

# freeRTOS Setup on the Tiva C Launchpad

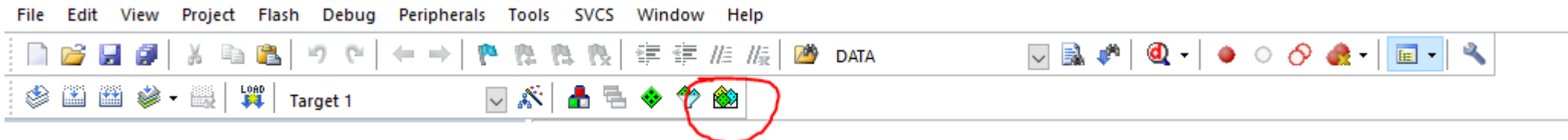
Target: TM4C123GHPM on the Tiva C Launchpad

IDE: Kiel uVision5 V:5.38.0.0

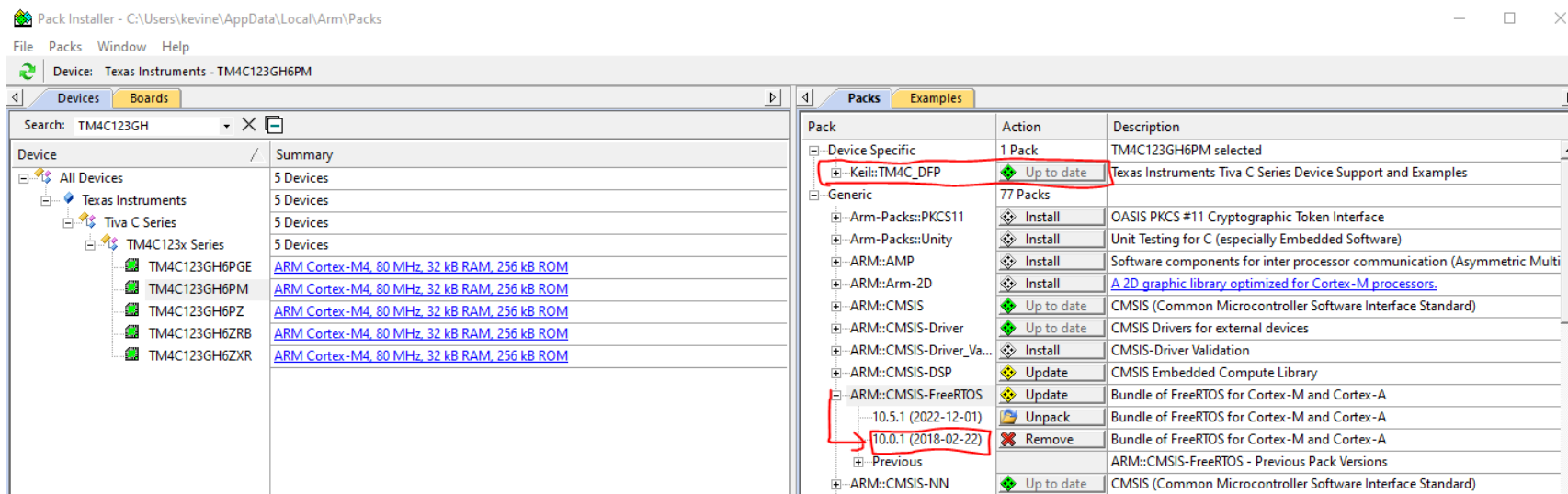
Kevin Ehrichs – CS467 – Team Unicorn

# Install Packs

- Open Kiel uVision5 and click on the pack installer Icon

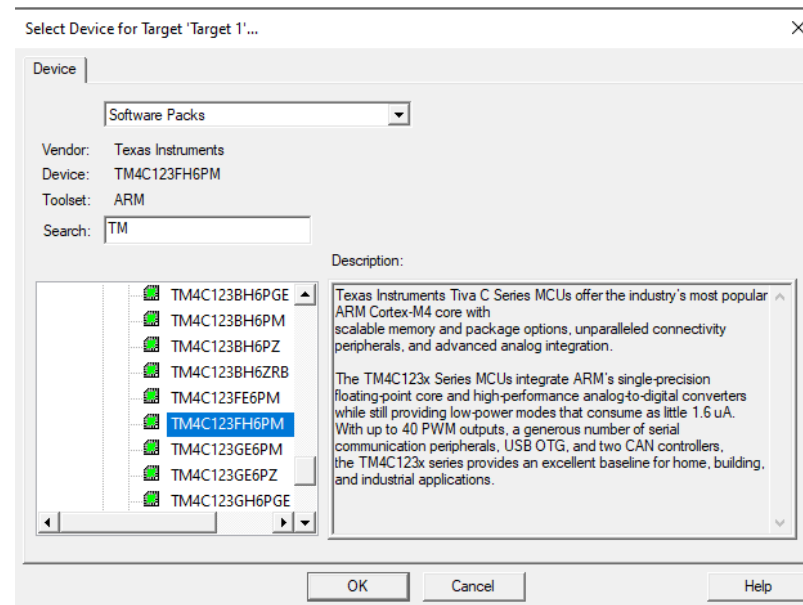


- Install the TM4C\_DFP Package
- Install the CMSIS-FreeRTOS Package (V10.0.1 was used in this setup)



