- **MCBSP\_TX\_INTERNAL\_FRAME\_SYNC\_SOURCE** - frame sync signal is supplied internally.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxFrameSync\(\)](#).

23.2.3.53 static void McBSP\_setRxFrameSyncSource ( uint32\_t *base*, const **McBSP\_RxFrameSyncSource** *syncSource* ) [inline],[static]

Select receiver frame sync signal source.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>syncSource</i>	is the receiver frame sync source.

This function sets external or internal sync signal source based on the syncSource selection. Valid input for syncSource are:

- **MCBSP\_RX\_EXTERNAL\_FRAME\_SYNC\_SOURCE** - frame sync signal is supplied externally by pin FSR.
- **MCBSP\_RX\_INTERNAL\_FRAME\_SYNC\_SOURCE** - frame sync signal is supplied by SRG.

**Returns**

None.

Referenced by [McBSP\\_configureRxFrameSync\(\)](#).

23.2.3.54 **static void McBSP\_setTxClockSource** ( uint32\_t *base*, const **McBSP\_TxClockSource** *clockSource* ) [inline], [static]

Configures the Transmit clock source.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>clockSource</i>	is clock source for the transmission pin.

This function configures the clock source for the transmitter. Valid input for rxClockSource are:

- **MCBSP\_INTERNAL\_TX\_CLOCK\_SOURCE** - internal clock source. SRG is the source.
- **MCBSP\_EXTERNAL\_TX\_CLOCK\_SOURCE** - external clock source.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxClock\(\)](#).

23.2.3.55 **static void McBSP\_setRxClockSource** ( uint32\_t *base*, const **McBSP\_RxClockSource** *clockSource* ) [inline], [static]

Configures the Receive clock source.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>clockSource</i>	is clock source for the reception pin.

This function configures the clock source for the receiver. Valid input for base are:

- **MCBSP\_INTERNAL\_RX\_CLOCK\_SOURCE** - internal clock source. Sample Rate Generator will be used.
- **MCBSP\_EXTERNAL\_RX\_CLOCK\_SOURCE** - external clock will drive the data.

**Returns**

None.

Referenced by [McBSP\\_configureRxClock\(\)](#).

23.2.3.56 static void McBSP\_setTxFrameSyncPolarity ( uint32\_t *base*, const **McBSP\_TxFrameSyncPolarity** *syncPolarity* ) [inline], [static]

Sets transmitter frame sync polarity.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>syncPolarity</i>	is the polarity of frame sync pulse.

This function sets the polarity (rising or falling edge) of the frame sync on FSX pin. Use **MCBSP\_TX\_FRAME\_SYNC\_POLARITY\_LOW** for active low frame sync pulse and **MCBSP\_TX\_FRAME\_SYNC\_POLARITY\_HIGH** for active high sync pulse.

**Returns**

None.

Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxFrameSync\(\)](#).

23.2.3.57 static void McBSP\_setRxFrameSyncPolarity ( uint32\_t *base*, const **McBSP\_RxFrameSyncPolarity** *syncPolarity* ) [inline], [static]

Sets receiver frame sync polarity.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>syncPolarity</i>	is the polarity of frame sync pulse.

This function sets the polarity (rising or falling edge) of the frame sync on FSR pin. Use **MCBSP\_RX\_FRAME\_SYNC\_POLARITY\_LOW** for active low frame sync pulse and **MCBSP\_RX\_FRAME\_SYNC\_POLARITY\_HIGH** for active high sync pulse.

**Returns**

None.

Referenced by [McBSP\\_configureRxFrameSync\(\)](#).

23.2.3.58 static void McBSP\_setTxClockPolarity ( uint32\_t *base*, const **McBSP\_TxClockPolarity** *clockPolarity* ) [inline], [static]

Sets transmitter clock polarity when using external clock source.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>clockPolarity</i>	is the polarity of external clock.

This function sets the polarity (rising or falling edge) of the transmitter clock on MCLKX pin. Valid values for clockPolarity are:

- **MCBSP\_TX\_POLARITY\_RISING\_EDGE** for rising edge.
- **MCBSP\_TX\_POLARITY\_FALLING\_EDGE** for falling edge.

**Returns**

None.

Referenced by [McBSP\\_configureRxClock\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxClock\(\)](#).

23.2.3.59 static void McBSP\_setRxClockPolarity ( uint32\_t *base*, const **McBSP\_RxClockPolarity** *clockPolarity* ) [inline], [static]

Sets receiver clock polarity when using external clock source.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>clockPolarity</i>	is the polarity of external clock.

This function sets the polarity (rising or falling edge) of the receiver clock on MCLKR pin. If external clock is used, the polarity will affect CLKG signal. Valid values for clockPolarity are:

- **MCBSP\_RX\_POLARITY\_RISING\_EDGE** for rising edge.
- **MCBSP\_RX\_POLARITY\_FALLING\_EDGE** for falling edge.

**Returns**

None.

Referenced by [McBSP\\_configureRxClock\(\)](#), and [McBSP\\_configureTxClock\(\)](#).

23.2.3.60 static uint16\_t McBSP\_read16bitData ( uint32\_t *base* ) [inline], [static]

Read 8, 12 or 16 bit data word from McBSP data receive registers.

**Parameters**

<i>base</i>	is the base address of the McBSP port.
-------------	--

This function returns the data value in data receive register.

**Returns**

received data.

Referenced by [McBSP\\_receive16BitDataBlocking\(\)](#), and [McBSP\\_receive16BitDataNonBlocking\(\)](#).

23.2.3.61 `static uint32_t McBSP_read32bitData ( uint32_t base ) [inline], [static]`

Read 20, 24 or 32 bit data word from McBSP data receive registers.

**Parameters**

<i>base</i>	is the base address of the McBSP port.
-------------	--

This function returns the data values in data receive registers.

**Returns**

received data.

Referenced by [McBSP\\_receive32BitDataBlocking\(\)](#), and [McBSP\\_receive32BitDataNonBlocking\(\)](#).

23.2.3.62 `static void McBSP_write16bitData ( uint32_t base, uint16_t data ) [inline], [static]`

Write 8, 12 or 16 bit data word to McBSP data transmit registers.

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>data</i>	is the data to be written.

This function writes 8, 12 or 16 bit data to data transmit register.

**Returns**

None.

Referenced by [McBSP\\_transmit16BitDataBlocking\(\)](#), and [McBSP\\_transmit16BitDataNonBlocking\(\)](#).

23.2.3.63 `static void McBSP_write32bitData ( uint32_t base, uint32_t data ) [inline], [static]`

Write 20, 24 or 32 bit data word to McBSP data transmit registers.

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>data</i>	is the data to be written.

This function writes 20, 24 or 32 bit data to data transmit registers.

**Returns**

None.

Referenced by [McBSP\\_transmit32BitDataBlocking\(\)](#), and [McBSP\\_transmit32BitDataNonBlocking\(\)](#).

23.2.3.64 `static uint16_t McBSP_getLeftJustifyData ( uint16_t data, const McBSP_CompandingType compandingType ) [inline], [static]`

Return left justified for data for U Law or A Law companding.

**Parameters**

<i>data</i>	is the 14 bit word.
<i>companding-Type</i>	specifies the type companding desired.

This functions returns U law or A law adjusted word.

**Returns**

U law or A law left justified word.

23.2.3.65 `static void McBSP_enableRxInterrupt ( uint32_t base ) [inline], [static]`

Enable Recieve Interrupt.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables Recieve Interrupt on RRDY.

**Returns**

None.

23.2.3.66 `static void McBSP_disableRxInterrupt ( uint32_t base ) [inline], [static]`

Disable Recieve Interrupt.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables Recieve Interrupt on RRDY.

**Returns**

None.

23.2.3.67 `static void McBSP_enableTxInterrupt ( uint32_t base ) [inline], [static]`

Enable Transmit Interrupt.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function enables Transmit Interrupt on XRDY.

**Returns**

None.

23.2.3.68 `static void McBSP_disableTxInterrupt ( uint32_t base ) [inline], [static]`

Disable Transmit Interrupt.



**Parameters**

<i>base</i>	is the base address of the McBSP module.
-------------	--

This function disables Transmit Interrupt on XRDY.

**Returns**

None.

### 23.2.3.69 void McBSP\_transmit16BitDataNonBlocking ( uint32\_t *base*, uint16\_t *data* )

Write 8, 12 or 16 bit data word to McBSP data transmit registers

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>data</i>	is the data to be written.

This function sends 16 bit or less data to the transmitter buffer.

**Returns**

None.

None.

References [McBSP\\_write16bitData\(\)](#).

### 23.2.3.70 void McBSP\_transmit16BitDataBlocking ( uint32\_t *base*, uint16\_t *data* )

Write 8, 12 or 16 bit data word to McBSP data transmit registers

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>data</i>	is the data to be written.

This function sends 16 bit or less data to the transmitter buffer. If transmit buffer is not ready the function will wait until transmit buffer is empty. If the transmitter buffer is empty the data will be written to the data registers.

**Returns**

None.

References [McBSP\\_isTxReady\(\)](#), and [McBSP\\_write16bitData\(\)](#).

### 23.2.3.71 void McBSP\_transmit32BitDataNonBlocking ( uint32\_t *base*, uint32\_t *data* )

Write 20 , 24 or 32 bit data word to McBSP data transmit registers

**Parameters**


---

<i>base</i>	is the base address of the McBSP port.
<i>data</i>	is the data to be written.

This function sends 20 , 24 or 32 bit data to the transmitter buffer. If the transmitter buffer is empty the data will be written to the data registers.

#### Returns

None.

References [McBSP\\_write32bitData\(\)](#).

### 23.2.3.72 void McBSP\_transmit32BitDataBlocking ( uint32\_t *base*, uint32\_t *data* )

Write 20 , 24 or 32 bit data word to McBSP data transmit registers

#### Parameters

<i>base</i>	is the base address of the McBSP port.
<i>data</i>	is the data to be written.

This function sends 20 , 24 or 32 bit data to the transmitter buffer. If transmit buffer is not ready the function will wait until transmit buffer is empty. If the transmitter buffer is empty the data will be written to the data registers.

#### Returns

None.

References [McBSP\\_isTxReady\(\)](#), and [McBSP\\_write32bitData\(\)](#).

### 23.2.3.73 void McBSP\_receive16BitDataNonBlocking ( uint32\_t *base*, uint16\_t \* *receiveData* )

Read 8, 12 or 16 bit data word from McBSP data receive registers

#### Parameters

<i>base</i>	is the base address of the McBSP port.
<i>receiveData</i>	is the pointer to the receive data.

This function reads 8, 12 or 16 bit data from the receiver buffer. If the receiver buffer has new data, the data will be read.

#### Returns

None.

References [McBSP\\_read16bitData\(\)](#).

### 23.2.3.74 void McBSP\_receive16BitDataBlocking ( uint32\_t *base*, uint16\_t \* *receiveData* )

Read 8, 12 or 16 bit data word from McBSP data receive registers

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>receiveData</i>	is the pointer to the receive data.

This function reads 8, 12 or 16 bit data from the receiver buffer. If receiver buffer is not ready the function will wait until receiver buffer has new data. If the receiver buffer has new data, the data will be read.

**Returns**

None.

References [McBSP\\_isRxReady\(\)](#), and [McBSP\\_read16bitData\(\)](#).

23.2.3.75 void McBSP\_receive32BitDataNonBlocking ( uint32\_t *base*, uint32\_t \* *receiveData* )

Read 20, 24 or 32 bit data word from McBSP data receive registers

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>receiveData</i>	is the pointer to the receive data.

This function reads 20, 24 or 32 bit data from the receiver buffer. If the receiver buffer has new data, the data will be read.

**Returns**

None.

References [McBSP\\_read32bitData\(\)](#).

23.2.3.76 void McBSP\_receive32BitDataBlocking ( uint32\_t *base*, uint32\_t \* *receiveData* )

Read 20, 24 or 32 bit data word from McBSP data receive registers

**Parameters**

<i>base</i>	is the base address of the McBSP port.
<i>receiveData</i>	is the pointer to the receive data.

This function reads 20, 24 or 32 bit data from the receiver buffer. If receiver buffer is not ready the function will wait until receiver buffer has new data. If the receiver buffer has new data, the data will be read.

**Returns**

None.

References [McBSP\\_isRxReady\(\)](#), and [McBSP\\_read32bitData\(\)](#).

23.2.3.77 void McBSP\_setRxDataSize ( uint32\_t *base*, const **McBSP\_DataPhaseFrame** *dataFrame*, const **McBSP\_DataBitsPerWord** *bitsPerWord*, uint16\_t *wordsPerFrame* )

Sets number of words per frame and bits per word for data Reception.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>dataFrame</i>	is the data frame phase.
<i>bitsPerWord</i>	is the number of bits per word.
<i>wordsPerFrame</i>	is the number of words per frame per phase.

This function sets the number of bits per word and the number of words per frame for the given phase. Valid inputs for phase are **MCBSP\_PHASE\_ONE\_FRAME** or **MCBSP\_PHASE\_TWO\_FRAME** representing the first or second frame phase respectively. Valid value for bitsPerWord are:

- **MCBSP\_BITS\_PER\_WORD\_8** 8 bit word.
- **MCBSP\_BITS\_PER\_WORD\_12** 12 bit word.
- **MCBSP\_BITS\_PER\_WORD\_16** 16 bit word.
- **MCBSP\_BITS\_PER\_WORD\_20** 20 bit word.
- **MCBSP\_BITS\_PER\_WORD\_24** 24 bit word.
- **MCBSP\_BITS\_PER\_WORD\_32** 32 bit word. The maximum value for wordsPerFrame is 127 (128 - 1) representing 128 words.

**Returns**

None.

References [MCBSP\\_PHASE\\_ONE\\_FRAME](#).

Referenced by [McBSP\\_configureRxDataFormat\(\)](#), [McBSP\\_configureSPIMasterMode\(\)](#), and [McBSP\\_configureSPISlaveMode\(\)](#).

23.2.3.78 void McBSP\_setTxDataSize ( uint32\_t *base*, const **McBSP\_DataPhaseFrame** *dataFrame*, const **McBSP\_DataBitsPerWord** *bitsPerWord*, uint16\_t *wordsPerFrame* )

Sets number of words per frame and bits per word for data Transmission.

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>dataFrame</i>	is the data frame phase.
<i>bitsPerWord</i>	is the number of bits per word.
<i>wordsPerFrame</i>	is the number of words per frame per phase.

This function sets the number of bits per word and the number of words per frame for the given phase. Valid inputs for phase are **MCBSP\_PHASE\_ONE\_FRAME** or **MCBSP\_PHASE\_TWO\_FRAME** representing single or dual phase respectively. Valid values for bitsPerWord are:

- **MCBSP\_BITS\_PER\_WORD\_8** 8 bit word.
- **MCBSP\_BITS\_PER\_WORD\_12** 12 bit word.
- **MCBSP\_BITS\_PER\_WORD\_16** 16 bit word.
- **MCBSP\_BITS\_PER\_WORD\_20** 20 bit word.
- **MCBSP\_BITS\_PER\_WORD\_24** 24 bit word.

- **MCBSP\_BITS\_PER\_WORD\_32** 32 bit word. The maximum value for wordsPerFrame is 127 (128 - 1) representing 128 words.

**Returns**

None.

References [MCBSP\\_PHASE\\_ONE\\_FRAME](#).Referenced by [McBSP\\_configureSPIMasterMode\(\)](#), [McBSP\\_configureSPISlaveMode\(\)](#), and [McBSP\\_configureTxDataFormat\(\)](#).

23.2.3.79 void McBSP\_disableRxChannel ( uint32\_t *base*, const **McBSP\_MultichannelPartition** *partition*, uint16\_t *channel* )

Disables a channel in an eight partition receiver

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>partition</i>	is the partition of the channel.
<i>channel</i>	is the receiver channel number to be enabled.

This function disables the given receiver channel number for the partition provided. Valid values for partition are **MCBSP\_MULTICHANNEL\_TWO\_PARTITION** or **MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** for 2 or 8 partitions respectively. Valid values for channel range from 0 to 127.

**Returns**

None.

References [MCBSP\\_MULTICHANNEL\\_EIGHT\\_PARTITION](#).

23.2.3.80 void McBSP\_enableRxChannel ( uint32\_t *base*, const **McBSP\_MultichannelPartition** *partition*, uint16\_t *channel* )

Enables a channel for eight partition receiver

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>partition</i>	is the partition of the channel.
<i>channel</i>	is the receiver channel number to be enabled.

This function enables the given receiver channel number for the partition provided. Valid values for partition are **MCBSP\_MULTICHANNEL\_TWO\_PARTITION** or **MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** for 2 or 8 partitions respectively. Valid values for channel range from 0 to 127.

**Returns**

None.

References [MCBSP\\_MULTICHANNEL\\_EIGHT\\_PARTITION](#).Referenced by [McBSP\\_configureRxMultichannel\(\)](#).

23.2.3.81 void McBSP\_disableTxChannel ( uint32\_t *base*, const  
**McBSP\_MultichannelPartition** *partition*, uint16\_t *channel* )

Disables a channel in an eight partition transmitter

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>partition</i>	is the partition of the channel.
<i>channel</i>	is the transmitter channel number to be enabled.

This function disables the given transmitter channel number for the partition provided. Valid values for partition are **MCBSP\_MULTICHANNEL\_TWO\_PARTITION** or **MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** for 2 or 8 partitions respectively. Valid values for channel range from 0 to 127.

**Returns**

None.

References [MCBSP\\_MULTICHANNEL\\_EIGHT\\_PARTITION](#).

23.2.3.82 void McBSP\_enableTxChannel ( uint32\_t *base*, const **McBSP\_MultichannelPartition** *partition*, uint16\_t *channel* )

Enables a channel for eight partition transmitter

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>partition</i>	is the partition of the channel.
<i>channel</i>	is the transmitter channel number to be enabled.

This function enables the given transmitter channel number for the partition provided. Valid values for partition are **MCBSP\_MULTICHANNEL\_TWO\_PARTITION** or **MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION** for 2 or 8 partitions respectively. Valid values for channel range from 0 to 127.

**Returns**

None.

References [MCBSP\\_MULTICHANNEL\\_EIGHT\\_PARTITION](#).

Referenced by [McBSP\\_configureTxMultichannel\(\)](#).

23.2.3.83 void McBSP\_configureTxClock ( uint32\_t *base*, const **McBSP\_ClockParams** \* *ptrClockParams* )

Configures transmitter clock



## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrClockParams</i>	<p>is a pointer to a structure containing <i>clock</i> parameters <a href="#">McBSP_ClockParams</a>. This function sets up the transmitter clock. The following are valid values and ranges for the parameters of the <a href="#">McBSP_TxFsyncParams</a>.</p> <ul style="list-style-type: none"> <li>■ <b>clockSRGSyncFSR</b> - true to sync with signal on FSR pin, false to ignore signal on FSR pin. the pulse on FSR pin.</li> <li>■ <b>clockSRGDivider</b> - Maximum valid value is 255.</li> <li>■ <b>clockSource</b> - MCBSP_EXTERNAL_TX_CLOCK_SOURCE or MCBSP_INTERNAL_TX_CLOCK_SOURCE</li> <li>■ <b>clockTxSRGSource</b> - MCBSP_SRG_TX_CLOCK_SOURCE_LSPCLK or MCBSP_SRG_TX_CLOCK_SOURCE_MCLKR_PIN</li> <li>■ <b>clockMCLKXPolarity</b> - Output polarity on MCLKX pin. <ul style="list-style-type: none"> <li>• MCBSP_TX_POLARITY_RISING_EDGE</li> <li>• MCBSP_TX_POLARITY_FALLING_EDGE</li> </ul> </li> <li>■ <b>clockMCLKRPolarity</b> - Input polarity on MCLKR pin (if SRG is sourced from MCLKR pin). <ul style="list-style-type: none"> <li>• MCBSP_RX_POLARITY_FALLING_EDGE</li> <li>• MCBSP_RX_POLARITY_RISING_EDGE</li> </ul> </li> </ul>

**Note**

Make sure the clock divider is such that, the McBSP clock is not running faster than 1/2 the speed of the source clock.

**Returns**

None.

References [McBSP\\_ClockParams::clockMCLKRPolarity](#), [McBSP\\_ClockParams::clockMCLKXPolarity](#), [McBSP\\_ClockParams::clockSourceTx](#), [McBSP\\_ClockParams::clockSRGDivider](#), [McBSP\\_ClockParams::clockSRGSyncFlag](#), [McBSP\\_ClockParams::clockTxSRGSource](#), [McBSP\\_disableSRGSyncFSR\(\)](#), [McBSP\\_enableSRGSyncFSR\(\)](#), [MCBSP\\_INTERNAL\\_TX\\_CLOCK\\_SOURCE](#), [McBSP\\_setRxClockPolarity\(\)](#), [McBSP\\_setSRGDataClockDivider\(\)](#), [McBSP\\_setTxClockPolarity\(\)](#), [McBSP\\_setTxClockSource\(\)](#), [McBSP\\_setTxSRGClockSource\(\)](#), and [MCBSP\\_SRG\\_TX\\_CLOCK\\_SOURCE\\_MCLKR\\_PIN](#).

23.2.3.84 void McBSP\_configureRxClock ( uint32\_t *base*, const **McBSP\_ClockParams** \* *ptrClockParams* )

Configures receiver clock

**Parameters**

<i>base</i>	is the base address of the McBSP module.
<i>ptrClockParams</i>	<p>is a pointer to a structure containing <i>clock</i> parameters <a href="#">McBSP_ClockParams</a>. This function sets up the receiver clock. The following are valid values and ranges for the parameters of the <a href="#">McBSP_TxFsyncParams</a>.</p> <ul style="list-style-type: none"> <li>■ <b>clockSRGSyncFlag</b> - true to sync with signal on FSR pin, false to ignore the pulse on FSR pin.</li> <li>■ <b>clockSRGDivider</b> - Maximum valid value is 255.</li> <li>■ <b>clockSource</b> - MCBSP_EXTERNAL_RX_CLOCK_SOURCE or MCBSP_INTERNAL_RX_CLOCK_SOURCE</li> <li>■ <b>clockRxSRGSource</b> - MCBSP_SRG_RX_CLOCK_SOURCE_LSPCLK or MCBSP_SRG_RX_CLOCK_SOURCE_MCLKX_PIN</li> <li>■ <b>clockMCLKRPolarity</b>- output polarity on MCLKR pin. <ul style="list-style-type: none"> <li>• MCBSP_RX_POLARITY_FALLING_EDGE or</li> <li>• MCBSP_RX_POLARITY_RISING_EDGE</li> </ul> </li> <li>■ <b>clockMCLKXPolarity</b>- Input polarity on MCLKX pin (if SRG is sourced from MCLKX pin). <ul style="list-style-type: none"> <li>• MCBSP_TX_POLARITY_RISING_EDGE or</li> <li>• MCBSP_TX_POLARITY_FALLING_EDGE</li> </ul> </li> </ul>

**Note**

Make sure the clock divider is such that, the McBSP clock is not running faster than 1/2 the speed of the source clock.

**Returns**

None.

References [McBSP\\_ClockParams::clockMCLKRPolarity](#), [McBSP\\_ClockParams::clockMCLKXPolarity](#), [McBSP\\_ClockParams::clockRxSRGSource](#), [McBSP\\_ClockParams::clockSourceRx](#), [McBSP\\_ClockParams::clockSRGDivider](#), [MCBSP\\_INTERNAL\\_RX\\_CLOCK\\_SOURCE](#), [McBSP\\_setRxClockPolarity\(\)](#), [McBSP\\_setRxClockSource\(\)](#), [McBSP\\_setRxSRGClockSource\(\)](#), [McBSP\\_setSRGDataClockDivider\(\)](#), [McBSP\\_setTxClockPolarity\(\)](#), and [MCBSP\\_SRG\\_RX\\_CLOCK\\_SOURCE\\_MCLKX\\_PIN](#).

23.2.3.85 void McBSP\_configureTxFrameSync ( uint32\_t base, const **McBSP\_TxFsyncParams** \* ptrFsyncParams )

Configures transmitter frame sync.

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrFsyncParams</i>	<p>is a pointer to a structure containing <i>frame</i> sync parameters McBSP_TxFsyncParams. This function sets up the transmitter frame sync. The following are valid values and ranges for the parameters of the McBSP_TxFsyncParams.</p> <ul style="list-style-type: none"> <li>■ <b>syncSRGSyncFSRFlag</b> - true to sync with signal on FSR pin, false to ignore the pulse on FSR pin. This value has to be similar to the value of <a href="#">McBSP_ClockParams.clockSRGSyncFlag</a>.</li> <li>■ <b>syncErrorDetect</b> - true to enable frame sync error detect. false to disable.</li> <li>■ <b>syncClockDivider</b> - Maximum valid value is 4095.</li> <li>■ <b>syncPulseDivider</b> - Maximum valid value is 255.</li> <li>■ <b>syncSourceTx</b> - MCBSP_TX_INTERNAL_FRAME_SYNC_SOURCE or MCBSP_TX_EXTERNAL_FRAME_SYNC_SOURCE</li> <li>■ <b>syncIntSource</b> - MCBSP_TX_INTERNAL_FRAME_SYNC_DATA or MCBSP_TX_INTERNAL_FRAME_SYNC_SRG</li> <li>■ <b>syncFSXPolarity</b> - MCBSP_TX_FRAME_SYNC_POLARITY_LOW or MCBSP_TX_FRAME_SYNC_POLARITY_HIGH.</li> </ul>

## Returns

None.

References [McBSP\\_disableTxFrameSyncErrorDetection\(\)](#),  
[McBSP\\_enableTxFrameSyncErrorDetection\(\)](#), [McBSP\\_setFrameSyncPulsePeriod\(\)](#),  
[McBSP\\_setFrameSyncPulseWidthDivider\(\)](#), [McBSP\\_setTxFrameSyncPolarity\(\)](#),  
[McBSP\\_setTxFrameSyncSource\(\)](#), [McBSP\\_setTxInternalFrameSyncSource\(\)](#),  
[MCBSP\\_TX\\_INTERNAL\\_FRAME\\_SYNC\\_SOURCE](#),  
[MCBSP\\_TX\\_INTERNAL\\_FRAME\\_SYNC\\_SRG](#), [McBSP\\_TxFsyncParams::syncClockDivider](#),  
[McBSP\\_TxFsyncParams::syncErrorDetect](#), [McBSP\\_TxFsyncParams::syncFSXPolarity](#),  
[McBSP\\_TxFsyncParams::syncIntSource](#), [McBSP\\_TxFsyncParams::syncPulseDivider](#),  
[McBSP\\_TxFsyncParams::syncSourceTx](#), and [McBSP\\_TxFsyncParams::syncSRGSyncFSRFlag](#).

23.2.3.86 void McBSP\_configureRxFrameSync ( uint32\_t base, const **McBSP\_RxFsyncParams** \* ptrFsyncParams )

Configures receiver frame sync.

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrFsyncParams</i>	<p>is a pointer to a structure containing <i>frame</i> sync parameters <a href="#">McBSP_RxFsyncParams</a>. This function sets up the receiver frame sync. The following are valid values and ranges for the parameters of the McBSPTxFsyncParams.</p> <ul style="list-style-type: none"> <li>■ <b>syncSRGSyncFSRFlag</b> - true to sync with signal on FSR pin, false to ignore the pulse on FSR pin. This value has to be similar to the value of <a href="#">McBSP_ClockParams.clockSRGSyncFlag</a>.</li> <li>■ <b>syncErrorDetect</b> - true to enable frame sync error detect. false to disable.</li> <li>■ <b>syncClockDivider</b> - Maximum valid value is 4095.</li> <li>■ <b>syncPulseDivider</b> - Maximum valid value is 255.</li> <li>■ <b>syncSourceRx</b> - MCBSP_RX_INTERNAL_FRAME_SYNC_SOURCE or MCBSP_RX_EXTERNAL_FRAME_SYNC_SOURCE</li> <li>■ <b>syncFSRPolarity</b> - MCBSP_RX_FRAME_SYNC_POLARITY_LOW or MCBSP_RX_FRAME_SYNC_POLARITY_HIGH</li> </ul>

## Returns

None.

References [McBSP\\_disableTxFrameSyncErrorDetection\(\)](#),  
[McBSP\\_enableRxFrameSyncErrorDetection\(\)](#),  
[MCBSP\\_RX\\_INTERNAL\\_FRAME\\_SYNC\\_SOURCE](#), [McBSP\\_setFrameSyncPulsePeriod\(\)](#),  
[McBSP\\_setFrameSyncPulseWidthDivider\(\)](#), [McBSP\\_setRxFrameSyncPolarity\(\)](#),  
[McBSP\\_setRxFrameSyncSource\(\)](#), [McBSP\\_RxFsyncParams::syncClockDivider](#),  
[McBSP\\_RxFsyncParams::syncErrorDetect](#), [McBSP\\_RxFsyncParams::syncFSRPolarity](#),  
[McBSP\\_RxFsyncParams::syncPulseDivider](#), [McBSP\\_RxFsyncParams::syncSourceRx](#), and  
[McBSP\\_RxFsyncParams::syncSRGSyncFSRFlag](#).

23.2.3.87 void McBSP\_configureTxDataFormat ( uint32\_t *base*, const **McBSP\_TxDataParams** \* *ptrDataParams* )

Configures transmitter data format.

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrDataParams</i>	<p>is a pointer to a structure containing <i>data</i> format parameters McBSP_TxDataParams. This function sets up the transmitter data format and properties. The following are valid values and ranges for the parameters of the McBSP_TxDataParams.</p> <ul style="list-style-type: none"> <li>■ <b>loopbackModeFlag</b> - true for digital loop-back mode. false for no loop-back mode.</li> <li>■ <b>twoPhaseModeFlag</b> - true for two phase mode. false for single phase mode.</li> <li>■ <b>pinDelayEnableFlag</b> - true to enable DX pin delay. false to disable DX pin delay.</li> <li>■ <b>phase1FrameLength</b> - maximum value of 127.</li> <li>■ <b>phase2FrameLength</b> - maximum value of 127.</li> <li>■ <b>clockStopMode</b> - MCBSP_CLOCK_SPI_MODE_NO_DELAY or MCBSP_CLOCK_SPI_MODE_DELAY</li> <li>■ <b>phase1WordLength</b> - MCBSP_BITS_PER_WORD_x , x = 8, 12, 16, 20, 24, 32</li> <li>■ <b>phase2WordLength</b> - MCBSP_BITS_PER_WORD_x , x = 8, 12, 16, 20, 24, 32</li> <li>■ <b>compandingMode</b> - MCBSP_COMPANDING_NONE, MCBSP_COMPANDING_NONE_LSB_FIRST, MCBSP_COMPANDING_U_LAW_SET or MCBSP_COMPANDING_A_LAW_SET.</li> <li>■ <b>dataDelayBits</b> - MCBSP_DATA_DELAY_BIT_0, MCBSP_DATA_DELAY_BIT_1 or MCBSP_DATA_DELAY_BIT_2</li> <li>■ <b>interruptMode</b> - MCBSP_TX_ISR_SOURCE_TX_READY, MCBSP_TX_ISR_SOURCE_END_OF_BLOCK, MCBSP_TX_ISR_SOURCE_FRAME_S or MCBSP_TX_ISR_SOURCE_SYNC_ERROR</li> </ul> <p><b>Note</b> - When using companding, phase1WordLength and phase2WordLength must be 8 bits wide.</p>

## Returns

None.

References [McBSP\\_TxDataParams::compandingMode](#), [McBSP\\_TxDataParams::dataDelayBits](#), [McBSP\\_TxDataParams::interruptMode](#), [McBSP\\_TxDataParams::loopbackModeFlag](#), [MCBSP\\_CLOCK\\_MCBSP\\_MODE](#), [McBSP\\_disableDxPinDelay\(\)](#), [McBSP\\_disableLoopback\(\)](#), [McBSP\\_disableTwoPhaseTx\(\)](#), [McBSP\\_enableDxPinDelay\(\)](#), [McBSP\\_enableLoopback\(\)](#), [McBSP\\_enableTwoPhaseTx\(\)](#), [MCBSP\\_PHASE\\_ONE\\_FRAME](#), [MCBSP\\_PHASE\\_TWO\\_FRAME](#), [McBSP\\_setClockStopMode\(\)](#), [McBSP\\_setTxCompandingMode\(\)](#), [McBSP\\_setTxDataDelayBits\(\)](#), [McBSP\\_setTxDataSize\(\)](#), [McBSP\\_setTxInterruptSource\(\)](#), [McBSP\\_TxDataParams::phase1FrameLength](#), [McBSP\\_TxDataParams::phase1WordLength](#), [McBSP\\_TxDataParams::phase2FrameLength](#), [McBSP\\_TxDataParams::phase2WordLength](#), [McBSP\\_TxDataParams::pinDelayEnableFlag](#), and [McBSP\\_TxDataParams::twoPhaseModeFlag](#).

23.2.3.88 void McBSP\_configureRxDataFormat ( uint32\_t base, const **McBSP\_RxDataParams** \* ptrDataParams )

Configures receiver data format.

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrDataParams</i>	<p>is a pointer to a structure containing data format parameters <a href="#">McBSP_RxDataParams</a>. This function sets up the transmitter data format and properties. The following are valid values and ranges for the parameters of the <a href="#">McBSP_RxDataParams</a>.</p> <ul style="list-style-type: none"> <li>■ <b>loopbackModeFlag</b> - true for digital loop-back mode. false for non loop-back mode.</li> <li>■ <b>twoPhaseModeFlag</b> - true for two phase mode. false for single phase mode.</li> <li>■ <b>phase1FrameLength</b> - maximum value of 127.</li> <li>■ <b>phase2FrameLength</b> - maximum value of 127.</li> <li>■ <b>phase1WordLength</b> - MCBSP_BITS_PER_WORD_x , x = 8, 12, 16, 20, 24, 32</li> <li>■ <b>phase2WordLength</b> - MCBSP_BITS_PER_WORD_x , x = 8, 12, 16, 20, 24, 32</li> <li>■ <b>compandingMode</b> - MCBSP_COMPANDING_NONE, MCBSP_COMPANDING_NONE_LSB_FIRST, MCBSP_COMPANDING_U_LAW_SET or MCBSP_COMPANDING_A_LAW_SET.</li> <li>■ <b>dataDelayBits</b> - MCBSP_DATA_DELAY_BIT_0, MCBSP_DATA_DELAY_BIT_1 or MCBSP_DATA_DELAY_BIT_2</li> <li>■ <b>signExtMode</b> - MCBSP_RIGHT_JUSTIFY_FILL_ZERO, MCBSP_RIGHT_JUSTIFY_FILL_SIGN or MCBSP_LEFT_JUSTIFY_FILL_ZERO</li> <li>■ <b>interruptMode</b> - MCBSP_RX_ISR_SOURCE_SERIAL_WORD, MCBSP_RX_ISR_SOURCE_END_OF_BLOCK, MCBSP_RX_ISR_SOURCE_FRAME_S or MCBSP_RX_ISR_SOURCE_SYNC_ERROR</li> </ul> <p><b>Note</b> - When using companding, phase1WordLength and phase2WordLength must be 8 bits wide.</p>

## Returns

None.

References [McBSP\\_RxDataParams::compandingMode](#), [McBSP\\_RxDataParams::dataDelayBits](#), [McBSP\\_RxDataParams::interruptMode](#), [McBSP\\_RxDataParams::loopbackModeFlag](#), [MCBSP\\_CLOCK\\_MCBSP\\_MODE](#), [McBSP\\_disableLoopback\(\)](#), [McBSP\\_disableTwoPhaseRx\(\)](#), [McBSP\\_enableLoopback\(\)](#), [McBSP\\_enableTwoPhaseRx\(\)](#), [MCBSP\\_PHASE\\_ONE\\_FRAME](#), [MCBSP\\_PHASE\\_TWO\\_FRAME](#), [McBSP\\_setClockStopMode\(\)](#), [McBSP\\_setRxCompandingMode\(\)](#), [McBSP\\_setRxDataDelayBits\(\)](#), [McBSP\\_setRxDataSize\(\)](#), [McBSP\\_setRxInterruptSource\(\)](#), [McBSP\\_setRxSignExtension\(\)](#), [McBSP\\_RxDataParams::phase1FrameLength](#), [McBSP\\_RxDataParams::phase1WordLength](#), [McBSP\\_RxDataParams::phase2FrameLength](#), [McBSP\\_RxDataParams::phase2WordLength](#), [McBSP\\_RxDataParams::signExtMode](#), and [McBSP\\_RxDataParams::twoPhaseModeFlag](#).

23.2.3.89 `uint16_t McBSP_configureTxMultichannel ( uint32_t base, const McBSP_TxMultichannelParams * ptrMchnParams )`

Configures transmitter multichannel.

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrMchnParams</i>	is a pointer to a structure containing multichannel parameters <a href="#">McBSP_TxMultichannelParams</a> .

This function sets up the transmitter multichannel mode. The following are valid values and ranges for the parameters of the [McBSP\\_TxMultichannelParams](#).

- **channelCount** - Maximum value of 128 for partition 8 Maximum value of 32 for partition 2
- **ptrChannelsList** - Pointer to an array of size channelCount that has unique channels.
- **multichannelMode** - MCBSP\_ALL\_TX\_CHANNELS\_ENABLED, MCBSP\_TX\_CHANNEL\_SELECTION\_ENABLED, MCBSP\_ENABLE\_MASKED\_TX\_CHANNEL\_SELECTION or MCBSP\_SYMMERTIC\_RX\_TX\_SELECTION
- **partition** - MCBSP\_MULTICHANNEL\_TWO\_PARTITION or MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION

**Note**

- In 2 partition mode only channels that belong to a single even or odd block number should be listed. It is valid to have an even and odd channels. For example you can have channels [48 - 63] and channels [96 - 111] enables as one belongs to an even block and the other to an odd block or two partitions. But not channels [48 - 63] and channels [112 - 127] since they both are even blocks or similar partitions.

**Returns**

returns the following error codes.

- **MCBSP\_ERROR\_EXCEEDED\_CHANNELS** - number of channels exceeds 128
- **MCBSP\_ERROR\_2\_PARTITION\_A** - invalid channel combination for partition A
- **MCBSP\_ERROR\_2\_PARTITION\_B** - invalid channel combination for partition B
- **MCBSP\_ERROR\_INVALID\_MODE** - invalid transmitter channel mode.

Returns the following error codes.

- **MCBSP\_ERROR\_EXCEEDED\_CHANNELS** - Exceeded number of channels.
- **MCBSP\_ERROR\_2\_PARTITION\_A** - Error in 2 partition A setup.
- **MCBSP\_ERROR\_2\_PARTITION\_B** - Error in 2 partition B setup.
- **MCBSP\_ERROR\_INVALID\_MODE** - Invalid mode.

References [McBSP\\_TxMultichannelParams::channelCountTx](#), [MCBSP\\_ALL\\_TX\\_CHANNELS\\_ENABLED](#), [McBSP\\_disableTwoPhaseTx\(\)](#), [McBSP\\_enableTxChannel\(\)](#), [MCBSP\\_ERROR\\_2\\_PARTITION\\_A](#), [MCBSP\\_ERROR\\_2\\_PARTITION\\_B](#), [MCBSP\\_ERROR\\_EXCEEDED\\_CHANNELS](#), [MCBSP\\_MULTICHANNEL\\_EIGHT\\_PARTITION](#), [MCBSP\\_MULTICHANNEL\\_TWO\\_PARTITION](#), [McBSP\\_setTxChannelMode\(\)](#), [McBSP\\_setTxMultichannelPartition\(\)](#), [McBSP\\_setTxTwoPartitionBlock\(\)](#), [McBSP\\_TxMultichannelParams::multichannelModeTx](#), [McBSP\\_TxMultichannelParams::partitionTx](#), and [McBSP\\_TxMultichannelParams::ptrChannelsListTx](#).

