

UTAustinX: UT.6.01x Embedded Systems - Shape the World

KarenWest (/dashboard)

Courseware (/courses/UTAustinX/UT.6.01x/1T2014/courseware)

Course Info (/courses/UTAustinX/UT.6.01x/1T2014/info)

Discussion (/courses/UTAustinX/UT.6.01x/1T2014/discussion/forum)

Progress (/courses/UTAustinX/UT.6.01x/1T2014/progress)

Questions (/courses/UTAustinX/UT.6.01x/1T2014/a3da417940af4ec49a9c02b3eae3460b/)

Syllabus (/courses/UTAustinX/UT.6.01x/1T2014/a827a8b3cc204927b6efaa49580170d1/)

In Program 6.1 the assumption was the software module had access to all of Port F. In other words, this software owned all pins of Port F. In most cases, a software module needs access to only some of the port pins. If two or more software modules access the same port, a conflict will occur if one module changes modes or output values set by another module. It is good software design to write **friendly** software, which only affects the individual pins as needed. Friendly software does not change the other bits in a shared register. Conversely, **unfriendly** software modifies more bits of a register than it needs to. The difficulty of unfriendly code is each module will run properly when tested by itself, but weird bugs result when two or more modules are combined.

Consider the problem that a software module needs to output to just Port A bit 7. After enabling the clock for Port A, we use read-modify-write software to initialize just pin 7. The following initialization does not modify the configurations for the other 7 bits in Port A. Unlocking is not required for PA7 (just PD7 and PF0 require unlocking)

```
SYSCTL_RCGC2_R |= 0x00000001; // 1) activate clock for Port A

delay = SYSCTL_RCGC2_R; // allow time for clock to start

GPIO_PORTA_AMSEL_R &= ~0x80; // 3) disable analog on PA7

GPIO_PORTA_PCTL_R &= ~0xF0000000; // 4) PCTL GPIO on PA7

GPIO_PORTA_DIR_R |= 0x80; // 5) PA7 out

GPIO_PORTA_AFSEL_R &= ~0x80; // 6) disable alt funct on PA7

GPIO_PORTA_DEN_R |= 0x80; // 7) enable digital I/O on PA7
```

There is no conflict if two or more modules enable the clock for Port A. There are two ways on TM4C microcontrollers to access individual port bits. The first method is to use read-modify-write software to change just one pin. A read-or-write sequence can be used to set bits.

A read-and-write sequence can be used to clear one or more bits.

1 of 2 02/17/2014 11:22 AM

Examples of Friendly Code | 6.3 I/O Progra...

https://courses.edx.org/courses/UTAustinX/UT...

LDR R1, =GPIO_PORTA_DATA_R // make PA7 low

LDR R0, [R1] ; previous GPIO_PORTA_DATA_R &= ~0x80;

BIC R0, R0, #0x80 ; clear bit 1

STR R0, [R1]



About (https://www.edx.org/about-us) Jobs (https://www.edx.org/jobs) Press (https://www.edx.org/press) FAQ (https://www.edx.org/student-faq) Contact (https://www.edx.org/contact)



EdX is a non-profit created by founding partners Harvard and MIT whose mission is to bring the best of higher education to students of all ages anywhere in the world, wherever there is Internet access. EdX's free online MOOCs are interactive and subjects include computer science, public health, and artificial intelligence.



(http://www.meetup.com/edX-Global-Community/)



(http://www.facebook.com/EdxOnline)



(https://twitter.com/edXOnline)



(https://plus.google.com /108235383044095082735/posts)



(http://youtube.com/user/edxonline) © 2014 edX, some rights reserved.

Terms of Service and Honor Code - Privacy Policy (https://www.edx.org/edx-privacy-policy)

2 of 2 02/17/2014 11:22 AM