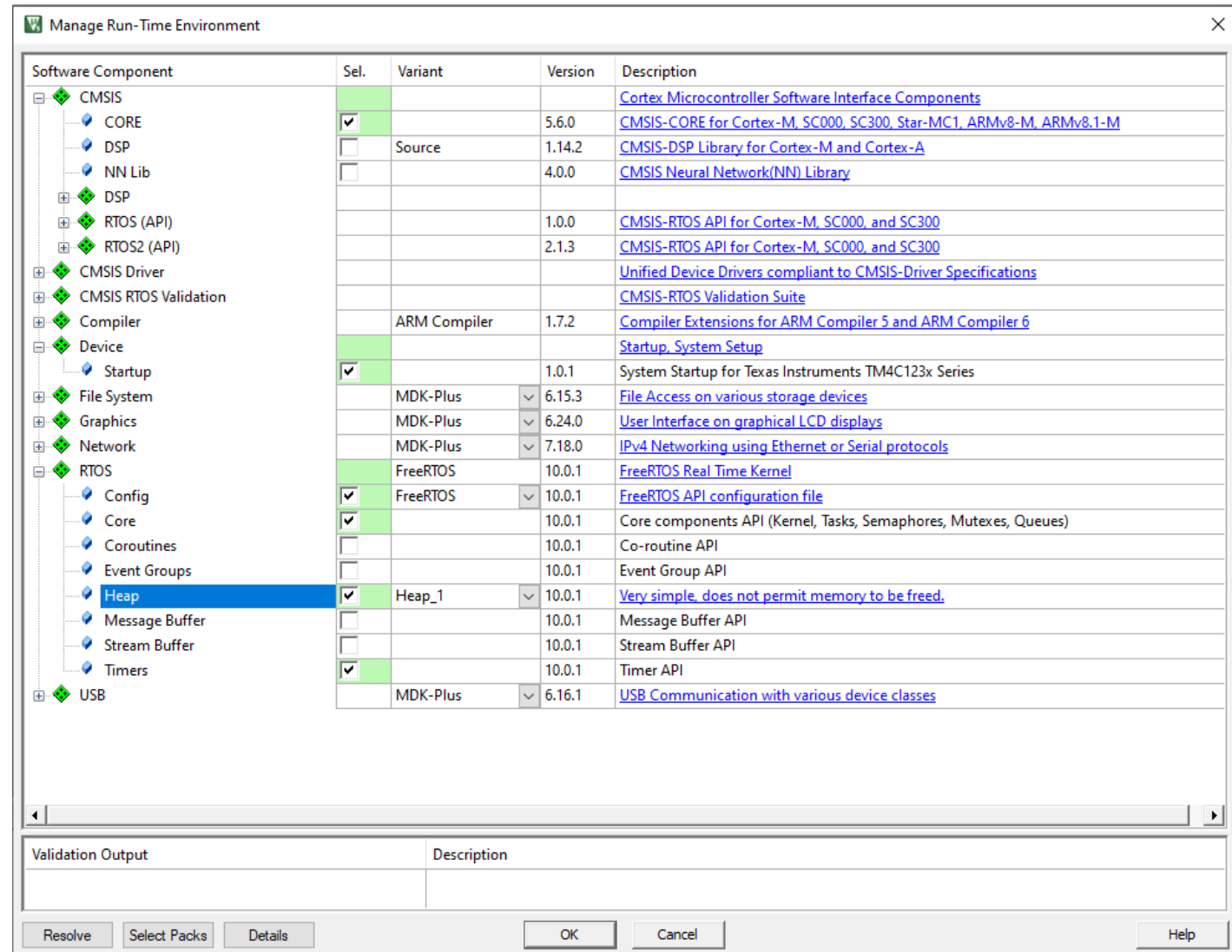
# Create a new project

- Select Project-> New uVision Project
- Create a name for the project – save to a new folder
- Then select the correct target and click OK



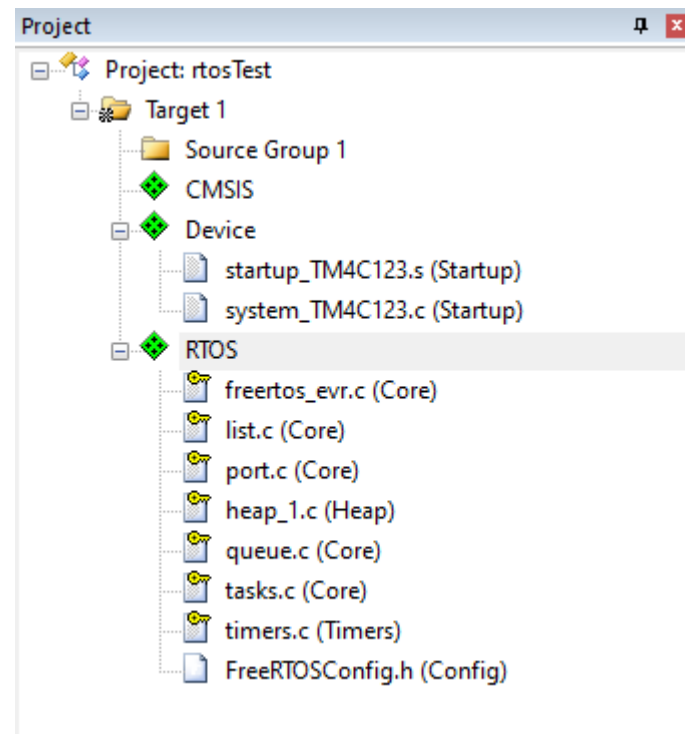
# Setup Project Dependancies

- Select the following dependencies taking care of the following:
  - FreeRTOS is being used (V10.0.1)
  - Heap\_1 selected \* this may change as the project is more understood
  - Once Finished, Click OK



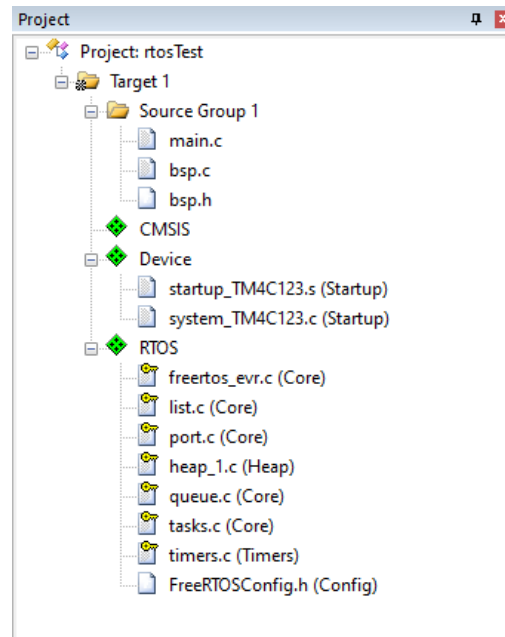
# Check Project Explorer

- Your project template is now created, ensure the following structure
- Notice there is no main.c file...