23.2.3.90 `uint16_t McBSP_configureRxMultichannel ( uint32_t base, const McBSP_RxMultichannelParams * ptrMchnParams )`

Configures receiver multichannel.

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrMchnParams</i>	is a pointer to a structure containing multichannel parameters McBSP_RxMultiChannelParams.

This function sets up the receiver multichannel mode. The following are valid values and ranges for the parameters of the McBSPMultichannelParams.

- **channelCount** - Maximum value of 128 for partition 8 Maximum value of 32 for partition 2
- **ptrChannelsList** - Pointer to an array of size channelCount that has unique channels.
- **multichannelMode** - MCBSP\_ALL\_RX\_CHANNELS\_ENABLED, MCBSP\_RX\_CHANNEL\_SELECTION\_ENABLED,
- **partition** - MCBSP\_MULTICHANNEL\_TWO\_PARTITION or MCBSP\_MULTICHANNEL\_EIGHT\_PARTITION

**Note**

- In 2 partition mode only channels that belong to a single even or odd block number should be listed. It is valid to have an even and odd channels. For example you can have channels [48 - 63] and channels [96 - 111] enables as one belongs to an even block and the other to an odd block or two partitions. But not channels [48 - 63]and channels [112 - 127] since they both are even blocks or similar partitions.

**Returns**

returns the following error codes.

- **MCBSP\_ERROR\_EXCEEDED\_CHANNELS** - number of channels exceeds 128
- **MCBSP\_ERROR\_2\_PARTITION\_A** - invalid channel combination for partition A
- **MCBSP\_ERROR\_2\_PARTITION\_B** - invalid channel combination for partition B
- **MCBSP\_ERROR\_INVALID\_MODE** - invalid transmitter channel mode.

Returns the following error codes.

- **MCBSP\_ERROR\_EXCEEDED\_CHANNELS** - Exceeded number of channels.
- **MCBSP\_ERROR\_2\_PARTITION\_A** - Error in 2 partition A setup.
- **MCBSP\_ERROR\_2\_PARTITION\_B** - Error in 2 partition B setup.
- **MCBSP\_ERROR\_INVALID\_MODE** - Invalid mode.

References [McBSP\\_RxMultiChannelParams::channelCountRx](#), [McBSP\\_disableTwoPhaseRx\(\)](#), [McBSP\\_enableRxChannel\(\)](#), [MCBSP\\_ERROR\\_2\\_PARTITION\\_A](#), [MCBSP\\_ERROR\\_2\\_PARTITION\\_B](#), [MCBSP\\_ERROR\\_EXCEEDED\\_CHANNELS](#), [MCBSP\\_MULTICHANNEL\\_EIGHT\\_PARTITION](#), [MCBSP\\_MULTICHANNEL\\_TWO\\_PARTITION](#), [MCBSP\\_RX\\_CHANNEL\\_SELECTION\\_ENABLED](#), [McBSP\\_setRxChannelMode\(\)](#), [McBSP\\_setRxMultiChannelPartition\(\)](#), [McBSP\\_setRxTwoPartitionBlock\(\)](#), [McBSP\\_RxMultiChannelParams::multichannelModeRx](#), [McBSP\\_RxMultiChannelParams::partitionRx](#), and [McBSP\\_RxMultiChannelParams::ptrChannelsListRx](#).

23.2.3.91 void McBSP\_configureSPIMasterMode ( uint32\_t base, const **McBSP\_SPIMasterModeParams** \* ptrSPIMasterMode )

Configures McBSP in SPI master mode



## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrSPIMasterMode</i>	<p>is a pointer to a structure containing SPI parameters <a href="#">McBSP_SPIMasterModeParams</a>. This function sets up the McBSP module in SPI master mode. The following are valid values and ranges for the parameters of the <a href="#">McBSP_SPIMasterModeParams</a>.</p> <ul style="list-style-type: none"> <li>■ <b>loopbackModeFlag</b> - true for digital loop-back false for no loop-back</li> <li>■ <b>clockStopMode</b> - MCBSP_CLOCK_SPI_MODE_NO_DELAY or MCBSP_CLOCK_SPI_MODE_DELAY</li> <li>■ <b>wordLength</b> - MCBSP_BITS_PER_WORD_x , x = 8, 12, 16, 20, 24, 32</li> <li>■ <b>spiMode</b> It represents the clock polarity can take values: <ul style="list-style-type: none"> <li>• MCBSP_TX_POLARITY_RISING_EDGE or MCBSP_TX_POLARITY_FALLING_EDGE</li> </ul> </li> <li>■ <b>clockSRGDivider</b> - Maximum valid value is 255.</li> </ul>

## Note

Make sure the clock divider is such that, the McBSP clock is not running faster than 1/2 the speed of the source clock.

## Returns

None.

References [McBSP\\_SPIMasterModeParams::clockSRGDivider](#),  
[McBSP\\_SPIMasterModeParams::clockStopMode](#),  
[McBSP\\_SPIMasterModeParams::loopbackModeFlag](#), [MCBSP\\_CLOCK\\_SPI\\_MODE\\_DELAY](#),  
[MCBSP\\_CLOCK\\_SPI\\_MODE\\_NO\\_DELAY](#), [MCBSP\\_DATA\\_DELAY\\_BIT\\_1](#),  
[McBSP\\_disableLoopback\(\)](#), [McBSP\\_disableTwoPhaseTx\(\)](#), [McBSP\\_enableLoopback\(\)](#),  
[MCBSP\\_INTERNAL\\_TX\\_CLOCK\\_SOURCE](#), [MCBSP\\_PHASE\\_ONE\\_FRAME](#),  
[McBSP\\_setClockStopMode\(\)](#), [McBSP\\_setRxDataDelayBits\(\)](#), [McBSP\\_setRxDataSize\(\)](#),  
[McBSP\\_setSRGDataClockDivider\(\)](#), [McBSP\\_setTxClockPolarity\(\)](#), [McBSP\\_setTxClockSource\(\)](#),  
[McBSP\\_setTxDataDelayBits\(\)](#), [McBSP\\_setTxDataSize\(\)](#), [McBSP\\_setTxFrameSyncPolarity\(\)](#),  
[McBSP\\_setTxFrameSyncSource\(\)](#), [McBSP\\_setTxInternalFrameSyncSource\(\)](#),  
[McBSP\\_setTxSRGClockSource\(\)](#), [MCBSP\\_SRG\\_TX\\_CLOCK\\_SOURCE\\_LSPCLK](#),  
[MCBSP\\_TX\\_FRAME\\_SYNC\\_POLARITY\\_LOW](#), [MCBSP\\_TX\\_INTERNAL\\_FRAME\\_SYNC\\_DATA](#),  
[MCBSP\\_TX\\_INTERNAL\\_FRAME\\_SYNC\\_SOURCE](#), [McBSP\\_SPIMasterModeParams::spiMode](#),  
and [McBSP\\_SPIMasterModeParams::wordLength](#).

23.2.3.92 void McBSP\_configureSPISlaveMode ( uint32\_t base, const **McBSP\_SPISlaveModeParams** \* ptrSPISlaveMode )

Configures McBSP in SPI slave mode

## Parameters

<i>base</i>	is the base address of the McBSP module.
<i>ptrSPISlave-Mode</i>	<p>is a pointer to a structure containing SPI parameters <a href="#">McBSP_SPISlaveModeParams</a>. This function sets up the McBSP module in SPI slave mode. The following are valid values and ranges for the parameters of the <a href="#">McBSP_SPISlaveModeParams</a>.</p> <ul style="list-style-type: none"> <li>■ <b>loopbackModeFlag</b> - true for digital loop-back false for no loop-back</li> <li>■ <b>clockStopMode</b> - MCBSP_CLOCK_SPI_MODE_NO_DELAY or MCBSP_CLOCK_SPI_MODE_DELAY</li> <li>■ <b>wordLength</b> - MCBSP_BITS_PER_WORD_x , x = 8, 12, 16, 20, 24, 32</li> <li>■ <b>spiMode</b> It represents the clock polarity and can take values: <ul style="list-style-type: none"> <li>• MCBSP_RX_POLARITY_FALLING_EDGE or MCBSP_RX_POLARITY_RISING_EDGE</li> </ul> </li> </ul>

## Returns

None.

References [McBSP\\_SPISlaveModeParams::clockStopMode](#), [McBSP\\_SPISlaveModeParams::loopbackModeFlag](#), [MCBSP\\_CLOCK\\_SPI\\_MODE\\_DELAY](#), [MCBSP\\_CLOCK\\_SPI\\_MODE\\_NO\\_DELAY](#), [MCBSP\\_DATA\\_DELAY\\_BIT\\_0](#), [McBSP\\_disableLoopback\(\)](#), [McBSP\\_disableTwoPhaseTx\(\)](#), [McBSP\\_enableLoopback\(\)](#), [MCBSP\\_EXTERNAL\\_TX\\_CLOCK\\_SOURCE](#), [MCBSP\\_PHASE\\_ONE\\_FRAME](#), [McBSP\\_setClockStopMode\(\)](#), [McBSP\\_setRxDataDelayBits\(\)](#), [McBSP\\_setRxDataSize\(\)](#), [McBSP\\_setRxSRGClockSource\(\)](#), [McBSP\\_setSRGDataClockDivider\(\)](#), [McBSP\\_setTxClockPolarity\(\)](#), [McBSP\\_setTxClockSource\(\)](#), [McBSP\\_setTxDataDelayBits\(\)](#), [McBSP\\_setTxDataSize\(\)](#), [McBSP\\_setTxFrameSyncPolarity\(\)](#), [McBSP\\_setTxFrameSyncSource\(\)](#), [MCBSP\\_SRG\\_RX\\_CLOCK\\_SOURCE\\_LSPCLK](#), [MCBSP\\_TX\\_EXTERNAL\\_FRAME\\_SYNC\\_SOURCE](#), [MCBSP\\_TX\\_FRAME\\_SYNC\\_POLARITY\\_LOW](#), [McBSP\\_SPISlaveModeParams::spiMode](#), and [McBSP\\_SPISlaveModeParams::wordLength](#).

## 24 MemCfg Module

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### 24.1 MemCfg Introduction

The MemCfg module provides an API to configure the device's Memory Control Module. The functions that are provided fall into three main categories: RAM section configuration, access violation status and interrupts, and memory error status and interrupts. The RAM section configuration functions can initialize RAM, configure access protection settings, and configure section ownership. The access violation and memory error categories contain functions that can return violation and error status and address information as well as configure interrupts that can be generated as a result of these issues.

### 24.2 API Functions

#### Enumerations

- enum [MemCfg\\_CLAMemoryType](#) { [MEMCFG\\_CLA\\_MEM\\_DATA](#), [MEMCFG\\_CLA\\_MEM\\_PROGRAM](#) }
- enum [MemCfg\\_LSRAMMasterSel](#) { [MEMCFG\\_LSRAMMASTER\\_CPU\\_ONLY](#), [MEMCFG\\_LSRAMMASTER\\_CPU\\_CLA1](#) }
- enum [MemCfg\\_GSRAMMasterSel](#) { [MEMCFG\\_GSRAMMASTER\\_CPU1](#), [MEMCFG\\_GSRAMMASTER\\_CPU2](#) }
- enum [MemCfg\\_TestMode](#) { [MEMCFG\\_TEST\\_FUNCTIONAL](#), [MEMCFG\\_TEST\\_WRITE\\_DATA](#), [MEMCFG\\_TEST\\_WRITE\\_ECC](#), [MEMCFG\\_TEST\\_WRITE\\_PARITY](#) }

#### Functions

- static void [MemCfg\\_setCLAMemType](#) (uint32\_t ramSections, [MemCfg\\_CLAMemoryType](#) claMemType)
- static void [MemCfg\\_enableViolationInterrupt](#) (uint32\_t intFlags)
- static void [MemCfg\\_disableViolationInterrupt](#) (uint32\_t intFlags)
- static uint32\_t [MemCfg\\_getViolationInterruptStatus](#) (void)
- static void [MemCfg\\_forceViolationInterrupt](#) (uint32\_t intFlags)
- static void [MemCfg\\_clearViolationInterruptStatus](#) (uint32\_t intFlags)
- static void [MemCfg\\_setCorrErrorThreshold](#) (uint32\_t threshold)
- static uint32\_t [MemCfg\\_getCorrErrorCount](#) (void)
- static void [MemCfg\\_enableCorrErrorInterrupt](#) (uint32\_t intFlags)
- static void [MemCfg\\_disableCorrErrorInterrupt](#) (uint32\_t intFlags)
- static uint32\_t [MemCfg\\_getCorrErrorInterruptStatus](#) (void)
- static void [MemCfg\\_forceCorrErrorInterrupt](#) (uint32\_t intFlags)
- static void [MemCfg\\_clearCorrErrorInterruptStatus](#) (uint32\_t intFlags)
- static uint32\_t [MemCfg\\_getCorrErrorStatus](#) (void)
- static uint32\_t [MemCfg\\_getUncorrErrorStatus](#) (void)

- static void [MemCfg\\_forceCorrErrorStatus](#) (uint32\_t stsFlags)
- static void [MemCfg\\_forceUncorrErrorStatus](#) (uint32\_t stsFlags)
- static void [MemCfg\\_clearCorrErrorStatus](#) (uint32\_t stsFlags)
- static void [MemCfg\\_clearUncorrErrorStatus](#) (uint32\_t stsFlags)
- static void [MemCfg\\_enableROMWaitState](#) (void)
- static void [MemCfg\\_disableROMWaitState](#) (void)
- static void [MemCfg\\_enableROMPrefetch](#) (void)
- static void [MemCfg\\_disableROMPrefetch](#) (void)
- void [MemCfg\\_lockConfig](#) (uint32\_t ramSections)
- void [MemCfg\\_unlockConfig](#) (uint32\_t ramSections)
- void [MemCfg\\_commitConfig](#) (uint32\_t ramSections)
- void [MemCfg\\_setProtection](#) (uint32\_t ramSection, uint32\_t protectMode)
- void [MemCfg\\_setLSRAMMasterSel](#) (uint32\_t ramSection, [MemCfg\\_LSRAMMasterSel](#) masterSel)
- void [MemCfg\\_setGSRAMMasterSel](#) (uint32\_t ramSections, [MemCfg\\_GSRAMMasterSel](#) masterSel)
- void [MemCfg\\_setTestMode](#) (uint32\_t ramSection, [MemCfg\\_TestMode](#) testMode)
- void [MemCfg\\_initSections](#) (uint32\_t ramSections)
- bool [MemCfg\\_getInitStatus](#) (uint32\_t ramSections)
- uint32\_t [MemCfg\\_getViolationAddress](#) (uint32\_t intFlag)
- uint32\_t [MemCfg\\_getCorrErrorAddress](#) (uint32\_t stsFlag)
- uint32\_t [MemCfg\\_getUncorrErrorAddress](#) (uint32\_t stsFlag)

## 24.2.1 Detailed Description

Many of the functions provided by this API to configure RAM sections' settings will take a RAM section identifier or an OR of several identifiers as a parameter. These are defines with names in the format **MEMCFG\_SECT\_X**. Take care to read the function description to learn which functions can operate on multiple sections of the same type at a time and which ones can only configure one section at a time. A quick way to check this is to see if the parameter says ramSection or the plural ramSections. Some functions may also be able to take a **MEMCFG\_SECT\_ALL** value to indicate that all RAM sections should be operated on at the same time. Again, read the function's detailed description to be sure.

The code for this module is contained in `driverlib/memcfg.c`, with `driverlib/memcfg.h` containing the API declarations for use by applications.

## 24.2.2 Enumeration Type Documentation

### 24.2.2.1 enum **MemCfg\_CLAMemoryType**

Values that can be passed to [MemCfg\\_setCLAMemType\(\)](#) as the *claMemType* parameter.

#### Enumerator

**MEMCFG\_CLA\_MEM\_DATA** Section is CLA data memory.

**MEMCFG\_CLA\_MEM\_PROGRAM** Section is CLA program memory.

### 24.2.2.2 enum **MemCfg\_LSRAMMasterSel**

Values that can be passed to [MemCfg\\_setLSRAMMasterSel\(\)](#) as the *masterSel* parameter.

**Enumerator**

**MEMCFG\_LSRAMMASTER\_CPU\_ONLY** CPU is the master of the section.  
**MEMCFG\_LSRAMMASTER\_CPU\_CLA1** CPU and CLA1 share this section.

24.2.2.3 enum **MemCfg\_GSRAMMasterSel**

Values that can be passed to [MemCfg\\_setGSRAMMasterSel\(\)](#) as the *masterSel* parameter.

**Enumerator**

**MEMCFG\_GSRAMMASTER\_CPU1** CPU1 is master of the section.  
**MEMCFG\_GSRAMMASTER\_CPU2** CPU2 is master of the section.

24.2.2.4 enum **MemCfg\_TestMode**

Values that can be passed to [MemCfg\\_setTestMode\(\)](#) as the *testMode* parameter.

**Enumerator**

**MEMCFG\_TEST\_FUNCTIONAL** Functional mode.  
**MEMCFG\_TEST\_WRITE\_DATA** Writes allowed to data only.  
**MEMCFG\_TEST\_WRITE\_ECC** Writes allowed to ECC only (for DxRAM)  
**MEMCFG\_TEST\_WRITE\_PARITY** Writes allowed to parity only (for LSxRAM, GSxRAM, and MSGxRAM)

## 24.2.3 Function Documentation

24.2.3.1 static void **MemCfg\_setCLAMemType** ( uint32\_t *ramSections*, **MemCfg\_CLAMemoryType** *claMemType* ) [inline], [static]

Sets the CLA memory type of the specified RAM section.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be configured.
<i>claMemType</i>	indicates data memory or program memory.

This function sets the CLA memory type configuration of the RAM section. If the *claMemType* parameter is **MEMCFG\_CLA\_MEM\_DATA**, the RAM section will be configured as CLA data memory. If **MEMCFG\_CLA\_MEM\_PROGRAM**, the RAM section will be configured as CLA program memory.

The *ramSections* parameter is an OR of the following indicators: **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx**.

**Note**

This API only applies to LSx RAM and has no effect if the CLA isn't master of the memory section.

**See Also**

[MemCfg\\_setLSRAMMasterSel\(\)](#)

**Returns**

None.

References [MEMCFG\\_CLA\\_MEM\\_PROGRAM](#).

24.2.3.2 `static void MemCfg_enableViolationInterrupt ( uint32_t intFlags ) [inline],  
[static]`

Enables individual RAM access violation interrupt sources.

**Parameters**

<i>intFlags</i>	<p>is a bit mask of the interrupt sources to be enabled. Can be a logical OR any of the following values:</p> <ul style="list-style-type: none"><li>■ <b>MEMCFG_NMVIOL_CPUREAD</b> - Non-master CPU read access</li><li>■ <b>MEMCFG_NMVIOL_CPUWRITE</b> - Non-master CPU write access</li><li>■ <b>MEMCFG_NMVIOL_CPUFETCH</b> - Non-master CPU fetch access</li><li>■ <b>MEMCFG_NMVIOL_DMAWRITE</b> - Non-master DMA write access</li><li>■ <b>MEMCFG_NMVIOL_CLA1READ</b> - Non-master CLA1 read access</li><li>■ <b>MEMCFG_NMVIOL_CLA1WRITE</b> - Non-master CLA1 write access</li><li>■ <b>MEMCFG_NMVIOL_CLA1FETCH</b> - Non-master CLA1 fetch access</li><li>■ <b>MEMCFG_MVIOL_CPUFETCH</b> - Master CPU fetch access</li><li>■ <b>MEMCFG_MVIOL_CPUWRITE</b> - Master CPU write access</li><li>■ <b>MEMCFG_MVIOL_DMAWRITE</b> - Master DMA write access</li></ul>
-----------------	--

This function enables the indicated RAM access violation interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Returns**

None.

24.2.3.3 `static void MemCfg_disableViolationInterrupt ( uint32_t intFlags ) [inline], [static]`

Disables individual RAM access violation interrupt sources.

**Parameters**

<i>intFlags</i>	<p>is a bit mask of the interrupt sources to be disabled. Can be a logical OR any of the following values:</p> <ul style="list-style-type: none"> <li>■ <b>MEMCFG_NMVIOL_CPUREAD</b></li> <li>■ <b>MEMCFG_NMVIOL_CPUWRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CPUFETCH</b></li> <li>■ <b>MEMCFG_NMVIOL_DMAWRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1READ</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1WRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1FETCH</b></li> <li>■ <b>MEMCFG_MVIOL_CPUFETCH</b></li> <li>■ <b>MEMCFG_MVIOL_CPUWRITE</b></li> <li>■ <b>MEMCFG_MVIOL_DMAWRITE</b></li> </ul>
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This function disables the indicated RAM access violation interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Note**

Note that only non-master violations may generate interrupts.

**Returns**

None.

24.2.3.4 `static uint32_t MemCfg_getViolationInterruptStatus ( void ) [inline], [static]`

Gets the current RAM access violation status.

This function returns the RAM access violation status. This function will return flags for both master and non-master access violations although only the non-master flags have the ability to cause the generation of an interrupt.

**Returns**

Returns the current violation status, enumerated as a bit field of the values:

- **MEMCFG\_NMVIOL\_CPUREAD** - Non-master CPU read access
- **MEMCFG\_NMVIOL\_CPUWRITE** - Non-master CPU write access

- **MEMCFG\_NMVIOL\_CPUFETCH** - Non-master CPU fetch access
- **MEMCFG\_NMVIOL\_DMAWRITE** - Non-master DMA write access
- **MEMCFG\_NMVIOL\_CLA1READ** - Non-master CLA1 read access
- **MEMCFG\_NMVIOL\_CLA1WRITE** - Non-master CLA1 write access
- **MEMCFG\_NMVIOL\_CLA1FETCH** - Non-master CLA1 fetch access
- **MEMCFG\_MVIOL\_CPUFETCH** - Master CPU fetch access
- **MEMCFG\_MVIOL\_CPUWRITE** - Master CPU write access
- **MEMCFG\_MVIOL\_DMAWRITE** - Master DMA write access

24.2.3.5 static void MemCfg\_forceViolationInterrupt ( uint32\_t *intFlags* ) [inline],  
[static]

Sets the RAM access violation status.

**Parameters**

<i>intFlags</i>	<p>is a bit mask of the access violation flags to be set. Can be a logical OR any of the following values:</p> <ul style="list-style-type: none"> <li>■ <b>MEMCFG_NMVIOL_CPUREAD</b></li> <li>■ <b>MEMCFG_NMVIOL_CPUWRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CPUFETCH</b></li> <li>■ <b>MEMCFG_NMVIOL_DMAWRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1READ</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1WRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1FETCH</b></li> <li>■ <b>MEMCFG_MVIOL_CPUFETCH</b></li> <li>■ <b>MEMCFG_MVIOL_CPUWRITE</b></li> <li>■ <b>MEMCFG_MVIOL_DMAWRITE</b></li> </ul>
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This function sets the RAM access violation status. This function will set flags for both master and non-master access violations, and an interrupt will be generated if it is enabled.

**Returns**

None.

24.2.3.6 static void MemCfg\_clearViolationInterruptStatus ( uint32\_t *intFlags* )  
[inline], [static]

Clears RAM access violation flags.



**Parameters**

<i>intFlags</i>	<p>is a bit mask of the access violation flags to be cleared. Can be a logical OR any of the following values:</p> <ul style="list-style-type: none"> <li>■ MEMCFG_NMVIOL_CPUREAD</li> <li>■ MEMCFG_NMVIOL_CPUWRITE</li> <li>■ MEMCFG_NMVIOL_CPUFETCH</li> <li>■ MEMCFG_NMVIOL_DMAWRITE</li> <li>■ MEMCFG_NMVIOL_CLA1READ</li> <li>■ MEMCFG_NMVIOL_CLA1WRITE</li> <li>■ MEMCFG_NMVIOL_CLA1FETCH</li> <li>■ MEMCFG_MVIOL_CPUFETCH</li> <li>■ MEMCFG_MVIOL_CPUWRITE</li> <li>■ MEMCFG_MVIOL_DMAWRITE</li> </ul>
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**Returns**

None.

24.2.3.7 `static void MemCfg_setCorrErrorThreshold ( uint32_t threshold ) [inline], [static]`

Sets the correctable error threshold value.

**Parameters**

<i>threshold</i>	is the correctable error threshold.
------------------	-------------------------------------

This value sets the error-count threshold at which a correctable error interrupt is generated. That is when the error count register reaches the value specified by the *threshold* parameter, an interrupt is generated if it is enabled.

**Returns**

None.

24.2.3.8 `static uint32_t MemCfg_getCorrErrorCount ( void ) [inline], [static]`

Gets the correctable error count.

**Returns**

Returns the number of correctable error have occurred.

24.2.3.9 `static void MemCfg_enableCorrErrorInterrupt ( uint32_t intFlags ) [inline], [static]`

Enables individual RAM correctable error interrupt sources.

**Parameters**

<i>intFlags</i>	is a bit mask of the interrupt sources to be enabled. Can take the value <b>MEMCFG_CERR_CPUREAD</b> only. Other values are reserved.
-----------------	--

This function enables the indicated RAM correctable error interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Note**

Note that only correctable errors may generate interrupts.

**Returns**

None.

24.2.3.10 `static void MemCfg_disableCorrErrorInterrupt ( uint32_t intFlags ) [inline], [static]`

Disables individual RAM correctable error interrupt sources.

**Parameters**

<i>intFlags</i>	is a bit mask of the interrupt sources to be disabled. Can take the value <b>MEMCFG_CERR_CPUREAD</b> only. Other values are reserved.
-----------------	---

This function disables the indicated RAM correctable error interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Note**

Note that only correctable errors may generate interrupts.

**Returns**

None.

24.2.3.11 `static uint32_t MemCfg_getCorrErrorInterruptStatus ( void ) [inline], [static]`

Gets the current RAM correctable error interrupt status.

**Returns**

Returns the current error interrupt status. Will return a value of **MEMCFG\_CERR\_CPUREAD** if an interrupt has been generated. If not, the function will return 0.

24.2.3.12 `static void MemCfg_forceCorrErrorInterrupt ( uint32_t intFlags ) [inline], [static]`

Sets the RAM correctable error interrupt status.

**Parameters**

<i>intFlags</i>	is a bit mask of the interrupt sources to be set. Can take the value <b>MEMCFG_CERR_CPUREAD</b> only. Other values are reserved.
-----------------	--

This function sets the correctable error interrupt flag.

**Note**

Note that only correctable errors may generate interrupts.

**Returns**

None.

24.2.3.13 static void MemCfg\_clearCorrErrorInterruptStatus ( uint32\_t *intFlags* )  
[inline], [static]

Clears the RAM correctable error interrupt status.

**Parameters**

<i>intFlags</i>	is a bit mask of the interrupt sources to be cleared. Can take the value <b>MEMCFG_CERR_CPUREAD</b> only. Other values are reserved.
-----------------	--

This function clears the correctable error interrupt flag.

**Note**

Note that only correctable errors may generate interrupts.

**Returns**

None.

24.2.3.14 static uint32\_t MemCfg\_getCorrErrorStatus ( void ) [inline], [static]

Gets the current correctable RAM error status.

**Returns**

Returns the current error status, enumerated as a bit field of **MEMCFG\_CERR\_CPUREAD**, **MEMCFG\_CERR\_DMAREAD**, or **MEMCFG\_CERR\_CLA1READ**

24.2.3.15 static uint32\_t MemCfg\_getUncorrErrorStatus ( void ) [inline], [static]

Gets the current uncorrectable RAM error status.

**Returns**

Returns the current error status, enumerated as a bit field of **MEMCFG\_UCERR\_CPUREAD**, **MEMCFG\_UCERR\_DMAREAD**, or **MEMCFG\_UCERR\_CLA1READ**.

24.2.3.16 `static void MemCfg_forceCorrErrorStatus ( uint32_t stsFlags ) [inline],  
[static]`

Sets the specified correctable RAM error status flag.

**Parameters**

<i>stsFlags</i>	is a bit mask of the error sources. This parameter can be any of the following values: <b>MEMCFG_CERR_CPUREAD</b> , <b>MEMCFG_CERR_DMAREAD</b> , or <b>MEMCFG_CERR_CLA1READ</b> .
-----------------	---

This function sets the specified correctable RAM error status flag.

**Returns**

None.

24.2.3.17 `static void MemCfg_forceUncorrErrorStatus ( uint32_t stsFlags ) [inline], [static]`

Sets the specified uncorrectable RAM error status flag.

**Parameters**

<i>stsFlags</i>	is a bit mask of the error sources. This parameter can be any of the following values: <b>MEMCFG_UCERR_CPUREAD</b> , <b>MEMCFG_UCERR_DMAREAD</b> , or <b>MEMCFG_UCERR_CLA1READ</b> .
-----------------	--

This function sets the specified uncorrectable RAM error status flag.

**Returns**

None.

24.2.3.18 `static void MemCfg_clearCorrErrorStatus ( uint32_t stsFlags ) [inline], [static]`

Clears correctable RAM error flags.

**Parameters**

<i>stsFlags</i>	is a bit mask of the status flags to be cleared. This parameter can be any of the <b>MEMCFG_CERR_CPUREAD</b> , <b>MEMCFG_CERR_DMAREAD</b> , or <b>MEMCFG_CERR_CLA1READ</b> values.
-----------------	--

This function clears the specified correctable RAM error flags.

**Returns**

None.

24.2.3.19 `static void MemCfg_clearUncorrErrorStatus ( uint32_t stsFlags ) [inline], [static]`

Clears uncorrectable RAM error flags.

**Parameters**

<i>stsFlags</i>	is a bit mask of the status flags to be cleared. This parameter can be any of the <b>MEMCFG_UCERR_CPUREAD</b> , <b>MEMCFG_UCERR_DMAREAD</b> , or <b>MEMCFG_UCERR_CLA1READ</b> values.
-----------------	---

This function clears the specified uncorrectable RAM error flags.

**Returns**

None.

24.2.3.20 static void MemCfg\_enableROMWaitState ( void ) [inline], [static]

Enables ROM wait state.

This function enables the ROM wait state. This mean CPU accesses to ROM are 1-wait.

**Returns**

None.

24.2.3.21 static void MemCfg\_disableROMWaitState ( void ) [inline], [static]

Disables ROM wait state.

This function enables the ROM wait state. This mean CPU accesses to ROM are 0-wait.

**Returns**

None.

24.2.3.22 static void MemCfg\_enableROMPrefetch ( void ) [inline], [static]

Enables ROM prefetch.

This function enables the ROM prefetch for both secure ROM and boot ROM.

**Returns**

None.

24.2.3.23 static void MemCfg\_disableROMPrefetch ( void ) [inline], [static]

Disables ROM prefetch.

This function enables the ROM prefetch for both secure ROM and boot ROM.

**Returns**

None.

24.2.3.24 void MemCfg\_lockConfig ( uint32\_t ramSections )

Locks the writes to the configuration of specified RAM sections.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be configured.
--------------------	---

This function locks writes to the access protection and master select configuration of a RAM section. That means calling [MemCfg\\_setProtection\(\)](#) or [MemCfg\\_setLSRAMMasterSel\(\)](#) for a locked RAM section will have no effect until [MemCfg\\_unlockConfig\(\)](#) is called.

The *ramSections* parameter is an OR of one of the following sets of indicators:

- **MEMCFG\_SECT\_D0** and **MEMCFG\_SECT\_D1** or **MEMCFG\_SECT\_DX\_ALL**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx** or **MEMCFG\_SECT\_LSX\_ALL**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx** or **MEMCFG\_SECT\_GSX\_ALL**
- **OR** use **MEMCFG\_SECT\_ALL** to configure all possible sections.

**Returns**

None.

### 24.2.3.25 void MemCfg\_unlockConfig ( uint32\_t *ramSections* )

Unlocks the writes to the configuration of a RAM section.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be configured.
--------------------	---

This function unlocks writes to the access protection and master select configuration of a RAM section that has been locked using [MemCfg\\_lockConfig\(\)](#).

The *ramSections* parameter is an OR of one of the following sets of indicators:

- **MEMCFG\_SECT\_D0** and **MEMCFG\_SECT\_D1** or **MEMCFG\_SECT\_DX\_ALL**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx** or **MEMCFG\_SECT\_LSX\_ALL**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx** or **MEMCFG\_SECT\_GSX\_ALL**
- **OR** use **MEMCFG\_SECT\_ALL** to configure all possible sections.

**Returns**

None.

### 24.2.3.26 void MemCfg\_commitConfig ( uint32\_t *ramSections* )

Permanently locks writes to the configuration of a RAM section.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be configured.
--------------------	---

This function permanently locks writes to the access protection and master select configuration of a RAM section. That means calling [MemCfg\\_setProtection\(\)](#) or [MemCfg\\_setLSRAMMasterSel\(\)](#) for a locked RAM section will have no effect. To lock the configuration in a nonpermanent way, use [MemCfg\\_lockConfig\(\)](#).

The *ramSections* parameter is an OR of one of the following sets of indicators:

- **MEMCFG\_SECT\_D0** and **MEMCFG\_SECT\_D1** or **MEMCFG\_SECT\_DX\_ALL**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx** or **MEMCFG\_SECT\_LSX\_ALL**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx** or **MEMCFG\_SECT\_GSX\_ALL**
- **OR** use **MEMCFG\_SECT\_ALL** to configure all possible sections.

**Returns**

None.

#### 24.2.3.27 void MemCfg\_setProtection ( uint32\_t *ramSection*, uint32\_t *protectMode* )

Sets the access protection mode of a single RAM section.

**Parameters**

<i>ramSection</i>	is the RAM section to be configured.
<i>protectMode</i>	is the logical OR of the settings to be applied.

This function sets the access protection mode of the specified RAM section. The mode is passed into the *protectMode* parameter as the logical OR of the following values:

- **MEMCFG\_PROT\_ALLOWCPUFETCH** or **MEMCFG\_PROT\_BLOCKCPUFETCH** - CPU fetch
- **MEMCFG\_PROT\_ALLOWCPUWRITE** or **MEMCFG\_PROT\_BLOCKCPUWRITE** - CPU write
- **MEMCFG\_PROT\_ALLOWDMAWRITE** or **MEMCFG\_PROT\_BLOCKDMAWRITE** - DMA write

The *ramSection* parameter is one of the following indicators:

- **MEMCFG\_SECT\_D0** or **MEMCFG\_SECT\_D1**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx**

This function will have no effect if the associated registers have been locked by [MemCfg\\_lockConfig\(\)](#) or [MemCfg\\_commitConfig\(\)](#) or if the memory is configured as CLA program memory.

**Returns**

None.

#### 24.2.3.28 void MemCfg\_setLSRAMMasterSel ( uint32\_t *ramSection*, **MemCfg\_LSRAMMasterSel** *masterSel* )

Sets the master of the specified RAM section.

**Parameters**

<i>ramSection</i>	is the RAM section to be configured.
<i>masterSel</i>	is the sharing selection.

This function sets the master select configuration of the RAM section. If the *masterSel* parameter



is **MEMCFG\_LSRAMMASTER\_CPU\_ONLY**, the RAM section passed into the *ramSection* parameter will be dedicated to the CPU. If **MEMCFG\_LSRAMMASTER\_CPU\_CLA1**, the memory section will be shared between the CPU and the CLA.

The *ramSection* parameter should be a value from **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx**.

This function will have no effect if the associated registers have been locked by [MemCfg\\_lockConfig\(\)](#) or [MemCfg\\_commitConfig\(\)](#).

**Note**

This API only applies to LSx RAM.

**Returns**

None.

24.2.3.29 void MemCfg\_setGSRAMMasterSel ( uint32\_t *ramSections*,  
**MemCfg\_GSRAMMasterSel** *masterSel* )

Sets the master of the specified RAM section.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be configured.
<i>masterSel</i>	is the sharing selection.

This function sets the master select configuration of the RAM section. If the *masterSel* parameter is **MEMCFG\_GSRAMMASTER\_CPU1**, the RAM sections passed into the *ramSections* parameter will be dedicated to CPU1. If **MEMCFG\_GSRAMMASTER\_CPU2**, the memory section will be dedicated to CPU2.

The *ramSections* parameter should be a logical OR of values from **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx**.

This function will have no effect if the associated registers have been locked by [MemCfg\\_lockConfig\(\)](#) or [MemCfg\\_commitConfig\(\)](#).

**Note**

This API only applies to GSx RAM.

**Returns**

None.

References [MEMCFG\\_GSRAMMASTER\\_CPU1](#).

24.2.3.30 void MemCfg\_setTestMode ( uint32\_t *ramSection*, **MemCfg\_TestMode**  
*testMode* )

Sets the test mode of the specified RAM section.

**Parameters**

<i>ramSection</i>	is the RAM section to be configured.
<i>testMode</i>	is the test mode selected.

This function sets the test mode configuration of the RAM section. The *testMode* parameter can take one of the following values:

- **MEMCFG\_TEST\_FUNCTIONAL**
- **MEMCFG\_TEST\_WRITE\_DATA**
- **MEMCFG\_TEST\_WRITE\_ECC** (DxRAM) or **MEMCFG\_TEST\_WRITE\_PARITY** (LSx, GSx, or MSGxRAM)

The *ramSection* parameter is one of the following indicators:

- **MEMCFG\_SECT\_M0** or **MEMCFG\_SECT\_M1**
- **MEMCFG\_SECT\_D0** or **MEMCFG\_SECT\_D1**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx**
- **MEMCFG\_SECT\_MSGCPUTOCPU**, **MEMCFG\_SECT\_MSGCPUTOCLA1**, or **MEMCFG\_SECT\_MSGCLA1TOCPU**

**Returns**

None.

### 24.2.3.31 void MemCfg\_initSections ( uint32\_t *ramSections* )

Starts the initialization the specified RAM sections.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be initialized.
--------------------	--

This function starts the initialization of the specified RAM sections. Use [MemCfg\\_getInitStatus\(\)](#) to check if the initialization is done.

The *ramSections* parameter is an OR of one of the following sets of indicators:

- **MEMCFG\_SECT\_D0** and **MEMCFG\_SECT\_D1** or **MEMCFG\_SECT\_DX\_ALL**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx** or **MEMCFG\_SECT\_LSX\_ALL**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx** or **MEMCFG\_SECT\_GSX\_ALL**
- **MEMCFG\_SECT\_MSGCPUTOCPU**, **MEMCFG\_SECT\_MSGCPUTOCLA1**, and **MEMCFG\_SECT\_MSGCLA1TOCPU** or **MEMCFG\_SECT\_MSGX\_ALL**
- **OR** use **MEMCFG\_SECT\_ALL** to configure all possible sections.

**Returns**

None.

### 24.2.3.32 bool MemCfg\_getInitStatus ( uint32\_t *ramSections* )

Get the status of initialized RAM sections.

**Parameters**

<i>ramSections</i>	is the logical OR of the sections to be checked.
--------------------	--

This function gets the initialization status of the RAM sections specified by the *ramSections* parameter.