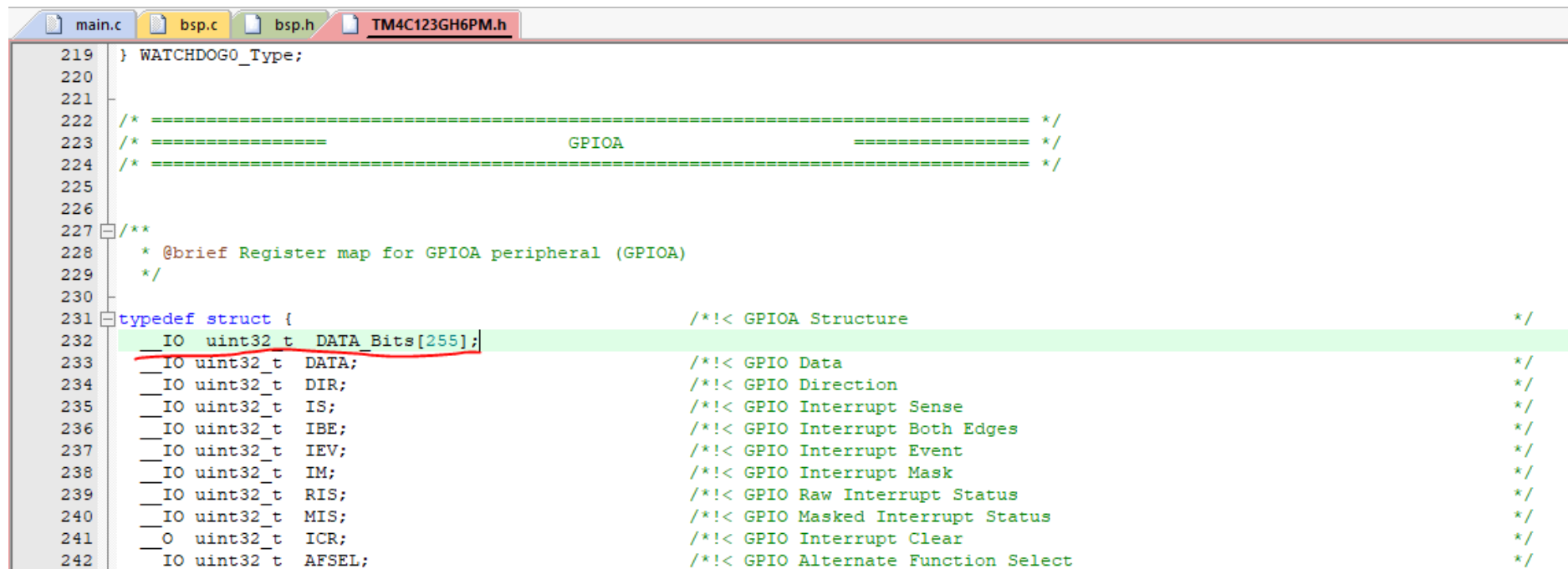
# Add main.c and BSP

- Head over to the Unicorn RTOS Github repo and collect a copy of the following files from the freeRTOS branch
- Main.c, bsp.c, bsp.h
- After adding the files, your project structure should now look like this:



# Modify the Target Header File

- Modify the following file in the GPIOA Register map
- This is a read-only file - Modify under properties to allow editing
- This file also exists in the repo – can also simply replace the file

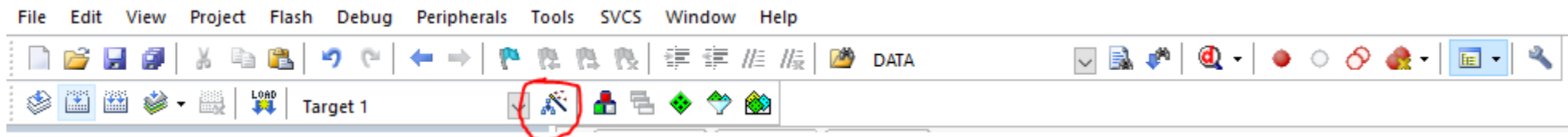


```
219 } WATCHDOG0_Type;
220
221
222 /* ===== */
223 /* ===== GPIOA ===== */
224 /* ===== */
225
226
227 /**
228  * @brief Register map for GPIOA peripheral (GPIOA)
229  */
230
231 typedef struct {                                /*!< GPIOA Structure */
232     __IO uint32_t DATA_Bits[255];             /*!< GPIO Data */
233     __IO uint32_t DATA;                        /*!< GPIO Data */
234     __IO uint32_t DIR;                          /*!< GPIO Direction */
235     __IO uint32_t IS;                          /*!< GPIO Interrupt Sense */
236     __IO uint32_t IBE;                         /*!< GPIO Interrupt Both Edges */
237     __IO uint32_t IEV;                         /*!< GPIO Interrupt Event */
238     __IO uint32_t IM;                          /*!< GPIO Interrupt Mask */
239     __IO uint32_t RIS;                         /*!< GPIO Raw Interrupt Status */
240     __IO uint32_t MIS;                         /*!< GPIO Masked Interrupt Status */
241     __IO uint32_t ICR;                         /*!< GPIO Interrupt Clear */
242     __IO uint32_t AFSEL;                       /*!< GPIO Alternate Function Select */
243 }
```

# Setup Compiler and Other Options

- If you try to compile the code at this point, you should receive a lot of errors and warnings.
- We still need to setup the project settings / Compiler

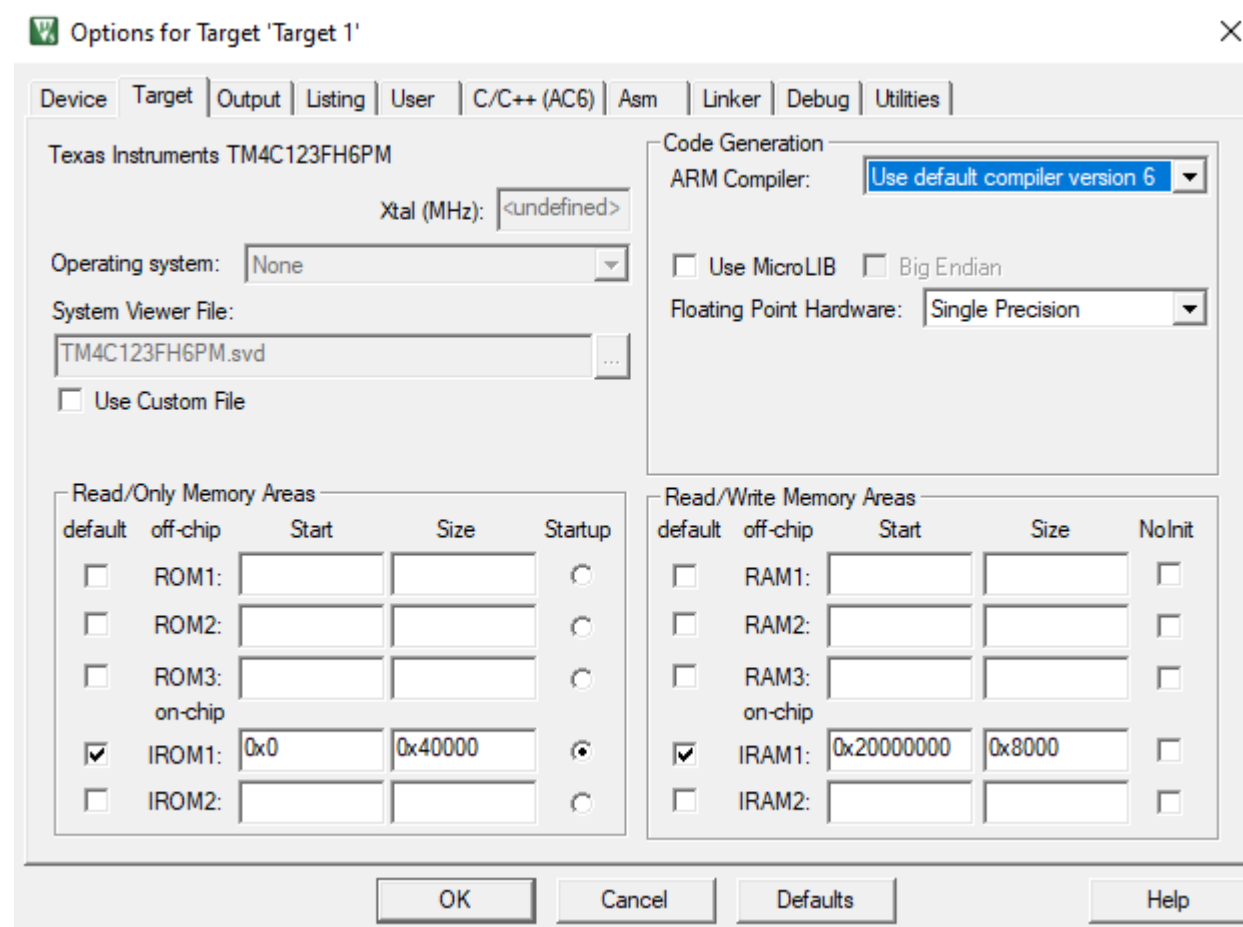
To do this, Open the following View (Options for Target)