The *ramSections* parameter is an OR of one of the following sets of indicators:

- **MEMCFG\_SECT\_M0**, **MEMCFG\_SECT\_M1**, **MEMCFG\_SECT\_D0**, and **MEMCFG\_SECT\_D1** or **MEMCFG\_SECT\_DX\_ALL**
- **MEMCFG\_SECT\_LS0** through **MEMCFG\_SECT\_LSx** or **MEMCFG\_SECT\_LSX\_ALL**
- **MEMCFG\_SECT\_GS0** through **MEMCFG\_SECT\_GSx** or **MEMCFG\_SECT\_GSX\_ALL**
- **MEMCFG\_SECT\_MSGCPUTOCPU**, **MEMCFG\_SECT\_MSGCPUTOCLA1**, and **MEMCFG\_SECT\_MSGCLA1TOCPU** or **MEMCFG\_SECT\_MSGX\_ALL**
- **OR** use **MEMCFG\_SECT\_ALL** to get status of all possible sections.

**Note**

Use [MemCfg\\_initSections\(\)](#) to start the initialization.

**Returns**

Returns **true** if all the sections specified by *ramSections* have been initialized and **false** if not.

### 24.2.3.33 uint32\_t MemCfg\_getViolationAddress ( uint32\_t *intFlag* )

Get the violation address associated with a *intFlag*.

**Parameters**

<i>intFlag</i>	is the type of access violation as indicated by ONE of these values: <ul style="list-style-type: none"> <li>■ <b>MEMCFG_NMVIOL_CPUREAD</b></li> <li>■ <b>MEMCFG_NMVIOL_CPUWRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CPUFETCH</b></li> <li>■ <b>MEMCFG_NMVIOL_DMAWRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1READ</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1WRITE</b></li> <li>■ <b>MEMCFG_NMVIOL_CLA1FETCH</b></li> <li>■ <b>MEMCFG_MVIOL_CPUFETCH</b></li> <li>■ <b>MEMCFG_MVIOL_CPUWRITE</b></li> <li>■ <b>MEMCFG_MVIOL_DMAWRITE</b></li> </ul>
----------------	---

**Returns**

Returns the violation address associated with the *intFlag*.

### 24.2.3.34 uint32\_t MemCfg\_getCorrErrorAddress ( uint32\_t *stsFlag* )

Get the correctable error address associated with a *stsFlag*.

**Parameters**

<i>stsFlag</i>	is the type of error to which the returned address will correspond. Can currently take the value <b>MEMCFG_CERR_CPUREAD</b> only. Other values are reserved.
----------------	--

**Returns**

Returns the error address associated with the stsFlag.

### 24.2.3.35 uint32\_t MemCfg\_getUncorrErrorAddress ( uint32\_t *stsFlag* )

Get the uncorrectable error address associated with a stsFlag.

**Parameters**

<i>stsFlag</i>	is the type of error to which the returned address will correspond. It may be passed one of these values: <b>MEMCFG_UCERR_CPUREAD</b> , <b>MEMCFG_UCERR_DMAREAD</b> , or <b>MEMCFG_UCERR_CLA1READ</b> values.
----------------	---

**Returns**

Returns the error address associated with the stsFlag.

## 25 SCI Module

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### 25.1 SCI Introduction

The SCI driver provides functions which can configure the data word length, baud rate, parity, and stop bits of the SCI communication. It can also be used to perform an autobaud lock, enable or disable loopback mode, enable the FIFO enhancement, configure interrupts, and send and receive data. If FIFO enhancement is enabled, the application must use the provided FIFO read and write functions to guarantee proper execution.

### 25.2 API Functions

#### Macros

- #define SCI\_INT\_RXERR
- #define SCI\_INT\_RXRDY\_BRKDT
- #define SCI\_INT\_TXRDY
- #define SCI\_INT\_TXFF
- #define SCI\_INT\_RXFF
- #define SCI\_INT\_FE
- #define SCI\_INT\_OE
- #define SCI\_INT\_PE
- #define SCI\_CONFIG\_WLEN\_MASK
- #define SCI\_CONFIG\_WLEN\_8
- #define SCI\_CONFIG\_WLEN\_7
- #define SCI\_CONFIG\_WLEN\_6
- #define SCI\_CONFIG\_WLEN\_5
- #define SCI\_CONFIG\_WLEN\_4
- #define SCI\_CONFIG\_WLEN\_3
- #define SCI\_CONFIG\_WLEN\_2
- #define SCI\_CONFIG\_WLEN\_1
- #define SCI\_CONFIG\_STOP\_MASK
- #define SCI\_CONFIG\_STOP\_ONE
- #define SCI\_CONFIG\_STOP\_TWO
- #define SCI\_CONFIG\_PAR\_MASK
- #define SCI\_RXSTATUS\_WAKE
- #define SCI\_RXSTATUS\_PARITY
- #define SCI\_RXSTATUS\_OVERRUN
- #define SCI\_RXSTATUS\_FRAMING
- #define SCI\_RXSTATUS\_BREAK
- #define SCI\_RXSTATUS\_READY
- #define SCI\_RXSTATUS\_ERROR

## Enumerations

- enum `SCI_ParityType` { `SCI_CONFIG_PAR_NONE`, `SCI_CONFIG_PAR_EVEN`, `SCI_CONFIG_PAR_ODD` }
- enum `SCI_TxFIFOLevel` { `SCI_FIFO_TX0`, `SCI_FIFO_TX1`, `SCI_FIFO_TX2`, `SCI_FIFO_TX3`, `SCI_FIFO_TX4`, `SCI_FIFO_TX5`, `SCI_FIFO_TX6`, `SCI_FIFO_TX7`, `SCI_FIFO_TX8`, `SCI_FIFO_TX9`, `SCI_FIFO_TX10`, `SCI_FIFO_TX11`, `SCI_FIFO_TX12`, `SCI_FIFO_TX13`, `SCI_FIFO_TX14`, `SCI_FIFO_TX15`, `SCI_FIFO_TX16` }
- enum `SCI_RxFIFOLevel` { `SCI_FIFO_RX0`, `SCI_FIFO_RX1`, `SCI_FIFO_RX2`, `SCI_FIFO_RX3`, `SCI_FIFO_RX4`, `SCI_FIFO_RX5`, `SCI_FIFO_RX6`, `SCI_FIFO_RX7`, `SCI_FIFO_RX8`, `SCI_FIFO_RX9`, `SCI_FIFO_RX10`, `SCI_FIFO_RX11`, `SCI_FIFO_RX12`, `SCI_FIFO_RX13`, `SCI_FIFO_RX14`, `SCI_FIFO_RX15`, `SCI_FIFO_RX16` }

## Functions

- static void `SCI_setParityMode` (uint32\_t base, `SCI_ParityType` parity)
- static `SCI_ParityType` `SCI_getParityMode` (uint32\_t base)
- static void `SCI_lockAutobaud` (uint32\_t base)
- static void `SCI_setFIFOInterruptLevel` (uint32\_t base, `SCI_TxFIFOLevel` txLevel, `SCI_RxFIFOLevel` rxLevel)
- static void `SCI_getFIFOInterruptLevel` (uint32\_t base, `SCI_TxFIFOLevel` \*txLevel, `SCI_RxFIFOLevel` \*rxLevel)
- static void `SCI_getConfig` (uint32\_t base, uint32\_t lspclkHz, uint32\_t \*baud, uint32\_t \*config)
- static void `SCI_enableModule` (uint32\_t base)
- static void `SCI_disableModule` (uint32\_t base)
- static void `SCI_enableFIFO` (uint32\_t base)
- static void `SCI_disableFIFO` (uint32\_t base)
- static bool `SCI_isFIFOEnabled` (uint32\_t base)
- static void `SCI_resetRx_FIFO` (uint32\_t base)
- static void `SCI_resetTx_FIFO` (uint32\_t base)
- static void `SCI_resetChannels` (uint32\_t base)
- static bool `SCI_isDataAvailableNonFIFO` (uint32\_t base)
- static bool `SCI_isSpaceAvailableNonFIFO` (uint32\_t base)
- static `SCI_TxFIFOLevel` `SCI_getTx_FIFO_Status` (uint32\_t base)
- static `SCI_RxFIFOLevel` `SCI_getRx_FIFO_Status` (uint32\_t base)
- static bool `SCI_isTransmitterBusy` (uint32\_t base)
- static void `SCI_writeCharBlockingFIFO` (uint32\_t base, uint16\_t data)
- static void `SCI_writeCharBlockingNonFIFO` (uint32\_t base, uint16\_t data)
- static void `SCI_writeCharNonBlocking` (uint32\_t base, uint16\_t data)
- static uint16\_t `SCI_readCharBlockingFIFO` (uint32\_t base)
- static uint16\_t `SCI_readCharBlockingNonFIFO` (uint32\_t base)
- static uint16\_t `SCI_readCharNonBlocking` (uint32\_t base)
- static uint16\_t `SCI_getRx_Status` (uint32\_t base)
- static void `SCI_performSoftwareReset` (uint32\_t base)
- static void `SCI_enableLoopback` (uint32\_t base)
- static void `SCI_disableLoopback` (uint32\_t base)
- static bool `SCI_getOverflowStatus` (uint32\_t base)
- static void `SCI_clearOverflowStatus` (uint32\_t base)
- void `SCI_setConfig` (uint32\_t base, uint32\_t lspclkHz, uint32\_t baud, uint32\_t config)
- void `SCI_writeCharArray` (uint32\_t base, const uint16\_t \*const array, uint16\_t length)
- void `SCI_readCharArray` (uint32\_t base, uint16\_t \*const array, uint16\_t length)

- void [SCI\\_enableInterrupt](#) (uint32\_t base, uint32\_t intFlags)
- void [SCI\\_disableInterrupt](#) (uint32\_t base, uint32\_t intFlags)
- uint32\_t [SCI\\_getInterruptStatus](#) (uint32\_t base)
- void [SCI\\_clearInterruptStatus](#) (uint32\_t base, uint32\_t intFlags)

## 25.2.1 Detailed Description

The code for this module is contained in `driverlib/sci.c`, with `driverlib/sci.h` containing the API declarations for use by applications.

## 25.2.2 Enumeration Type Documentation

### 25.2.2.1 enum **SCI\_ParityType**

Values that can be used with [SCI\\_setParityMode\(\)](#) and [SCI\\_getParityMode\(\)](#) to describe the parity of the SCI communication.

#### Enumerator

- SCI\_CONFIG\_PAR\_NONE** No parity.
- SCI\_CONFIG\_PAR\_EVEN** Even parity.
- SCI\_CONFIG\_PAR\_ODD** Odd parity.

### 25.2.2.2 enum **SCI\_TxFIFOLevel**

Values that can be passed to [SCI\\_setFIFOInterruptLevel\(\)](#) as the txLevel parameter and returned by [SCI\\_getFIFOInterruptLevel\(\)](#) and [SCI\\_getTxFIFOStatus\(\)](#).

#### Enumerator

- SCI\_FIFO\_TX0** Transmit interrupt empty.
- SCI\_FIFO\_TX1** Transmit interrupt 1/16 full.
- SCI\_FIFO\_TX2** Transmit interrupt 2/16 full.
- SCI\_FIFO\_TX3** Transmit interrupt 3/16 full.
- SCI\_FIFO\_TX4** Transmit interrupt 4/16 full.
- SCI\_FIFO\_TX5** Transmit interrupt 5/16 full.
- SCI\_FIFO\_TX6** Transmit interrupt 6/16 full.
- SCI\_FIFO\_TX7** Transmit interrupt 7/16 full.
- SCI\_FIFO\_TX8** Transmit interrupt 8/16 full.
- SCI\_FIFO\_TX9** Transmit interrupt 9/16 full.
- SCI\_FIFO\_TX10** Transmit interrupt 10/16 full.
- SCI\_FIFO\_TX11** Transmit interrupt 11/16 full.
- SCI\_FIFO\_TX12** Transmit interrupt 12/16 full.
- SCI\_FIFO\_TX13** Transmit interrupt 13/16 full.
- SCI\_FIFO\_TX14** Transmit interrupt 14/16 full.
- SCI\_FIFO\_TX15** Transmit interrupt 15/16 full.
- SCI\_FIFO\_TX16** Transmit interrupt full.

### 25.2.2.3 enum **SCI\_RxFIFOLevel**

Values that can be passed to [SCI\\_setFIFOInterruptLevel\(\)](#) as the rxLevel parameter and returned by [SCI\\_getFIFOInterruptLevel\(\)](#) and [SCI\\_getRxFIFOStatus\(\)](#).

#### Enumerator

**SCI\_FIFO\_RX0** Receive interrupt empty.  
**SCI\_FIFO\_RX1** Receive interrupt 1/16 full.  
**SCI\_FIFO\_RX2** Receive interrupt 2/16 full.  
**SCI\_FIFO\_RX3** Receive interrupt 3/16 full.  
**SCI\_FIFO\_RX4** Receive interrupt 4/16 full.  
**SCI\_FIFO\_RX5** Receive interrupt 5/16 full.  
**SCI\_FIFO\_RX6** Receive interrupt 6/16 full.  
**SCI\_FIFO\_RX7** Receive interrupt 7/16 full.  
**SCI\_FIFO\_RX8** Receive interrupt 8/16 full.  
**SCI\_FIFO\_RX9** Receive interrupt 9/16 full.  
**SCI\_FIFO\_RX10** Receive interrupt 10/16 full.  
**SCI\_FIFO\_RX11** Receive interrupt 11/16 full.  
**SCI\_FIFO\_RX12** Receive interrupt 12/16 full.  
**SCI\_FIFO\_RX13** Receive interrupt 13/16 full.  
**SCI\_FIFO\_RX14** Receive interrupt 14/16 full.  
**SCI\_FIFO\_RX15** Receive interrupt 15/16 full.  
**SCI\_FIFO\_RX16** Receive interrupt full.

## 25.2.3 Function Documentation

25.2.3.1 static void **SCI\_setParityMode** ( uint32\_t *base*, **SCI\_ParityType** *parity* )  
 [inline], [static]

Sets the type of parity.

#### Parameters

<i>base</i>	is the base address of the SCI port.
<i>parity</i>	specifies the type of parity to use.

Sets the type of parity to use for transmitting and expect when receiving. The *parity* parameter must be one of the following: **SCI\_CONFIG\_PAR\_NONE**, **SCI\_CONFIG\_PAR\_EVEN**, **SCI\_CONFIG\_PAR\_ODD**.

#### Returns

None.

References [SCI\\_CONFIG\\_PAR\\_MASK](#).

25.2.3.2 static **SCI\_ParityType** **SCI\_getParityMode** ( uint32\_t *base* ) [inline],  
 [static]

Gets the type of parity currently being used.



**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function gets the type of parity used for transmitting data and expected when receiving data.

**Returns**

Returns the current parity settings, specified as one of the following:

**SCI\_CONFIG\_PAR\_NONE**, **SCI\_CONFIG\_PAR\_EVEN**, **SCI\_CONFIG\_PAR\_ODD**.

References [SCI\\_CONFIG\\_PAR\\_MASK](#).

### 25.2.3.3 static void SCI\_lockAutobaud ( uint32\_t *base* ) [inline], [static]

Locks Autobaud.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function performs an autobaud lock for the SCI.

**Returns**

None.

### 25.2.3.4 static void SCI\_setFIFOInterruptLevel ( uint32\_t *base*, **SCI\_TxFIFOLevel** *txLevel*, **SCI\_RxFIFOLevel** *rxLevel* ) [inline], [static]

Sets the FIFO interrupt level at which interrupts are generated.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>txLevel</i>	is the transmit FIFO interrupt level, specified as one of the following: <b>SCI_FIFO_TX0</b> , <b>SCI_FIFO_TX1</b> , <b>SCI_FIFO_TX2</b> , . . . or <b>SCI_FIFO_TX15</b> .
<i>rxLevel</i>	is the receive FIFO interrupt level, specified as one of the following <b>SCI_FIFO_RX0</b> , <b>SCI_FIFO_RX1</b> , <b>SCI_FIFO_RX2</b> , ... or <b>SCI_FIFO_RX15</b> .

This function sets the FIFO level at which transmit and receive interrupts are generated.

**Returns**

None.

### 25.2.3.5 static void SCI\_getFIFOInterruptLevel ( uint32\_t *base*, **SCI\_TxFIFOLevel** \* *txLevel*, **SCI\_RxFIFOLevel** \* *rxLevel* ) [inline], [static]

Gets the FIFO interrupt level at which interrupts are generated.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>txLevel</i>	is a pointer to storage for the transmit FIFO interrupt level, returned as one of the following: <b>SCI_FIFO_TX0</b> , <b>SCI_FIFO_TX1</b> , <b>SCI_FIFO_TX2</b> , ... or <b>SCI_FIFO_TX15</b> .
<i>rxLevel</i>	is a pointer to storage for the receive FIFO interrupt level, returned as one of the following: <b>SCI_FIFO_RX0</b> , <b>SCI_FIFO_RX1</b> , <b>SCI_FIFO_RX2</b> , ... or <b>SCI_FIFO_RX15</b> .

This function gets the FIFO level at which transmit and receive interrupts are generated.

**Returns**

None.

25.2.3.6 `static void SCI_getConfig ( uint32_t base, uint32_t lspclkHz, uint32_t * baud, uint32_t * config ) [inline], [static]`

Gets the current configuration of a SCI.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>lspclkHz</i>	is the rate of the clock supplied to the SCI module. This is the LSPCLK.
<i>baud</i>	is a pointer to storage for the baud rate.
<i>config</i>	is a pointer to storage for the data format.

The baud rate and data format for the SCI is determined, given an explicitly provided peripheral clock (hence the ExpClk suffix). The returned baud rate is the actual baud rate; it may not be the exact baud rate requested or an “official” baud rate. The data format returned in *config* is enumerated the same as the *config* parameter of [SCI\\_setConfig\(\)](#).

The peripheral clock is the low speed peripheral clock. This will be the value returned by [SysCtl\\_getLowSeedClock\(\)](#), or it can be explicitly hard coded if it is constant and known (to save the code/execution overhead of a call to [SysCtl\\_getLowSpeedClock\(\)](#)).

**Returns**

None.

References [SCI\\_CONFIG\\_PAR\\_MASK](#), [SCI\\_CONFIG\\_STOP\\_MASK](#), and [SCI\\_CONFIG\\_WLEN\\_MASK](#).

25.2.3.7 `static void SCI_enableModule ( uint32_t base ) [inline], [static]`

Enables transmitting and receiving.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Enables SCI by taking SCI out of the software reset. Sets the TXENA, and RXENA bits which enables transmit and receive.

**Returns**

None.

Referenced by [SCI\\_setConfig\(\)](#).

25.2.3.8 static void SCI\_disableModule ( uint32\_t *base* ) [inline],[static]

Disables transmitting and receiving.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Clears the SCIEN, TXE, and RXE bits. The user should ensure that all the data has been sent before disable the module during transmission.

**Returns**

None.

Referenced by [SCI\\_setConfig\(\)](#).

### 25.2.3.9 static void SCI\_enableFIFO ( uint32\_t *base* ) [inline], [static]

Enables the transmit and receive FIFOs.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions enables the transmit and receive FIFOs in the SCI.

**Returns**

None.

### 25.2.3.10 static void SCI\_disableFIFO ( uint32\_t *base* ) [inline], [static]

Disables the transmit and receive FIFOs.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions disables the transmit and receive FIFOs in the SCI.

**Returns**

None.

### 25.2.3.11 static bool SCI\_isFIFOEnabled ( uint32\_t *base* ) [inline], [static]

Determines if the FIFO enhancement is enabled.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function returns a flag indicating whether or not the FIFO enhancement is enabled.

**Returns**

Returns **true** if the FIFO enhancement is enabled or **false** if the FIFO enhancement is disabled.

Referenced by [SCI\\_isTransmitterBusy\(\)](#), [SCI\\_readCharArray\(\)](#), and [SCI\\_writeCharArray\(\)](#).

25.2.3.12 static void SCI\_resetRxFIFO ( uint32\_t *base* ) [inline], [static]

Resets the receive FIFO.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions resets the receive FIFO of the SCI.

**Returns**

None.

### 25.2.3.13 static void SCI\_resetTxFIFO ( uint32\_t *base* ) [inline], [static]

Resets the transmit FIFO.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions resets the transmit FIFO of the SCI.

**Returns**

None.

### 25.2.3.14 static void SCI\_resetChannels ( uint32\_t *base* ) [inline], [static]

Resets the SCI Transmit and Receive Channels

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions resets transmit and receive channels in the SCI.

**Returns**

None.

### 25.2.3.15 static bool SCI\_isDataAvailableNonFIFO ( uint32\_t *base* ) [inline], [static]

Determines if there are any characters in the receive buffer when the FIFO enhancement is not enabled.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function returns a flag indicating whether or not there is data available in the receive buffer.

**Returns**

Returns **true** if there is data in the receive buffer or **false** if there is no data in the receive buffer.

Referenced by [SCI\\_readCharArray\(\)](#), and [SCI\\_readCharBlockingNonFIFO\(\)](#).

25.2.3.16 `static bool SCI_isSpaceAvailableNonFIFO ( uint32_t base ) [inline],  
[static]`

Determines if there is any space in the transmit buffer when the FIFO enhancement is not enabled.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function returns a flag indicating whether or not there is space available in the transmit buffer when not using the FIFO enhancement.

**Returns**

Returns **true** if there is space available in the transmit buffer or **false** if there is no space available in the transmit buffer.

Referenced by [SCI\\_writeCharArray\(\)](#), and [SCI\\_writeCharBlockingNonFIFO\(\)](#).

25.2.3.17 static **SCI\_TxFIFOLevel** SCI\_getTxFIFOStatus ( uint32\_t *base* ) [inline],  
[static]

Get the transmit FIFO status

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions gets the current number of words in the transmit FIFO.

**Returns**

Returns the current number of words in the transmit FIFO specified as one of the following:  
**SCI\_FIFO\_TX0, SCI\_FIFO\_TX1, SCI\_FIFO\_TX2, SCI\_FIFO\_TX3 SCI\_FIFO\_TX4, ..., or  
SCI\_FIFO\_TX16**

Referenced by [SCI\\_writeCharArray\(\)](#), and [SCI\\_writeCharBlockingFIFO\(\)](#).

25.2.3.18 static **SCI\_RxFIFOLevel** SCI\_getRxFIFOStatus ( uint32\_t *base* ) [inline],  
[static]

Get the receive FIFO status

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions gets the current number of words in the receive FIFO.

**Returns**

Returns the current number of words in the receive FIFO specified as one of the following:  
**SCI\_FIFO\_RX0, SCI\_FIFO\_RX1, SCI\_FIFO\_RX2, SCI\_FIFO\_RX3 SCI\_FIFO\_RX4, ..., or  
SCI\_FIFO\_RX16**

Referenced by [SCI\\_readCharArray\(\)](#), and [SCI\\_readCharBlockingFIFO\(\)](#).

25.2.3.19 static bool SCI\_isTransmitterBusy ( uint32\_t *base* ) [inline], [static]

Determines whether the SCI transmitter is busy or not.



**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Allows the caller to determine whether all transmitted bytes have cleared the transmitter hardware when the FIFO is not enabled. When the FIFO is enabled, this function allows the caller to determine whether there is any data in the FIFO.

Without the FIFO enabled, if **false** is returned, the transmit buffer and shift registers are empty and the transmitter is not busy. With the FIFO enabled, if **false** is returned, the FIFO is empty. This does not necessarily mean that the transmitter is not busy. The empty FIFO does not reflect the status of the transmitter shift register. The FIFO may be empty while the transmitter is still transmitting data.

**Returns**

Returns **true** if the SCI is transmitting or **false** if transmissions are complete.

References [SCI\\_isFIFOEnabled\(\)](#).

25.2.3.20 static void SCI\_writeCharBlockingFIFO ( uint32\_t *base*, uint16\_t *data* )  
[inline], [static]

Waits to send a character from the specified port when the FIFO enhancement is enabled.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>data</i>	is the character to be transmitted.

Sends the character *data* to the transmit buffer for the specified port. If there is no space available in the transmit FIFO, this function waits until there is space available before returning. *data* is a uint16\_t but only 8 bits are written to the SCI port. SCI only transmits 8 bit characters.

**Returns**

None.

References [SCI\\_FIFO\\_TX15](#), and [SCI\\_getTxFIFOStatus\(\)](#).

25.2.3.21 static void SCI\_writeCharBlockingNonFIFO ( uint32\_t *base*, uint16\_t *data* )  
[inline], [static]

Waits to send a character from the specified port.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>data</i>	is the character to be transmitted.

Sends the character *data* to the transmit buffer for the specified port. If there is no space available in the transmit buffer, or the transmit FIFO if it is enabled, this function waits until there is space available before returning. *data* is a uint16\_t but only 8 bits are written to the SCI port. SCI only transmits 8 bit characters.

**Returns**

None.

References [SCI\\_isSpaceAvailableNonFIFO\(\)](#).

25.2.3.22 static void SCI\_writeCharNonBlocking ( uint32\_t *base*, uint16\_t *data* )  
[inline], [static]

Sends a character to the specified port.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>data</i>	is the character to be transmitted.

Writes the character *data* to the transmit buffer for the specified port. This function does not block and only writes to the transmit buffer. The user should use [SCI\\_isSpaceAvailableNonFIFO\(\)](#) or [SCI\\_getTxFIFOStatus\(\)](#) to determine if the transmit buffer or FIFO have space available. *data* is a uint16\_t but only 8 bits are written to the SCI port. SCI only transmits 8 bit characters.

This function replaces the original SCICCharNonBlockingPut() API and performs the same actions. A macro is provided in `sci.h` to map the original API to this API.

**Returns**

None.

25.2.3.23 static uint16\_t SCI\_readCharBlockingFIFO ( uint32\_t *base* ) [inline],  
[static]

Waits for a character from the specified port when the FIFO enhancement is enabled.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Gets a character from the receive FIFO for the specified port. If there are no characters available, this function waits until a character is received before returning.

**Returns**Returns the character read from the specified port as *uint16\_t*.References [SCI\\_FIFO\\_RX0](#), and [SCI\\_getRxFIFOStatus\(\)](#).

25.2.3.24 static uint16\_t SCI\_readCharBlockingNonFIFO ( uint32\_t *base* ) [inline],  
[static]

Waits for a character from the specified port when the FIFO enhancement is not enabled.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Gets a character from the receive buffer for the specified port. If there is no characters available, this function waits until a character is received before returning.

**Returns**

Returns the character read from the specified port as *uint16\_t*.

References [SCI\\_isDataAvailableNonFIFO\(\)](#).

25.2.3.25 `static uint16_t SCI_readCharNonBlocking ( uint32_t base ) [inline], [static]`

Receives a character from the specified port.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Gets a character from the receive buffer for the specified port. This function does not block and only reads the receive buffer. The user should use [SCI\\_isDataAvailableNonFIFO\(\)](#) or [SCI\\_getRxFIFOStatus\(\)](#) to determine if the receive buffer or FIFO have data available.

This function replaces the original `SCICharNonBlockingGet()` API and performs the same actions. A macro is provided in `sci.h` to map the original API to this API.

**Returns**

Returns *uint16\_t* which is read from the receive buffer.

25.2.3.26 `static uint16_t SCI_getRxStatus ( uint32_t base ) [inline], [static]`

Gets current receiver status flags.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function returns the current receiver status flags. The returned error flags are equivalent to the error bits returned via the previous reading or receiving of a character with the exception that the overrun error is set immediately the overrun occurs rather than when a character is next read.

**Returns**

Returns a bitwise OR combination of the receiver status flags, **SCI\_RXSTATUS\_WAKE**, **SCI\_RXSTATUS\_PARITY**, **SCI\_RXSTATUS\_OVERRUN**, **SCI\_RXSTATUS\_FRAMING**, **SCI\_RXSTATUS\_BREAK**, **SCI\_RXSTATUS\_READY**, and **SCI\_RXSTATUS\_ERROR**.

25.2.3.27 `static void SCI_performSoftwareReset ( uint32_t base ) [inline], [static]`

Performs a software reset of the SCI and Clears all reported receiver status flags.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This function performs a software reset of the SCI port. It affects the operating flags of the SCI, but it neither affects the configuration bits nor restores the reset values.

**Returns**

None.

Referenced by [SCI\\_clearInterruptStatus\(\)](#).

### 25.2.3.28 static void SCI\_enableLoopback ( uint32\_t *base* ) [inline], [static]

Enables Loop Back Test Mode

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Enables the loop back test mode where the Tx pin is internally connected to the Rx pin.

**Returns**

None.

### 25.2.3.29 static void SCI\_disableLoopback ( uint32\_t *base* ) [inline], [static]

Disables Loop Back Test Mode

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

Disables the loop back test mode where the Tx pin is no longer internally connected to the Rx pin.

**Returns**

None.

### 25.2.3.30 static bool SCI\_getOverflowStatus ( uint32\_t *base* ) [inline], [static]

Get the receive FIFO Overflow flag status

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions gets the receive FIFO overflow flag status.

**Returns**

Returns **true** if overflow has occurred, else returned **false** if an overflow hasn't occurred.

### 25.2.3.31 static void SCI\_clearOverflowStatus ( uint32\_t *base* ) [inline], [static]

Clear the receive FIFO Overflow flag status

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

This functions clears the receive FIFO overflow flag status.

**Returns**

None.

### 25.2.3.32 void SCI\_setConfig ( uint32\_t *base*, uint32\_t *lspclkHz*, uint32\_t *baud*, uint32\_t *config* )

Sets the configuration of a SCI.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>lspclkHz</i>	is the rate of the clock supplied to the SCI module. This is the LSPCLK.
<i>baud</i>	is the desired baud rate.
<i>config</i>	is the data format for the port (number of data bits, number of stop bits, and parity).

This function configures the SCI for operation in the specified data format. The baud rate is provided in the *baud* parameter and the data format in the *config* parameter.

The *config* parameter is the bitwise OR of three values: the number of data bits, the number of stop bits, and the parity. **SCI\_CONFIG\_WLEN\_8**, **SCI\_CONFIG\_WLEN\_7**, **SCI\_CONFIG\_WLEN\_6**, **SCI\_CONFIG\_WLEN\_5**, **SCI\_CONFIG\_WLEN\_4**, **SCI\_CONFIG\_WLEN\_3**, **SCI\_CONFIG\_WLEN\_2**, and **SCI\_CONFIG\_WLEN\_1**. Select from eight to one data bits per byte (respectively). **SCI\_CONFIG\_STOP\_ONE** and **SCI\_CONFIG\_STOP\_TWO** select one or two stop bits (respectively). **SCI\_CONFIG\_PAR\_NONE**, **SCI\_CONFIG\_PAR\_EVEN**, **SCI\_CONFIG\_PAR\_ODD**, select the parity mode (no parity bit, even parity bit, odd parity bit respectively).

The peripheral clock is the low speed peripheral clock. This will be the value returned by [SysCtl\\_getLowSpeedClock\(\)](#), or it can be explicitly hard coded if it is constant and known (to save the code/execution overhead of a call to [SysCtl\\_getLowSpeedClock\(\)](#)).

**Returns**

None.

References [SCI\\_CONFIG\\_PAR\\_MASK](#), [SCI\\_CONFIG\\_STOP\\_MASK](#), [SCI\\_CONFIG\\_WLEN\\_MASK](#), [SCI\\_disableModule\(\)](#), and [SCI\\_enableModule\(\)](#).

### 25.2.3.33 void SCI\_writeCharArray ( uint32\_t *base*, const uint16\_t \*const *array*, uint16\_t *length* )

Waits to send an array of characters from the specified port.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>array</i>	is the address of the array of characters to be transmitted. It is pointer to the array of characters to be transmitted.
<i>length</i>	is the length of the array, or number of characters in the array to be transmitted.

Sends the number of characters specified by *length*, starting at the address *array*, out of the transmit buffer for the specified port. If there is no space available in the transmit buffer, or the transmit FIFO if it is enabled, this function waits until there is space available and *length* number of characters are transmitted before returning. *array* is a pointer to `uint16_ts` but only the least significant 8 bits are written to the SCI port. SCI only transmits 8 bit characters.

#### Returns

None.

References [SCI\\_FIFO\\_TX15](#), [SCI\\_getTxFIFOStatus\(\)](#), [SCI\\_isFIFOEnabled\(\)](#), and [SCI\\_isSpaceAvailableNonFIFO\(\)](#).

### 25.2.3.34 void SCI\_readCharArray ( uint32\_t base, uint16\_t \*const array, uint16\_t length )

Waits to receive an array of characters from the specified port.

#### Parameters

<i>base</i>	is the base address of the SCI port.
<i>array</i>	is the address of the array of characters to be received. It is a pointer to the array of characters to be received.
<i>length</i>	is the length of the array, or number of characters in the array to be received.

Receives an array of characters from the receive buffer for the specified port, and stores them as an array of characters starting at address *array*. This function waits until the *length* number of characters are received before returning.

#### Returns

None.

References [SCI\\_FIFO\\_RX0](#), [SCI\\_getRxFIFOStatus\(\)](#), [SCI\\_isDataAvailableNonFIFO\(\)](#), and [SCI\\_isFIFOEnabled\(\)](#).

### 25.2.3.35 void SCI\_enableInterrupt ( uint32\_t base, uint32\_t intFlags )

Enables individual SCI interrupt sources.

#### Parameters

<i>base</i>	is the base address of the SCI port.
<i>intFlags</i>	is the bit mask of the interrupt sources to be enabled.

Enables the indicated SCI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *intFlags* parameter is the bitwise OR of any of the following:

- **SCI\_INT\_RXERR** - RXERR Interrupt
- **SCI\_INT\_RXRDY\_BRKDT** - RXRDY/BRKDT Interrupt

- **SCI\_INT\_TXRDY** - TXRDY Interrupt
- **SCI\_INT\_TXFF** - TX FIFO Level Interrupt
- **SCI\_INT\_RXFF** - RX FIFO Level Interrupt
- **SCI\_INT\_FE** - Frame Error
- **SCI\_INT\_OE** - Overrun Error
- **SCI\_INT\_PE** - Parity Error

**Returns**

None.

References [SCI\\_INT\\_RXERR](#), [SCI\\_INT\\_RXFF](#), [SCI\\_INT\\_RXRDY\\_BRKDT](#), [SCI\\_INT\\_TXFF](#), and [SCI\\_INT\\_TXRDY](#).

### 25.2.3.36 void SCI\_disableInterrupt ( uint32\_t *base*, uint32\_t *intFlags* )

Disables individual SCI interrupt sources.

**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>intFlags</i>	is the bit mask of the interrupt sources to be disabled.

Disables the indicated SCI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *intFlags* parameter has the same definition as the *intFlags* parameter to [SCI\\_enableInterrupt\(\)](#).

**Returns**

None.

References [SCI\\_INT\\_RXERR](#), [SCI\\_INT\\_RXFF](#), [SCI\\_INT\\_RXRDY\\_BRKDT](#), [SCI\\_INT\\_TXFF](#), and [SCI\\_INT\\_TXRDY](#).

### 25.2.3.37 uint32\_t SCI\_getInterruptStatus ( uint32\_t *base* )

Gets the current interrupt status.

**Parameters**

<i>base</i>	is the base address of the SCI port.
-------------	--------------------------------------

**Returns**

Returns the current interrupt status, enumerated as a bit field of values described in [SCI\\_enableInterrupt\(\)](#).

References [SCI\\_INT\\_FE](#), [SCI\\_INT\\_OE](#), [SCI\\_INT\\_PE](#), [SCI\\_INT\\_RXERR](#), [SCI\\_INT\\_RXFF](#), [SCI\\_INT\\_RXRDY\\_BRKDT](#), [SCI\\_INT\\_TXFF](#), and [SCI\\_INT\\_TXRDY](#).

25.2.3.38 void SCI\_clearInterruptStatus ( uint32\_t *base*, uint32\_t *intFlags* )

Clears SCI interrupt sources.



**Parameters**

<i>base</i>	is the base address of the SCI port.
<i>intFlags</i>	is a bit mask of the interrupt sources to be cleared.

The specified SCI interrupt sources are cleared, so that they no longer assert. This function must be called in the interrupt handler to keep the interrupt from being recognized again immediately upon exit.

The *intFlags* parameter has the same definition as the *intFlags* parameter to [SCI\\_enableInterrupt\(\)](#).

**Returns**

None.

References [SCI\\_INT\\_FE](#), [SCI\\_INT\\_OE](#), [SCI\\_INT\\_PE](#), [SCI\\_INT\\_RXERR](#), [SCI\\_INT\\_RXFF](#), [SCI\\_INT\\_RXRDY\\_BRKDT](#), [SCI\\_INT\\_TXFF](#), and [SCI\\_performSoftwareReset\(\)](#).

## 26 SDFM Module

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### 26.1 SDFM Introduction

The Sigma-Delta Filter Module (SDFM) API provides a set of functions for configuring and using the SDFM module. The functions provided allow the user to setup and configure the Input data type to SDFM filters, the Primary (data) and Secondary (comparator) filters, Data FIFO, the PWM - SDFM sync signals, comparator threshold values and interrupt sources. Functions are also provided to read the filter data and the status of the SDFM module components.

Note that the Secondary (comparator) Filter configuration APIs have the "Comp" key word embedded to represent access to the Comparator sub-module. For example the function SDFM\_setComparatorFilterType() sets the comparator filter type while SDFM\_setFilterType() sets the primary filter type.

APIs providing higher level abstraction are also available in the sdfm.c source file. These APIs can be used to configure the Comparator, Data Filter and the Data filter FIFO.

### 26.2 API Functions

#### Macros

- #define SDFM\_GET\_LOW\_THRESHOLD(C)
- #define SDFM\_GET\_HIGH\_THRESHOLD(C)
- #define SDFM\_SET\_OSR(X)
- #define SDFM\_SHIFT\_VALUE(X)
- #define SDFM\_THRESHOLD(H, L)
- #define SDFM\_SET\_FIFO\_LEVEL(X)
- #define SDFM\_SET\_ZERO\_CROSS\_THRESH\_VALUE(X)
- #define SDFM\_FILTER\_DISABLE
- #define SDFM\_MODULATOR\_FAILURE\_INTERRUPT
- #define SDFM\_LOW\_LEVEL\_THRESHOLD\_INTERRUPT
- #define SDFM\_HIGH\_LEVEL\_THRESHOLD\_INTERRUPT
- #define SDFM\_DATA\_FILTER\_ACKNOWLEDGE\_INTERRUPT
- #define SDFM\_MASTER\_INTERRUPT\_FLAG
- #define SDFM\_FILTER\_1\_HIGH\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_1\_LOW\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_2\_HIGH\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_2\_LOW\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_3\_HIGH\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_3\_LOW\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_4\_HIGH\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_4\_LOW\_THRESHOLD\_FLAG
- #define SDFM\_FILTER\_1\_MOD\_FAILED\_FLAG
- #define SDFM\_FILTER\_2\_MOD\_FAILED\_FLAG
- #define SDFM\_FILTER\_3\_MOD\_FAILED\_FLAG
- #define SDFM\_FILTER\_4\_MOD\_FAILED\_FLAG

- #define SDFM\_FILTER\_1\_NEW\_DATA\_FLAG
- #define SDFM\_FILTER\_2\_NEW\_DATA\_FLAG
- #define SDFM\_FILTER\_3\_NEW\_DATA\_FLAG
- #define SDFM\_FILTER\_4\_NEW\_DATA\_FLAG

## Enumerations

- enum SDFM\_OutputThresholdStatus { SDFM\_OUTPUT\_WITHIN\_THRESHOLD, SDFM\_OUTPUT\_ABOVE\_THRESHOLD, SDFM\_OUTPUT\_BELOW\_THRESHOLD }
- enum SDFM\_FilterNumber { SDFM\_FILTER\_1, SDFM\_FILTER\_2, SDFM\_FILTER\_3, SDFM\_FILTER\_4 }
- enum SDFM\_FilterType { SDFM\_FILTER\_SINC\_FAST, SDFM\_FILTER\_SINC\_1, SDFM\_FILTER\_SINC\_2, SDFM\_FILTER\_SINC\_3 }
- enum SDFM\_ModulatorClockMode { SDFM\_MODULATOR\_CLK\_EQUAL\_DATA\_RATE, SDFM\_MODULATOR\_CLK\_HALF\_DATA\_RATE, SDFM\_MODULATOR\_CLK\_OFF, SDFM\_MODULATOR\_CLK\_DOUBLE\_DATA\_RATE }
- enum SDFM\_OutputDataFormat { SDFM\_DATA\_FORMAT\_16\_BIT, SDFM\_DATA\_FORMAT\_32\_BIT }

## Functions

- static void SDFM\_enableExternalReset (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static void SDFM\_disableExternalReset (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static void SDFM\_enableFilter (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static void SDFM\_disableFilter (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static void SDFM\_setFilterType (uint32\_t base, SDFM\_FilterNumber filterNumber, SDFM\_FilterType filterType)
- static void SDFM\_setFilterOverSamplingRatio (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t overSamplingRatio)
- static void SDFM\_setupModulatorClock (uint32\_t base, SDFM\_FilterNumber filterNumber, SDFM\_ModulatorClockMode clockMode)
- static void SDFM\_setOutputDataFormat (uint32\_t base, SDFM\_FilterNumber filterNumber, SDFM\_OutputDataFormat dataFormat)
- static void SDFM\_setDataShiftValue (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t shiftValue)
- static void SDFM\_setCompFilterHighThreshold (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t highThreshold)
- static void SDFM\_setCompFilterLowThreshold (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t lowThreshold)
- static void SDFM\_enableInterrupt (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t intFlags)
- static void SDFM\_disableInterrupt (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t intFlags)
- static void SDFM\_setComparatorFilterType (uint32\_t base, SDFM\_FilterNumber filterNumber, SDFM\_FilterType filterType)
- static void SDFM\_setCompFilterOverSamplingRatio (uint32\_t base, SDFM\_FilterNumber filterNumber, uint16\_t overSamplingRatio)
- static uint32\_t SDFM\_getFilterData (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static SDFM\_OutputThresholdStatus SDFM\_getThresholdStatus (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static bool SDFM\_getModulatorStatus (uint32\_t base, SDFM\_FilterNumber filterNumber)
- static bool SDFM\_getNewFilterDataStatus (uint32\_t base, SDFM\_FilterNumber filterNumber)

- static bool [SDFM\\_getIsrStatus](#) (uint32\_t base)
- static void [SDFM\\_clearInterruptFlag](#) (uint32\_t base, uint32\_t flag)
- static void [SDFM\\_enableMasterInterrupt](#) (uint32\_t base)
- static void [SDFM\\_disableMasterInterrupt](#) (uint32\_t base)
- static void [SDFM\\_enableMasterFilter](#) (uint32\_t base)
- static void [SDFM\\_disableMasterFilter](#) (uint32\_t base)
- void [SDFM\\_configComparator](#) (uint32\_t base, uint16\_t config1, uint32\_t config2)
- void [SDFM\\_configDataFilter](#) (uint32\_t base, uint16\_t config1, uint16\_t config2)

## 26.2.1 Detailed Description

The code for this module is contained in `driverlib/sdfm.c`, with `driverlib/sdfm.h` containing the API declarations for use by applications.

## 26.2.2 Macro Definition Documentation

### 26.2.2.1 #define SDFM\_GET\_LOW\_THRESHOLD( C )

Macro to get the low threshold

Referenced by [SDFM\\_configComparator\(\)](#).

### 26.2.2.2 #define SDFM\_GET\_HIGH\_THRESHOLD( C )

Macro to get the high threshold

Referenced by [SDFM\\_configComparator\(\)](#).

### 26.2.2.3 #define SDFM\_SET\_OSR( X )

Macro to convert comparator over sampling ratio to acceptable bit location

### 26.2.2.4 #define SDFM\_SHIFT\_VALUE( X )

Macro to convert the data shift bit values to acceptable bit location

### 26.2.2.5 #define SDFM\_THRESHOLD( H, L )

Macro to combine high threshold and low threshold values

### 26.2.2.6 #define SDFM\_SET\_FIFO\_LEVEL( X )

Macro to set the FIFO level to acceptable bit location

#### 26.2.2.7 #define SDFM\_SET\_ZERO\_CROSS\_THRESH\_VALUE( X )

Macro to set and enable the zero cross threshold value.

#### 26.2.2.8 #define SDFM\_FILTER\_DISABLE

Macros to enable or disable filter.

#### 26.2.2.9 #define SDFM\_MODULATOR\_FAILURE\_INTERRUPT

Interrupt is generated if Modulator fails.

Referenced by [SDFM\\_disableInterrupt\(\)](#), and [SDFM\\_enableInterrupt\(\)](#).

#### 26.2.2.10 #define SDFM\_LOW\_LEVEL\_THRESHOLD\_INTERRUPT

Interrupt on Comparator low-level threshold.

Referenced by [SDFM\\_disableInterrupt\(\)](#), and [SDFM\\_enableInterrupt\(\)](#).

#### 26.2.2.11 #define SDFM\_HIGH\_LEVEL\_THRESHOLD\_INTERRUPT

Interrupt on Comparator high-level threshold.

Referenced by [SDFM\\_disableInterrupt\(\)](#), and [SDFM\\_enableInterrupt\(\)](#).

#### 26.2.2.12 #define SDFM\_DATA\_FILTER\_ACKNOWLEDGE\_INTERRUPT

Interrupt on Acknowledge flag

Referenced by [SDFM\\_disableInterrupt\(\)](#), and [SDFM\\_enableInterrupt\(\)](#).

#### 26.2.2.13 #define SDFM\_MASTER\_INTERRUPT\_FLAG

Master interrupt flag

#### 26.2.2.14 #define SDFM\_FILTER\_1\_HIGH\_THRESHOLD\_FLAG

Filter 1 high -level threshold flag

#### 26.2.2.15 #define SDFM\_FILTER\_1\_LOW\_THRESHOLD\_FLAG

Filter 1 low -level threshold flag

26.2.2.16 #define SDFM\_FILTER\_2\_HIGH\_THRESHOLD\_FLAG

Filter 2 high -level threshold flag

26.2.2.17 #define SDFM\_FILTER\_2\_LOW\_THRESHOLD\_FLAG

Filter 2 low -level threshold flag

26.2.2.18 #define SDFM\_FILTER\_3\_HIGH\_THRESHOLD\_FLAG

Filter 3 high -level threshold flag

26.2.2.19 #define SDFM\_FILTER\_3\_LOW\_THRESHOLD\_FLAG

Filter 3 low -level threshold flag

26.2.2.20 #define SDFM\_FILTER\_4\_HIGH\_THRESHOLD\_FLAG

Filter 4 high -level threshold flag

26.2.2.21 #define SDFM\_FILTER\_4\_LOW\_THRESHOLD\_FLAG

Filter 4 low -level threshold flag

26.2.2.22 #define SDFM\_FILTER\_1\_MOD\_FAILED\_FLAG

Filter 1 modulator failed flag

26.2.2.23 #define SDFM\_FILTER\_2\_MOD\_FAILED\_FLAG

Filter 2 modulator failed flag

26.2.2.24 #define SDFM\_FILTER\_3\_MOD\_FAILED\_FLAG

Filter 3 modulator failed flag

26.2.2.25 #define SDFM\_FILTER\_4\_MOD\_FAILED\_FLAG

Filter 4 modulator failed flag

#### 26.2.2.26 #define SDFM\_FILTER\_1\_NEW\_DATA\_FLAG

Filter 1 new data flag

#### 26.2.2.27 #define SDFM\_FILTER\_2\_NEW\_DATA\_FLAG

Filter 2 new data flag

#### 26.2.2.28 #define SDFM\_FILTER\_3\_NEW\_DATA\_FLAG

Filter 3 new data flag

#### 26.2.2.29 #define SDFM\_FILTER\_4\_NEW\_DATA\_FLAG

Filter 4 new data flag

### 26.2.3 Enumeration Type Documentation

#### 26.2.3.1 enum **SDFM\_OutputThresholdStatus**

Values that can be returned from [SDFM\\_getThresholdStatus\(\)](#)

##### Enumerator

**SDFM\_OUTPUT\_WITHIN\_THRESHOLD** SDFM output is within threshold.  
**SDFM\_OUTPUT\_ABOVE\_THRESHOLD** SDFM output is above threshold.  
**SDFM\_OUTPUT\_BELOW\_THRESHOLD** SDFM output is below threshold.

#### 26.2.3.2 enum **SDFM\_FilterNumber**

Values that can be passed to all functions as the *filterNumber* parameter.

##### Enumerator

**SDFM\_FILTER\_1** Digital filter 1.  
**SDFM\_FILTER\_2** Digital filter 2.  
**SDFM\_FILTER\_3** Digital filter 3.  
**SDFM\_FILTER\_4** Digital filter 4.

#### 26.2.3.3 enum **SDFM\_FilterType**

Values that can be passed to [SDFM\\_setFilterType\(\)](#), [SDFM\\_setComparatorFilterType\(\)](#) as the *filterType* parameter.

##### Enumerator

**SDFM\_FILTER\_SINC\_FAST** Digital filter with SincFast structure.

***SDFM\_FILTER\_SINC\_1*** Digital filter with Sinc1 structure.  
***SDFM\_FILTER\_SINC\_2*** Digital filter with Sinc3 structure.  
***SDFM\_FILTER\_SINC\_3*** Digital filter with Sinc4 structure.

#### 26.2.3.4 enum **SDFM\_ModulatorClockMode**

Values that can be passed to [SDFM\\_setupModulatorClock\(\)](#), as the *clockMode* parameter.

##### Enumerator

***SDFM\_MODULATOR\_CLK\_EQUAL\_DATA\_RATE*** Modulator clock is identical to the data rate.  
***SDFM\_MODULATOR\_CLK\_HALF\_DATA\_RATE*** Modulator clock is half the data rate.  
***SDFM\_MODULATOR\_CLK\_OFF*** Modulator clock is off. Data is Manchester coded.  
***SDFM\_MODULATOR\_CLK\_DOUBLE\_DATA\_RATE*** Modulator clock is double the data rate.

#### 26.2.3.5 enum **SDFM\_OutputDataFormat**

Values that can be passed to [SDFM\\_setOutputDataFormat\(\)](#), as the *dataFormat* parameter.

##### Enumerator

***SDFM\_DATA\_FORMAT\_16\_BIT*** Filter output is in 16 bits 2's complement format.  
***SDFM\_DATA\_FORMAT\_32\_BIT*** Filter output is in 32 bits 2's complement format.

### 26.2.4 Function Documentation

#### 26.2.4.1 static void SDFM\_enableExternalReset ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Enable external reset

##### Parameters

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function enables data filter to be reset by an external source (PWM compare output).

##### Returns

None.

#### 26.2.4.2 static void SDFM\_disableExternalReset ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Disable external reset



**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function disables data filter from being reset by an external source (PWM compare output).

**Returns**

None.

26.2.4.3 static void SDFM\_enableFilter ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Enable filter

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function enables the filter specified by the *filterNumber* variable.

**Returns**

None.

Referenced by [SDFM\\_configDataFilter\(\)](#).

26.2.4.4 static void SDFM\_disableFilter ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Disable filter

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function disables the filter specified by the *filterNumber* variable.

**Returns**

None.

Referenced by [SDFM\\_configDataFilter\(\)](#).

26.2.4.5 static void SDFM\_setFilterType ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, **SDFM\_FilterType** *filterType* ) [inline], [static]

Set filter type.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>filterType</i>	is the filter type or structure.

This function sets the filter type or structure to be used as specified by filterType for the selected filter number as specified by filterNumber.

**Returns**

None.

Referenced by [SDFM\\_configDataFilter\(\)](#).

26.2.4.6 static void SDFM\_setFilterOverSamplingRatio ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, uint16\_t *overSamplingRatio* ) [inline], [static]

Set data filter over sampling ratio.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>overSamplingRatio</i>	is the data filter over sampling ratio.

This function sets the filter oversampling ratio for the filter specified by the filterNumber variable. Valid values for the variable overSamplingRatio are 0 to 255 inclusive. The actual oversampling ratio will be this value plus one.

**Returns**

None.

Referenced by [SDFM\\_configDataFilter\(\)](#).

26.2.4.7 static void SDFM\_setupModulatorClock ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, **SDFM\_ModulatorClockMode** *clockMode* ) [inline], [static]

Set modulator clock mode.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>clockMode</i>	is the modulator clock mode.

This function sets the modulator clock mode specified by clockMode for the filter specified by filterNumber.

**Returns**

None.

26.2.4.8 static void SDFM\_setOutputDataFormat ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, **SDFM\_OutputDataFormat** *dataFormat* ) [inline], [static]

Set the output data format

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>dataFormat</i>	is the output data format.

This function sets the output data format for the filter specified by filterNumber.

**Returns**

None.

Referenced by [SDFM\\_configDataFilter\(\)](#).

26.2.4.9 static void SDFM\_setDataShiftValue ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, uint16\_t *shiftValue* ) [inline], [static]

Set data shift value.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>shiftValue</i>	is the data shift value.

This function sets the shift value for the 16 bit 2's complement data format. The valid maximum value for shiftValue is 31.

**Note:** Use this function with 16 bit 2's complement data format only.

**Returns**

None.

Referenced by [SDFM\\_configDataFilter\(\)](#).

26.2.4.10 static void SDFM\_setCompFilterHighThreshold ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, uint16\_t *highThreshold* ) [inline], [static]

Set Filter output high-level threshold.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>highThreshold</i>	is the high-level threshold.

This function sets the unsigned high-level threshold value for the Comparator filter output. If the output value of the filter exceeds highThreshold and interrupt generation is enabled, an interrupt will be issued.

**Returns**

None.

Referenced by [SDFM\\_configComparator\(\)](#).

26.2.4.11 static void SDFM\_setCompFilterLowThreshold ( uint32\_t *base*,  
**SDFM\_FilterNumber** *filterNumber*, uint16\_t *lowThreshold* ) [inline],  
[static]

Set Filter output low-level threshold.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>lowThreshold</i>	is the low-level threshold.

This function sets the unsigned low-level threshold value for the Comparator filter output. If the output value of the filter gets below lowThreshold and interrupt generation is enabled, an interrupt will be issued.

**Returns**

None.

Referenced by [SDFM\\_configComparator\(\)](#).

26.2.4.12 static void SDFM\_enableInterrupt ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, uint16\_t *intFlags* ) [inline], [static]

Enable SDFM interrupts.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>intFlags</i>	is the interrupt source.

This function enables the low threshold , high threshold or modulator failure interrupt as determined by intFlags for the filter specified by filterNumber. Valid values for intFlags are:  
SDFM\_MODULATOR\_FAILURE\_INTERRUPT ,  
SDFM\_LOW\_LEVEL\_THRESHOLD\_INTERRUPT,  
SDFM\_HIGH\_LEVEL\_THRESHOLD\_INTERRUPT,  
SDFM\_DATA\_FILTER\_ACKNOWLEDGE\_INTERRUPT

**Returns**

None.

References [SDFM\\_DATA\\_FILTER\\_ACKNOWLEDGE\\_INTERRUPT](#),  
[SDFM\\_HIGH\\_LEVEL\\_THRESHOLD\\_INTERRUPT](#),  
[SDFM\\_LOW\\_LEVEL\\_THRESHOLD\\_INTERRUPT](#), and  
[SDFM\\_MODULATOR\\_FAILURE\\_INTERRUPT](#).

26.2.4.13 static void SDFM\_disableInterrupt ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber*, uint16\_t *intFlags* ) [inline], [static]

Disable SDFM interrupts.

**Parameters**

<i>base</i>	is the base address of the SDFM module
-------------	--

<i>filterNumber</i>	is the filter number.
<i>intFlags</i>	is the interrupt source.

This function disables the low threshold , high threshold or modulator failure interrupt as determined by intFlags for the filter specified by filterNumber. Valid values for intFlags are:  
 SDFM\_MODULATOR\_FAILURE\_INTERRUPT ,  
 SDFM\_LOW\_LEVEL\_THRESHOLD\_INTERRUPT,  
 SDFM\_HIGH\_LEVEL\_THRESHOLD\_INTERRUPT,  
 SDFM\_DATA\_FILTER\_ACKNOWLEDGE\_INTERRUPT

#### Returns

None.

References [SDFM\\_DATA\\_FILTER\\_ACKNOWLEDGE\\_INTERRUPT](#),  
[SDFM\\_HIGH\\_LEVEL\\_THRESHOLD\\_INTERRUPT](#),  
[SDFM\\_LOW\\_LEVEL\\_THRESHOLD\\_INTERRUPT](#), and  
[SDFM\\_MODULATOR\\_FAILURE\\_INTERRUPT](#).

26.2.4.14 static void SDFM\_setComparatorFilterType ( uint32\_t base,  
**SDFM\_FilterNumber** filterNumber, **SDFM\_FilterType** filterType ) [inline],  
 [static]

Set the comparator filter type.

#### Parameters

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.
<i>filterType</i>	is the comparator filter type or structure.

This function sets the Comparator filter type or structure to be used as specified by filterType for the selected filter number as specified by filterNumber.

#### Returns

None.

Referenced by [SDFM\\_configComparator\(\)](#).

26.2.4.15 static void SDFM\_setCompFilterOverSamplingRatio ( uint32\_t base,  
**SDFM\_FilterNumber** filterNumber, uint16\_t overSamplingRatio ) [inline],  
 [static]

Set Comparator filter over sampling ratio.

#### Parameters

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

<i>overSamplingRatio</i>	is the comparator filter over sampling ration.
--------------------------	--

This function sets the comparator filter oversampling ratio for the filter specified by the *filterNumber*. Valid values for the variable *overSamplingRatio* are 0 to 31 inclusive. The actual oversampling ratio will be this value plus one.

#### Returns

None.

Referenced by [SDFM\\_configComparator\(\)](#).

26.2.4.16 static uint32\_t SDFM\_getFilterData ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Get the filter data output.

#### Parameters

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function returns the latest data filter output. Depending on the filter data output format selected, the valid value will be the lower 16 bits or the whole 32 bits of the returned value.

#### Returns

Returns the latest data filter output.

26.2.4.17 static **SDFM\_OutputThresholdStatus** SDFM\_getThresholdStatus ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Get the Comparator threshold status.

#### Parameters

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function returns the Comparator output threshold status for the given *filterNumber*.

#### Returns

Returns the following status flags.

- **SDFM\_OUTPUT\_WITHIN\_THRESHOLD** if the output is within the specified threshold.
- **SDFM\_OUTPUT\_ABOVE\_THRESHOLD** if the output is above the high threshold
- **SDFM\_OUTPUT\_BELOW\_THRESHOLD** if the output is below the low threshold.

26.2.4.18 static bool SDFM\_getModulatorStatus ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Get the Modulator status.



**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function returns the Modulator status.

**Returns**

Returns true if the Modulator is operating normally Returns false if the Modulator has failed

26.2.4.19 static bool SDFM\_getNewFilterDataStatus ( uint32\_t *base*, **SDFM\_FilterNumber** *filterNumber* ) [inline], [static]

Check if new Filter data is available.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>filterNumber</i>	is the filter number.

This function returns new filter data status.

**Returns**

Returns **true** if new filter data is available Returns **false** if no new filter data is available

26.2.4.20 static bool SDFM\_getIsrStatus ( uint32\_t *base* ) [inline], [static]

Get pending interrupt.

**Parameters**

<i>base</i>	is the base address of the SDFM module
-------------	--

This function returns any pending interrupt status.

**Returns**

Returns **true** if there is a pending interrupt. Returns **false** if no interrupt is pending.

26.2.4.21 static void SDFM\_clearInterruptFlag ( uint32\_t *base*, uint32\_t *flag* ) [inline], [static]

Clear pending flags.

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>flag</i>	is the SDFM status

This function clears the specified pending interrupt flag. Valid values are SDFM\_MASTER\_INTERRUPT\_FLAG, SDFM\_FILTER\_1\_NEW\_DATA\_FLAG, SDFM\_FILTER\_2\_NEW\_DATA\_FLAG, SDFM\_FILTER\_3\_NEW\_DATA\_FLAG, SDFM\_FILTER\_4\_NEW\_DATA\_FLAG, SDFM\_FILTER\_1\_MOD\_FAILED\_FLAG, SDFM\_FILTER\_2\_MOD\_FAILED\_FLAG, SDFM\_FILTER\_3\_MOD\_FAILED\_FLAG, SDFM\_FILTER\_4\_MOD\_FAILED\_FLAG, SDFM\_FILTER\_1\_HIGH\_THRESHOLD\_FLAG,

SDFM\_FILTER\_1\_LOW\_THRESHOLD\_FLAG, SDFM\_FILTER\_2\_HIGH\_THRESHOLD\_FLAG, SDFM\_FILTER\_2\_LOW\_THRESHOLD\_FLAG, SDFM\_FILTER\_3\_HIGH\_THRESHOLD\_FLAG, SDFM\_FILTER\_3\_LOW\_THRESHOLD\_FLAG, SDFM\_FILTER\_4\_HIGH\_THRESHOLD\_FLAG, SDFM\_FILTER\_4\_LOW\_THRESHOLD\_FLAG or any combination of the above flags.

**Returns**

None

26.2.4.22 static void SDFM\_enableMasterInterrupt ( uint32\_t *base* ) [inline],  
[static]

Enable master interrupt.

**Parameters**

<i>base</i>	is the base address of the SDFM module
-------------	--

This function enables the master SDFM interrupt.

**Returns**

None

26.2.4.23 static void SDFM\_disableMasterInterrupt ( uint32\_t *base* ) [inline],  
[static]

Disable master interrupt.

**Parameters**

<i>base</i>	is the base address of the SDFM module
-------------	--

This function disables the master SDFM interrupt.

**Returns**

None

26.2.4.24 static void SDFM\_enableMasterFilter ( uint32\_t *base* ) [inline], [static]

Enable master interrupt.

**Parameters**

<i>base</i>	is the base address of the SDFM module
-------------	--

This function enables master filter.

**Returns**

None

26.2.4.25 static void SDFM\_disableMasterFilter ( uint32\_t *base* ) [inline], [static]

Disable master filter.

**Parameters**

<i>base</i>	is the base address of the SDFM module
-------------	--

This function disables master filter.

**Returns**

None

26.2.4.26 void SDFM\_configComparator ( uint32\_t *base*, uint16\_t *config1*, uint32\_t *config2* )

Configure SDFM comparator high and low thresholds

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>config1</i>	is the filter number, filter type and over sampling ratio.
<i>config2</i>	is high-level and low-level threshold values.

This function configures the comparator filter threshold values based on configurations *config1* and *config2*.

The *config1* parameter is the logical OR of the filter number, filter type and oversampling ratio. The bit definitions for *config1* are as follow:

- *config1*.[3:0] filter number
- *config1*.[7:4] filter type
- *config1*.[15:8] Over sampling Ratio Valid values for filter number and filter type are defined in SDFM\_FilterNumber and SDFM\_FilterType enumerations respectively. [SDFM\\_SET\\_OSR\(X\)](#) macro can be used to set the value of the oversampling ratio , which ranges [1, 32] inclusive, in the appropriate bit location. For example the value (SDFM\_FILTER\_1 | SDFM\_FILTER\_SINC\_2 | [SDFM\\_SET\\_OSR\(16\)](#)) will select Filter 1, SINC 2 type with an oversampling ratio of 16.

The *config2* parameter is the logical OR of the filter high and low threshold values. The bit definitions for *config2* are as follow:

- *config2*.[15:0] low threshold
- *config2*.[31:16] high threshold The upper 16 bits define the high threshold and the lower 16 bits define the low threshold. [SDFM\\_THRESHOLD\(H, L\)](#) can be used to combine the high and low thresholds.

**Returns**

None.

References [SDFM\\_GET\\_HIGH\\_THRESHOLD](#), [SDFM\\_GET\\_LOW\\_THRESHOLD](#), [SDFM\\_setComparatorFilterType\(\)](#), [SDFM\\_setCompFilterHighThreshold\(\)](#), [SDFM\\_setCompFilterLowThreshold\(\)](#), and [SDFM\\_setCompFilterOverSamplingRatio\(\)](#).

26.2.4.27 void SDFM\_configDataFilter ( uint32\_t *base*, uint16\_t *config1*, uint16\_t *config2* )

Configure SDFM data filter

**Parameters**

<i>base</i>	is the base address of the SDFM module
<i>config1</i>	is the filter number, filter type and over sampling ratio configuration.
<i>config2</i>	is filter switch, data representation and data shift values configuration.

This function configures the data filter based on configurations config1 and config2.

The config1 parameter is the logical OR of the filter number, filter type and oversampling ratio. The bit definitions for config1 are as follow:

- config1.[3:0] Filter number
- config1.[7:4] Filter type
- config1.[15:8] Over sampling Ratio Valid values for filter number and filter type are defined in SDFM\_FilterNumber and SDFM\_FilterType enumerations respectively. [SDFM\\_SET\\_OSR\(X\)](#) macro can be used to set the value of the oversampling ratio , which ranges [1, 256] inclusive , in the appropriate bit location for config1. For example the value (SDFM\_FILTER\_2 | SDFM\_FILTER\_SINC\_3 | [SDFM\\_SET\\_OSR\(64\)](#)) will select Filter 2 , SINC 3 type with an oversampling ratio of 64.

The config2 parameter is the logical OR of data representation, filter switch, and data shift values The bit definitions for config2 are as follow:

- config2.[0] Data representation
- config2.[1] Filter switch
- config2.[15:2] Shift values Valid values for data representation are given in SDFM\_OutputDataFormat enumeration. SDFM\_FILTER\_DISABLE or SDFM\_FILTER\_ENABLE will define the filter switch values.SDFM\_SHIFT\_VALUE(X) macro can be used to set the value of the data shift value, which ranges [0, 31] inclusive, in the appropriate bit location for config2. The shift value is valid only in SDFM\_DATA\_FORMAT\_16\_BIT data representation format.

**Returns**

None.

References [SDFM\\_DATA\\_FORMAT\\_16\\_BIT](#), [SDFM\\_disableFilter\(\)](#), [SDFM\\_enableFilter\(\)](#), [SDFM\\_setDataShiftValue\(\)](#), [SDFM\\_setFilterOverSamplingRatio\(\)](#), [SDFM\\_setFilterType\(\)](#), and [SDFM\\_setOutputDataFormat\(\)](#).

## 27 SPI Module

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### 27.1 SPI Introduction

The serial peripheral interface (SPI) API provides a set of functions to configure the device's SPI module. Functions are provided to initialize the module, to send and receive data, to obtain status information, and to manage interrupts. Both master and slave modes are supported.

### 27.2 API Functions

#### Enumerations

- enum `SPI_TransferProtocol` { `SPI_PROT_POL0PHA0`, `SPI_PROT_POL0PHA1`, `SPI_PROT_POL1PHA0`, `SPI_PROT_POL1PHA1` }
- enum `SPI_Mode` { `SPI_MODE_SLAVE`, `SPI_MODE_MASTER`, `SPI_MODE_SLAVE_OD`, `SPI_MODE_MASTER_OD` }
- enum `SPI_TxFIFOLevel` { `SPI_FIFO_TXEMPTY`, `SPI_FIFO_TX0`, `SPI_FIFO_TX1`, `SPI_FIFO_TX2`, `SPI_FIFO_TX3`, `SPI_FIFO_TX4`, `SPI_FIFO_TX5`, `SPI_FIFO_TX6`, `SPI_FIFO_TX7`, `SPI_FIFO_TX8`, `SPI_FIFO_TX9`, `SPI_FIFO_TX10`, `SPI_FIFO_TX11`, `SPI_FIFO_TX12`, `SPI_FIFO_TX13`, `SPI_FIFO_TX14`, `SPI_FIFO_TX15`, `SPI_FIFO_TX16`, `SPI_FIFO_TXFULL` }
- enum `SPI_RxFIFOLevel` { `SPI_FIFO_RXEMPTY`, `SPI_FIFO_RX0`, `SPI_FIFO_RX1`, `SPI_FIFO_RX2`, `SPI_FIFO_RX3`, `SPI_FIFO_RX4`, `SPI_FIFO_RX5`, `SPI_FIFO_RX6`, `SPI_FIFO_RX7`, `SPI_FIFO_RX8`, `SPI_FIFO_RX9`, `SPI_FIFO_RX10`, `SPI_FIFO_RX11`, `SPI_FIFO_RX12`, `SPI_FIFO_RX13`, `SPI_FIFO_RX14`, `SPI_FIFO_RX15`, `SPI_FIFO_RX16`, `SPI_FIFO_RXFULL`, `SPI_FIFO_RXDEFAULT` }
- enum `SPI_EmulationMode` { `SPI_EMULATION_STOP_MIDWAY`, `SPI_EMULATION_FREE_RUN`, `SPI_EMULATION_STOP_AFTER_TRANSMIT` }
- enum `SPI_STEPolarity` { `SPI_STE_ACTIVE_LOW`, `SPI_STE_ACTIVE_HIGH` }

#### Functions

- static void `SPI_enableModule` (uint32\_t base)
- static void `SPI_disableModule` (uint32\_t base)
- static void `SPI_enableFIFO` (uint32\_t base)
- static void `SPI_disableFIFO` (uint32\_t base)
- static void `SPI_resetTxFIFO` (uint32\_t base)
- static void `SPI_resetRxFIFO` (uint32\_t base)
- static void `SPI_setFIFOInterruptLevel` (uint32\_t base, `SPI_TxFIFOLevel` txLevel, `SPI_RxFIFOLevel` rxLevel)
- static void `SPI_getFIFOInterruptLevel` (uint32\_t base, `SPI_TxFIFOLevel` \*txLevel, `SPI_RxFIFOLevel` \*rxLevel)

- static `SPI_TxFIFOLevel SPI_getTxFIFOStatus` (uint32\_t base)
- static `SPI_RxFIFOLevel SPI_getRxFIFOStatus` (uint32\_t base)
- static bool `SPI_isBusy` (uint32\_t base)
- static void `SPI_writeDataNonBlocking` (uint32\_t base, uint16\_t data)
- static uint16\_t `SPI_readDataNonBlocking` (uint32\_t base)
- static void `SPI_writeDataBlockingFIFO` (uint32\_t base, uint16\_t data)
- static uint16\_t `SPI_readDataBlockingFIFO` (uint32\_t base)
- static void `SPI_writeDataBlockingNonFIFO` (uint32\_t base, uint16\_t data)
- static uint16\_t `SPI_readDataBlockingNonFIFO` (uint32\_t base)
- static void `SPI_enableTriWire` (uint32\_t base)
- static void `SPI_disableTriWire` (uint32\_t base)
- static void `SPI_enableLoopback` (uint32\_t base)
- static void `SPI_disableLoopback` (uint32\_t base)
- static void `SPI_setSTESignalPolarity` (uint32\_t base, `SPI_STEPolarity` polarity)
- static void `SPI_enableHighSpeedMode` (uint32\_t base)
- static void `SPI_disableHighSpeedMode` (uint32\_t base)
- static void `SPI_setEmulationMode` (uint32\_t base, `SPI_EmulationMode` mode)
- void `SPI_setConfig` (uint32\_t base, uint32\_t lspclkHz, `SPI_TransferProtocol` protocol, `SPI_Mode` mode, uint32\_t bitRate, uint16\_t dataWidth)
- void `SPI_setBaudRate` (uint32\_t base, uint32\_t lspclkHz, uint32\_t bitRate)
- void `SPI_enableInterrupt` (uint32\_t base, uint32\_t intFlags)
- void `SPI_disableInterrupt` (uint32\_t base, uint32\_t intFlags)
- uint32\_t `SPI_getInterruptStatus` (uint32\_t base)
- void `SPI_clearInterruptStatus` (uint32\_t base, uint32\_t intFlags)

## 27.2.1 Detailed Description

Before initializing the SPI module, the user first must put the module into the reset state by calling `SPI_disableModule()`. The next call should be to `SPI_setConfig()` to set properties like master or slave mode, bit rate of the SPI clock signal, data width, and the number of bits per frame.

The next step is to do any any FIFO or interrupt configuration. FIFOs are configured using `SPI_enableFIFO()` and `SPI_disableFIFO()` and `SPI_setFIFOInterruptLevel()` if interrupts are desired. The functions `SPI_enableInterrupt()`, `SPI_disableInterrupt()`, `SPI_clearInterruptStatus()`, and `SPI_getInterruptStatus()` are for management of interrupts. Note that the SPI module uses separate interrupt lines for its receive and transmit interrupts when in FIFO mode, but only the "receive" interrupt line when not in FIFO mode.

When configuration is complete, `SPI_enableModule()` should be called to enable the operation of the module.

To transmit data, there are a few options. `SPI_writeDataNonBlocking()` will simply write the specified data to the transmit buffer and return. It is left up to the user to check beforehand that the module is ready for a new piece of data to be written to the buffer. This means checking the buffer-full flag is not set or, if in FIFO mode, checking how full the FIFO is using `SPI_getTxFIFOStatus()` when in FIFO mode. The other option is to use one of the two functions `SPI_writeDataBlockingNonFIFO()` and `SPI_writeDataBlockingFIFO()` that will wait in a while-loop for the module to be ready.

When receiving data, again, there are a few options. `SPI_readDataNonBlocking()` will immediately return the contents of the receive buffer. The user should check that there is in fact data ready by checking the buffer-full flag or, if in FIFO mode, checking how full the FIFO is using `SPI_getRxFIFOStatus()`. `SPI_readDataBlockingNonFIFO()` and `SPI_readDataBlockingFIFO()`, however, will wait in a while-loop for data to become available.

The code for this module is contained in `driverlib/spi.c`, with `driverlib/spi.h` containing the API declarations for use by applications.

## 27.2.2 Enumeration Type Documentation

### 27.2.2.1 enum **SPI\_TransferProtocol**

Values that can be passed to [SPI\\_setConfig\(\)](#) as the *protocol* parameter.

#### Enumerator

- SPI\_PROT\_POL0PHA0** Mode 0. Polarity 0, phase 0. Rising edge without delay.
- SPI\_PROT\_POL0PHA1** Mode 1. Polarity 0, phase 1. Rising edge with delay.
- SPI\_PROT\_POL1PHA0** Mode 2. Polarity 1, phase 0. Falling edge without delay.
- SPI\_PROT\_POL1PHA1** Mode 3. Polarity 1, phase 1. Falling edge with delay.

### 27.2.2.2 enum **SPI\_Mode**

Values that can be passed to [SPI\\_setConfig\(\)](#) as the *mode* parameter.

#### Enumerator

- SPI\_MODE\_SLAVE** SPI slave.
- SPI\_MODE\_MASTER** SPI master.
- SPI\_MODE\_SLAVE\_OD** SPI slave w/ output (TALK) disabled.
- SPI\_MODE\_MASTER\_OD** SPI master w/ output (TALK) disabled.

### 27.2.2.3 enum **SPI\_TxFIFOLevel**

Values that can be passed to [SPI\\_setFIFOInterruptLevel\(\)](#) as the *txLevel* parameter, returned by [SPI\\_getFIFOInterruptLevel\(\)](#) in the *txLevel* parameter, and returned by [SPI\\_getTxFIFOStatus\(\)](#).

#### Enumerator

- SPI\_FIFO\_TXEMPTY** Transmit FIFO empty.
- SPI\_FIFO\_TX0** Transmit FIFO empty.
- SPI\_FIFO\_TX1** Transmit FIFO 1/16 full.
- SPI\_FIFO\_TX2** Transmit FIFO 2/16 full.
- SPI\_FIFO\_TX3** Transmit FIFO 3/16 full.
- SPI\_FIFO\_TX4** Transmit FIFO 4/16 full.
- SPI\_FIFO\_TX5** Transmit FIFO 5/16 full.
- SPI\_FIFO\_TX6** Transmit FIFO 6/16 full.
- SPI\_FIFO\_TX7** Transmit FIFO 7/16 full.
- SPI\_FIFO\_TX8** Transmit FIFO 8/16 full.
- SPI\_FIFO\_TX9** Transmit FIFO 9/16 full.
- SPI\_FIFO\_TX10** Transmit FIFO 10/16 full.
- SPI\_FIFO\_TX11** Transmit FIFO 11/16 full.
- SPI\_FIFO\_TX12** Transmit FIFO 12/16 full.
- SPI\_FIFO\_TX13** Transmit FIFO 13/16 full.
- SPI\_FIFO\_TX14** Transmit FIFO 14/16 full.
- SPI\_FIFO\_TX15** Transmit FIFO 15/16 full.
- SPI\_FIFO\_TX16** Transmit FIFO full.
- SPI\_FIFO\_TXFULL** Transmit FIFO full.

#### 27.2.2.4 enum **SPI\_RxFIFOLevel**

Values that can be passed to [SPI\\_setFIFOInterruptLevel\(\)](#) as the *rxLevel* parameter, returned by [SPI\\_getFIFOInterruptLevel\(\)](#) in the *rxLevel* parameter, and returned by [SPI\\_getRxFIFOStatus\(\)](#).

##### Enumerator

**SPI\_FIFO\_RXEMPTY** Receive FIFO empty.  
**SPI\_FIFO\_RX0** Receive FIFO empty.  
**SPI\_FIFO\_RX1** Receive FIFO 1/16 full.  
**SPI\_FIFO\_RX2** Receive FIFO 2/16 full.  
**SPI\_FIFO\_RX3** Receive FIFO 3/16 full.  
**SPI\_FIFO\_RX4** Receive FIFO 4/16 full.  
**SPI\_FIFO\_RX5** Receive FIFO 5/16 full.  
**SPI\_FIFO\_RX6** Receive FIFO 6/16 full.  
**SPI\_FIFO\_RX7** Receive FIFO 7/16 full.  
**SPI\_FIFO\_RX8** Receive FIFO 8/16 full.  
**SPI\_FIFO\_RX9** Receive FIFO 9/16 full.  
**SPI\_FIFO\_RX10** Receive FIFO 10/16 full.  
**SPI\_FIFO\_RX11** Receive FIFO 11/16 full.  
**SPI\_FIFO\_RX12** Receive FIFO 12/16 full.  
**SPI\_FIFO\_RX13** Receive FIFO 13/16 full.  
**SPI\_FIFO\_RX14** Receive FIFO 14/16 full.  
**SPI\_FIFO\_RX15** Receive FIFO 15/16 full.  
**SPI\_FIFO\_RX16** Receive FIFO full.  
**SPI\_FIFO\_RXFULL** Receive FIFO full.  
**SPI\_FIFO\_RXDEFAULT** To prevent interrupt at reset.

#### 27.2.2.5 enum **SPI\_EmulationMode**

Values that can be passed to [SPI\\_setEmulationMode\(\)](#) as the *mode* parameter.

##### Enumerator

**SPI\_EMULATION\_STOP\_MIDWAY** Transmission stops after midway in the bit stream.  
**SPI\_EMULATION\_FREE\_RUN** Continue SPI operation regardless.  
**SPI\_EMULATION\_STOP\_AFTER\_TRANSMIT** Transmission will stop after a started transmission completes.

#### 27.2.2.6 enum **SPI\_STEPolarity**

Values that can be passed to [SPI\\_setSTESignalPolarity\(\)](#) as the *polarity* parameter.

##### Enumerator

**SPI\_STE\_ACTIVE\_LOW** SPISTE is active low (normal)  
**SPI\_STE\_ACTIVE\_HIGH** SPISTE is active high (inverted)



## 27.2.3 Function Documentation

27.2.3.1 `static void SPI_enableModule ( uint32_t base ) [inline], [static]`

Enables the serial peripheral interface.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

This function enables operation of the serial peripheral interface. The serial peripheral interface must be configured before it is enabled.