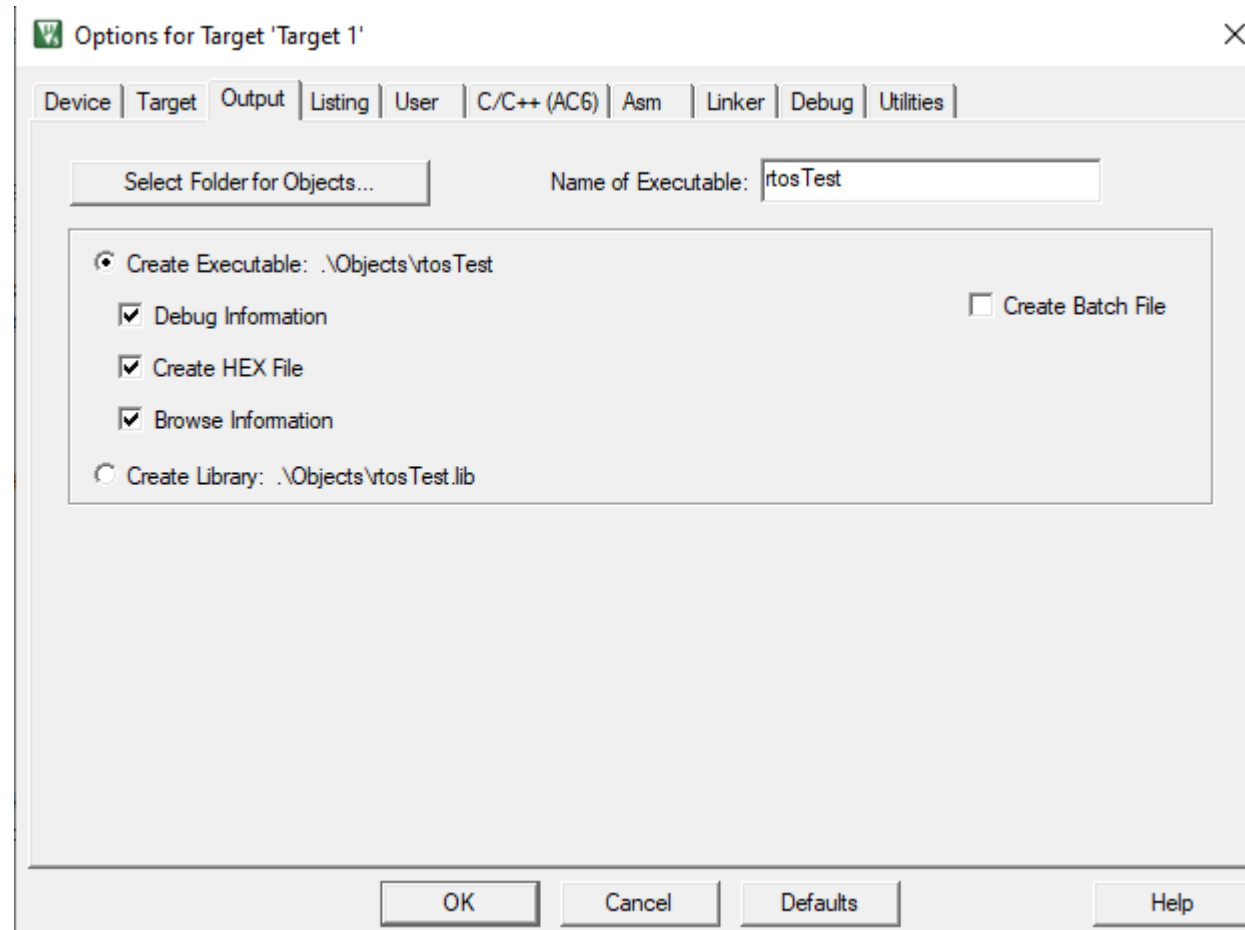
# Options for Target: Target Tab

- Ensure the following options are set:



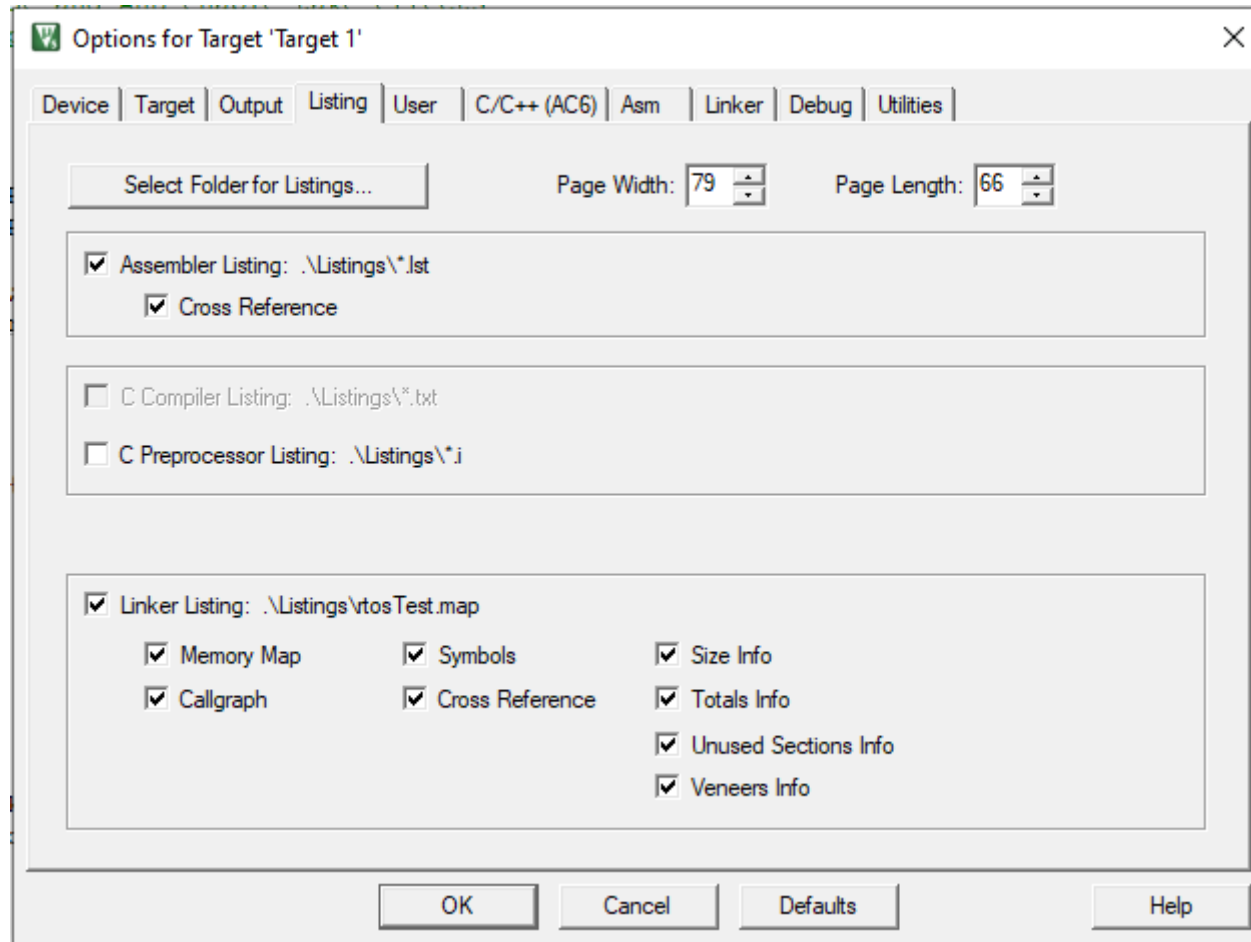
# Options for Target: Output Tab

- Ensure the following options are set



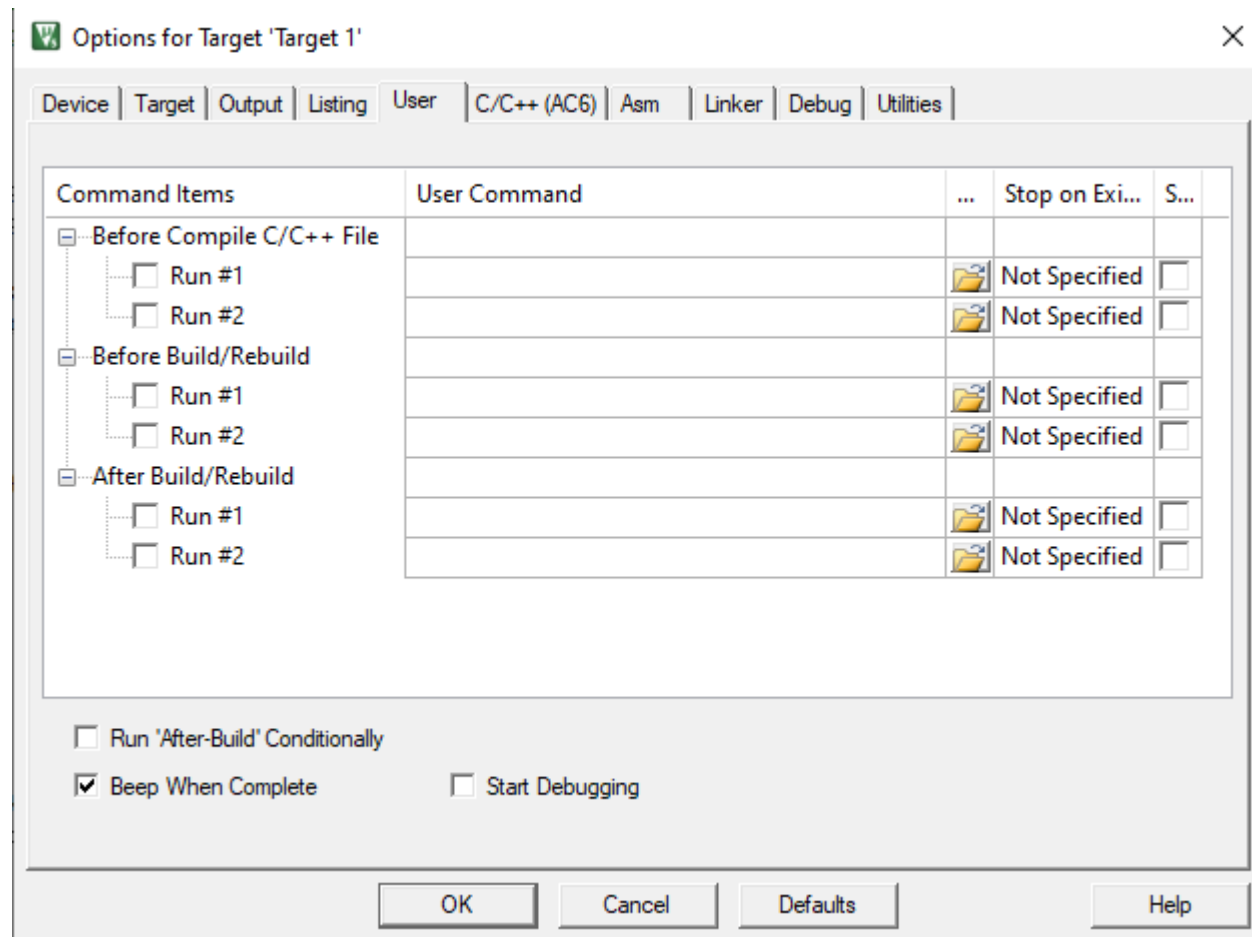
# Options for Target: Listing Tab

- Ensure the following options are set



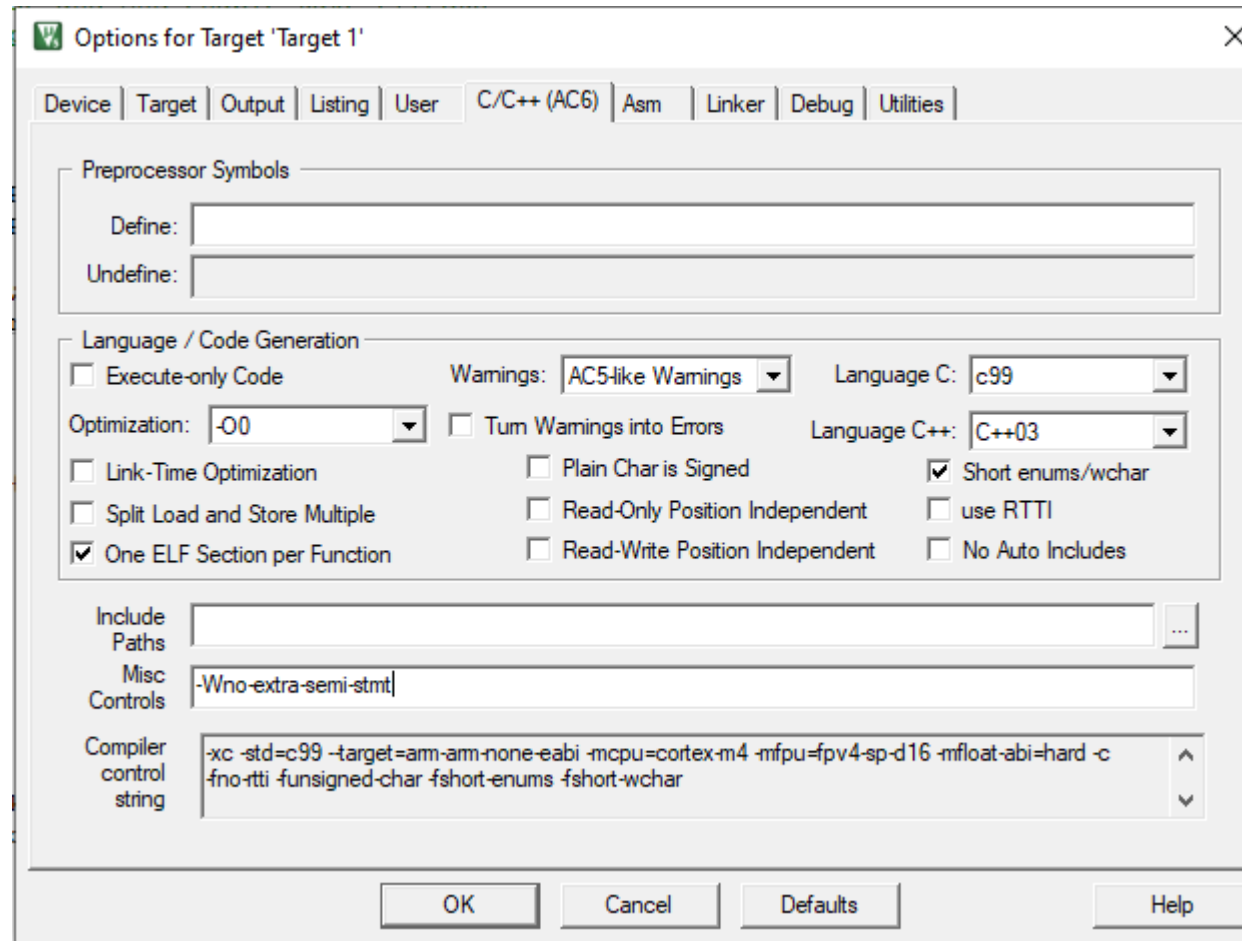