**Returns**

None.

### 27.2.3.2 static void SPI\_disableModule ( uint32\_t *base* ) [inline], [static]

Disables the serial peripheral interface.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

This function disables operation of the serial peripheral interface. Call this function before doing any configuration.

**Returns**

None.

### 27.2.3.3 static void SPI\_enableFIFO ( uint32\_t *base* ) [inline], [static]

Enables the transmit and receive FIFOs.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This functions enables the transmit and receive FIFOs in the SPI.

**Returns**

None.

### 27.2.3.4 static void SPI\_disableFIFO ( uint32\_t *base* ) [inline], [static]

Disables the transmit and receive FIFOs.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This functions disables the transmit and receive FIFOs in the SPI.

**Returns**

None.

### 27.2.3.5 static void SPI\_resetTxFIFO ( uint32\_t *base* ) [inline], [static]

Resets the transmit FIFO.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function resets the transmit FIFO, setting the FIFO pointer back to zero.

**Returns**

None.

### 27.2.3.6 static void SPI\_resetRxFIFO ( uint32\_t *base* ) [inline], [static]

Resets the receive FIFO.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function resets the receive FIFO, setting the FIFO pointer back to zero.

**Returns**

None.

### 27.2.3.7 static void SPI\_setFIFOInterruptLevel ( uint32\_t *base*, **SPI\_TxFIFOLevel** *txLevel*, **SPI\_RxFIFOLevel** *rxLevel* ) [inline], [static]

Sets the FIFO level at which interrupts are generated.

**Parameters**

<i>base</i>	is the base address of the SPI port.
<i>txLevel</i>	is the transmit FIFO interrupt level, specified as <b>SPI_FIFO_TX0</b> , <b>SPI_FIFO_TX1</b> , <b>SPI_FIFO_TX2</b> , . . . or <b>SPI_FIFO_TX16</b> .
<i>rxLevel</i>	is the receive FIFO interrupt level, specified as <b>SPI_FIFO_RX0</b> , <b>SPI_FIFO_RX1</b> , <b>SPI_FIFO_RX2</b> , . . . or <b>SPI_FIFO_RX16</b> .

This function sets the FIFO level at which transmit and receive interrupts are generated.

**Returns**

None.

### 27.2.3.8 static void SPI\_getFIFOInterruptLevel ( uint32\_t *base*, **SPI\_TxFIFOLevel** \* *txLevel*, **SPI\_RxFIFOLevel** \* *rxLevel* ) [inline], [static]

Gets the FIFO level at which interrupts are generated.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

<i>txLevel</i>	is a pointer to storage for the transmit FIFO level, returned as one of <b>SPI_FIFO_TX0</b> , <b>SPI_FIFO_TX1</b> , <b>SPI_FIFO_TX2</b> , . . . or <b>SPI_FIFO_TX16</b> .
<i>rxLevel</i>	is a pointer to storage for the receive FIFO level, returned as one of <b>SPI_FIFO_RX0</b> , <b>SPI_FIFO_RX1</b> , <b>SPI_FIFO_RX2</b> , . . . or <b>SPI_FIFO_RX16</b> .

This function gets the FIFO level at which transmit and receive interrupts are generated.

#### Returns

None.

27.2.3.9 static **SPI\_TxFIFOLevel** SPI\_getTxFIFOStatus ( uint32\_t *base* ) [inline],  
[static]

Get the transmit FIFO status

#### Parameters

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function gets the current number of words in the transmit FIFO.

#### Returns

Returns the current number of words in the transmit FIFO specified as one of the following:  
**SPI\_FIFO\_TX0**, **SPI\_FIFO\_TX1**, **SPI\_FIFO\_TX2**, **SPI\_FIFO\_TX3**, ..., or **SPI\_FIFO\_TX16**

Referenced by [SPI\\_writeDataBlockingFIFO\(\)](#).

27.2.3.10 static **SPI\_RxFIFOLevel** SPI\_getRxFIFOStatus ( uint32\_t *base* ) [inline],  
[static]

Get the receive FIFO status

#### Parameters

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function gets the current number of words in the receive FIFO.

#### Returns

Returns the current number of words in the receive FIFO specified as one of the following:  
**SPI\_FIFO\_RX0**, **SPI\_FIFO\_RX1**, **SPI\_FIFO\_RX2**, **SPI\_FIFO\_RX3**, ..., or **SPI\_FIFO\_RX16**

Referenced by [SPI\\_readDataBlockingFIFO\(\)](#).

27.2.3.11 static bool SPI\_isBusy ( uint32\_t *base* ) [inline], [static]

Determines whether the SPI transmitter is busy or not.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function allows the caller to determine whether all transmitted bytes have cleared the transmitter hardware. If **false** is returned, then the transmit FIFO is empty and all bits of the last transmitted word have left the hardware shift register. This function is only valid when operating in FIFO mode.

**Returns**

Returns **true** if the SPI is transmitting or **false** if all transmissions are complete.

27.2.3.12 static void SPI\_writeDataNonBlocking ( uint32\_t *base*, uint16\_t *data* )  
[inline], [static]

Puts a data element into the SPI transmit buffer.

**Parameters**

<i>base</i>	specifies the SPI module base address.
<i>data</i>	is the left-justified data to be transmitted over SPI.

This function places the supplied data into the transmit buffer of the specified SPI module.

**Note**

The data being sent must be left-justified in *data*. The lower 16 - N bits will be discarded where N is the data width selected in [SPI\\_setConfig\(\)](#). For example, if configured for a 6-bit data width, the lower 10 bits of data will be discarded.

**Returns**

None.

27.2.3.13 static uint16\_t SPI\_readDataNonBlocking ( uint32\_t *base* ) [inline],  
[static]

Gets a data element from the SPI receive buffer.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

This function gets received data from the receive buffer of the specified SPI module and returns it.

**Note**

Only the lower N bits of the value written to *data* contain valid data, where N is the data width as configured by [SPI\\_setConfig\(\)](#). For example, if the interface is configured for 8-bit data width, only the lower 8 bits of the value written to *data* contain valid data.

**Returns**

Returns the word of data read from the SPI receive buffer.

27.2.3.14 static void SPI\_writeDataBlockingFIFO ( uint32\_t *base*, uint16\_t *data* )  
[inline], [static]

Waits for space in the FIFO and then puts data into the transmit buffer.

**Parameters**

<i>base</i>	specifies the SPI module base address.
<i>data</i>	is the left-justified data to be transmitted over SPI.

This function places the supplied data into the transmit buffer of the specified SPI module once space is available in the transmit FIFO. This function should only be used when the FIFO is enabled.

**Note**

The data being sent must be left-justified in *data*. The lower 16 - N bits will be discarded where N is the data width selected in [SPI\\_setConfig\(\)](#). For example, if configured for a 6-bit data width, the lower 10 bits of data will be discarded.

**Returns**

None.

References [SPI\\_FIFO\\_TXFULL](#), and [SPI\\_getTxFIFOStatus\(\)](#).

27.2.3.15 static uint16\_t SPI\_readDataBlockingFIFO ( uint32\_t *base* ) [inline],  
[static]

Waits for data in the FIFO and then reads it from the receive buffer.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

This function waits until there is data in the receive FIFO and then reads received data from the receive buffer. This function should only be used when FIFO mode is enabled.

**Note**

Only the lower N bits of the value written to *data* contain valid data, where N is the data width as configured by [SPI\\_setConfig\(\)](#). For example, if the interface is configured for 8-bit data width, only the lower 8 bits of the value written to *data* contain valid data.

**Returns**

Returns the word of data read from the SPI receive buffer.

References [SPI\\_FIFO\\_RXEMPTY](#), and [SPI\\_getRxFIFOStatus\(\)](#).

27.2.3.16 static void SPI\_writeDataBlockingNonFIFO ( uint32\_t *base*, uint16\_t *data* )  
[inline], [static]

Waits for the transmit buffer to empty and then writes data to it.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

<i>data</i>	is the left-justified data to be transmitted over SPI.
-------------	--

This function places the supplied data into the transmit buffer of the specified SPI module once it is empty. This function should not be used when FIFO mode is enabled.

**Note**

The data being sent must be left-justified in *data*. The lower 16 - N bits will be discarded where N is the data width selected in [SPI\\_setConfig\(\)](#). For example, if configured for a 6-bit data width, the lower 10 bits of data will be discarded.

**Returns**

None.

27.2.3.17 static uint16\_t SPI\_readDataBlockingNonFIFO ( uint32\_t *base* ) [inline], [static]

Waits for data to be received and then reads it from the buffer.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

This function waits for data to be received and then reads it from the receive buffer of the specified SPI module. This function should not be used when FIFO mode is enabled.

**Note**

Only the lower N bits of the value written to *data* contain valid data, where N is the data width as configured by [SPI\\_setConfig\(\)](#). For example, if the interface is configured for 8-bit data width, only the lower 8 bits of the value written to *data* contain valid data.

**Returns**

Returns the word of data read from the SPI receive buffer.

27.2.3.18 static void SPI\_enableTriWire ( uint32\_t *base* ) [inline], [static]

Enables SPI 3-wire mode.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function enables 3-wire mode. When in master mode, this allows SPISIMO to become SPIMOMI and SPISOMI to become free for non-SPI use. When in slave mode, SPISOMI because the SPISISO pin and SPISIMO is free for non-SPI use.

**Returns**

None.

27.2.3.19 static void SPI\_disableTriWire ( uint32\_t *base* ) [inline], [static]

Disables SPI 3-wire mode.



**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function disables 3-wire mode. SPI will operate in normal 4-wire mode.

**Returns**

None.

### 27.2.3.20 static void SPI\_enableLoopback ( uint32\_t *base* ) [inline], [static]

Enables SPI loopback mode.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function enables loopback mode. This mode is only valid during master mode and is helpful during device testing as it internally connects SIMO and SOMI.

**Returns**

None.

### 27.2.3.21 static void SPI\_disableLoopback ( uint32\_t *base* ) [inline], [static]

Disables SPI loopback mode.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function disables loopback mode. Loopback mode is disabled by default after reset.

**Returns**

None.

### 27.2.3.22 static void SPI\_setSTESignalPolarity ( uint32\_t *base*, **SPI\_STEPolarity** *polarity* ) [inline], [static]

Set the slave select (SPISTE) signal polarity.

**Parameters**

<i>base</i>	is the base address of the SPI port.
<i>polarity</i>	is the SPISTE signal polarity.

This function sets the polarity of the slave select (SPISTE) signal. The two modes to choose from for the *polarity* parameter are **SPI\_STE\_ACTIVE\_LOW** for active-low polarity (typical) and **SPI\_STE\_ACTIVE\_HIGH** for active-high polarity (considered inverted).

**Note**

This has no effect on the STE signal when in master mode. It is only applicable to slave mode.

**Returns**

None.

27.2.3.23 static void SPI\_enableHighSpeedMode ( uint32\_t *base* ) [inline], [static]

Enables SPI high speed mode.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function enables high speed mode.

**Returns**

None.

27.2.3.24 static void SPI\_disableHighSpeedMode ( uint32\_t *base* ) [inline], [static]

Disables SPI high speed mode.

**Parameters**

<i>base</i>	is the base address of the SPI port.
-------------	--------------------------------------

This function disables high speed mode. High speed mode is disabled by default after reset.

**Returns**

None.

27.2.3.25 static void SPI\_setEmulationMode ( uint32\_t *base*, **SPI\_EmulationMode** *mode* ) [inline], [static]

Sets SPI emulation mode.

**Parameters**

<i>base</i>	is the base address of the SPI port.
<i>mode</i>	is the emulation mode.

This function sets the behavior of the SPI operation when an emulation suspend occurs. The *mode* parameter can be one of the following:

- **SPI\_EMULATION\_STOP\_MIDWAY** - Transmission stops midway through the bit stream. The rest of the bits will be transmitting after the suspend is deasserted.
- **SPI\_EMULATION\_STOP\_AFTER\_TRANSMIT** - If the suspend occurs before the first SPICLK pulse, the transmission will not start. If it occurs later, the transmission will be completed.
- **SPI\_EMULATION\_FREE\_RUN** - SPI operation continues regardless of a the suspend.

**Returns**

None.

27.2.3.26 void SPI\_setConfig ( uint32\_t *base*, uint32\_t *lspclkHz*, **SPI\_TransferProtocol** *protocol*, **SPI\_Mode** *mode*, uint32\_t *bitRate*, uint16\_t *dataWidth* )

Configures the serial peripheral interface.

**Parameters**

<i>base</i>	specifies the SPI module base address.
<i>lspclkHz</i>	is the rate of the clock supplied to the SPI module (LSPCLK) in Hz.
<i>protocol</i>	specifies the data transfer protocol.
<i>mode</i>	specifies the mode of operation.
<i>bitRate</i>	specifies the clock rate in Hz.
<i>dataWidth</i>	specifies number of bits transferred per frame.

This function configures the serial peripheral interface. It sets the SPI protocol, mode of operation, bit rate, and data width.

The *protocol* parameter defines the data frame format. The *protocol* parameter can be one of the following values: **SPI\_PROT\_POL0PHA0**, **SPI\_PROT\_POL0PHA1**, **SPI\_PROT\_POL1PHA0**, or **SPI\_PROT\_POL1PHA1**. These frame formats encode the following polarity and phase configurations:

Polarity	Phase	Mode
0	0	SPI_PROT_POL0PHA0
0	1	SPI_PROT_POL0PHA1
1	0	SPI_PROT_POL1PHA0
1	1	SPI_PROT_POL1PHA1

The *mode* parameter defines the operating mode of the SPI module. The SPI module can operate as a master or slave; the SPI can also be configured to disable output on its serial output line. The *mode* parameter can be one of the following values: **SPI\_MODE\_MASTER**, **SPI\_MODE\_SLAVE**, **SPI\_MODE\_MASTER\_OD** or **SPI\_MODE\_SLAVE\_OD** ("OD" indicates "output disabled").

The *bitRate* parameter defines the bit rate for the SPI. This bit rate must satisfy the following clock ratio criteria:

- *bitRate* can be no greater than *lspclkHz* divided by 4.
- $\text{lspclkHz} / \text{bitRate}$  cannot be greater than 128.

The *dataWidth* parameter defines the width of the data transfers and can be a value between 1 and 16, inclusive.

The peripheral clock is the low speed peripheral clock. This value is returned by [SysCtl\\_getLowSpeedClock\(\)](#), or it can be explicitly hard coded if it is constant and known (to save the code/execution overhead of a call to [SysCtl\\_getLowSpeedClock\(\)](#)).

**Note**

SPI operation should be disabled via [SPI\\_disableModule\(\)](#) before any changes to its configuration.

**Returns**

None.

27.2.3.27 void SPI\_setBaudRate ( uint32\_t *base*, uint32\_t *lspclkHz*, uint32\_t *bitRate* )

Configures the baud rate of the serial peripheral interface.

**Parameters**

<i>base</i>	specifies the SPI module base address.
<i>lspclkHz</i>	is the rate of the clock supplied to the SPI module (LSPCLK) in Hz.
<i>bitRate</i>	specifies the clock rate in Hz.

This function configures the SPI baud rate. The *bitRate* parameter defines the bit rate for the SPI. This bit rate must satisfy the following clock ratio criteria:

- *bitRate* can be no greater than *lspclkHz* divided by 4.
- *lspclkHz* / *bitRate* cannot be greater than 128.

The peripheral clock is the low speed peripheral clock. This value is returned by [SysCtl\\_getLowSpeedClock\(\)](#), or it can be explicitly hard coded if it is constant and known (to save the code/execution overhead of a call to [SysCtl\\_getLowSpeedClock\(\)](#)).

**Note**

[SPI\\_setConfig\(\)](#) also sets the baud rate. Use [SPI\\_setBaudRate\(\)](#) if you wish to configure it separately from protocol and mode.

**Returns**

None.

### 27.2.3.28 void SPI\_enableInterrupt ( uint32\_t *base*, uint32\_t *intFlags* )

Enables individual SPI interrupt sources.

**Parameters**

<i>base</i>	specifies the SPI module base address.
<i>intFlags</i>	is a bit mask of the interrupt sources to be enabled.

This function enables the indicated SPI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. The *intFlags* parameter can be any of the following values:

- **SPI\_INT\_RX\_OVERRUN** - Receive overrun interrupt
- **SPI\_INT\_RX\_DATA\_TX\_EMPTY** - Data received, transmit empty
- **SPI\_INT\_RXFF** (also enables **SPI\_INT\_RXFF\_OVERFLOW**) - RX FIFO level interrupt (and RX FIFO overflow)
- **SPI\_INT\_TXFF** - TX FIFO level interrupt

**Note**

**SPI\_INT\_RX\_OVERRUN**, **SPI\_INT\_RX\_DATA\_TX\_EMPTY**, **SPI\_INT\_RXFF\_OVERFLOW**, and **SPI\_INT\_RXFF** are associated with **SPIRXINT**; **SPI\_INT\_TXFF** is associated with **SPITXINT**.

**Returns**

None.

27.2.3.29 void SPI\_disableInterrupt ( uint32\_t *base*, uint32\_t *intFlags* )

Disables individual SPI interrupt sources.

**Parameters**

<i>base</i>	specifies the SPI module base address.
<i>intFlags</i>	is a bit mask of the interrupt sources to be disabled.

This function disables the indicated SPI interrupt sources. The *intFlags* parameter can be any of the following values:

- **SPI\_INT\_RX\_OVERRUN**
- **SPI\_INT\_RX\_DATA\_TX\_EMPTY**
- **SPI\_INT\_RXFF** (also disables **SPI\_INT\_RXFF\_OVERFLOW**)
- **SPI\_INT\_TXFF**

**Note**

**SPI\_INT\_RX\_OVERRUN**, **SPI\_INT\_RX\_DATA\_TX\_EMPTY**, **SPI\_INT\_RXFF\_OVERFLOW**, and **SPI\_INT\_RXFF** are associated with **SPIRXINT**; **SPI\_INT\_TXFF** is associated with **SPITXINT**.

**Returns**

None.

### 27.2.3.30 uint32\_t SPI\_getInterruptStatus ( uint32\_t *base* )

Gets the current interrupt status.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

This function returns the interrupt status for the SPI module.

**Returns**

The current interrupt status, enumerated as a bit field of the following values:

- **SPI\_INT\_RX\_OVERRUN** - Receive overrun interrupt
- **SPI\_INT\_RX\_DATA\_TX\_EMPTY** - Data received, transmit empty
- **SPI\_INT\_RXFF** - RX FIFO level interrupt
- **SPI\_INT\_RXFF\_OVERFLOW** - RX FIFO overflow
- **SPI\_INT\_TXFF** - TX FIFO level interrupt

### 27.2.3.31 void SPI\_clearInterruptStatus ( uint32\_t *base*, uint32\_t *intFlags* )

Clears SPI interrupt sources.

**Parameters**

<i>base</i>	specifies the SPI module base address.
-------------	--

<i>intFlags</i>	is a bit mask of the interrupt sources to be cleared.
-----------------	---

This function clears the specified SPI interrupt sources so that they no longer assert. This function must be called in the interrupt handler to keep the interrupts from being triggered again immediately upon exit. The *intFlags* parameter can consist of a bit field of the following values:

- **SPI\_INT\_RX\_OVERRUN**
- **SPI\_INT\_RX\_DATA\_TX\_EMPTY**
- **SPI\_INT\_RXFF**
- **SPI\_INT\_RXFF\_OVERFLOW**
- **SPI\_INT\_TXFF**

**Note**

**SPI\_INT\_RX\_DATA\_TX\_EMPTY** is cleared by a read of the receive buffer, so it usually doesn't need to be cleared using this function.

Also note that **SPI\_INT\_RX\_OVERRUN**, **SPI\_INT\_RX\_DATA\_TX\_EMPTY**, **SPI\_INT\_RXFF\_OVERFLOW**, and **SPI\_INT\_RXFF** are associated with **SPIRXINT**; **SPI\_INT\_TXFF** is associated with **SPITXINT**.

**Returns**

None.



## 28 SysCtl Module

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### 28.1 SysCtl Introduction

System Control (SysCtl) determines the overall operation of the device. The API provides functions to configure the clocking of the device, the set of peripherals that are enabled, the windowed watchdog, the NMI watchdog, and low-power modes. It also provides functions to handle and obtain information about resets and missing clock detection failures.

### 28.2 API Functions

#### Macros

- #define [SYSCTL\\_CPUSEL\\_DAC\\_S](#)
- #define [SYSCTL\\_SYSDIV\(x\)](#)
- #define [SYSCTL\\_IMULT\(x\)](#)

#### Enumerations

- enum [SysCtl\\_PeripheralPCLOCKCR](#) {  
[SYSCTL\\_PERIPH\\_CLK\\_CLA1](#), [SYSCTL\\_PERIPH\\_CLK\\_DMA](#),  
[SYSCTL\\_PERIPH\\_CLK\\_TIMER0](#), [SYSCTL\\_PERIPH\\_CLK\\_TIMER1](#),  
[SYSCTL\\_PERIPH\\_CLK\\_TIMER2](#), [SYSCTL\\_PERIPH\\_CLK\\_HRPWM](#),  
[SYSCTL\\_PERIPH\\_CLK\\_TBCLKSYNC](#), [SYSCTL\\_PERIPH\\_CLK\\_GTBCLKSYNC](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EMIF1](#), [SYSCTL\\_PERIPH\\_CLK\\_EMIF2](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EPWM1](#), [SYSCTL\\_PERIPH\\_CLK\\_EPWM2](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EPWM3](#), [SYSCTL\\_PERIPH\\_CLK\\_EPWM4](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EPWM5](#), [SYSCTL\\_PERIPH\\_CLK\\_EPWM6](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EPWM7](#), [SYSCTL\\_PERIPH\\_CLK\\_EPWM8](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EPWM9](#), [SYSCTL\\_PERIPH\\_CLK\\_EPWM10](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EPWM11](#), [SYSCTL\\_PERIPH\\_CLK\\_EPWM12](#),  
[SYSCTL\\_PERIPH\\_CLK\\_ECAP1](#), [SYSCTL\\_PERIPH\\_CLK\\_ECAP2](#),  
[SYSCTL\\_PERIPH\\_CLK\\_ECAP3](#), [SYSCTL\\_PERIPH\\_CLK\\_ECAP4](#),  
[SYSCTL\\_PERIPH\\_CLK\\_ECAP5](#), [SYSCTL\\_PERIPH\\_CLK\\_ECAP6](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EQEP1](#), [SYSCTL\\_PERIPH\\_CLK\\_EQEP2](#),  
[SYSCTL\\_PERIPH\\_CLK\\_EQEP3](#), [SYSCTL\\_PERIPH\\_CLK\\_SD1](#),  
[SYSCTL\\_PERIPH\\_CLK\\_SD2](#), [SYSCTL\\_PERIPH\\_CLK\\_SCIA](#),  
[SYSCTL\\_PERIPH\\_CLK\\_SCIB](#), [SYSCTL\\_PERIPH\\_CLK\\_SCIC](#),  
[SYSCTL\\_PERIPH\\_CLK\\_SCID](#), [SYSCTL\\_PERIPH\\_CLK\\_SPIA](#),  
[SYSCTL\\_PERIPH\\_CLK\\_SPIB](#), [SYSCTL\\_PERIPH\\_CLK\\_SPIC](#),  
[SYSCTL\\_PERIPH\\_CLK\\_I2CA](#), [SYSCTL\\_PERIPH\\_CLK\\_I2CB](#),  
[SYSCTL\\_PERIPH\\_CLK\\_CANA](#), [SYSCTL\\_PERIPH\\_CLK\\_CANB](#),  
[SYSCTL\\_PERIPH\\_CLK\\_MCBSPA](#), [SYSCTL\\_PERIPH\\_CLK\\_MCBSPB](#),

```

SYSCTL_PERIPH_CLK_USBA, SYSCTL_PERIPH_CLK_UPPA,
SYSCTL_PERIPH_CLK_ADCA, SYSCTL_PERIPH_CLK_ADCB,
SYSCTL_PERIPH_CLK_ADCC, SYSCTL_PERIPH_CLK_ADCD,
SYSCTL_PERIPH_CLK_CMPSS1, SYSCTL_PERIPH_CLK_CMPSS2,
SYSCTL_PERIPH_CLK_CMPSS3, SYSCTL_PERIPH_CLK_CMPSS4,
SYSCTL_PERIPH_CLK_CMPSS5, SYSCTL_PERIPH_CLK_CMPSS6,
SYSCTL_PERIPH_CLK_CMPSS7, SYSCTL_PERIPH_CLK_CMPSS8,
SYSCTL_PERIPH_CLK_DACA, SYSCTL_PERIPH_CLK_DACB,
SYSCTL_PERIPH_CLK_DACC }
■ enum SysCtl_PeripheralSOFTPRES {
SYSCTL_PERIPH_RES_CPU1_CLA1, SYSCTL_PERIPH_RES_CPU2_CLA1,
SYSCTL_PERIPH_RES_EMIF1, SYSCTL_PERIPH_RES_EMIF2,
SYSCTL_PERIPH_RES_EPWM1, SYSCTL_PERIPH_RES_EPWM2,
SYSCTL_PERIPH_RES_EPWM3, SYSCTL_PERIPH_RES_EPWM4,
SYSCTL_PERIPH_RES_EPWM5, SYSCTL_PERIPH_RES_EPWM6,
SYSCTL_PERIPH_RES_EPWM7, SYSCTL_PERIPH_RES_EPWM8,
SYSCTL_PERIPH_RES_EPWM9, SYSCTL_PERIPH_RES_EPWM10,
SYSCTL_PERIPH_RES_EPWM11, SYSCTL_PERIPH_RES_EPWM12,
SYSCTL_PERIPH_RES_ECAP1, SYSCTL_PERIPH_RES_ECAP2,
SYSCTL_PERIPH_RES_ECAP3, SYSCTL_PERIPH_RES_ECAP4,
SYSCTL_PERIPH_RES_ECAP5, SYSCTL_PERIPH_RES_ECAP6,
SYSCTL_PERIPH_RES_EQEP1, SYSCTL_PERIPH_RES_EQEP2,
SYSCTL_PERIPH_RES_EQEP3, SYSCTL_PERIPH_RES_SD1,
SYSCTL_PERIPH_RES_SD2, SYSCTL_PERIPH_RES_SCIA,
SYSCTL_PERIPH_RES_SCIB, SYSCTL_PERIPH_RES_SCIC,
SYSCTL_PERIPH_RES_SCID, SYSCTL_PERIPH_RES_SPIA,
SYSCTL_PERIPH_RES_SPIB, SYSCTL_PERIPH_RES_SPIC,
SYSCTL_PERIPH_RES_I2CA, SYSCTL_PERIPH_RES_I2CB,
SYSCTL_PERIPH_RES_MCBSPA, SYSCTL_PERIPH_RES_MCBSPB,
SYSCTL_PERIPH_RES_USBA, SYSCTL_PERIPH_RES_ADCA,
SYSCTL_PERIPH_RES_ADCB, SYSCTL_PERIPH_RES_ADCC,
SYSCTL_PERIPH_RES_ADCD, SYSCTL_PERIPH_RES_CMPSS1,
SYSCTL_PERIPH_RES_CMPSS2, SYSCTL_PERIPH_RES_CMPSS3,
SYSCTL_PERIPH_RES_CMPSS4, SYSCTL_PERIPH_RES_CMPSS5,
SYSCTL_PERIPH_RES_CMPSS6, SYSCTL_PERIPH_RES_CMPSS7,
SYSCTL_PERIPH_RES_CMPSS8, SYSCTL_PERIPH_RES_DACA,
SYSCTL_PERIPH_RES_DACB, SYSCTL_PERIPH_RES_DACC }
■ enum SysCtl_CPUSelPeripheral {
SYSCTL_CPUSEL0_EPWM, SYSCTL_CPUSEL1_ECAP, SYSCTL_CPUSEL2_EQEP,
SYSCTL_CPUSEL4_SD,
SYSCTL_CPUSEL5_SCI, SYSCTL_CPUSEL6_SPI, SYSCTL_CPUSEL7_I2C,
SYSCTL_CPUSEL8_CAN,
SYSCTL_CPUSEL9_MCBSP, SYSCTL_CPUSEL11_ADC, SYSCTL_CPUSEL12_CMPSS,
SYSCTL_CPUSEL14_DAC }
■ enum SysCtl_CPUSel { SYSCTL_CPUSEL_CPU1, SYSCTL_CPUSEL_CPU2 }
■ enum SysCtl_WDPrescaler {
SYSCTL_WD_PRESCALE_1, SYSCTL_WD_PRESCALE_2, SYSCTL_WD_PRESCALE_4,
SYSCTL_WD_PRESCALE_8,
SYSCTL_WD_PRESCALE_16, SYSCTL_WD_PRESCALE_32,
SYSCTL_WD_PRESCALE_64 }
■ enum SysCtl_WDMode { SYSCTL_WD_MODE_RESET,
SYSCTL_WD_MODE_INTERRUPT }

```

- enum SysCtl\_LSPCLKPrescaler {  
 SYSCTL\_LSPCLK\_PRESCALE\_1, SYSCTL\_LSPCLK\_PRESCALE\_2,  
 SYSCTL\_LSPCLK\_PRESCALE\_4, SYSCTL\_LSPCLK\_PRESCALE\_6,  
 SYSCTL\_LSPCLK\_PRESCALE\_8, SYSCTL\_LSPCLK\_PRESCALE\_10,  
 SYSCTL\_LSPCLK\_PRESCALE\_12, SYSCTL\_LSPCLK\_PRESCALE\_14 }
- enum SysCtl\_EPWMCLKDivider { SYSCTL\_EPWMCLK\_DIV\_1,  
 SYSCTL\_EPWMCLK\_DIV\_2 }
- enum SysCtl\_EMIF1CLKDivider { SYSCTL\_EMIF1CLK\_DIV\_1, SYSCTL\_EMIF1CLK\_DIV\_2 }
- enum SysCtl\_EMIF2CLKDivider { SYSCTL\_EMIF2CLK\_DIV\_1, SYSCTL\_EMIF2CLK\_DIV\_2 }
- enum SysCtl\_ClockOut {  
 SYSCTL\_CLOCKOUT\_PLLSYS, SYSCTL\_CLOCKOUT\_PLLRAW,  
 SYSCTL\_CLOCKOUT\_SYSClk, SYSCTL\_CLOCKOUT\_INTOSC1,  
 SYSCTL\_CLOCKOUT\_INTOSC2, SYSCTL\_CLOCKOUT\_XTALOSC }
- enum SysCtl\_SyncInput {  
 SYSCTL\_SYNC\_IN\_EPWM4, SYSCTL\_SYNC\_IN\_EPWM7, SYSCTL\_SYNC\_IN\_EPWM10,  
 SYSCTL\_SYNC\_IN\_ECAP1,  
 SYSCTL\_SYNC\_IN\_ECAP4 }
- enum SysCtl\_SyncInputSource {  
 SYSCTL\_SYNC\_IN\_SRC\_EPWM1SYNCOU,
 SYSCTL\_SYNC\_IN\_SRC\_EPWM4SYNCOU,  
 SYSCTL\_SYNC\_IN\_SRC\_EPWM7SYNCOU,  
 SYSCTL\_SYNC\_IN\_SRC\_EPWM10SYNCOU,  
 SYSCTL\_SYNC\_IN\_SRC\_ECAP1SYNCOU, SYSCTL\_SYNC\_IN\_SRC\_EXTSYNIN1,  
 SYSCTL\_SYNC\_IN\_SRC\_EXTSYNIN2 }
- enum SysCtl\_SyncOutputSource { SYSCTL\_SYNC\_OUT\_SRC\_EPWM1SYNCOU,  
 SYSCTL\_SYNC\_OUT\_SRC\_EPWM4SYNCOU,  
 SYSCTL\_SYNC\_OUT\_SRC\_EPWM7SYNCOU,  
 SYSCTL\_SYNC\_OUT\_SRC\_EPWM10SYNCOU }
- enum SysCtl\_DeviceParametric {  
 SYSCTL\_DEVICE\_QUAL, SYSCTL\_DEVICE\_PINCOUNT, SYSCTL\_DEVICE\_INSTASPIN,  
 SYSCTL\_DEVICE\_FLASH,  
 SYSCTL\_DEVICE\_PARTID, SYSCTL\_DEVICE\_FAMILY, SYSCTL\_DEVICE\_PARTNO,  
 SYSCTL\_DEVICE\_CLASSID }

## Functions

- static void SysCtl\_resetPeripheral (SysCtl\_PeripheralSOFTPRES peripheral)
- static void SysCtl\_enablePeripheral (SysCtl\_PeripheralPCLOCKCR peripheral)
- static void SysCtl\_disablePeripheral (SysCtl\_PeripheralPCLOCKCR peripheral)
- static void SysCtl\_resetDevice (void)
- static uint32\_t SysCtl\_getResetCause (void)
- static void SysCtl\_clearResetCause (uint32\_t rstCauses)
- static void SysCtl\_setLowSpeedClock (SysCtl\_LSPCLKPrescaler prescaler)
- static void SysCtl\_setEPWMClockDivider (SysCtl\_EPWMCLKDivider divider)
- static void SysCtl\_setEMIF1ClockDivider (SysCtl\_EMIF1CLKDivider divider)
- static void SysCtl\_setEMIF2ClockDivider (SysCtl\_EMIF2CLKDivider divider)
- static void SysCtl\_selectClockOutSource (SysCtl\_ClockOut source)
- static uint16\_t SysCtl\_getExternalOscCounterValue (void)
- static void SysCtl\_turnOnOsc (uint32\_t oscSource)
- static void SysCtl\_turnOffOsc (uint32\_t oscSource)
- static void SysCtl\_enterIdleMode (void)
- static void SysCtl\_enterStandbyMode (void)

- static void [SysCtl\\_enterHaltMode](#) (void)
- static void [SysCtl\\_enterHibernateMode](#) (void)
- static void [SysCtl\\_enableLPMWakeupPin](#) (uint32\_t pin)
- static void [SysCtl\\_disableLPMWakeupPin](#) (uint32\_t pin)
- static void [SysCtl\\_setStandbyQualificationPeriod](#) (uint16\_t cycles)
- static void [SysCtl\\_enableWatchdogStandbyWakeup](#) (void)
- static void [SysCtl\\_disableWatchdogStandbyWakeup](#) (void)
- static void [SysCtl\\_enableWatchdogInHalt](#) (void)
- static void [SysCtl\\_disableWatchdogInHalt](#) (void)
- static void [SysCtl\\_setWatchdogMode](#) ([SysCtl\\_WDMode](#) mode)
- static bool [SysCtl\\_isWatchdogInterruptActive](#) (void)
- static void [SysCtl\\_disableWatchdog](#) (void)
- static void [SysCtl\\_enableWatchdog](#) (void)
- static void [SysCtl\\_serviceWatchdog](#) (void)
- static void [SysCtl\\_setWatchdogPrescaler](#) ([SysCtl\\_WDPrescaler](#) prescaler)
- static uint16\_t [SysCtl\\_getWatchdogCounterValue](#) (void)
- static bool [SysCtl\\_getWatchdogResetStatus](#) (void)
- static void [SysCtl\\_clearWatchdogResetStatus](#) (void)
- static void [SysCtl\\_setWatchdogWindowValue](#) (uint16\_t value)
- static bool [SysCtl\\_getNMISStatus](#) (void)
- static uint32\_t [SysCtl\\_getNMIFlagStatus](#) (void)
- static bool [SysCtl\\_isNMIFlagSet](#) (uint32\_t nmiFlags)
- static void [SysCtl\\_clearNMISStatus](#) (uint32\_t nmiFlags)
- static void [SysCtl\\_clearAllNMIFlags](#) (void)
- static void [SysCtl\\_forceNMIFlags](#) (uint32\_t nmiFlags)
- static uint16\_t [SysCtl\\_getNMIWatchdogCounter](#) (void)
- static void [SysCtl\\_setNMIWatchdogPeriod](#) (uint16\_t wdPeriod)
- static uint16\_t [SysCtl\\_getNMIWatchdogPeriod](#) (void)
- static uint32\_t [SysCtl\\_getNMIShadowFlagStatus](#) (void)
- static bool [SysCtl\\_isNMIShadowFlagSet](#) (uint32\_t nmiFlags)
- static void [SysCtl\\_enableMCD](#) (void)
- static void [SysCtl\\_disableMCD](#) (void)
- static bool [SysCtl\\_isMCDClockFailureDetected](#) (void)
- static void [SysCtl\\_resetMCD](#) (void)
- static void [SysCtl\\_connectMCDClockSource](#) (void)
- static void [SysCtl\\_disconnectMCDClockSource](#) (void)
- static void [SysCtl\\_setSyncInputConfig](#) ([SysCtl\\_SyncInput](#) syncInput, [SysCtl\\_SyncInputSource](#) syncSrc)
- static void [SysCtl\\_setSyncOutputConfig](#) ([SysCtl\\_SyncOutputSource](#) syncSrc)
- static void [SysCtl\\_enableExtADC SOCSource](#) (uint32\_t adcsocSrc)
- static void [SysCtl\\_disableExtADC SOCSource](#) (uint32\_t adcsocSrc)
- static void [SysCtl\\_lockExtADC SOCSelect](#) (void)
- static void [SysCtl\\_selectCPUForPeripheral](#) ([SysCtl\\_CPUSelPeripheral](#) peripheral, uint16\_t peripheralInst, [SysCtl\\_CPUSel](#) cpuInst)
- static void [SysCtl\\_selectSecMaster](#) (uint16\_t periFrame1Config, uint16\_t periFrame2Config)
- static void [SysCtl\\_lockSyncSelect](#) (void)
- static uint32\_t [SysCtl\\_getDeviceRevision](#) (void)
- void [SysCtl\\_delay](#) (uint32\_t count)
- uint32\_t [SysCtl\\_getClock](#) (uint32\_t clockInHz)
- uint32\_t [SysCtl\\_getAuxClock](#) (uint32\_t clockInHz)
- bool [SysCtl\\_setClock](#) (uint32\_t config)
- void [SysCtl\\_selectOscSource](#) (uint32\_t oscSource)
- uint32\_t [SysCtl\\_getLowSpeedClock](#) (uint32\_t clockInHz)
- uint16\_t [SysCtl\\_getDeviceParametric](#) ([SysCtl\\_DeviceParametric](#) parametric)
- void [SysCtl\\_setAuxClock](#) (uint32\_t config)

## 28.2.1 Detailed Description

Many of the functions provided by the SysCtl API are related to device clocking. The most important of these functions is `SysCtl_setClock()` which will configure which oscillator is to be used, configure the PLL, and configure the system clock divider. `SysCtl_getClock()` is a complementary function to this one that will, given the frequency of the oscillator source used, read back the configuration of the PLL and clock divider and calculate the system clock frequency. A similar pair of functions is provided for the low-speed peripheral clock, `SysCtl_setLowSpeedClock()` and `SysCtl_getLowSpeedClock()`.

The ability to enable (turn on the module clock), disable (gate off the module clock), and perform a software reset on most of the peripherals on a device is provided by `SysCtl_enablePeripheral()`, `SysCtl_disablePeripheral()`, and `SysCtl_resetPeripheral()` respectively.

The device's windowed watchdog is enabled and disabled by `SysCtl_enableWatchdog()` and `SysCtl_disableWatchdog()` respectively. The watchdog can be serviced by `SysCtl_serviceWatchdog()`. Several functions are also provided to configure the watchdog's clock and windowed functionality.

This section will give further details of these functions and each of the others used for the configuration of SysCtl.

The code for this module is contained in `driverlib/sysctl.c`, with `driverlib/sysctl.h` containing the API declarations for use by applications.

## 28.2.2 Macro Definition Documentation

### 28.2.2.1 #define SYSCTL\_SYSDIV( x )

Macro to format system clock divider value. x must be 1 or even values up to 126.

### 28.2.2.2 #define SYSCTL\_IMULT( x )

Macro to format integer multiplier value. x is a number from 1 to 127.

## 28.2.3 Enumeration Type Documentation

### 28.2.3.1 enum SysCtl\_PeripheralPCLOCKCR

The following are values that can be passed to [SysCtl\\_enablePeripheral\(\)](#) and [SysCtl\\_disablePeripheral\(\)](#) as the *peripheral* parameter.

#### Enumerator

**SYSCTL\_PERIPH\_CLK\_CLA1** CLA1 clock.  
**SYSCTL\_PERIPH\_CLK\_DMA** DMA clock.  
**SYSCTL\_PERIPH\_CLK\_TIMER0** CPUTIMER0 clock.  
**SYSCTL\_PERIPH\_CLK\_TIMER1** CPUTIMER1 clock.  
**SYSCTL\_PERIPH\_CLK\_TIMER2** CPUTIMER2 clock.  
**SYSCTL\_PERIPH\_CLK\_HRPWM** HRPWM clock.

**SYSCTL\_PERIPH\_CLK\_TBCLKSYNC** ePWM time base clock sync  
**SYSCTL\_PERIPH\_CLK\_GTBCLKSYNC** ePWM global time base sync  
**SYSCTL\_PERIPH\_CLK\_EMIF1** EMIF1 clock.  
**SYSCTL\_PERIPH\_CLK\_EMIF2** EMIF2 clock.  
**SYSCTL\_PERIPH\_CLK\_EPWM1** ePWM1 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM2** ePWM2 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM3** ePWM3 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM4** ePWM4 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM5** ePWM5 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM6** ePWM6 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM7** ePWM7 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM8** ePWM8 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM9** ePWM9 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM10** ePWM10 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM11** ePWM11 clock  
**SYSCTL\_PERIPH\_CLK\_EPWM12** ePWM12 clock  
**SYSCTL\_PERIPH\_CLK\_ECAP1** eCAP1 clock  
**SYSCTL\_PERIPH\_CLK\_ECAP2** eCAP2 clock  
**SYSCTL\_PERIPH\_CLK\_ECAP3** eCAP3 clock  
**SYSCTL\_PERIPH\_CLK\_ECAP4** eCAP4 clock  
**SYSCTL\_PERIPH\_CLK\_ECAP5** eCAP5 clock  
**SYSCTL\_PERIPH\_CLK\_ECAP6** eCAP6 clock  
**SYSCTL\_PERIPH\_CLK\_EQEP1** eQEP1 clock  
**SYSCTL\_PERIPH\_CLK\_EQEP2** eQEP2 clock  
**SYSCTL\_PERIPH\_CLK\_EQEP3** eQEP3 clock  
**SYSCTL\_PERIPH\_CLK\_SD1** SDFM1 clock.  
**SYSCTL\_PERIPH\_CLK\_SD2** SDFM2 clock.  
**SYSCTL\_PERIPH\_CLK\_SCIA** SCIA clock.  
**SYSCTL\_PERIPH\_CLK\_SCIB** SCIB clock.  
**SYSCTL\_PERIPH\_CLK\_SCIC** SCIC clock.  
**SYSCTL\_PERIPH\_CLK\_SCID** SCID clock.  
**SYSCTL\_PERIPH\_CLK\_SPIA** SPIA clock.  
**SYSCTL\_PERIPH\_CLK\_SPIB** SPIB clock.  
**SYSCTL\_PERIPH\_CLK\_SPIC** SPIC clock.  
**SYSCTL\_PERIPH\_CLK\_I2CA** I2CA clock.  
**SYSCTL\_PERIPH\_CLK\_I2CB** I2CB clock.  
**SYSCTL\_PERIPH\_CLK\_CANA** CANA clock.  
**SYSCTL\_PERIPH\_CLK\_CANB** CANB clock.  
**SYSCTL\_PERIPH\_CLK\_MCBSPA** McBSPA clock.  
**SYSCTL\_PERIPH\_CLK\_MCBSPB** McBSPB clock.  
**SYSCTL\_PERIPH\_CLK\_USBA** USBA clock.  
**SYSCTL\_PERIPH\_CLK\_UPPA** uPPA clock  
**SYSCTL\_PERIPH\_CLK\_ADCA** ADCA clock.  
**SYSCTL\_PERIPH\_CLK\_ADCB** ADCB clock.  
**SYSCTL\_PERIPH\_CLK\_ADCC** ADCC clock.  
**SYSCTL\_PERIPH\_CLK\_ADCD** ADCD clock.

**`SYSCTL_PERIPH_CLK_CMPSS1`** CMPSS1 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS2`** CMPSS2 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS3`** CMPSS3 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS4`** CMPSS4 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS5`** CMPSS5 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS6`** CMPSS6 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS7`** CMPSS7 clock.  
**`SYSCTL_PERIPH_CLK_CMPSS8`** CMPSS8 clock.  
**`SYSCTL_PERIPH_CLK_DACA`** DACA clock.  
**`SYSCTL_PERIPH_CLK_DACB`** DACB clock.  
**`SYSCTL_PERIPH_CLK_DACC`** DACC clock.

### 28.2.3.2 enum **SysCtl\_PeripheralSOFTPRES**

The following are values that can be passed to [SysCtl\\_resetPeripheral\(\)](#) as the *peripheral* parameter.

#### Enumerator

**`SYSCTL_PERIPH_RES_CPU1_CLA1`** Reset CPU1 CLA1.  
**`SYSCTL_PERIPH_RES_CPU2_CLA1`** Reset CPU2 CLA1.  
**`SYSCTL_PERIPH_RES_EMIF1`** Reset EMIF1.  
**`SYSCTL_PERIPH_RES_EMIF2`** Reset EMIF2.  
**`SYSCTL_PERIPH_RES_EPWM1`** Reset ePWM1.  
**`SYSCTL_PERIPH_RES_EPWM2`** Reset ePWM2.  
**`SYSCTL_PERIPH_RES_EPWM3`** Reset ePWM3.  
**`SYSCTL_PERIPH_RES_EPWM4`** Reset ePWM4.  
**`SYSCTL_PERIPH_RES_EPWM5`** Reset ePWM5.  
**`SYSCTL_PERIPH_RES_EPWM6`** Reset ePWM6.  
**`SYSCTL_PERIPH_RES_EPWM7`** Reset ePWM7.  
**`SYSCTL_PERIPH_RES_EPWM8`** Reset ePWM8.  
**`SYSCTL_PERIPH_RES_EPWM9`** Reset ePWM9.  
**`SYSCTL_PERIPH_RES_EPWM10`** Reset ePWM10.  
**`SYSCTL_PERIPH_RES_EPWM11`** Reset ePWM11.  
**`SYSCTL_PERIPH_RES_EPWM12`** Reset ePWM12.  
**`SYSCTL_PERIPH_RES_ECAP1`** Reset eCAP1.  
**`SYSCTL_PERIPH_RES_ECAP2`** Reset eCAP2.  
**`SYSCTL_PERIPH_RES_ECAP3`** Reset eCAP3.  
**`SYSCTL_PERIPH_RES_ECAP4`** Reset eCAP4.  
**`SYSCTL_PERIPH_RES_ECAP5`** Reset eCAP5.  
**`SYSCTL_PERIPH_RES_ECAP6`** Reset eCAP6.  
**`SYSCTL_PERIPH_RES_EQEP1`** Reset eQEP1.  
**`SYSCTL_PERIPH_RES_EQEP2`** Reset eQEP2.  
**`SYSCTL_PERIPH_RES_EQEP3`** Reset eQEP3.  
**`SYSCTL_PERIPH_RES_SD1`** Reset SDFM1.  
**`SYSCTL_PERIPH_RES_SD2`** Reset SDFM2.  
**`SYSCTL_PERIPH_RES_SCIA`** Reset SCIA.

**`SYSCTL_PERIPH_RES_SCIB`** Reset SCIB.  
**`SYSCTL_PERIPH_RES_SCIC`** Reset SCIC.  
**`SYSCTL_PERIPH_RES_SCID`** Reset SCID.  
**`SYSCTL_PERIPH_RES_SPIA`** Reset SPIA.  
**`SYSCTL_PERIPH_RES_SPIB`** Reset SPIB.  
**`SYSCTL_PERIPH_RES_SPIC`** Reset SPIC.  
**`SYSCTL_PERIPH_RES_I2CA`** Reset I2CA.  
**`SYSCTL_PERIPH_RES_I2CB`** Reset I2CB.  
**`SYSCTL_PERIPH_RES_MCBSPA`** Reset McBSPA.  
**`SYSCTL_PERIPH_RES_MCBSPB`** Reset McBSPB.  
**`SYSCTL_PERIPH_RES_USBA`** Reset USBA.  
**`SYSCTL_PERIPH_RES_ADCA`** Reset ADCA.  
**`SYSCTL_PERIPH_RES_ADCB`** Reset ADCB.  
**`SYSCTL_PERIPH_RES_ADCC`** Reset ADCC.  
**`SYSCTL_PERIPH_RES_ADCD`** Reset ADCD.  
**`SYSCTL_PERIPH_RES_CMPSS1`** Reset CMPSS1.  
**`SYSCTL_PERIPH_RES_CMPSS2`** Reset CMPSS2.  
**`SYSCTL_PERIPH_RES_CMPSS3`** Reset CMPSS3.  
**`SYSCTL_PERIPH_RES_CMPSS4`** Reset CMPSS4.  
**`SYSCTL_PERIPH_RES_CMPSS5`** Reset CMPSS5.  
**`SYSCTL_PERIPH_RES_CMPSS6`** Reset CMPSS6.  
**`SYSCTL_PERIPH_RES_CMPSS7`** Reset CMPSS7.  
**`SYSCTL_PERIPH_RES_CMPSS8`** Reset CMPSS8.  
**`SYSCTL_PERIPH_RES_DACA`** Reset DACA.  
**`SYSCTL_PERIPH_RES_DACB`** Reset DACB.  
**`SYSCTL_PERIPH_RES_DACC`** Reset DACC.

### 28.2.3.3 enum **SysCtl\_CPUSelectPeripheral**

The following are values that can be passed to [SysCtl\\_selectCPUForPeripheral\(\)](#) as the *peripheral* parameter.

#### Enumerator

**`SYSCTL_CPUSEL0_EPWM`** Configure CPU Select for EPWM.  
**`SYSCTL_CPUSEL1_ECAP`** Configure CPU Select for ECAP.  
**`SYSCTL_CPUSEL2_EQEP`** Configure CPU Select for EQEP.  
**`SYSCTL_CPUSEL4_SD`** Configure CPU Select for SD.  
**`SYSCTL_CPUSEL5_SCI`** Configure CPU Select for SCI.  
**`SYSCTL_CPUSEL6_SPI`** Configure CPU Select for SPI.  
**`SYSCTL_CPUSEL7_I2C`** Configure CPU Select for I2C.  
**`SYSCTL_CPUSEL8_CAN`** Configure CPU Select for CAN.  
**`SYSCTL_CPUSEL9_MCBSP`** Configure CPU Select for MCBSP.  
**`SYSCTL_CPUSEL11_ADC`** Configure CPU Select for ADC.  
**`SYSCTL_CPUSEL12_CMPSS`** Configure CPU Select for CMPSS.  
**`SYSCTL_CPUSEL14_DAC`** Configure CPU Select for DAC.



#### 28.2.3.4 enum **SysCtl\_CPUSel**

The following are values that can be passed to [SysCtl\\_selectCPUForPeripheral\(\)](#) as *cpuInst* parameter.

##### Enumerator

- SYSCTL\_CPUSEL\_CPU1** Connect the peripheral (indicated by SysCtl\_CPUSelPeripheral) to CPU1.
- SYSCTL\_CPUSEL\_CPU2** Connect the peripheral (indicated by SysCtl\_CPUSelPeripheral) to CPU2.

#### 28.2.3.5 enum **SysCtl\_WDPrescaler**

The following are values that can be passed to [SysCtl\\_setWatchdogPrescaler\(\)](#) as the *prescaler* parameter.

##### Enumerator

- SYSCTL\_WD\_PRESCALE\_1** WDCLK = PREDIVCLK / 1.
- SYSCTL\_WD\_PRESCALE\_2** WDCLK = PREDIVCLK / 2.
- SYSCTL\_WD\_PRESCALE\_4** WDCLK = PREDIVCLK / 4.
- SYSCTL\_WD\_PRESCALE\_8** WDCLK = PREDIVCLK / 8.
- SYSCTL\_WD\_PRESCALE\_16** WDCLK = PREDIVCLK / 16.
- SYSCTL\_WD\_PRESCALE\_32** WDCLK = PREDIVCLK / 32.
- SYSCTL\_WD\_PRESCALE\_64** WDCLK = PREDIVCLK / 64.

#### 28.2.3.6 enum **SysCtl\_WDMode**

The following are values that can be passed to [SysCtl\\_setWatchdogMode\(\)](#) as the *prescaler* parameter.

##### Enumerator

- SYSCTL\_WD\_MODE\_RESET** Watchdog can generate a reset signal.
- SYSCTL\_WD\_MODE\_INTERRUPT** Watchdog can generate an interrupt signal; reset signal is disabled.

#### 28.2.3.7 enum **SysCtl\_LSPCLKPrescaler**

The following are values that can be passed to [SysCtl\\_setLowSpeedClock\(\)](#) as the *prescaler* parameter.

##### Enumerator

- SYSCTL\_LSPCLK\_PRESCALE\_1** LSPCLK = SYSCLK / 1.
- SYSCTL\_LSPCLK\_PRESCALE\_2** LSPCLK = SYSCLK / 2.
- SYSCTL\_LSPCLK\_PRESCALE\_4** LSPCLK = SYSCLK / 4 (default)
- SYSCTL\_LSPCLK\_PRESCALE\_6** LSPCLK = SYSCLK / 6.
- SYSCTL\_LSPCLK\_PRESCALE\_8** LSPCLK = SYSCLK / 8.
- SYSCTL\_LSPCLK\_PRESCALE\_10** LSPCLK = SYSCLK / 10.

***SYSCTL\_LSPCLK\_PRESCALE\_12*** LSPCLK = SYSCLK / 12.

***SYSCTL\_LSPCLK\_PRESCALE\_14*** LSPCLK = SYSCLK / 14.

#### 28.2.3.8 enum **SysCtl\_EPWMCLKDivider**

The following are values that can be passed to [SysCtl\\_setEPWMClockDivider\(\)](#) as the *divider* parameter.

**Enumerator**

***SYSCTL\_EPWMCLK\_DIV\_1*** EPWMCLK = PLLSYSCLK / 1.

***SYSCTL\_EPWMCLK\_DIV\_2*** EPWMCLK = PLLSYSCLK / 2.

#### 28.2.3.9 enum **SysCtl\_EMIF1CLKDivider**

The following are values that can be passed to [SysCtl\\_setEMIF1ClockDivider\(\)](#) as the *divider* parameter.

**Enumerator**

***SYSCTL\_EMIF1CLK\_DIV\_1*** EMIF1CLK = PLLSYSCLK / 1.

***SYSCTL\_EMIF1CLK\_DIV\_2*** EMIF1CLK = PLLSYSCLK / 2.

#### 28.2.3.10 enum **SysCtl\_EMIF2CLKDivider**

The following are values that can be passed to [SysCtl\\_setEMIF2ClockDivider\(\)](#) as the *divider* parameter.

**Enumerator**

***SYSCTL\_EMIF2CLK\_DIV\_1*** EMIF2CLK = PLLSYSCLK / 1.

***SYSCTL\_EMIF2CLK\_DIV\_2*** EMIF2CLK = PLLSYSCLK / 2.

#### 28.2.3.11 enum **SysCtl\_ClockOut**

The following are values that can be passed to [SysCtl\\_selectClockOutSource\(\)](#) as the *source* parameter.

**Enumerator**

***SYSCTL\_CLOCKOUT\_PLLSYS*** PLL System Clock.

***SYSCTL\_CLOCKOUT\_PLLRAW*** PLL Raw Clock.

***SYSCTL\_CLOCKOUT\_SYSCLK*** CPU System Clock.

***SYSCTL\_CLOCKOUT\_INTOSC1*** Internal Oscillator 1.

***SYSCTL\_CLOCKOUT\_INTOSC2*** Internal Oscillator 2.

***SYSCTL\_CLOCKOUT\_XTALOSC*** External Oscillator.

### 28.2.3.12 enum **SysCtl\_SyncInput**

The following values define the *syncInput* parameter for [SysCtl\\_setSyncInputConfig\(\)](#).

#### Enumerator

***SYSCTL\_SYNC\_IN\_EPWM4*** Sync input to ePWM 4.  
***SYSCTL\_SYNC\_IN\_EPWM7*** Sync input to ePWM 7.  
***SYSCTL\_SYNC\_IN\_EPWM10*** Sync input to ePWM 10.  
***SYSCTL\_SYNC\_IN\_ECAP1*** Sync input to eCAP 1.  
***SYSCTL\_SYNC\_IN\_ECAP4*** Sync input to eCAP 4.

### 28.2.3.13 enum **SysCtl\_SyncInputSource**

The following values define the *syncSrc* parameter for [SysCtl\\_setSyncInputConfig\(\)](#). Note that some of these are only valid for certain values of *syncInput*. See device technical reference manual for info on time-base counter synchronization for details.

#### Enumerator

***SYSCTL\_SYNC\_IN\_SRC\_EPWM1SYNCOUT*** EPWM1SYNCOUT.  
***SYSCTL\_SYNC\_IN\_SRC\_EPWM4SYNCOUT*** EPWM4SYNCOUT.  
***SYSCTL\_SYNC\_IN\_SRC\_EPWM7SYNCOUT*** EPWM7SYNCOUT.  
***SYSCTL\_SYNC\_IN\_SRC\_EPWM10SYNCOUT*** EPWM10SYNCOUT.  
***SYSCTL\_SYNC\_IN\_SRC\_ECAP1SYNCOUT*** ECAP1SYNCOUT.  
***SYSCTL\_SYNC\_IN\_SRC\_EXTSYNCCIN1*** EXTSYNCCIN1—Valid for all values of *syncInput*.  
***SYSCTL\_SYNC\_IN\_SRC\_EXTSYNCCIN2*** EXTSYNCCIN2—Valid for all values of *syncInput*.

### 28.2.3.14 enum **SysCtl\_SyncOutputSource**

The following values define the *syncSrc* parameter for [SysCtl\\_setSyncOutputConfig\(\)](#).

#### Enumerator

***SYSCTL\_SYNC\_OUT\_SRC\_EPWM1SYNCOUT*** EPWM1SYNCOUT → EXTSYNCOUT.  
***SYSCTL\_SYNC\_OUT\_SRC\_EPWM4SYNCOUT*** EPWM4SYNCOUT → EXTSYNCOUT.  
***SYSCTL\_SYNC\_OUT\_SRC\_EPWM7SYNCOUT*** EPWM7SYNCOUT → EXTSYNCOUT.  
***SYSCTL\_SYNC\_OUT\_SRC\_EPWM10SYNCOUT*** EPWM10SYNCOUT → EXTSYNCOUT.

### 28.2.3.15 enum **SysCtl\_DeviceParametric**

The following values define the *parametric* parameter for [SysCtl\\_getDeviceParametric\(\)](#).

#### Enumerator

***SYSCTL\_DEVICE\_QUAL*** Device Qualification Status.  
***SYSCTL\_DEVICE\_PINCOUNT*** Device Pin Count.  
***SYSCTL\_DEVICE\_INSTASPIN*** Device InstaSPIN Feature Set.  
***SYSCTL\_DEVICE\_FLASH*** Device Flash size (KB)  
***SYSCTL\_DEVICE\_PARTID*** Device Part ID Format Revision.

**`SYSCTL_DEVICE_FAMILY`** Device Family.  
**`SYSCTL_DEVICE_PARTNO`** Device Part Number.  
**`SYSCTL_DEVICE_CLASSID`** Device Class ID.

## 28.2.4 Function Documentation

28.2.4.1 static void SysCtl\_resetPeripheral ( **SysCtl\_PeripheralSOFTPRES** *peripheral* )  
[inline], [static]

Resets a peripheral

### Parameters

<i>peripheral</i>	is the peripheral to reset.
-------------------	-----------------------------

This function uses the SOFTPRESx registers to reset a specified peripheral. Module registers will be returned to their reset states.

### Note

This includes registers containing trim values.

### Returns

None.

28.2.4.2 static void SysCtl\_enablePeripheral ( **SysCtl\_PeripheralPCLOCKCR** *peripheral* )  
[inline], [static]

Enables a peripheral.

### Parameters

<i>peripheral</i>	is the peripheral to enable.
-------------------	------------------------------

Peripherals are enabled with this function. At power-up, all peripherals are disabled; they must be enabled in order to operate or respond to register reads/writes.

### Returns

None.

28.2.4.3 static void SysCtl\_disablePeripheral ( **SysCtl\_PeripheralPCLOCKCR** *peripheral* )  
[inline], [static]

Disables a peripheral.

### Parameters

<i>peripheral</i>	is the peripheral to disable.
-------------------	-------------------------------

Peripherals are disabled with this function. Once disabled, they will not operate or respond to register reads/writes.

#### Returns

None.

#### 28.2.4.4 static void SysCtl\_resetDevice ( void ) [inline], [static]

Resets the device.

This function performs a watchdog reset of the device.

#### Returns

This function does not return.

#### 28.2.4.5 static uint32\_t SysCtl\_getResetCause ( void ) [inline], [static]

Gets the reason for a reset.

This function will return the reason(s) for a reset. Since the reset reasons are sticky until either cleared by software or an external reset, multiple reset reasons may be returned if multiple resets have occurred. The reset reason will be a logical OR of

- **SYSCTL\_CAUSE\_POR** - Power-on reset
- **SYSCTL\_CAUSE\_XRS** - External reset pin
- **SYSCTL\_CAUSE\_WDRS** - Watchdog reset
- **SYSCTL\_CAUSE\_NMIWDRS** - NMI watchdog reset
- **SYSCTL\_CAUSE\_SCCRESET** - SCCRESETn reset from DCSM

#### Note

If you re-purpose the reserved boot ROM RAM, the POR and XRS reset statuses won't be accurate.

#### Returns

Returns the reason(s) for a reset.

#### 28.2.4.6 static void SysCtl\_clearResetCause ( uint32\_t *rstCauses* ) [inline], [static]

Clears reset reasons.

#### Parameters

---

<i>rstCauses</i>	are the reset causes to be cleared; must be a logical OR of <b>SYSCTL_CAUSE_POR</b> , <b>SYSCTL_CAUSE_XRS</b> , <b>SYSCTL_CAUSE_WDRS</b> , <b>SYSCTL_CAUSE_NMIWDRS</b> , and/or <b>SYSCTL_CAUSE_SCCRESET</b> .
------------------	--

This function clears the specified sticky reset reasons. Once cleared, another reset for the same reason can be detected, and a reset for a different reason can be distinguished (instead of having two reset causes set). If the reset reason is used by an application, all reset causes should be cleared after they are retrieved with [SysCtl\\_getResetCause\(\)](#).

**Note**

Some reset causes are cleared by the boot ROM.

**Returns**

None.

28.2.4.7 static void SysCtl\_setLowSpeedClock ( **SysCtl\_LSPCLKPrescaler** *prescaler* )  
[inline], [static]

Sets the low speed peripheral clock rate prescaler.

**Parameters**

<i>prescaler</i>	is the LSPCLK rate relative to SYSCLK
------------------	---------------------------------------

This function configures the clock rate of the low speed peripherals. The *prescaler* parameter is the value by which the SYSCLK rate is divided to get the LSPCLK rate. For example, a *prescaler* of **SYSCTL\_LSPCLK\_PRESCALE\_4** will result in a LSPCLK rate that is a quarter of the SYSCLK rate.

**Returns**

None.

28.2.4.8 static void SysCtl\_setEPWMClockDivider ( **SysCtl\_EPWMCLKDivider** *divider* )  
[inline], [static]

Sets the ePWM clock divider.

**Parameters**

<i>divider</i>	is the value by which PLLSYSCLK is divided
----------------	--

This function configures the clock rate of the EPWMCLK. The *divider* parameter is the value by which the SYSCLK rate is divided to get the EPWMCLK rate. For example, **SYSCTL\_EPWMCLK\_DIV\_2** will select an EPWMCLK rate that is half the PLLSYSCLK rate.

**Returns**

None.

28.2.4.9 static void SysCtl\_setEMIF1ClockDivider ( **SysCtl\_EMIF1CLKDivider** *divider* )  
[inline], [static]

Sets the EMIF1 clock divider.

**Parameters**

<i>divider</i>	is the value by which PLLSYSCLK (or CPU1.SYSCLK on a dual core device) is divided
----------------	---

This function configures the clock rate of the EMIF1CLK. The *divider* parameter is the value by which the SYSCLK rate is divided to get the EMIF1CLK rate. For example, **SYSCTL\_EMIF1CLK\_DIV\_2** will select an EMIF1CLK rate that is half the PLLSYSCLK (or CPU1.SYSCLK on a dual core device) rate.

**Returns**

None.

References [SYSCTL\\_EMIF1CLK\\_DIV\\_2](#).

28.2.4.10 static void SysCtl\_setEMIF2ClockDivider ( **SysCtl\_EMIF2CLKDivider** *divider* )  
[inline], [static]

Sets the EMIF2 clock divider.

**Parameters**

<i>divider</i>	is the value by which PLLSYSCLK (or CPU1.SYSCLK on a dual core device) is divided
----------------	---

This function configures the clock rate of the EMIF2CLK. The *divider* parameter is the value by which the SYSCLK rate is divided to get the EMIF2CLK rate. For example, **SYSCTL\_EMIF2CLK\_DIV\_2** will select an EMIF2CLK rate that is half the PLLSYSCLK (or CPU1.SYSCLK on a dual core device) rate.

**Returns**

None.

References [SYSCTL\\_EMIF2CLK\\_DIV\\_2](#).

28.2.4.11 static void SysCtl\_selectClockOutSource ( **SysCtl\_ClockOut** *source* )  
[inline], [static]

Selects a clock source to mux to an external GPIO pin (XCLKOUT).

**Parameters**

<i>source</i>	is the internal clock source to be configured.
---------------	--

This function configures the specified clock source to be muxed to an external clock out (XCLKOUT) GPIO pin. The *source* parameter may take a value of one of the following values:

- **SYSCTL\_CLOCKOUT\_PLLSYS**
- **SYSCTL\_CLOCKOUT\_PLLRAW**
- **SYSCTL\_CLOCKOUT\_SYSCLK**
- **SYSCTL\_CLOCKOUT\_INTOSC1**
- **SYSCTL\_CLOCKOUT\_INTOSC2**
- **SYSCTL\_CLOCKOUT\_XTALOSC**

**Returns**

None.

28.2.4.12 static uint16\_t SysCtl\_getExternalOscCounterValue ( void ) [inline],  
[static]

Gets the external oscillator counter value.

This function returns the X1 clock counter value. When the return value reaches 0x3FF, it freezes. Before switching from INTOSC2 to an external oscillator (XTAL), an application should call this function to make sure the counter is saturated.

**Returns**

Returns the value of the 10-bit X1 clock counter.

28.2.4.13 static void SysCtl\_turnOnOsc ( uint32\_t *oscSource* ) [inline], [static]

Turns on the specified oscillator sources.

**Parameters**

<i>oscSource</i>	is the oscillator source to be configured.
------------------	--

This function turns on the oscillator specified by the *oscSource* parameter which may take a value of **SYSCTL\_OSCSRC\_OSC2** or **SYSCTL\_OSCSRC\_XTAL**.

**Note**

**SYSCTL\_OSCSRC\_OSC1** is not a valid value for *oscSource*.

**Returns**

None.

28.2.4.14 static void SysCtl\_turnOffOsc ( uint32\_t *oscSource* ) [inline], [static]

Turns off the specified oscillator sources.

**Parameters**

<i>oscSource</i>	is the oscillator source to be configured.
------------------	--

This function turns off the oscillator specified by the *oscSource* parameter which may take a value of **SYSCTL\_OSCSRC\_OSC2** or **SYSCTL\_OSCSRC\_XTAL**.

**Note**

**SYSCTL\_OSCSRC\_OSC1** is not a valid value for *oscSource*.

**Returns**

None.



#### 28.2.4.15 static void SysCtl\_enterIdleMode ( void ) [inline], [static]

Enters IDLE mode.

This function puts the device into IDLE mode. The CPU clock is gated while all peripheral clocks are left running. Any enabled interrupt will wake the CPU up from IDLE mode.

**Returns**

None.

#### 28.2.4.16 static void SysCtl\_enterStandbyMode ( void ) [inline], [static]

Enters STANDBY mode.

This function puts the device into STANDBY mode. This will gate both the CPU clock and any peripheral clocks derived from SYSCCLK. The watchdog is left active, and an NMI or an optional watchdog interrupt will wake the CPU subsystem from STANDBY mode.

GPIOs may be configured to wake the CPU subsystem. See [SysCtl\\_enableLPMWakeupPin\(\)](#).

The CPU will receive an interrupt (WAKEINT) on wakeup.

**Returns**

None.

#### 28.2.4.17 static void SysCtl\_enterHaltMode ( void ) [inline], [static]

Enters HALT mode.

This function puts the device into HALT mode. This will gate almost all systems and clocks and allows for the power-down of oscillators and analog blocks. The watchdog may be left clocked to produce a reset. See [SysCtl\\_enableWatchdogInHalt\(\)](#) to enable this. GPIOs should be configured to wake the CPU subsystem. See [SysCtl\\_enableLPMWakeupPin\(\)](#).

Enter HALT mode (dual CPU). Puts CPU2 in IDLE mode first.

The CPU will receive an interrupt (WAKEINT) on wakeup.

**Returns**

None.

#### 28.2.4.18 static void SysCtl\_enterHibernateMode ( void ) [inline], [static]

Enters Hibernate mode.

This function puts the device into Hibernate mode. Hibernate (HIB) is a global low-power mode that gates the supply voltages to most of the system. This mode affects both CPU subsystems. HIB is essentially a controlled power-down with remote wakeup capability, and can be used to save power during long periods of inactivity.

To wake the device from HIB mode:

1. Assert the dedicated GPIOHIBWAKE pin (GPIO41) low to enable the power-up of the device clock sources.
2. Assert GPIOHIBWAKE pin high again. This triggers the power-up of the rest of the device.

To enter Hibernate mode in dual CPU put CPU2 in STANDBY mode first.

#### Returns

None.

#### 28.2.4.19 static void SysCtl\_enableLPMWakeupPin ( uint32\_t *pin* ) [inline], [static]

Enables a pin to wake up the device from STANDBY or HALT.

#### Parameters

<i>pin</i>	is the identifying number of the pin.
------------	---------------------------------------

This function connects a pin to the LPM circuit, allowing an event on the pin to wake up the device when when it is in STANDBY or HALT mode.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*. Only GPIOs 0 through 63 are capable of being connected to the LPM circuit.

#### Returns

None.

#### 28.2.4.20 static void SysCtl\_disableLPMWakeupPin ( uint32\_t *pin* ) [inline], [static]

Disables a pin to wake up the device from STANDBY or HALT.

#### Parameters

<i>pin</i>	is the identifying number of the pin.
------------	---------------------------------------

This function disconnects a pin to the LPM circuit, disallowing an event on the pin to wake up the device when when it is in STANDBY or HALT mode.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*. Only GPIOs 0 through 63 are valid.

#### Returns

None.

#### 28.2.4.21 static void SysCtl\_setStandbyQualificationPeriod ( uint16\_t *cycles* ) [inline], [static]

Sets the number of cycles to qualify an input on waking from STANDBY mode.

**Parameters**

<i>cycles</i>	is the number of OSCCLK cycles.
---------------	---------------------------------

This function sets the number of OSCCLK clock cycles used to qualify the selected inputs when waking from STANDBY mode. The *cycles* parameter should be passed a cycle count between 2 and 65 cycles inclusive.

**Returns**

None.

**28.2.4.22** `static void SysCtl_enableWatchdogStandbyWakeup ( void ) [inline], [static]`

Enable the device to wake from STANDBY mode upon a watchdog interrupt.

**Note**

In order to use this option, you must configure the watchdog to generate an interrupt using [SysCtl\\_setWatchdogMode\(\)](#).

**Returns**

None.

**28.2.4.23** `static void SysCtl_disableWatchdogStandbyWakeup ( void ) [inline], [static]`

Disable the device from waking from STANDBY mode upon a watchdog interrupt.

**Returns**

None.

**28.2.4.24** `static void SysCtl_enableWatchdogInHalt ( void ) [inline], [static]`

Enable the watchdog to run while in HALT mode.

This function configures the watchdog to continue to run while in HALT mode. Additionally, INTOSC1 and INTOSC2 are not powered down when the system enters HALT mode. By default the watchdog is gated when the system enters HALT.

**Returns**

None.

**28.2.4.25** `static void SysCtl_disableWatchdogInHalt ( void ) [inline], [static]`

Disable the watchdog from running while in HALT mode.

This function gates the watchdog when the system enters HALT mode. INTOSC1 and INTOSC2 will be powered down. This is the default behavior of the device.

**Returns**

None.

28.2.4.26 `static void SysCtl_setWatchdogMode ( SysCtl_WDMode mode ) [inline], [static]`

Configures whether the watchdog generates a reset or an interrupt signal.

**Parameters**

<i>mode</i>	is a flag to select the watchdog mode.
-------------	--

This function configures the action taken when the watchdog counter reaches its maximum value. When the *mode* parameter is **SYSCTL\_WD\_MODE\_INTERRUPT**, the watchdog is enabled to generate a watchdog interrupt signal and disables the generation of a reset signal. This will allow the watchdog module to wake up the device from IDLE or STANDBY if desired (see [SysCtl\\_enableWatchdogStandbyWakeup\(\)](#)).

When the *mode* parameter is **SYSCTL\_WD\_MODE\_RESET**, the watchdog will be put into reset mode and generation of a watchdog interrupt signal will be disabled. This is how the watchdog is configured by default.

**Note**

Check the status of the watchdog interrupt using [SysCtl\\_isWatchdogInterruptActive\(\)](#) before calling this function. If the interrupt is still active, switching from interrupt mode to reset mode will immediately reset the device.

**Returns**

None.

References [SYSCTL\\_WD\\_MODE\\_INTERRUPT](#).

28.2.4.27 `static bool SysCtl_isWatchdogInterruptActive ( void ) [inline], [static]`

Gets the status of the watchdog interrupt signal.

This function returns the status of the watchdog interrupt signal. If the interrupt is active, this function will return **true**. If **false**, the interrupt is NOT active.

**Note**

Make sure to call this function to ensure that the interrupt is not active before making any changes to the configuration of the watchdog to prevent any unexpected behavior. For instance, switching from interrupt mode to reset mode while the interrupt is active will immediately reset the device.

**Returns**

**true** if the interrupt is active and **false** if it is not.

#### 28.2.4.28 static void SysCtl\_disableWatchdog ( void ) [inline], [static]

Disables the watchdog.

This function disables the watchdog timer. Note that the watchdog timer is enabled on reset.

##### Returns

None.

#### 28.2.4.29 static void SysCtl\_enableWatchdog ( void ) [inline], [static]

Enables the watchdog.

This function enables the watchdog timer. Note that the watchdog timer is enabled on reset.

##### Returns

None.

#### 28.2.4.30 static void SysCtl\_serviceWatchdog ( void ) [inline], [static]

Services the watchdog.

This function resets the watchdog.

##### Returns

None.

Referenced by [SysCtl\\_setClock\(\)](#).

#### 28.2.4.31 static void SysCtl\_setWatchdogPrescaler ( **SysCtl\_WDPrescaler** *prescaler* ) [inline], [static]

Sets up watchdog clock (WDCLK) prescaler.

##### Parameters

<i>prescaler</i>	is the value that configures the watchdog clock relative to the value from the pre-divider.
------------------	---

This function sets up the watchdog clock (WDCLK) prescaler. The *prescaler* parameter divides INTOSC1 down to WDCLK.

##### Returns

None.

#### 28.2.4.32 static uint16\_t SysCtl\_getWatchdogCounterValue ( void ) [inline], [static]

Gets the watchdog counter value.

**Returns**

Returns the current value of the 8-bit watchdog counter. If this count value overflows, a watchdog output pulse is generated.

#### 28.2.4.33 static bool SysCtl\_getWatchdogResetStatus ( void ) [inline], [static]

Gets the watchdog reset status.

This function returns the watchdog reset status. If this function returns **true**, that indicates that a watchdog reset generated the last reset condition. Otherwise, it was an external device or power-up reset condition.

**Returns**

Returns **true** if the watchdog generated the last reset condition.

#### 28.2.4.34 static void SysCtl\_clearWatchdogResetStatus ( void ) [inline], [static]

Clears the watchdog reset status.

This function clears the watchdog reset status. To check if it was set first, see [SysCtl\\_getWatchdogResetStatus\(\)](#).

**Returns**

None.

#### 28.2.4.35 static void SysCtl\_setWatchdogWindowValue ( uint16\_t value ) [inline], [static]

Set the minimum threshold value for windowed watchdog

**Parameters**

<i>value</i>	is the value to set the window threshold
--------------	--

This function sets the minimum threshold value used to define the lower limit of the windowed watchdog functionality.

**Returns**

None.

#### 28.2.4.36 static bool SysCtl\_getNMISStatus ( void ) [inline], [static]

Read NMI interrupts.

Read the current state of NMI interrupt.

**Returns**

**true** if NMI interrupt is triggered, **false** if not.

#### 28.2.4.37 static uint32\_t SysCtl\_getNMIFlagStatus ( void ) [inline], [static]

Read NMI Flags.

Read the current state of individual NMI interrupts

##### Returns

Value of NMIFLG register. These defines are provided to decode the value:

- **SYSCTL\_NMI\_NMIINT** - Non-maskable interrupt
- **SYSCTL\_NMI\_CLOCKFAIL** - Clock Failure
- **SYSCTL\_NMI\_RAMUNCERR** - Uncorrectable RAM error
- **SYSCTL\_NMI\_FLUNCERR** - Uncorrectable Flash error
- **SYSCTL\_NMI\_PIEVECTERR** - PIE Vector Fetch Error
- **SYSCTL\_NMI\_CPU2WDRSN** - CPU2 WDRSn Reset
- **SYSCTL\_NMI\_CPU2NMIWDRSN** - CPU2 NMIWDRSn Reset

Referenced by [SysCtl\\_clearAllNMIFlags\(\)](#).

#### 28.2.4.38 static bool SysCtl\_isNMIFlagSet ( uint32\_t *nmiFlags* ) [inline], [static]

Check if the individual NMI interrupts are set.

##### Parameters

<i>nmiFlags</i>	<p>Bit mask of the NMI interrupts that user wants to clear. The bit format of this parameter is same as of the NMIFLG register. These defines are provided:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_NMI_NMIINT</b> - Non-maskable interrupt</li> <li>■ <b>SYSCTL_NMI_CLOCKFAIL</b> - Clock Failure</li> <li>■ <b>SYSCTL_NMI_RAMUNCERR</b> - Uncorrectable RAM error</li> <li>■ <b>SYSCTL_NMI_FLUNCERR</b> - Uncorrectable Flash error</li> <li>■ <b>SYSCTL_NMI_PIEVECTERR</b> - PIE Vector Fetch Error</li> <li>■ <b>SYSCTL_NMI_CPU2WDRSN</b> - CPU2 WDRSn Reset</li> <li>■ <b>SYSCTL_NMI_CPU2NMIWDRSN</b> - CPU2 NMIWDRSn Reset</li> </ul>
-----------------	--

Check if interrupt flags corresponding to the passed in bit mask are asserted.