# Options for Target: User Tab

- Ensure the following options are set



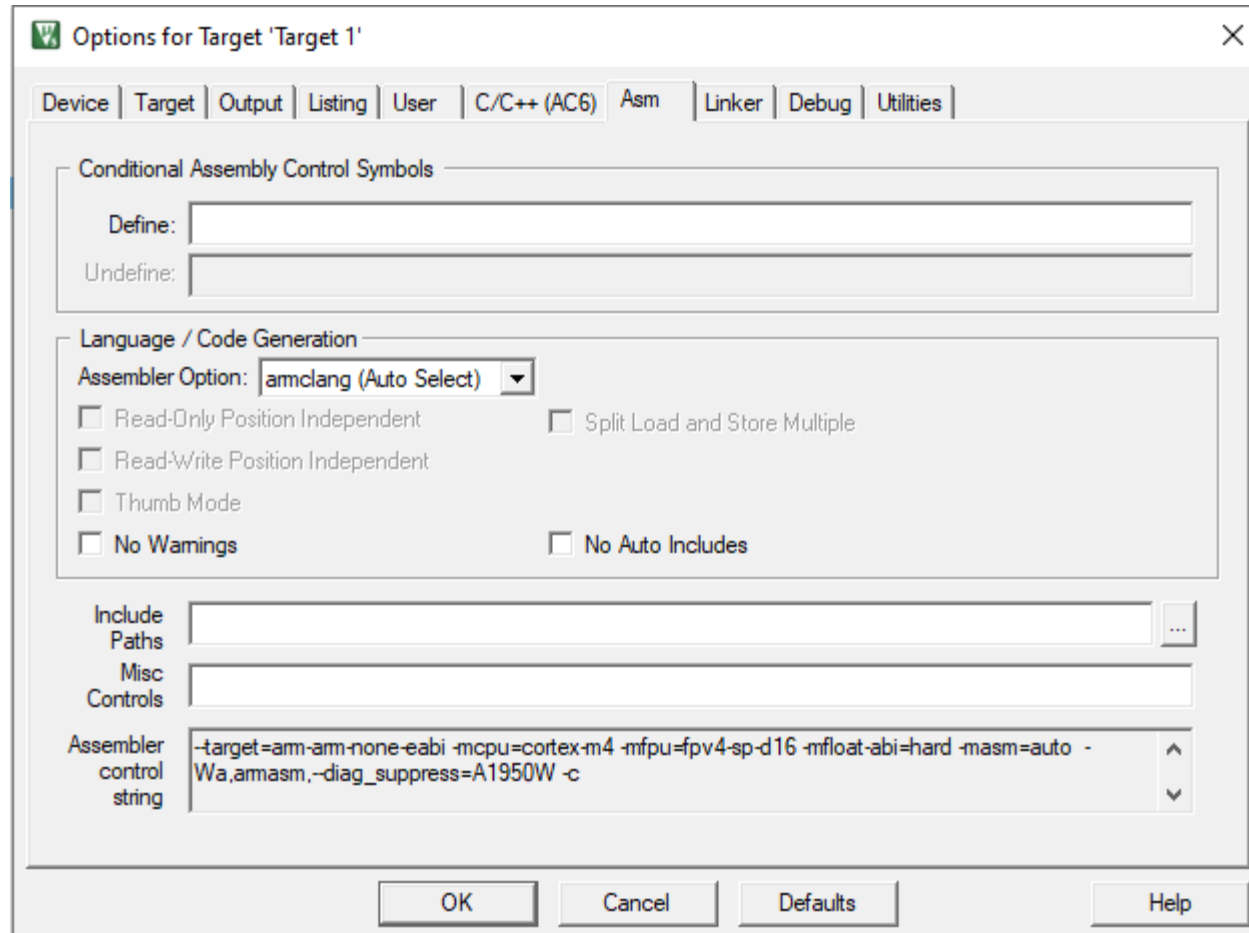
# Options for Target: C/C++ (AC6) Tab

- Ensure the following options are set



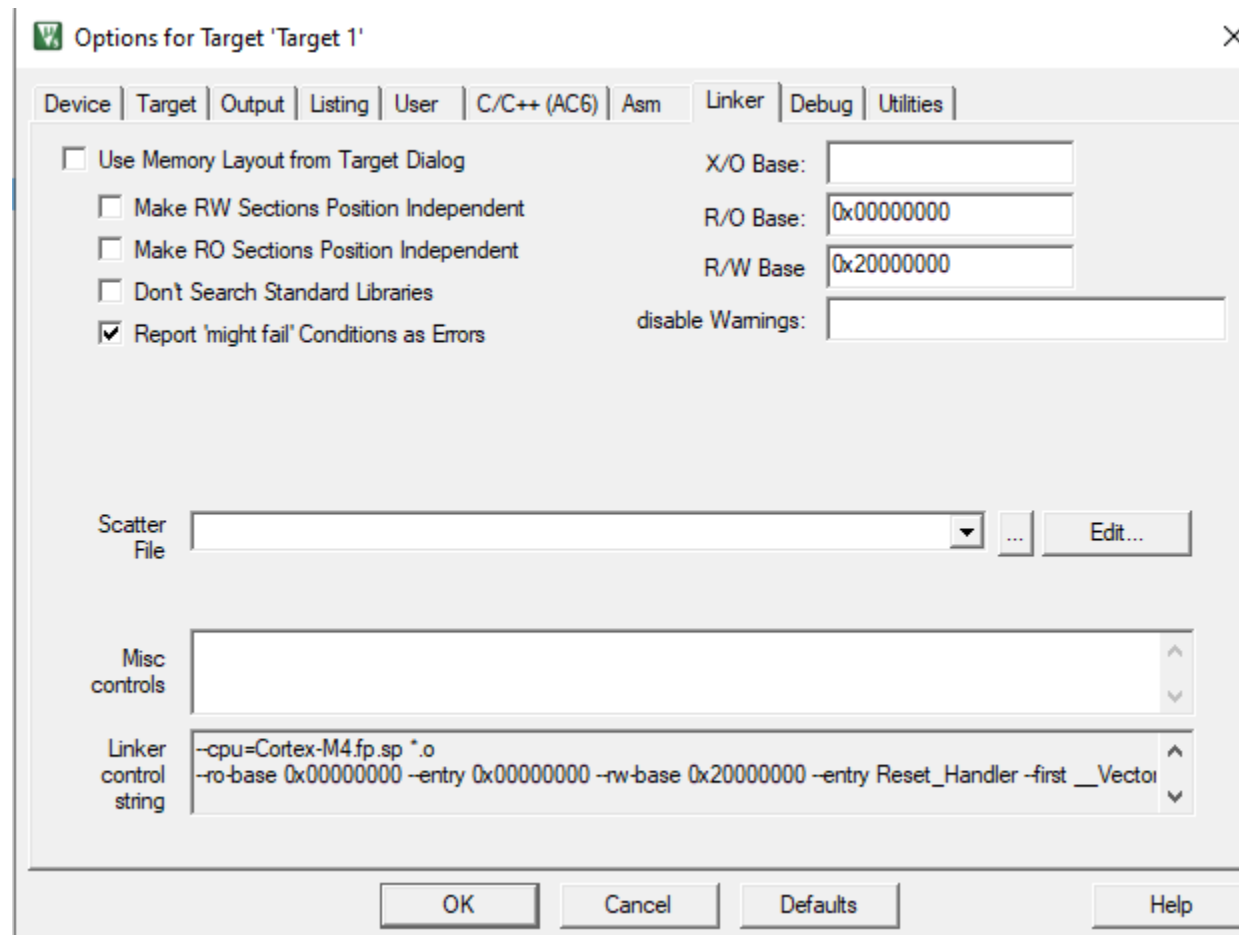
# Options for Target: Asm Tab

- Ensure the following options are set