##### Returns

**true** if any of the NMI asked for in the parameter bit mask is set. **false** if none of the NMI requested in the parameter bit mask are set.

#### 28.2.4.39 static void SysCtl\_clearNMIStatus ( uint32\_t *nmiFlags* ) [inline], [static]

Function to clear individual NMI interrupts.

**Parameters**

<i>nmiFlags</i>	<p>Bit mask of the NMI interrupts that user wants to clear. The bit format of this parameter is same as of the NMIFLG register. These defines are provided:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_NMI_CLOCKFAIL</b></li> <li>■ <b>SYSCTL_NMI_RAMUNCERR</b></li> <li>■ <b>SYSCTL_NMI_FLUNCERR</b></li> <li>■ <b>SYSCTL_NMI_PIEVECTERR</b></li> <li>■ <b>SYSCTL_NMI_CPU2WDRSN</b></li> <li>■ <b>SYSCTL_NMI_CPU2NMIWDRSN</b></li> </ul>
-----------------	---

Clear NMI interrupt flags that correspond with the passed in bit mask.

**Note:** The NMI Interrupt flag is always cleared by default and therefore doesn't have to be included in the bit mask.

**Returns**

None.

28.2.4.40 static void SysCtl\_clearAllNMIFlags ( void ) [inline], [static]

Clear all the NMI Flags that are currently set.

**Returns**

None.

References [SysCtl\\_getNMIFlagStatus\(\)](#).

28.2.4.41 static void SysCtl\_forceNMIFlags ( uint32\_t *nmiFlags* ) [inline], [static]

Function to force individual NMI interrupt fail flags

**Parameters**

<i>nmiFlags</i>	<p>Bit mask of the NMI interrupts that user wants to clear. The bit format of this parameter is same as of the NMIFLG register. These defines are provided:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_NMI_CLOCKFAIL</b></li> <li>■ <b>SYSCTL_NMI_RAMUNCERR</b></li> <li>■ <b>SYSCTL_NMI_FLUNCERR</b></li> <li>■ <b>SYSCTL_NMI_PIEVECTERR</b></li> <li>■ <b>SYSCTL_NMI_CPU2WDRSN</b></li> <li>■ <b>SYSCTL_NMI_CPU2NMIWDRSN</b></li> </ul>
-----------------	---



**Returns**

None.

28.2.4.42 `static uint16_t SysCtl_getNMIWatchdogCounter ( void ) [inline], [static]`

Gets the NMI watchdog counter value.

**Note:** The counter is clocked at the SYSCLKOUT rate.

**Returns**

Returns the NMI watchdog counter register's current value.

28.2.4.43 `static void SysCtl_setNMIWatchdogPeriod ( uint16_t wdPeriod ) [inline], [static]`

Sets the NMI watchdog period value.

**Parameters**

<i>wdPeriod</i>	is the 16-bit value at which a reset is generated.
-----------------	--

This function writes to the NMI watchdog period register that holds the value to which the NMI watchdog counter is compared. When the two registers match, a reset is generated. By default, the period is 0xFFFF.

**Note**

If a value smaller than the current counter value is passed into the *wdPeriod* parameter, a NMIRSn will be forced.

**Returns**

None.

28.2.4.44 `static uint16_t SysCtl_getNMIWatchdogPeriod ( void ) [inline], [static]`

Gets the NMI watchdog period value.

**Returns**

Returns the NMI watchdog period register's current value.

28.2.4.45 `static uint32_t SysCtl_getNMIShadowFlagStatus ( void ) [inline], [static]`

Read NMI Shadow Flags.

Read the current state of individual NMI interrupts

**Returns**

Value of NMISHDFLG register. These defines are provided to decode the value:

- **SYSCTL\_NMI\_NMIINT** - Non-maskable interrupt
- **SYSCTL\_NMI\_CLOCKFAIL** - Clock Failure
- **SYSCTL\_NMI\_RAMUNCERR** - Uncorrectable RAM error
- **SYSCTL\_NMI\_FLUNCERR** - Uncorrectable Flash error
- **SYSCTL\_NMI\_PIEVECTERR** - PIE Vector Fetch Error
- **SYSCTL\_NMI\_CPU2WDRSN** - CPU2 WDRSn Reset
- **SYSCTL\_NMI\_CPU2NMIWDRSN** - CPU2 NMIWDRSn Reset

28.2.4.46 static bool SysCtl\_isNMIShadowFlagSet ( uint32\_t *nmiFlags* ) [inline],  
[static]

Check if the individual NMI shadow flags are set.

**Parameters**

<i>nmiFlags</i>	<p>Bit mask of the NMI interrupts that user wants to clear. The bit format of this parameter is same as of the NMIFLG register. These defines are provided:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_NMI_NMIINT</b></li> <li>■ <b>SYSCTL_NMI_CLOCKFAIL</b></li> <li>■ <b>SYSCTL_NMI_RAMUNCERR</b></li> <li>■ <b>SYSCTL_NMI_FLUNCERR</b></li> <li>■ <b>SYSCTL_NMI_PIEVECTERR</b></li> <li>■ <b>SYSCTL_NMI_CPU2WDRSN</b></li> <li>■ <b>SYSCTL_NMI_CPU2NMIWDRSN</b></li> </ul>
-----------------	---

Check if interrupt flags corresponding to the passed in bit mask are asserted.

**Returns**

**true** if any of the NMI asked for in the parameter bit mask is set. **false** if none of the NMI requested in the parameter bit mask are set.

28.2.4.47 static void SysCtl\_enableMCD ( void ) [inline], [static]

Enable the missing clock detection (MCD) Logic

**Returns**

None.

28.2.4.48 static void SysCtl\_disableMCD ( void ) [inline], [static]

Disable the missing clock detection (MCD) Logic

**Returns**

None.

28.2.4.49 static bool SysCtl\_isMCDClockFailureDetected ( void ) [inline], [static]

Get the missing clock detection Failure Status

**Note**

A failure means the oscillator clock is missing

**Returns**

Returns **true** if a failure is detected or **false** if a failure isn't detected

Referenced by [SysCtl\\_getClock\(\)](#), and [SysCtl\\_setClock\(\)](#).

28.2.4.50 static void SysCtl\_resetMCD ( void ) [inline], [static]

Reset the missing clock detection logic after clock failure

**Returns**

None.

28.2.4.51 static void SysCtl\_connectMCDClockSource ( void ) [inline], [static]

Re-connect missing clock detection clock source to stop simulating clock failure

**Returns**

None.

28.2.4.52 static void SysCtl\_disconnectMCDClockSource ( void ) [inline], [static]

Disconnect missing clock detection clock source to simulate clock failure. This is for testing the MCD functionality.

**Returns**

None.

28.2.4.53 static void SysCtl\_setSyncInputConfig ( **SysCtl\_SyncInput** syncInput,  
**SysCtl\_SyncInputSource** syncSrc ) [inline], [static]

Configures the sync input source for the ePWM and eCAP signals.

**Parameters**

<i>syncInput</i>	is the sync input being configured
<i>syncSrc</i>	is sync input source selection.

This function configures the sync input source for the ePWM and eCAP modules. The *syncInput* parameter is the sync input being configured. It should be passed a value of **SYSCTL\_SYNC\_IN\_XXXX**, where XXXX is the ePWM or eCAP instance the sync signal is entering.

The *syncSrc* parameter is the sync signal selected as the source of the sync input. It should be passed a value of **SYSCTL\_SYNC\_IN\_SRC\_XXXX**, XXXX is a sync signal coming from an ePWM, eCAP or external sync output. where For example, a *syncInput* value of **SYSCTL\_SYNC\_IN\_ECAP1** and a *syncSrc* value of **SYSCTL\_SYNC\_IN\_SRC\_EPWM1SYNCOUT** will make the EPWM1SYNCOUT signal drive eCAP1's SYNCIN signal.

Note that some *syncSrc* values are only valid for certain values of *syncInput*. See device technical reference manual for details on time-base counter synchronization.

**Returns**

None.

28.2.4.54 static void SysCtl\_setSyncOutputConfig ( **SysCtl\_SyncOutputSource** *syncSrc* )  
[inline], [static]

Configures the sync output source.

**Parameters**

<i>syncSrc</i>	is sync output source selection.
----------------	----------------------------------

This function configures the sync output source from the ePWM modules. The *syncSrc* parameter is a value **SYSCTL\_SYNC\_OUT\_SRC\_XXXX**, where XXXX is a sync signal coming from an ePWM such as SYSCTL\_SYNC\_OUT\_SRC\_EPWM1SYNCOUT

**Returns**

None.

28.2.4.55 static void SysCtl\_enableExtADCSOCSource ( uint32\_t *adcsocSrc* )  
[inline], [static]

Enables ePWM SOC signals to drive an external (off-chip) ADCSOC signal.

**Parameters**

<i>adcsocSrc</i>	is a bit field of the selected signals to be enabled
------------------	--

This function configures which ePWM SOC signals are enabled as a source for either ADCSOCAO or ADCSOCBO. The *adcsocSrc* parameter takes a logical OR of **SYSCTL\_ADCSOC\_SRC\_PWMxSOCA/B** values that correspond to different signals.

**Returns**

None.

28.2.4.56 static void SysCtl\_disableExtADCSOCSource ( uint32\_t *adcsocSrc* )  
[inline], [static]

Disables ePWM SOC signals from driving an external ADCSOC signal.

**Parameters**

<i>adcsocSrc</i>	is a bit field of the selected signals to be disabled
------------------	---

This function configures which ePWM SOC signals are disabled as a source for either ADCSOCOA or ADCSOCBO. The *adcsocSrc* parameter takes a logical OR of **SYSCTL\_ADCSOC\_SRC\_PWMxSOCA/B** values that correspond to different signals.

**Returns**

None.

28.2.4.57 static void SysCtl\_lockExtADCSOCSelect ( void ) [inline], [static]

Locks the SOC Select of the Trig X-BAR.

This function locks the external ADC SOC select of the Trig X-BAR.

**Returns**

None.

28.2.4.58 static void SysCtl\_selectCPUForPeripheral ( **SysCtl\_CPUSelPeripheral** *peripheral*, uint16\_t *peripheralInst*, **SysCtl\_CPUSel** *cpulnst* ) [inline], [static]

Configures whether a peripheral is connected to CPU1 or CPU2.

**Parameters**

<i>peripheral</i>	is the peripheral for which CPU needs to be configured.
<i>peripheralInst</i>	is the instance for which CPU needs to be configured.
<i>cpulnst</i>	is the CPU to which the peripheral instance need to be connected.

The *peripheral* parameter can have one enumerated value from SysCtl\_CPUSelPeripheral

The *peripheralInst* parameter is the instance number for e.g. 1 for EPWM1, 2 for EPWM2 etc...For instances which are named with alphabets (instead of numbers) the following convention needs to be followed. 1 for A (SPI\_A), 2 for B (SPI\_B), 3 for C (SPI\_C) etc...

The *cpulnst* parameter can have one the following values:

- **SYSCTL\_CPUSEL\_CPU1** - to connect to CPU1
- **SYSCTL\_CPUSEL\_CPU2** - to connect to CPU2

**Returns**

Returns the low-speed peripheral clock frequency.

References [SYSCTL\\_CPUSEL14\\_DAC](#), and [SYSCTL\\_CPUSEL\\_DAC\\_S](#).

28.2.4.59 static void SysCtl\_selectSecMaster ( uint16\_t *periFrame1Config*, uint16\_t *periFrame2Config* ) [inline], [static]

Configures whether whether the dual ported bridge is connected with DMA or CLA as the secondary master.

**Parameters**

<i>per-iFrame1Config</i>	indicates whether CLA or DMA is configured as secondary master on peripheral frame 1.
<i>per-iFrame2Config</i>	indicates whether CLA or DMA is configured as secondary master on peripheral frame 2.

One of the following values can be passed as parameter. **SYSCTL\_SEC\_MASTER\_CLA**  
**SYSCTL\_SEC\_MASTER\_DMA**

**Returns**

None.

28.2.4.60 static void SysCtl\_lockSyncSelect ( void ) [inline], [static]

Locks the Sync Select of the Trig X-BAR.

This function locks Sync Input and Output Select of the Trig X-BAR.

**Returns**

None.

28.2.4.61 static uint32\_t SysCtl\_getDeviceRevision ( void ) [inline], [static]

Get the Device Silicon Revision ID

This function returns the silicon revision ID for the device.

**Returns**

Returns the silicon revision ID value.

28.2.4.62 void SysCtl\_delay ( uint32\_t count )

Delays for a fixed number of cycles.

**Parameters**

<i>count</i>	is the number of delay loop iterations to perform.
--------------	--

This function generates a constant length delay using assembly code. The loop takes 5 cycles per iteration plus 9 cycles of overhead.

**Note**

If count is equal to zero, the loop will underflow and run for a very long time.

**Returns**

None.

Referenced by [CAN\\_initModule\(\)](#), [SysCtl\\_setAuxClock\(\)](#), and [SysCtl\\_setClock\(\)](#).

28.2.4.63 uint32\_t SysCtl\_getClock ( uint32\_t *clockInHz* )

Calculates the system clock frequency (SYSCLK).



**Parameters**

<i>clockInHz</i>	is the frequency of the oscillator clock source (OSCCLK).
------------------	---

This function determines the frequency of the system clock based on the frequency of the oscillator clock source (from *clockInHz*) and the PLL and clock divider configuration registers.

**Returns**

Returns the system clock frequency. If a missing clock is detected, the function will return the INTOSC1 frequency. This needs to be corrected and cleared (see [SysCtl\\_resetMCD\(\)](#)) before trying to call this function again.

References [SysCtl\\_isMCDClockFailureDetected\(\)](#).

Referenced by [SysCtl\\_getLowSpeedClock\(\)](#).

#### 28.2.4.64 uint32\_t SysCtl\_getAuxClock ( uint32\_t *clockInHz* )

Calculates the system auxiliary clock frequency (AUXPLLCLK).

**Parameters**

<i>clockInHz</i>	is the frequency of the oscillator clock source (AUXOSCCLK).
------------------	--

This function determines the frequency of the auxiliary clock based on the frequency of the oscillator clock source (from *clockInHz*) and the AUXPLL and clock divider configuration registers.

**Returns**

Returns the auxiliary clock frequency.

#### 28.2.4.65 bool SysCtl\_setClock ( uint32\_t *config* )

Configures the clocking of the device.

**Parameters**

<i>config</i>	is the required configuration of the device clocking.
---------------	---

This function configures the clocking of the device. The input crystal frequency, oscillator to be used, use of the PLL, and the system clock divider are all configured with this function.

The *config* parameter is the OR of several different values, many of which are grouped into sets where only one can be chosen.

- The system clock divider is chosen with the macro [SYSCTL\\_SYSDIV\(x\)](#) where x is either 1 or an even value up to 126.
- The use of the PLL is chosen with either [SYSCTL\\_PLL\\_ENABLE](#) or [SYSCTL\\_PLL\\_DISABLE](#).
- The integer multiplier is chosen [SYSCTL\\_IMULT\(x\)](#) where x is a value from 1 to 127.
- The fractional multiplier is chosen with either [SYSCTL\\_FMULT\\_0](#), [SYSCTL\\_FMULT\\_1\\_4](#), [SYSCTL\\_FMULT\\_1\\_2](#), or [SYSCTL\\_FMULT\\_3\\_4](#).
- The oscillator source chosen with [SYSCTL\\_OSCSRC\\_OSC2](#), [SYSCTL\\_OSCSRC\\_XTAL](#), or [SYSCTL\\_OSCSRC\\_OSC1](#).

This function uses the watchdog as a monitor for the PLL. The user watchdog settings will be modified and restored upon completion. Make sure that the WDOVERRIDE bit isn't set before calling this function. Re-lock attempt is carried out if either SLIP condition occurs or SYSCLK to input clock ratio is off by 10%.

This function uses the following resources to support PLL initialization:

- Watchdog
- CPU Timer 1
- CPU Timer 2

#### Note

See your device errata for more details about locking the PLL.

#### Returns

Returns **false** if a missing clock error is detected. This needs to be cleared (see [SysCtl\\_resetMCD\(\)](#)) before trying to call this function again. Otherwise, returns **true**.

References [SysCtl\\_delay\(\)](#), [SysCtl\\_isMCDClockFailureDetected\(\)](#), [SysCtl\\_selectOscSource\(\)](#), and [SysCtl\\_serviceWatchdog\(\)](#).

### 28.2.4.66 void SysCtl\_selectOscSource ( uint32\_t *oscSource* )

Selects the oscillator to be used for the clocking of the device.

#### Parameters

<i>oscSource</i>	is the oscillator source to be configured.
------------------	--

This function configures the oscillator to be used in the clocking of the device. The *oscSource* parameter may take a value of **SYSCTL\_OSCSRC\_OSC2**, **SYSCTL\_OSCSRC\_XTAL**, or **SYSCTL\_OSCSRC\_OSC1**.

#### See Also

[SysCtl\\_turnOnOsc\(\)](#)

#### Returns

None.

Referenced by [SysCtl\\_setClock\(\)](#).

### 28.2.4.67 uint32\_t SysCtl\_getLowSpeedClock ( uint32\_t *clockInHz* )

Calculates the low-speed peripheral clock frequency (LSPCLK).

#### Parameters

<i>clockInHz</i>	is the frequency of the oscillator clock source (OSCCLK).
------------------	---

This function determines the frequency of the low-speed peripheral clock based on the frequency of the oscillator clock source (from *clockInHz*) and the PLL and clock divider configuration registers.

**Returns**

Returns the low-speed peripheral clock frequency.

References [SysCtl\\_getClock\(\)](#).

#### 28.2.4.68 uint16\_t SysCtl\_getDeviceParametric ( **SysCtl\_DeviceParametric** *parametric* )

Get the device part parametric value

**Parameters**

<i>parametric</i>	is the requested device parametric value
-------------------	--

This function gets the device part parametric value.

The *parametric* parameter can have one the following enumerated values:

- **SYSCTL\_DEVICE\_QUAL** - Device Qualification Status
- **SYSCTL\_DEVICE\_PINCOUNT** - Device Pin Count
- **SYSCTL\_DEVICE\_INSTASPIN** - Device InstaSPIN Feature Set
- **SYSCTL\_DEVICE\_FLASH** - Device Flash size (KB)
- **SYSCTL\_DEVICE\_PARTID** - Device PARTID Format Revision
- **SYSCTL\_DEVICE\_FAMILY** - Device Family
- **SYSCTL\_DEVICE\_PARTNO** - Device Part Number
- **SYSCTL\_DEVICE\_CLASSID** - Device Class ID

**Returns**

Returns the specified parametric value.

References [SYSCTL\\_DEVICE\\_CLASSID](#), [SYSCTL\\_DEVICE\\_FAMILY](#), [SYSCTL\\_DEVICE\\_FLASH](#), [SYSCTL\\_DEVICE\\_INSTASPIN](#), [SYSCTL\\_DEVICE\\_PARTID](#), [SYSCTL\\_DEVICE\\_PARTNO](#), [SYSCTL\\_DEVICE\\_PINCOUNT](#), and [SYSCTL\\_DEVICE\\_QUAL](#).

#### 28.2.4.69 void SysCtl\_setAuxClock ( uint32\_t *config* )

Configures the auxiliary PLL for clocking USB.

**Parameters**

<i>config</i>	is the required configuration of the device clocking.
---------------	---

This function configures the clock source for auxiliary PLL, the integer multiplier, fractional multiplier and divider.

The *config* parameter is the OR of several different values, many of which are grouped into sets where only one can be chosen.

- The system clock divider is chosen with one of the following macros:  
**SYSCTL\_AUXPLL\_DIV\_1**, **SYSCTL\_AUXPLL\_DIV\_2**, **SYSCTL\_AUXPLL\_DIV\_4**,  
**SYSCTL\_AUXPLL\_DIV\_8**
- The use of the PLL is chosen with either **SYSCTL\_AUXPLL\_ENABLE** or **SYSCTL\_AUXPLL\_DISABLE**.

- The integer multiplier is chosen with **SYSCTL\_AUXPLL\_IMULT(x)** where x is a value from 1 to 127.
- The fractional multiplier is chosen with either **SYSCTL\_AUXPLL\_FMULT\_0**, **SYSCTL\_AUXPLL\_FMULT\_1\_4**, **SYSCTL\_AUXPLL\_FMULT\_1\_2**, or **SYSCTL\_AUXPLL\_FMULT\_3\_4**.
- The oscillator source chosen with one of **SYSCTL\_AUXPLL\_OSCSRC\_OSC2**, **SYSCTL\_AUXPLL\_OSCSRC\_XTAL**, **SYSCTL\_AUXPLL\_OSCSRC\_AUXCLKIN**

**Note**

This function uses CPU Timer 2 to monitor a successful lock of the AUXPLL. For this function to properly detect the PLL startup  $\text{SYSCLK} \geq 2 * \text{AUXPLLCLK}$  after the AUXPLL is selected as the clocking source. User configuration of CPU Timer 2 will be backed up and restored.

**Returns**

None.

References [SysCtl\\_delay\(\)](#).

## 29 UPP Module

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### 29.1 UPP Introduction

The universal parallel port (UPP) API provides a set of functions to configure device's UPP module. The driver provides functions to initialize the module, obtain status information and to manage interrupts. Both transmitter and receiver modes are supported.

### 29.2 API Functions

#### Data Structures

- struct [UPP\\_DMADescriptor](#)
- struct [UPP\\_DMAChannelStatus](#)

#### Macros

- #define [UPP\\_INT\\_CHI\\_DMA\\_PROG\\_ERR](#)
- #define [UPP\\_INT\\_CHI\\_UNDER\\_OVER\\_RUN](#)
- #define [UPP\\_INT\\_CHI\\_END\\_OF\\_WINDOW](#)
- #define [UPP\\_INT\\_CHI\\_END\\_OF\\_LINE](#)
- #define [UPP\\_INT\\_CHQ\\_DMA\\_PROG\\_ERR](#)
- #define [UPP\\_INT\\_CHQ\\_UNDER\\_OVER\\_RUN](#)
- #define [UPP\\_INT\\_CHQ\\_END\\_OF\\_WINDOW](#)
- #define [UPP\\_INT\\_CHQ\\_END\\_OF\\_LINE](#)

#### Enumerations

- enum [UPP\\_EmulationMode](#) { [UPP\\_EMULATIONMODE\\_HARDSTOP](#), [UPP\\_EMULATIONMODE\\_RUNFREE](#), [UPP\\_EMULATIONMODE\\_SOFTSTOP](#) }
- enum [UPP\\_OperationMode](#) { [UPP\\_RECEIVE\\_MODE](#), [UPP\\_TRANSMIT\\_MODE](#) }
- enum [UPP\\_DataRate](#) { [UPP\\_DATA\\_RATE\\_SDR](#), [UPP\\_DATA\\_RATE\\_DDR](#) }
- enum [UPP\\_TxSDRInterleaveMode](#) { [UPP\\_TX\\_SDR\\_INTERLEAVE\\_DISABLE](#), [UPP\\_TX\\_SDR\\_INTERLEAVE\\_ENABLE](#) }
- enum [UPP\\_DDRDemuxMode](#) { [UPP\\_DDR\\_DEMUX\\_DISABLE](#), [UPP\\_DDR\\_DEMUX\\_ENABLE](#) }
- enum [UPP\\_SignalPolarity](#) { [UPP\\_SIGNAL\\_POLARITY\\_HIGH](#), [UPP\\_SIGNAL\\_POLARITY\\_LOW](#) }
- enum [UPP\\_SignalMode](#) { [UPP\\_SIGNAL\\_DISABLE](#), [UPP\\_SIGNAL\\_ENABLE](#) }
- enum [UPP\\_ClockPolarity](#) { [UPP\\_CLK\\_NOT\\_INVERTED](#), [UPP\\_CLK\\_INVERTED](#) }
- enum [UPP\\_TxIdleDataMode](#) { [UPP\\_TX\\_IDLE\\_DATA\\_IDLE](#), [UPP\\_TX\\_IDLE\\_DATA\\_TRISTATED](#) }
- enum [UPP\\_DMAChannel](#) { [UPP\\_DMA\\_CHANNEL\\_I](#), [UPP\\_DMA\\_CHANNEL\\_Q](#) }

- enum `UPP_ThresholdSize` { `UPP_THR_SIZE_64BYTE`, `UPP_THR_SIZE_128BYTE`, `UPP_THR_SIZE_256BYTE` }
- enum `UPP_InputDelay` { `UPP_INPUT_DLY_4`, `UPP_INPUT_DLY_6`, `UPP_INPUT_DLY_9`, `UPP_INPUT_DLY_14` }

## Functions

- static bool `UPP_isDMAActive` (uint32\_t base)
- static void `UPP_performSoftReset` (uint32\_t base)
- static void `UPP_enableModule` (uint32\_t base)
- static void `UPP_disableModule` (uint32\_t base)
- static void `UPP_enableEmulationMode` (uint32\_t base)
- static void `UPP_disableEmulationMode` (uint32\_t base)
- static void `UPP_setEmulationMode` (uint32\_t base, `UPP_EmulationMode` emuMode)
- static void `UPP_setOperationMode` (uint32\_t base, `UPP_OperationMode` opMode)
- static void `UPP_setDataRate` (uint32\_t base, `UPP_DataRate` dataRate)
- static void `UPP_setTxSDRInterleaveMode` (uint32\_t base, `UPP_TxSDRInterleaveMode` mode)
- static void `UPP_setDDRDemuxMode` (uint32\_t base, `UPP_DDRDemuxMode` mode)
- static void `UPP_setControlSignalPolarity` (uint32\_t base, `UPP_SignalPolarity` waitPola, `UPP_SignalPolarity` enablePola, `UPP_SignalPolarity` startPola)
- static void `UPP_setTxControlSignalMode` (uint32\_t base, `UPP_SignalMode` waitMode)
- static void `UPP_setRxControlSignalMode` (uint32\_t base, `UPP_SignalMode` enableMode, `UPP_SignalMode` startMode)
- static void `UPP_setTxClockDivider` (uint32\_t base, uint16\_t divider)
- static void `UPP_setClockPolarity` (uint32\_t base, `UPP_ClockPolarity` clkPolarity)
- static void `UPP_configTxIdleDataMode` (uint32\_t base, `UPP_TxIdleDataMode` config)
- static void `UPP_setTxIdleValue` (uint32\_t base, uint16\_t idleVal)
- static void `UPP_setTxThreshold` (uint32\_t base, `UPP_ThresholdSize` size)
- static void `UPP_enableInterrupt` (uint32\_t base, uint16\_t intFlags)
- static void `UPP_disableInterrupt` (uint32\_t base, uint16\_t intFlags)
- static uint16\_t `UPP_getInterruptStatus` (uint32\_t base)
- static uint16\_t `UPP_getRawInterruptStatus` (uint32\_t base)
- static void `UPP_clearInterruptStatus` (uint32\_t base, uint16\_t intFlags)
- static void `UPP_enableGlobalInterrupt` (uint32\_t base)
- static void `UPP_disableGlobalInterrupt` (uint32\_t base)
- static bool `UPP_isInterruptGenerated` (uint32\_t base)
- static void `UPP_clearGlobalInterruptStatus` (uint32\_t base)
- static void `UPP_enableInputDelay` (uint32\_t base)
- static void `UPP_disableInputDelay` (uint32\_t base)
- static void `UPP_setInputDelay` (uint32\_t base, `UPP_InputDelay` delay)
- void `UPP_setDMAReadThreshold` (uint32\_t base, `UPP_DMAChannel` channel, `UPP_ThresholdSize` size)
- void `UPP_setDMADescriptor` (uint32\_t base, `UPP_DMAChannel` channel, const `UPP_DMADescriptor` \*const desc)
- void `UPP_getDMAChannelStatus` (uint32\_t base, `UPP_DMAChannel` channel, `UPP_DMAChannelStatus` \*const status)
- bool `UPP_isDescriptorPending` (uint32\_t base, `UPP_DMAChannel` channel)
- bool `UPP_isDescriptorActive` (uint32\_t base, `UPP_DMAChannel` channel)
- uint16\_t `UPP_getDMAFIFOWatermark` (uint32\_t base, `UPP_DMAChannel` channel)
- void `UPP_readRxMsgGRAM` (uint32\_t rxBase, uint16\_t array[], uint16\_t length, uint16\_t offset)
- void `UPP_writeTxMsgGRAM` (uint32\_t txBase, const uint16\_t array[], uint16\_t length, uint16\_t offset)

## 29.2.1 Detailed Description

The UPP API includes functions to enable/disable uPP module, perform software reset, configure uPP as Transmitter or Receiver, set data rate to SDR or DDR, set interleaving demultiplexing configurations, set control signal polarities, enable/disable optional control signals, set Tx clock value polarity, configure idle Tx dataline values, enable/disable, clear get status for uPP interrupts.

The code for this module is contained in `driverlib/upp.c`, with `driverlib/upp.h` containing the API declarations for use by applications.

## 29.2.2 Enumeration Type Documentation

### 29.2.2.1 enum **UPP\_EmulationMode**

Values that can be passed to [UPP\\_setEmulationMode\(\)](#) as *emuMode* parameter.

#### Enumerator

- UPP\_EMULATIONMODE\_HARDSTOP** uPP stops immediately
- UPP\_EMULATIONMODE\_RUNFREE** uPP unaffected by suspend
- UPP\_EMULATIONMODE\_SOFTSTOP** uPP stops at DMA transaction finish

### 29.2.2.2 enum **UPP\_OperationMode**

Values that can be passed to [UPP\\_setOperationMode\(\)](#) as *opMode* parameter.

#### Enumerator

- UPP\_RECEIVE\_MODE** uPP to be configured as Receiver
- UPP\_TRANSMIT\_MODE** uPP to be configured as Transmitter

### 29.2.2.3 enum **UPP\_DataRate**

Values that can be passed to [UPP\\_setDataRate\(\)](#) as *dataRate* parameter.

#### Enumerator

- UPP\_DATA\_RATE\_SDR** uPP to operate in Single Data Rate Mode
- UPP\_DATA\_RATE\_DDR** uPP to operate in Double Data Rate Mode

### 29.2.2.4 enum **UPP\_TxSDRInterleaveMode**

Values that can be passed to [UPP\\_setTxSDRInterleaveMode\(\)](#) as *mode* parameter.

#### Enumerator

- UPP\_TX\_SDR\_INTERLEAVE\_DISABLE** Interleaving disabled in Tx SDR.
- UPP\_TX\_SDR\_INTERLEAVE\_ENABLE** Interleaving enabled in Tx SDR.

### 29.2.2.5 enum **UPP\_DDRDemuxMode**

Values that can be passed to [UPP\\_setDDRDemuxMode\(\)](#) as *mode* parameter.

#### Enumerator

**UPP\_DDR\_DEMUX\_DISABLE** Demultiplexing disabled in DDR mode.

**UPP\_DDR\_DEMUX\_ENABLE** Demultiplexing enabled in DDR mode.

### 29.2.2.6 enum **UPP\_SignalPolarity**

Values that can be passed to [UPP\\_setControlSignalPolarity\(\)](#) as *waitPola*, *enablePola* & *startPola* parameters.

#### Enumerator

**UPP\_SIGNAL\_POLARITY\_HIGH** Signal polarity is active high.

**UPP\_SIGNAL\_POLARITY\_LOW** Signal polarity is active low.

### 29.2.2.7 enum **UPP\_SignalMode**

Values that can be passed to [UPP\\_setTxControlSignalMode\(\)](#) & [UPP\\_setRxControlSignalMode\(\)](#) as *waitMode* & *startMode*, *enableMode* parameters respectively.

#### Enumerator

**UPP\_SIGNAL\_DISABLE** Control Signal is disabled for uPP.

**UPP\_SIGNAL\_ENABLE** Control Signal is enabled for uPP.

### 29.2.2.8 enum **UPP\_ClockPolarity**

Values that can be passed to [UPP\\_setClockPolarity\(\)](#) as *clkPolarity* parameter.

#### Enumerator

**UPP\_CLK\_NOT\_INVERTED** uPP Clock is not inverted

**UPP\_CLK\_INVERTED** uPP clock is inverted

### 29.2.2.9 enum **UPP\_TxIdleDataMode**

Values that can be passed to [UPP\\_configTxIdleDataMode\(\)](#) as *config* parameter. It specifies whether the data lines will drive idle value or get tri-stated when uPP goes to idle state.

#### Enumerator

**UPP\_TX\_IDLE\_DATA\_IDLE** Data lines will drive idle val.

**UPP\_TX\_IDLE\_DATA\_TRISTATED** Data lines will be tristated.



### 29.2.2.10 enum **UPP\_DMAChannel**

Values that can be passed to [UPP\\_setDMAReadThreshold\(\)](#), [UPP\\_getDMAChannelStatus\(\)](#), [UPP\\_setDMADescriptor\(\)](#), [UPP\\_isDescriptorPending\(\)](#), [UPP\\_isDescriptorActive\(\)](#) & [UPP\\_getDMAFIFOWatermark\(\)](#) as *channel* parameter.

#### Enumerator

**UPP\_DMA\_CHANNEL\_I** uPP internal DMA channel I  
**UPP\_DMA\_CHANNEL\_Q** uPP internal DMA channel Q

### 29.2.2.11 enum **UPP\_ThresholdSize**

Values that can be passed to [UPP\\_setTxThreshold\(\)](#) and [UPP\\_setDMAReadThreshold\(\)](#) as *size* parameter.

#### Enumerator

**UPP\_THR\_SIZE\_64BYTE** Tx threshold size is 64 bytes.  
**UPP\_THR\_SIZE\_128BYTE** Tx threshold size is 128 bytes.  
**UPP\_THR\_SIZE\_256BYTE** Tx threshold size is 256 bytes.

### 29.2.2.12 enum **UPP\_InputDelay**

Values that can be passed to [UPP\\_setInputDelay\(\)](#) as *delay* parameter. All the following values lead to 2 cycle delay on clock pin.

#### Enumerator

**UPP\_INPUT\_DLY\_4** 4 cycle delay for data & control pins  
**UPP\_INPUT\_DLY\_6** 6 cycle delay for data & control pins  
**UPP\_INPUT\_DLY\_9** 9 cycle delay for data & control pins  
**UPP\_INPUT\_DLY\_14** 14 cycle delay for data & control pins

## 29.2.3 Function Documentation

### 29.2.3.1 static bool **UPP\_isDMAActive** ( uint32\_t *base* ) [inline], [static]

Returns uPP internal DMA state machine status.

#### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function returns whether the uPP internal DMA state machine status is idle or burst transaction is active.

#### Returns

Returns the DMA machine status. It can return following values:

- **true** - DMA burst transaction is active
- **false** - DMA is idle

29.2.3.2 static void UPP\_performSoftReset ( uint32\_t *base* ) [inline], [static]

Resets the uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function initiates software reset in uPP.

**Returns**

None.

### 29.2.3.3 static void UPP\_enableModule ( uint32\_t *base* ) [inline], [static]

Enables the uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function enables the uPP module.

**Returns**

None.

### 29.2.3.4 static void UPP\_disableModule ( uint32\_t *base* ) [inline], [static]

Disables the uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function disables the uPP module.

**Returns**

None.

### 29.2.3.5 static void UPP\_enableEmulationMode ( uint32\_t *base* ) [inline], [static]

Enables real time emulation mode for uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function enables real time emulation mode in uPP module.

**Returns**

None.

### 29.2.3.6 static void UPP\_disableEmulationMode ( uint32\_t *base* ) [inline], [static]

Disables real time emulation mode for uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function disables real time emulation mode for uPP module.

**Returns**

None.

29.2.3.7 `static void UPP_setEmulationMode ( uint32_t base, UPP_EmulationMode emuMode ) [inline], [static]`

Sets the emulation mode for the uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>emuMode</i>	is the mode of operation upon an emulation suspend.

This function sets the uPP module's emulation mode. This mode determines how the uPP module is affected by an emulation suspend. Valid values for *emuMode* parameter are the following:

- **UPP\_EMULATIONMODE\_HARDSTOP** - The uPP module stops immediately.
- **UPP\_EMULATIONMODE\_RUNFREE** - The uPP module is unaffected by an emulation suspend.
- **UPP\_EMULATIONMODE\_SOFTSTOP** - The uPP module stops after completing current DMA burst transaction.

**Returns**

None.

29.2.3.8 `static void UPP_setOperationMode ( uint32_t base, UPP_OperationMode opMode ) [inline], [static]`

Sets uPP mode of operation.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>opMode</i>	is mode of operation for uPP module.

This function sets the uPP mode of operation. The *opMode* parameter determines whether uPP module should be configured as transmitter or receiver. It should be passed any of the following values:

- **UPP\_RECEIVE\_MODE** - uPP is to be operated in Rx mode.
- **UPP\_TRANSMIT\_MODE** - uPP is to be operated in Tx mode.

**Returns**

None.

29.2.3.9 static void UPP\_setDataRate ( uint32\_t *base*, **UPP\_DataRate** *dataRate* )  
[inline], [static]

Sets uPP data rate mode.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>dataRate</i>	is the required uPP data rate mode.

This function sets the data rate mode for uPP module as single data rate or double data rate mode. It should be passed any of the following values:

- **UPP\_DATA\_RATE\_SDR** - uPP is to be operated in single data rate mode.
- **UPP\_DATA\_RATE\_DDR** - uPP is to be operated in double data rate mode.

**Returns**

None.

29.2.3.10 static void UPP\_setTxSDRInterleaveMode ( uint32\_t *base*,  
**UPP\_TxSDRInterleaveMode** *mode* ) [inline],[static]

Sets Tx SDR interleave mode for uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>mode</i>	is the required SDR interleave mode.

This function sets the required interleave mode for SDR Tx uPP. It is valid only for Tx SDR mode & not for Rx SDR mode. The *mode* parameter determines whether interleaving should be enabled or disabled for SDR Tx uPP mode. It should be passed any of the following values:

- **UPP\_TX\_SDR\_INTERLEAVE\_DISABLE** - specifies interleaving is disabled
- **UPP\_TX\_SDR\_INTERLEAVE\_ENABLE** - specifies interleaving is enabled

**Returns**

None.

29.2.3.11 static void UPP\_setDDRDemuxMode ( uint32\_t *base*, **UPP\_DDRDemuxMode**  
*mode* ) [inline],[static]

Sets DDR de-multiplexing mode for uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>mode</i>	is the required DDR de-multiplexing mode.

This function sets the demultiplexing mode for uPP DDR mode. The *mode* parameter determines whether demultiplexing to enabled or disabled in DDR mode. It should take following values:

- **UPP\_DDR\_DEMUX\_DISABLE** - specifies demultiplexing is disabled
- **UPP\_DDR\_DEMUX\_ENABLE** - specifies demultiplexing is enabled

**Returns**

None.

29.2.3.12 static void UPP\_setControlSignalPolarity ( uint32\_t *base*, **UPP\_SignalPolarity** *waitPola*, **UPP\_SignalPolarity** *enablePola*, **UPP\_SignalPolarity** *startPola* )  
[inline],[static]

Sets control signal polarity for uPP module.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>waitPola</i>	is the required wait signal polarity.
<i>enablePola</i>	is the required enable signal polarity.
<i>startPola</i>	is the required start signal polarity.