# Options for Target: Linker Tab

- Ensure the following options are set

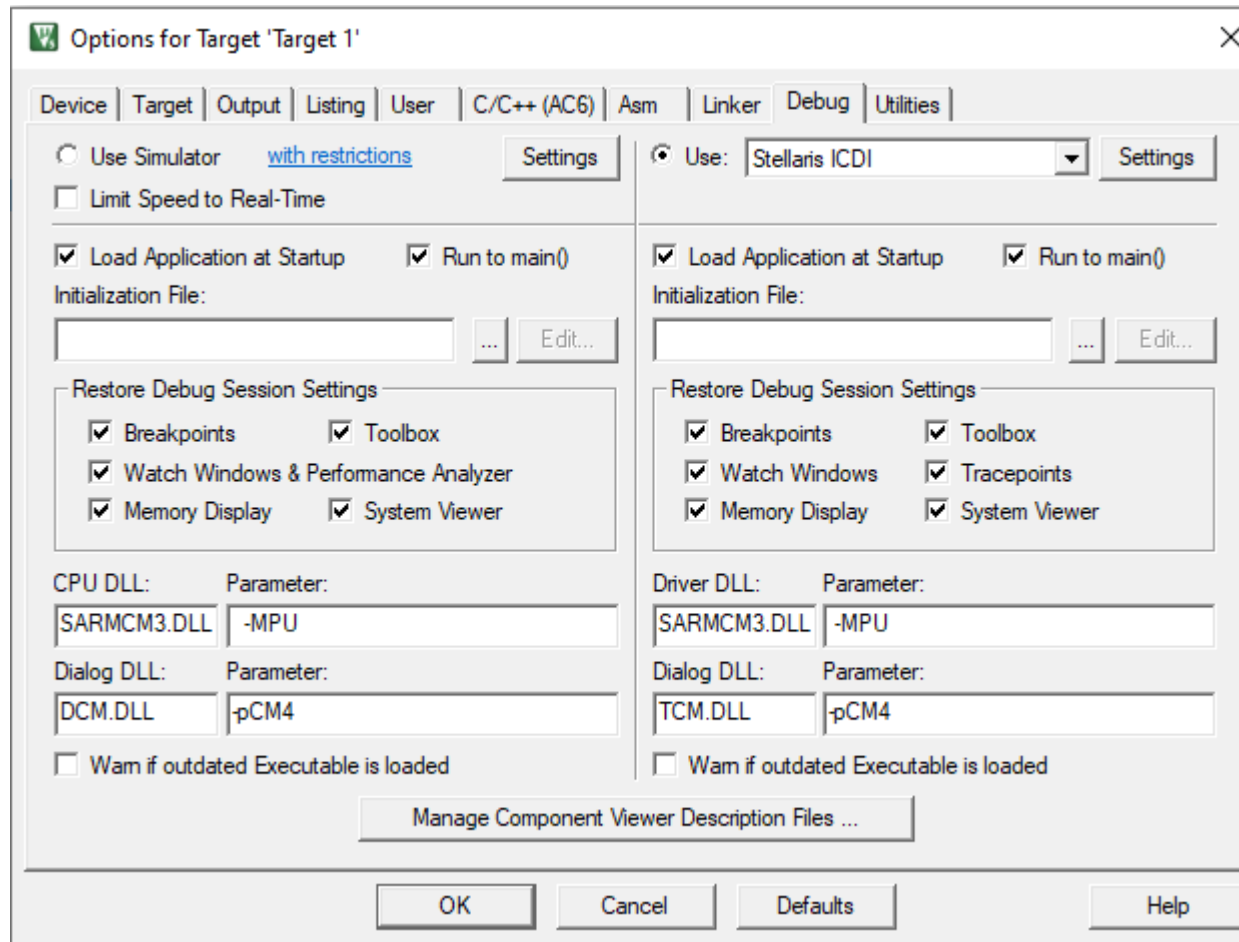


# Options for Target: Debug Tab

- Ensure the following options are set

Note: If you don't have a Stellaris ICDI listing please download the extension here:

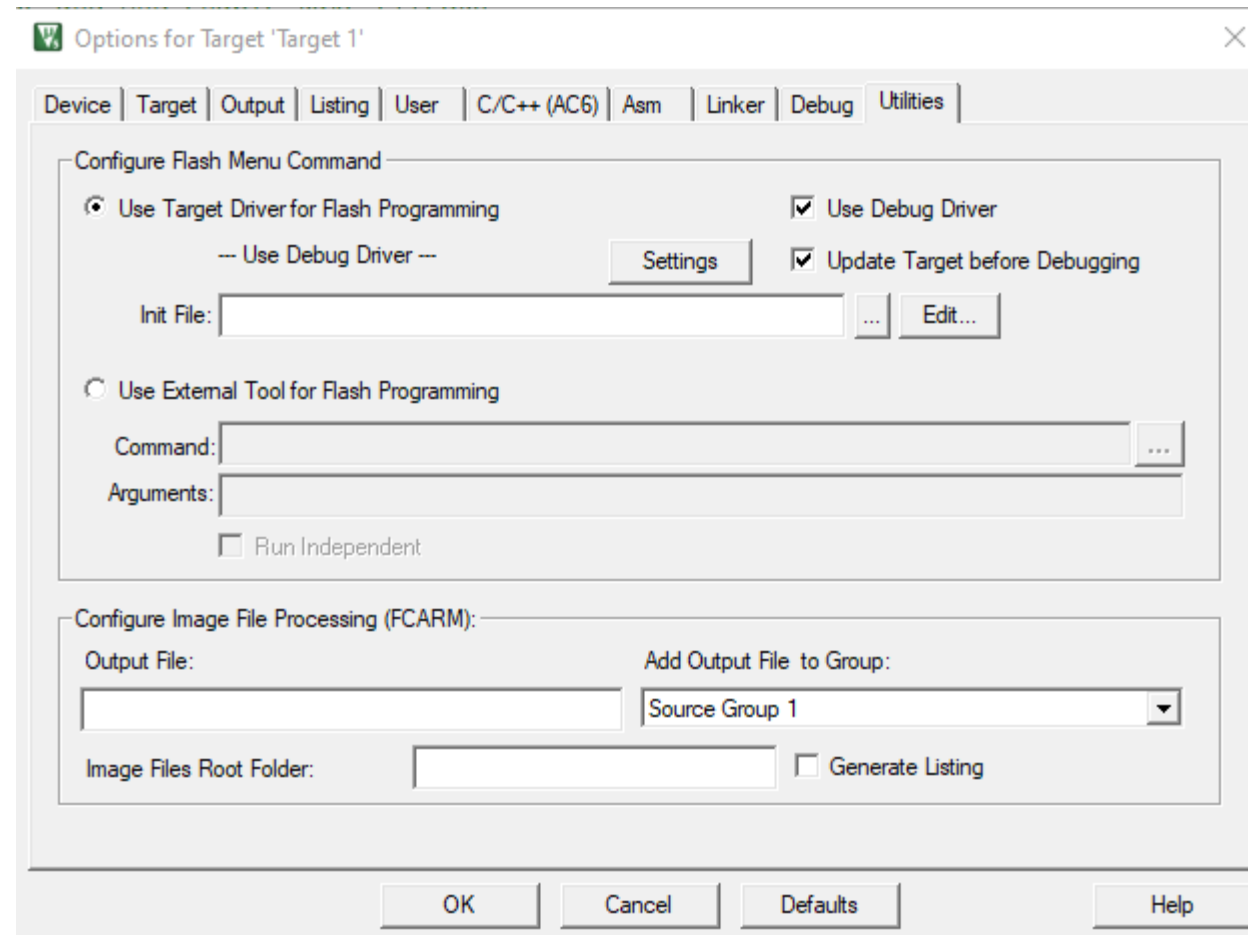
<https://developer.arm.com/documentation/ka002280/latest>





# Options for Target: Utilities Tab

- Ensure the following options are set



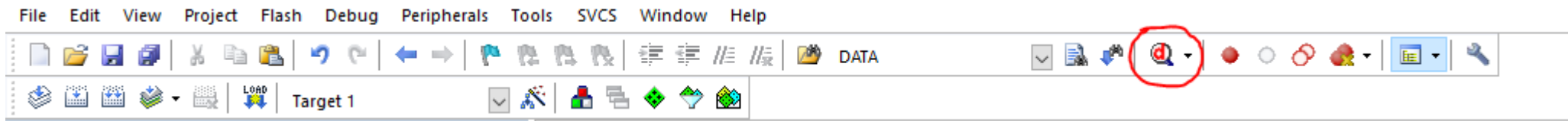
# Clean Project and Rebuild

- After verifying correct Project Options:
- Select Project->Clean Targets
- Select Project->Rebuild all Target Files
- The build output should now show 0 Errors / 0 Warnings

```
Build Output
compiling main.c...
compiling bsp.c...
compiling heap_1.c...
compiling port.c...
compiling timers.c...
compiling queue.c...
compiling tasks.c...
linking...
Program Size: Code=11850 RO-data=674 RW-data=8 ZI-data=5040
FromELF: creating hex file...
".\Objects\rtosTest.axf" 0 Error(s), 0 Warning(s).
Build Time Elapsed: 00:00:01
```

# Running the code on-board

- Watch out, that LED is BRIGHT
- Connect your board to an available USB port
- Run the debugger by clicking on the debug icon



# Running the code on-board

- Before running the code, place three breakpoints:

```
6 void vPeriodicTask(void *pvParameters)
7 {
8
9     /* Establish the task's period.*/
10    const TickType_t xDelay = pdMS_TO_TICKS(1000);
11    TickType_t xLastWakeTime = xTaskGetTickCount();
12
13    for (;;) {
14        BSP_ledGreenOn();
15
16        /* Block until the next release time.*/
17        vTaskDelayUntil(&xLastWakeTime, xDelay);
18
19        BSP_ledGreenOff();
20
21        /* Block until the next release time.*/
22        vTaskDelayUntil(&xLastWakeTime, xDelay);
23    }
24 }
25
26
```

Green Blink Task

```
48 void vvvPeriodicTask(void *pvParameters)
49 {
50
51     /* Establish the task's period.*/
52    const TickType_t xDelay = pdMS_TO_TICKS(1000);
53    TickType_t xLastWakeTime = xTaskGetTickCount();
54
55    for (;;) {
56        BSP_ledRedOn();
57
58        /* Block until the next release time.*/
59        vTaskDelayUntil(&xLastWakeTime, xDelay);
60
61        BSP_ledRedOff();
62
63        /* Block until the next release time.*/
64        vTaskDelayUntil(&xLastWakeTime, xDelay);
65    }
66 }
67
68
```

Red Blink Task

```
27 void vvvPeriodicTask(void *pvParameters)
28 {
29
30     /* Establish the task's period.*/
31    const TickType_t xDelay = pdMS_TO_TICKS(1000);
32    TickType_t xLastWakeTime = xTaskGetTickCount();
33
34    for (;;) {
35        BSP_ledBlueOn();
36
37        /* Block until the next release time.*/
38        vTaskDelayUntil(&xLastWakeTime, xDelay);
39
40        BSP_ledBlueOff();
41
42        /* Block until the next release time.*/
43        vTaskDelayUntil(&xLastWakeTime, xDelay);
44    }
45 }
46
47
```

Blue Blink Task



- Run the code and notice each time a breakpoint is hit, it's the next LED blinking task. All tasks are running.
- When free running the code without breakpoints, notice the color of the LED – It's white.

This is because we are blinking all three colors at the “same time”, producing a white color.

# Congrats!