This function sets the control signal polarity for uPP module. The *waitPola*, *enablePola*, *startPola* parameters determines the control signal polarities. Valid values for these parameters are the following:

- **UPP\_SIGNAL\_POLARITY\_HIGH** - Signal polarity to be set as active high.
- **UPP\_SIGNAL\_POLARITY\_LOW** - Signal polarity to be set as active low.

**Returns**

None.

29.2.3.13 static void UPP\_setTxControlSignalMode ( uint32\_t *base*, **UPP\_SignalMode** *waitMode* ) [inline], [static]

Sets the mode for optional control signals for uPP module in Tx mode.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>waitMode</i>	is the required mode for wait signal.

This function sets the mode for optional control signals in Tx mode for uPP module. The *waitMode* parameter determine whether the wait signal is to be enabled or disabled while uPP is in transmit mode. It can take following values:

- **UPP\_SIGNAL\_DISABLE** - Wait signal will be disabled.
- **UPP\_SIGNAL\_ENABLE** - Wait signal will be enabled.

**Returns**

None.

29.2.3.14 static void UPP\_setRxControlSignalMode ( uint32\_t *base*, **UPP\_SignalMode** *enableMode*, **UPP\_SignalMode** *startMode* ) [inline], [static]

Sets the mode for optional control signals for uPP module in Rx mode.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>enableMode</i>	is the required mode for enable signal.
<i>startMode</i>	is the required mode for start signal.

This function sets the mode for optional control signal mode in Rx mode for uPP module. The *enableMode* & *startMode* parameter determine whether the enable & start signals are to be enabled or disabled while uPP is in receive mode. These can take following values:

- **UPP\_SIGNAL\_DISABLE** - Signal will be disabled.



- **UPP\_SIGNAL\_ENABLE** - Signal will be enabled.

### Returns

None.

29.2.3.15 static void UPP\_setTxClockDivider ( uint32\_t *base*, uint16\_t *divider* )  
[inline], [static]

Sets the clock divider when uPP is in Tx mode.

### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>divider</i>	is the value by which PLLSYCLK (or CPU1.SYSCLK on a dual core device) is divided.

This function configures the clock rate of uPP when it is operating in Tx mode. The *divider* parameter is the value by which SYSCLK rate is divided to get the desired uPP Tx clock rate.

### Returns

None.

29.2.3.16 static void UPP\_setClockPolarity ( uint32\_t *base*, **UPP\_ClockPolarity** *clkPolarity* ) [inline], [static]

Sets the uPP clock polarity.

### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>clkPolarity</i>	is the required clock polarity.

This function sets the uPP clock polarity. The *clkPolarity* parameter in Tx mode determines whether output Tx clock is to be inverted or not, while in Rx mode it determines whether the Rx input clock is to be treated as inverted or not.

### Returns

None.

29.2.3.17 static void UPP\_configTxIdleDataMode ( uint32\_t *base*, **UPP\_TxIdleDataMode** *config* ) [inline], [static]

Configures data line behaviour when uPP goes to idle state in Tx mode.

### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>config</i>	is the required idle mode data line behaviour.

This function configures the Tx mode data line behaviour in uPP. The *config* determines whether tri-state is enabled or disabled for uPP idle time. It can take following values:

- **UPP\_TX\_IDLE\_DATA\_IDLE** - uPP will drive idle values to data lines when it goes to idle mode while operating in Tx mode.
- **UPP\_TX\_IDLE\_DATA\_TRISTATED** - uPP will tri-state data lines when it goes to idle mode while operating in Tx mode.

**Returns**

None.

29.2.3.18 static void UPP\_setTxIdleValue ( uint32\_t *base*, uint16\_t *idleVal* ) [inline], [static]

Sets idle value to be driven by data line when uPP goes to idle state when operating in Tx mode.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>idleVal</i>	is the required idle value to be driven in Tx idle state.

This function sets idle value to be driven in idle state while uPP is operating in Tx mode. The parameter *idleVal* is the value to be driven *when* Tx uPP is in idle state.

**Returns**

None.

29.2.3.19 static void UPP\_setTxThreshold ( uint32\_t *base*, **UPP\_ThresholdSize** *size* ) [inline], [static]

Sets the I/O transmit threshold.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>size</i>	is the required Tx threshold size in bytes.

This function sets the i/o transmit threshold. The *size* parameter determines the required size for the threshold to reach in transmit buffer before the transmission begins. It can take following values:

- **UPP\_THR\_SIZE\_64BYTE** - Sets the Tx threshold to 64 bytes.
- **UPP\_THR\_SIZE\_128BYTE** - Sets the Tx threshold to 128 bytes.
- **UPP\_THR\_SIZE\_256BYTE** - Sets the Tx threshold to 256 bytes.

**Returns**

None.

29.2.3.20 static void UPP\_enableInterrupt ( uint32\_t *base*, uint16\_t *intFlags* ) [inline], [static]

Enables individual uPP module interrupts.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>intFlags</i>	is a bit mask of the interrupt sources to be enabled.

This function enables uPP module interrupt sources. The *intFlags* parameter can be any of the following values OR'd together:

- **UPP\_INT\_CHI\_DMA\_PROG\_ERR** - DMA Channel I Programming Error
- **UPP\_INT\_CHI\_UNDER\_OVER\_RUN** - DMA Channel I Underrun/Overrun
- **UPP\_INT\_CHI\_END\_OF\_WINDOW** - DMA Channel I End of Window Event
- **UPP\_INT\_CHI\_END\_OF\_LINE** - DMA Channel I End of Line Event
- **UPP\_INT\_CHQ\_DMA\_PROG\_ERR** - DMA Channel Q Programming Error
- **UPP\_INT\_CHQ\_UNDER\_OVER\_RUN** - DMA Channel Q Underrun/Overrun
- **UPP\_INT\_CHQ\_END\_OF\_WINDOW** - DMA Channel Q End of Window Event
- **UPP\_INT\_CHQ\_END\_OF\_LINE** - DMA Channel Q End of Line Event

**Returns**

None.

29.2.3.21 `static void UPP_disableInterrupt ( uint32_t base, uint16_t intFlags ) [inline], [static]`

Disables individual uPP module interrupts.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>intFlags</i>	is a bit mask of the interrupt sources to be disabled.

This function disables uPP module interrupt sources. The *intFlags* parameter can be any of the following values OR'd together:

- **UPP\_INT\_CHI\_DMA\_PROG\_ERR** - DMA Channel I Programming Error
- **UPP\_INT\_CHI\_UNDER\_OVER\_RUN** - DMA Channel I Underrun/Overrun
- **UPP\_INT\_CHI\_END\_OF\_WINDOW** - DMA Channel I End of Window Event
- **UPP\_INT\_CHI\_END\_OF\_LINE** - DMA Channel I End of Line Event
- **UPP\_INT\_CHQ\_DMA\_PROG\_ERR** - DMA Channel Q Programming Error
- **UPP\_INT\_CHQ\_UNDER\_OVER\_RUN** - DMA Channel Q Underrun/Overrun
- **UPP\_INT\_CHQ\_END\_OF\_WINDOW** - DMA Channel Q End of Window Event
- **UPP\_INT\_CHQ\_END\_OF\_LINE** - DMA Channel Q End of Line Event

**Returns**

None.

29.2.3.22 `static uint16_t UPP_getInterruptStatus ( uint32_t base ) [inline], [static]`

Gets the current uPP interrupt status for enabled interrupts.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function returns the interrupt status of enabled interrupts for the uPP module.

**Returns**

Returns current interrupt status for enabled interrupts, enumerated as a bit field of any of the following values:

- **UPP\_INT\_CHI\_DMA\_PROG\_ERR** - DMA Channel I Programming Error
- **UPP\_INT\_CHI\_UNDER\_OVER\_RUN** - DMA Channel I Underrun/Overrun
- **UPP\_INT\_CHI\_END\_OF\_WINDOW** - DMA Channel I End of Window Event
- **UPP\_INT\_CHI\_END\_OF\_LINE** - DMA Channel I End of Line Event
- **UPP\_INT\_CHQ\_DMA\_PROG\_ERR** - DMA Channel Q Programming Error
- **UPP\_INT\_CHQ\_UNDER\_OVER\_RUN** - DMA Channel Q Underrun/Overrun
- **UPP\_INT\_CHQ\_END\_OF\_WINDOW** - DMA Channel Q End of Window Event
- **UPP\_INT\_CHQ\_END\_OF\_LINE** - DMA Channel Q End of Line Event

29.2.3.23 `static uint16_t UPP_getRawInterruptStatus ( uint32_t base ) [inline], [static]`

Gets the current uPP interrupt status for all the interrupts.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function returns the interrupt status of all the interrupts for the uPP module.

**Returns**

Returns current interrupt status for all the interrupts, enumerated as a bit field of any of the following values:

- **UPP\_INT\_CHI\_DMA\_PROG\_ERR** - DMA Channel I Programming Error
- **UPP\_INT\_CHI\_UNDER\_OVER\_RUN** - DMA Channel I Underrun/Overrun
- **UPP\_INT\_CHI\_END\_OF\_WINDOW** - DMA Channel I End of Window Event
- **UPP\_INT\_CHI\_END\_OF\_LINE** - DMA Channel I End of Line Event
- **UPP\_INT\_CHQ\_DMA\_PROG\_ERR** - DMA Channel Q Programming Error
- **UPP\_INT\_CHQ\_UNDER\_OVER\_RUN** - DMA Channel Q Underrun/Overrun
- **UPP\_INT\_CHQ\_END\_OF\_WINDOW** - DMA Channel Q End of Window Event
- **UPP\_INT\_CHQ\_END\_OF\_LINE** - DMA Channel Q End of Line Event

29.2.3.24 `static void UPP_clearInterruptStatus ( uint32_t base, uint16_t intFlags ) [inline], [static]`

Clears individual uPP module interrupts.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>intFlags</i>	is a bit mask of the interrupt sources to be cleared.

This function clears uPP module interrupt flags. The *intFlags* parameter can be any of the following values OR'd together:

- **UPP\_INT\_CHI\_DMA\_PROG\_ERR** - DMA Channel I Programming Error
- **UPP\_INT\_CHI\_UNDER\_OVER\_RUN** - DMA Channel I Underrun/Overrun
- **UPP\_INT\_CHI\_END\_OF\_WINDOW** - DMA Channel I End of Window Event
- **UPP\_INT\_CHI\_END\_OF\_LINE** - DMA Channel I End of Line Event
- **UPP\_INT\_CHQ\_DMA\_PROG\_ERR** - DMA Channel Q Programming Error
- **UPP\_INT\_CHQ\_UNDER\_OVER\_RUN** - DMA Channel Q Underrun/Overrun
- **UPP\_INT\_CHQ\_END\_OF\_WINDOW** - DMA Channel Q End of Window Event
- **UPP\_INT\_CHQ\_END\_OF\_LINE** - DMA Channel Q End of Line Event

**Returns**

None.

29.2.3.25 static void UPP\_enableGlobalInterrupt ( uint32\_t *base* ) [inline], [static]

Enables uPP global interrupt.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function enables the global interrupt for uPP module which allows uPP to generate interrupts.

**Returns**

None.

29.2.3.26 static void UPP\_disableGlobalInterrupt ( uint32\_t *base* ) [inline], [static]

Disables uPP global interrupt.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function disables global interrupt for uPP module which restricts uPP to generate any interrupts.

**Returns**

None.

29.2.3.27 static bool UPP\_isInterruptGenerated ( uint32\_t *base* ) [inline], [static]

Get uPP global interrupt status.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function returns whether any of the uPP interrupt is generated.

**Returns**

Returns global interrupt status. It can return following values:

- **true** - Interrupt has been generated.
- **false** - No interrupt has been generated.

29.2.3.28 static void UPP\_clearGlobalInterruptStatus ( uint32\_t *base* ) [inline], [static]

Clears uPP global interrupt status.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function clears global interrupt status for uPP module.

**Returns**

None.

29.2.3.29 static void UPP\_enableInputDelay ( uint32\_t *base* ) [inline], [static]

Enables extra delay on uPP input pins.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function enables configurable extra delay on uPP input pins.

**Returns**

None.

29.2.3.30 static void UPP\_disableInputDelay ( uint32\_t *base* ) [inline], [static]

Disables extra delay on uPP input pins.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
-------------	--

This function disables extra delay on uPP input pins.

**Returns**

None.

29.2.3.31 static void UPP\_setInputDelay ( uint32\_t *base*, **UPP\_InputDelay** *delay* )  
[inline], [static]

Configures delay for uPP input pins.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>delay</i>	is the delay to be introduced in input & clock pins.

This function sets input delay for uPP input pins. The *delay* parameter specifies the delay to be introduced to input & clock pins. It can take following values. All the following values lead to 2 cycle delay on clock pin.

- **UPP\_INPUT\_DLY\_4** - 4 cycle delay for data & control pins
- **UPP\_INPUT\_DLY\_6** - 6 cycle delay for data & control pins
- **UPP\_INPUT\_DLY\_9** - 9 cycle delay for data & control pins
- **UPP\_INPUT\_DLY\_14** - 14 cycle delay for data & control pins

**Returns**

None.

29.2.3.32 void UPP\_setDMAReadThreshold ( uint32\_t *base*, **UPP\_DMAChannel** *channel*, **UPP\_ThresholdSize** *size* )

Sets the read threshold for uPP internal DMA channels.

**Parameters**

<i>base</i>	is the configuration address of the uPP instance used.
<i>channel</i>	is the required uPP internal DMA channel to be configured.
<i>size</i>	is the required read threshold size in bytes.

This function sets the read threshold for DMA channel I or Q. The *size* parameter specifies the read threshold in bytes. It can following values:

- **UPP\_THR\_SIZE\_64BYTE** - Sets the DMA read threshold to 64 bytes.
- **UPP\_THR\_SIZE\_128BYTE** - Sets the DMA read threshold to 128 bytes.
- **UPP\_THR\_SIZE\_256BYTE** - Sets the DMA read threshold to 256 bytes.

**Returns**

None.

References [UPP\\_DMA\\_CHANNEL\\_I](#).

29.2.3.33 void UPP\_setDMADescriptor ( uint32\_t *base*, **UPP\_DMAChannel** *channel*, const **UPP\_DMADescriptor** \*const *desc* )

Sets uPP Internal DMA Channel Descriptors.

**Parameters**



<i>base</i>	is the configuration address of the uPP instance used.
<i>channel</i>	is the required uPP internal DMA channel to be configured.
<i>desc</i>	is the required DMA descriptor setting.

This function configures DMA descriptors for either channel I or Q which includes starting address of DMA transfer, line count, byte count & line offset address for DMA transfer. In Tx mode, starting address is the address of data buffer to be transmitted while in Rx mode it is the address of buffer where recieved data is to be copied. The *channel* parameter can take any of the following values:

- **UPP\_DMA\_CHANNEL\_I** - uPP DMA channel I
- **UPP\_DMA\_CHANNEL\_Q** - uPP DMA channel Q

#### Returns

None.

References [UPP\\_DMADescriptor::addr](#), [UPP\\_DMADescriptor::byteCount](#), [UPP\\_DMADescriptor::lineCount](#), [UPP\\_DMADescriptor::lineOffset](#), and [UPP\\_DMA\\_CHANNEL\\_I](#).

29.2.3.34 void UPP\_getDMAChannelStatus ( uint32\_t *base*, **UPP\_DMAChannel** *channel*, **UPP\_DMAChannelStatus** \*const *status* )

Returns current status of uPP internal DMA channel transfer.

#### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>channel</i>	is the required uPP internal DMA channel.
<i>status</i>	is current status for DMA channel returned by the api.

This function returns the current status for either channel I or Q active transfer which includes current DMA transfer address, current line & byte number of the transfer. The *channel* parameter can take any of the following values:

- **UPP\_DMA\_CHANNEL\_I** - uPP DMA channel I
- **UPP\_DMA\_CHANNEL\_Q** - uPP DMA channel Q

#### Returns

None.

References [UPP\\_DMAChannelStatus::curAddr](#), [UPP\\_DMAChannelStatus::curByteCount](#), [UPP\\_DMAChannelStatus::curLineCount](#), and [UPP\\_DMA\\_CHANNEL\\_I](#).

29.2.3.35 bool UPP\_isDescriptorPending ( uint32\_t *base*, **UPP\_DMAChannel** *channel* )

Returns Pend status of uPP internal DMA channel descriptor.

#### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>channel</i>	is the required uPP internal DMA channel.

This function returns the Pend status for DMA channel I or Q descriptor which specifies whether previous descriptor is copied from shadow register to original register & new descriptor can be programmed or the previous descriptor is still pending & new descriptor cannot be programmed. The *channel* parameter can take following values:

- **UPP\_DMA\_CHANNEL\_I** - uPP DMA channel I
- **UPP\_DMA\_CHANNEL\_Q** - uPP DMA channel Q

#### Returns

Returns pend status of DMA channel I descriptor. It can return following values:

- **true** - specifies that writing of new DMA descriptor is not allowed.
- **false** - specifies that writing of new DMA descriptor is allowed.

References [UPP\\_DMA\\_CHANNEL\\_I](#).

### 29.2.3.36 bool UPP\_isDescriptorActive ( uint32\_t *base*, **UPP\_DMACHannel** *channel* )

Returns active status of uPP Internal DMA Channel descriptor.

#### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>channel</i>	is the required uPP internal DMA channel to be configured.

This function returns the active status of uPP internal DMA channel I or Q descriptor which specifies whether the descriptor is being currently active(transferring data) or idle. The *channel* parameter can take following values:

- **UPP\_DMA\_CHANNEL\_I** - uPP DMA channel I
- **UPP\_DMA\_CHANNEL\_Q** - uPP DMA channel Q

#### Returns

Returns active status of uPP internal DMA channel descriptor. It can return following values:

- **true** - specifies that descriptor is currently active.
- **false** - specifies that descriptor is currently idle.

References [UPP\\_DMA\\_CHANNEL\\_I](#).

### 29.2.3.37 uint16\_t UPP\_getDMAFIFOWatermark ( uint32\_t *base*, **UPP\_DMACHannel** *channel* )

Returns watermark for FIFO block count for uPP internal DMA Channel.

#### Parameters

<i>base</i>	is the configuration address of the uPP instance used.
<i>channel</i>	is the required uPP internal DMA channel.

This function returns watermark for FIFO block count for uPP internal DMA Channel I or Q based on *channel* parameter. The *channel* paramter can take following values:

- **UPP\_DMA\_CHANNEL\_I** - uPP DMA channel I
- **UPP\_DMA\_CHANNEL\_Q** - uPP DMA channel Q

#### Returns

Returns active status of DMA channel I descriptor. It can return following values:

- **true** - specifies that descriptor is currently active.
- **false** - specifies that descriptor is currently idle.

References [UPP\\_DMA\\_CHANNEL\\_I](#).

29.2.3.38 void UPP\_readRxMsgRAM ( uint32\_t *rxBase*, uint16\_t *array*[], uint16\_t *length*, uint16\_t *offset* )

Reads the received data from uPP Rx MSG RAM.

#### Parameters

<i>rxBase</i>	is the uPP Rx MSG RAM base address.
<i>array</i>	is the address of the array of words to be transmitted.
<i>length</i>	is the number of words in the array to be transmitted.
<i>offset</i>	is offset in Rx Data RAM from where data read will start.

This function reads the received data from uPP Rx MSG RAM. The sum of parameters *length* & *offset* should be less than the size of the Rx MSG RAM.

#### Returns

None.

29.2.3.39 void UPP\_writeTxMsgRAM ( uint32\_t *txBase*, const uint16\_t *array*[], uint16\_t *length*, uint16\_t *offset* )

Writes the data to be transmitted in uPP Tx MSG RAM.

#### Parameters

<i>txBase</i>	is the uPP Tx MSG RAM base address.
<i>array</i>	is the address of the array of words to be transmitted.
<i>length</i>	is the number of words in the array to be transmitted.
<i>offset</i>	is offset in Tx Data RAM from where data write will start.

This function writes the data to be transmitted to uPP Rx MSG RAM. The sum of parameters *length* & *offset* should be less than the size of the Tx MSG RAM.

#### Returns

None.

## 30 Version Module

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### 30.1 Version Introduction

The version driver provides a function which can be used to check the version number of the driverlib.lib that is in use.

### 30.2 API Functions

#### Macros

- #define [VERSION\\_NUMBER](#)

#### Functions

- uint32\_t [Version\\_getLibVersion](#) (void)

#### 30.2.1 Detailed Description

The code for this module is contained in `driverlib/version.c`, with `driverlib/version.h` containing the API declarations for use by applications.

#### 30.2.2 Macro Definition Documentation

##### 30.2.2.1 #define VERSION\_NUMBER

Version number to be returned by [Version\\_getLibVersion\(\)](#)

Referenced by [Version\\_getLibVersion\(\)](#).

#### 30.2.3 Function Documentation

##### 30.2.3.1 uint32\_t Version\_getLibVersion ( void )

Returns the driverlib version number

This function can be used to check the version number of the driverlib.lib that is in use. The version number will take the format x.xx.xx.xx, so for example, if the function returns 2100200, the driverlib version being used is 2.10.02.00.

**Returns**

Returns an integer value indicating the driverlib version.

References [VERSION\\_NUMBER](#).

## 31 X-BAR Module

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### 31.1 X-BAR Introduction

The crossbar or X-BAR API is a set of functions to configure the three X-BARs on the device—the Input X-BAR, the Output X-BAR, and the ePWM X-BAR. The X-BARs route both signals from pins and internal signals from IP blocks to a degree beyond what is possible with GPIO muxing alone. Functions are provided by the API to configure the various muxes, enable and disable signals, and lock in the configurations selected.

### 31.2 API Functions

#### Enumerations

- enum `XBAR_OutputNum` {  
`XBAR_OUTPUT1`, `XBAR_OUTPUT2`, `XBAR_OUTPUT3`, `XBAR_OUTPUT4`,  
`XBAR_OUTPUT5`, `XBAR_OUTPUT6`, `XBAR_OUTPUT7`, `XBAR_OUTPUT8` }
- enum `XBAR_TripNum` {  
`XBAR_TRIP4`, `XBAR_TRIP5`, `XBAR_TRIP7`, `XBAR_TRIP8`,  
`XBAR_TRIP9`, `XBAR_TRIP10`, `XBAR_TRIP11`, `XBAR_TRIP12` }
- enum `XBAR_InputNum` {  
`XBAR_INPUT1`, `XBAR_INPUT2`, `XBAR_INPUT3`, `XBAR_INPUT4`,  
`XBAR_INPUT5`, `XBAR_INPUT6`, `XBAR_INPUT7`, `XBAR_INPUT8`,  
`XBAR_INPUT9`, `XBAR_INPUT10`, `XBAR_INPUT11`, `XBAR_INPUT12`,  
`XBAR_INPUT13`, `XBAR_INPUT14` }

#### Functions

- static void `XBAR_enableOutputMux` (`XBAR_OutputNum` output, `uint32_t` muxes)
- static void `XBAR_disableOutputMux` (`XBAR_OutputNum` output, `uint32_t` muxes)
- static void `XBAR_setOutputLatchMode` (`XBAR_OutputNum` output, `bool` enable)
- static `bool` `XBAR_getOutputLatchStatus` (`XBAR_OutputNum` output)
- static void `XBAR_clearOutputLatch` (`XBAR_OutputNum` output)
- static void `XBAR_forceOutputLatch` (`XBAR_OutputNum` output)
- static void `XBAR_invertOutputSignal` (`XBAR_OutputNum` output, `bool` invert)
- static void `XBAR_enableEPWMMux` (`XBAR_TripNum` trip, `uint32_t` muxes)
- static void `XBAR_disableEPWMMux` (`XBAR_TripNum` trip, `uint32_t` muxes)
- static void `XBAR_invertEPWMSignal` (`XBAR_TripNum` trip, `bool` invert)
- static void `XBAR_setInputPin` (`XBAR_InputNum` input, `uint16_t` pin)
- static void `XBAR_lockInput` (`XBAR_InputNum` input)
- static void `XBAR_lockOutput` (`void`)
- static void `XBAR_lockEPWM` (`void`)
- void `XBAR_setOutputMuxConfig` (`XBAR_OutputNum` output, `XBAR_OutputMuxConfig` muxConfig)

- void [XBAR\\_setEPWMMuxConfig](#) ([XBAR\\_TripNum](#) trip, [XBAR\\_EPWMMuxConfig](#) muxConfig)
- bool [XBAR\\_getInputFlagStatus](#) ([XBAR\\_InputFlag](#) inputFlag)
- void [XBAR\\_clearInputFlag](#) ([XBAR\\_InputFlag](#) inputFlag)

## 31.2.1 Detailed Description

The functions used to configure the ePWM and the Output X-BAR are identifiable as their names will either contain the word EPWM or Output. Both of these X-BARs have multiple output signals that have 32 associated muxes. The select signal of these muxes is configured using the [XBAR\\_setEPWMMuxConfig\(\)](#) and [XBAR\\_setOutputMuxConfig\(\)](#) functions. Each of these mux signals can be enabled and disabled before they are logically OR'd together to arrive at the output signal using [XBAR\\_enableOutputMux\(\)](#) and [XBAR\\_disableOutputMux\(\)](#) and [XBAR\\_enableEPWMMux\(\)](#) and [XBAR\\_disableEPWMMux\(\)](#).

The functions [XBAR\\_getInputFlagStatus\(\)](#) and [XBAR\\_clearInputFlag\(\)](#), despite their names, are not related to the Input X-BAR. They provide a way to get and clear the status of the signals that are inputs to the ePWM and Output X-BARs. Since these two X-BARs share nearly all of their inputs, they share this set of flags.

The Input X-BAR takes a signal of a GPIO and routes it to an IP block destination. This pin can be selected for each input using the [XBAR\\_setInputPin\(\)](#) function. Note that the descriptions for the values of the [XBAR\\_InputNum](#) enumerated type provide a list of the possible destinations for each input.

The code for this module is contained in `driverlib/xbar.c`, with `driverlib/xbar.h` containing the API declarations for use by applications.

## 31.2.2 Enumeration Type Documentation

### 31.2.2.1 enum **XBAR\_OutputNum**

The following values define the *output* parameter for [XBAR\\_setOutputMuxConfig\(\)](#), [XBAR\\_enableOutputMux\(\)](#), and [XBAR\\_disableOutputMux\(\)](#).

#### Enumerator

- [XBAR\\_OUTPUT1](#)** OUTPUT1 of the Output X-BAR.
- [XBAR\\_OUTPUT2](#)** OUTPUT2 of the Output X-BAR.
- [XBAR\\_OUTPUT3](#)** OUTPUT3 of the Output X-BAR.
- [XBAR\\_OUTPUT4](#)** OUTPUT4 of the Output X-BAR.
- [XBAR\\_OUTPUT5](#)** OUTPUT5 of the Output X-BAR.
- [XBAR\\_OUTPUT6](#)** OUTPUT6 of the Output X-BAR.
- [XBAR\\_OUTPUT7](#)** OUTPUT7 of the Output X-BAR.
- [XBAR\\_OUTPUT8](#)** OUTPUT8 of the Output X-BAR.

### 31.2.2.2 enum **XBAR\_TripNum**

The following values define the *trip* parameter for [XBAR\\_setEPWMMuxConfig\(\)](#), [XBAR\\_enableEPWMMux\(\)](#), and [XBAR\\_disableEPWMMux\(\)](#).

**Enumerator**

***XBAR\_TRIP4*** TRIP4 of the ePWM X-BAR.  
***XBAR\_TRIP5*** TRIP5 of the ePWM X-BAR.  
***XBAR\_TRIP7*** TRIP7 of the ePWM X-BAR.  
***XBAR\_TRIP8*** TRIP8 of the ePWM X-BAR.  
***XBAR\_TRIP9*** TRIP9 of the ePWM X-BAR.  
***XBAR\_TRIP10*** TRIP10 of the ePWM X-BAR.  
***XBAR\_TRIP11*** TRIP11 of the ePWM X-BAR.  
***XBAR\_TRIP12*** TRIP12 of the ePWM X-BAR.

31.2.2.3 enum **XBAR\_InputNum**

The following values define the *input* parameter for [XBAR\\_setInputPin\(\)](#).

**Enumerator**

***XBAR\_INPUT1*** ePWM[TZ1], ePWM[TRIP1], X-BARs  
***XBAR\_INPUT2*** ePWM[TZ2], ePWM[TRIP2], X-BARs  
***XBAR\_INPUT3*** ePWM[TZ3], ePWM[TRIP3], X-BARs  
***XBAR\_INPUT4*** ADC wrappers, X-BARs, XINT1.  
***XBAR\_INPUT5*** EXTSYNCIN1, X-BARs, XINT2.  
***XBAR\_INPUT6*** EXTSYNCIN2, ePWM[TRIP6], X-BARs, XINT3.  
***XBAR\_INPUT7*** eCAP1, X-BARs  
***XBAR\_INPUT8*** eCAP2, X-BARs  
***XBAR\_INPUT9*** eCAP3, X-BARs  
***XBAR\_INPUT10*** eCAP4, X-BARs  
***XBAR\_INPUT11*** eCAP5, X-BARs  
***XBAR\_INPUT12*** eCAP6, X-BARs  
***XBAR\_INPUT13*** XINT4, X-BARs.  
***XBAR\_INPUT14*** XINT5, X-BARs.

## 31.2.3 Function Documentation

31.2.3.1 static void XBAR\_enableOutputMux ( **XBAR\_OutputNum** *output*, uint32\_t *muxes* ) [inline], [static]

Enables the Output X-BAR mux values to be passed to the output signal.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
<i>muxes</i>	is a bit field of the muxes to be enabled.

This function enables the mux values to be passed to the X-BAR output signal. The *output* parameter is a value **XBAR\_OUTPUTy** where y is the output number between 1 and 8 inclusive.

The *muxes* parameter is a bit field of the muxes being enabled where bit 0 represents mux 0, bit 1 represents mux 1 and so on. Defines are provided in the form of **XBAR\_MUXnn** that can be OR'd together to enable several muxes on an output at the same time. For example, passing this function ( **XBAR\_MUX04** | **XBAR\_MUX10** ) would enable muxes 4 and 10.



**Returns**

None.

31.2.3.2 static void XBAR\_disableOutputMux ( **XBAR\_OutputNum** *output*, uint32\_t *muxes* ) [inline], [static]

Disables the Output X-BAR mux values from being passed to the output.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
<i>muxes</i>	is a bit field of the muxes to be disabled.

This function disables the mux values from being passed to the X-BAR output signal. The *output* parameter is a value **XBAR\_OUTPUTy** where y is the output number between 1 and 8 inclusive.

The *muxes* parameter is a bit field of the muxes being disabled where bit 0 represents mux 0, bit 1 represents mux 1 and so on. Defines are provided in the form of **XBAR\_MUXnn** that can be OR'd together to disable several muxes on an output at the same time. For example, passing this function ( **XBAR\_MUX04** | **XBAR\_MUX10** ) would disable muxes 4 and 10.

**Returns**

None.

31.2.3.3 static void XBAR\_setOutputLatchMode ( **XBAR\_OutputNum** *output*, bool *enable* ) [inline], [static]

Enables or disables the output latch to drive the selected output.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
<i>enable</i>	is a flag that determines whether or not the latch is selected to drive the X-BAR output.

This function sets the Output X-BAR output signal latch mode. If the *enable* parameter is **true**, the output specified by *output* will be driven by the output latch.

**Returns**

None.

31.2.3.4 static bool XBAR\_getOutputLatchStatus ( **XBAR\_OutputNum** *output* ) [inline], [static]

Returns the status of the output latch

**Parameters**

<i>output</i>	is the X-BAR output being checked.
---------------	------------------------------------

**Returns**

Returns **true** if the output corresponding to *output* was triggered. If not, it will return **false**.

31.2.3.5 `static void XBAR_clearOutputLatch ( XBAR_OutputNum output ) [inline],  
[static]`

Clears the output latch for the specified output.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
---------------	---------------------------------------

This function clears the Output X-BAR output latch. The output to be configured is specified by the *output* parameter.

**Returns**

None.

31.2.3.6 `static void XBAR_forceOutputLatch ( XBAR_OutputNum output ) [inline], [static]`

Forces the output latch for the specified output.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
---------------	---------------------------------------

This function forces the Output X-BAR output latch. The output to be configured is specified by the *output* parameter.

**Returns**

None.

31.2.3.7 `static void XBAR_invertOutputSignal ( XBAR_OutputNum output, bool invert ) [inline], [static]`

Configures the polarity of an Output X-BAR output.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
<i>invert</i>	is a flag that determines whether the output is active-high or active-low.

This function inverts the Output X-BAR signal if the *invert* parameter is **true**. If *invert* is **false**, the signal will be passed as is. The *output* parameter is a value **XBAR\_OUTPUTy** where y is the output number between 1 and 8 inclusive.

**Returns**

None.

31.2.3.8 `static void XBAR_enableEPWMMux ( XBAR_TripNum trip, uint32_t muxes ) [inline], [static]`

Enables the ePWM X-BAR mux values to be passed to an ePWM module.

**Parameters**

<i>trip</i>	is the X-BAR output being configured.
<i>muxes</i>	is a bit field of the muxes to be enabled.

This function enables the mux values to be passed to the X-BAR trip signal. The *trip* parameter is a value **XBAR\_TRIPy** where y is the number of the trip signal on the ePWM.

The *muxes* parameter is a bit field of the muxes being enabled where bit 0 represents mux 0, bit 1 represents mux 1 and so on. Defines are provided in the form of **XBAR\_MUXnn** that can be logically OR'd together to enable several muxes on an output at the same time.

**Returns**

None.

31.2.3.9 static void XBAR\_disableEPWMMux ( **XBAR\_TripNum** *trip*, uint32\_t *muxes* )  
[inline], [static]

Disables the ePWM X-BAR mux values to be passed to an ePWM module.

**Parameters**

<i>trip</i>	is the X-BAR output being configured.
<i>muxes</i>	is a bit field of the muxes to be disabled.

This function disables the mux values to be passed to the X-BAR trip signal. The *trip* parameter is a value **XBAR\_TRIPy** where y is the number of the trip signal on the ePWM.

The *muxes* parameter is a bit field of the muxes being disabled where bit 0 represents mux 0, bit 1 represents mux 1 and so on. Defines are provided in the form of **XBAR\_MUXnn** that can be logically OR'd together to disable several muxes on an output at the same time.

**Returns**

None.

31.2.3.10 static void XBAR\_invertEPWMSignal ( **XBAR\_TripNum** *trip*, bool *invert* )  
[inline], [static]

Configures the polarity of an ePWM X-BAR output.

**Parameters**

<i>trip</i>	is the X-BAR output being configured.
<i>invert</i>	is a flag that determines whether the output is active-high or active-low.

This function inverts the ePWM X-BAR trip signal if the *invert* parameter is **true**. If *invert* is **false**, the signal will be passed as is. The *trip* parameter is a value **XBAR\_TRIPy** where y is the number of the trip signal on the ePWM X-BAR that is being configured.

**Returns**

None.

31.2.3.11 static void XBAR\_setInputPin ( **XBAR\_InputNum** *input*, uint16\_t *pin* )  
[inline], [static]

Sets the GPIO pin for an Input X-BAR input.

**Parameters**

<i>input</i>	is the X-BAR input being configured.
<i>pin</i>	is the identifying number of the pin.

This function configures which GPIO is assigned to an Input X-BAR input. The *input* parameter is a value in the form of a define **XBAR\_INPUTy** where y is a the input number for the Input X-BAR.

The pin is specified by its numerical value. For example, GPIO34 is specified by passing 34 as *pin*.

**Returns**

None.

Referenced by [GPIO\\_setInterruptPin\(\)](#).

31.2.3.12 static void XBAR\_lockInput ( **XBAR\_InputNum** *input* ) [inline], [static]

Locks an input to the Input X-BAR.

**Parameters**

<i>input</i>	is an input to the Input X-BAR.
--------------	---------------------------------

This function locks the specific input on the Input X-BAR.

**Returns**

None.

31.2.3.13 static void XBAR\_lockOutput ( void ) [inline], [static]

Locks the Output X-BAR.

This function locks the Output X-BAR.

**Returns**

None.

31.2.3.14 static void XBAR\_lockEPWM ( void ) [inline], [static]

Locks the ePWM X-BAR.

This function locks the ePWM X-BAR.

**Returns**

None.

31.2.3.15 void XBAR\_setOutputMuxConfig ( **XBAR\_OutputNum** *output*,  
XBAR\_OutputMuxConfig *muxConfig* )

Configures the Output X-BAR mux that determines the signals passed to an output.

**Parameters**

<i>output</i>	is the X-BAR output being configured.
<i>muxConfig</i>	is mux configuration that specifies the signal.

This function configures an Output X-BAR mux. This determines which signal(s) should be passed through the X-BAR to a GPIO. The *output* parameter is a value **XBAR\_OUTPUTy** where y is the output number between 1 and 8 inclusive.

The *muxConfig* parameter is the mux configuration value that specifies which signal will be passed from the mux. The values have the format of **XBAR\_OUT\_MUXnn\_xx** where the 'xx' is the signal and nn is the mux number (00 through 11). The possible values are found in `xbar.h`

This function may be called for each mux of an output and their values will be logically OR'd before being passed to the output signal. This means that this function may be called, for example, with the argument **XBAR\_OUT\_MUX00\_ECAP1\_OUT** and then with the argument **XBAR\_OUT\_MUX01\_INPUTXBAR1**, resulting in the values of MUX00 and MUX03 being logically OR'd if both are enabled. Calling the function twice for the same mux on the output will result in the configuration in the second call overwriting the first.

**Returns**

None.

31.2.3.16 void XBAR\_setEPWMMuxConfig ( **XBAR\_TripNum** *trip*,  
XBAR\_EPWMMuxConfig *muxConfig* )

Configures the ePWM X-BAR mux that determines the signals passed to an ePWM module.

**Parameters**

<i>trip</i>	is the X-BAR output being configured.
<i>muxConfig</i>	is mux configuration that specifies the signal.

This function configures an ePWM X-BAR mux. This determines which signal(s) should be passed through the X-BAR to an ePWM module. The *trip* parameter is a value **XBAR\_TRIPy** where y is the number of the trip signal on the ePWM.

The *muxConfig* parameter is the mux configuration value that specifies which signal will be passed from the mux. The values have the format of **XBAR\_EPWM\_MUXnn\_xx** where the 'xx' is the signal and nn is the mux number (0 through 31). The possible values are found in `xbar.h`

This function may be called for each mux of an output and their values will be logically OR'd before being passed to the trip signal. This means that this function may be called, for example, with the argument **XBAR\_EPWM\_MUX00\_ECAP1\_OUT** and then with the argument **XBAR\_EPWM\_MUX01\_INPUTXBAR1**, resulting in the values of MUX00 and MUX03 being logically OR'd if both are enabled. Calling the function twice for the same mux on the output will result in the configuration in the second call overwriting the first.

**Returns**

None.

31.2.3.17 bool XBAR\_getInputFlagStatus ( **XBAR\_InputFlag** *inputFlag* )

Returns the status of the input latch.

**Parameters**

<i>inputFlag</i>	is the X-BAR input latch being checked. Values are in the format of /b XBAR_INPUT_FLG_XXXX where "XXXX" is name of the signal.
------------------	--

**Returns**

Returns **true** if the X-BAR input corresponding to the *inputFlag* has been triggered. If not, it will return **false**.

### 31.2.3.18 void XBAR\_clearInputFlag ( XBAR\_InputFlag *inputFlag* )

Clears the input latch for the specified input latch.

**Parameters**

<i>inputFlag</i>	is the X-BAR input latch being cleared.
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This function clears the Input X-BAR input latch. The input latch to be cleared is specified by the *inputFlag* parameter.

**Returns**

None.



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