



# **PIC32 Peripheral Libraries for MPLAB C32 Compiler**

# PIC32MX FAMILY

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# PIC32MX FAMILY

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## Chapter 1. 32-Bit Peripheral Libraries

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### 1.0 INTRODUCTION

This chapter documents the functions and macros contained in the 32-bit peripheral libraries. Examples of use are also provided.

### 1.1 C Code Applications

The MPLAB C32 C compiler install directory (c:\Program Files\Microchip\MPLAB C32) contains the following subdirectories with library-related files:

- pic32mx\include\plib.h - Master include file for all APIs
- pic32mx\include\peripheral\\*.h - API header files
- pic32-libs\peripheral\\*.c - library source files

### 1.2 Chapter Organization

This chapter is organized as follows:

- Using the 32-Bit Peripheral Libraries

#### Individual Peripheral Module functions and macros

- System Level Functions
- Prefetch Cache Functions
- DMA Functions
- Bus Matrix Functions
- NVM Functions
- Reset/Control Functions
- Interrupt Functions
- Oscillator Functions
- Power Save Functions
- I/O Port Functions
- Timer Functions
- Input Capture Functions
- Output Compare Functions
- SPI Functions
- I2C™ Functions
- UART Functions
- PMP Functions
- RTCC Functions
- A/D Functions
- Comparator Functions
- CVREF Functions
- Watchdog Timer Functions

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## 1.3 Using the 32-Bit Peripheral Libraries

Applications wishing to use peripheral libraries need to include <plib.h> file in their source file. The C32 compiler has built-in knowledge of all header file and library files.

The master header file plib.h, includes all individual peripheral header files. An application needs to include plib.h only to access any of the supported functions and macros. If you need to refer to individual header file content, they are located in pic32mx\include\peripheral folder in your C32 installation directory. Complete source is located in pic32-libs\peripheral folder.

If required, you may rebuild the peripheral libraries. Please follow the procedure outlined in the text file located in the pic32-libs directory.

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## 2.0 SYSTEM FUNCTIONS

The PIC32MX system library consists of functions and macros to perform system level operations.

SYSTEMConfig

SYSTEMConfigPerformance

SYSTEMConfigWaitStatesAndPB

SYSTEMConfigPB

# 32-BIT LANGUAGE TOOLS LIBRARIES

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## 2.1 SYSTEM Functions

---

### SYSTEMConfig

---

<b>Description:</b>	This function automatically configures desired parameters for maximum performance for a given system clock frequency. Unlike SYSTEMConfigPerformance, this function enables users to select desired parameters.																		
<b>Include:</b>	plib.h																		
<b>Prototype:</b>	<pre>void SYSTEMConfig(unsigned int sys_clock, unsigned int flags);</pre>																		
<b>Arguments:</b>	<table><tr><td><i>sys_clock</i></td><td>The system clock in Hz</td></tr><tr><td><i>flags</i></td><td>Flags indicating what parameters to configure</td></tr><tr><td></td><td>Must be</td></tr><tr><td></td><td>SYS_CFG_ALL To configure all parameters</td></tr><tr><td></td><td>OR</td></tr><tr><td></td><td>A bit-wise value of one or of following:</td></tr><tr><td></td><td>SYS_CFG_WAIT_STATES To configure wait states</td></tr><tr><td></td><td>SYS_CFG_PB_BUS To configure PBCLK divider</td></tr><tr><td></td><td>SYS_CFG_PCACHE To configure Cache module</td></tr></table>	<i>sys_clock</i>	The system clock in Hz	<i>flags</i>	Flags indicating what parameters to configure		Must be		SYS_CFG_ALL To configure all parameters		OR		A bit-wise value of one or of following:		SYS_CFG_WAIT_STATES To configure wait states		SYS_CFG_PB_BUS To configure PBCLK divider		SYS_CFG_PCACHE To configure Cache module
<i>sys_clock</i>	The system clock in Hz																		
<i>flags</i>	Flags indicating what parameters to configure																		
	Must be																		
	SYS_CFG_ALL To configure all parameters																		
	OR																		
	A bit-wise value of one or of following:																		
	SYS_CFG_WAIT_STATES To configure wait states																		
	SYS_CFG_PB_BUS To configure PBCLK divider																		
	SYS_CFG_PCACHE To configure Cache module																		
<b>Return Value:</b>	None																		
<b>Remarks:</b>	This function configures the selected parameters to achieve maximum performance for given system clock. Caller may select one or all of Flash Wait states, PBCLK divider, Prefetch Cache. If SYS_CFG_PB_BUS flag is passed, this function will override the configuration fuse settings and set the PBDIV to 1:1.																		
<b>Code Example:</b>	<pre>SYSTEMConfig(80000000, SYS_CFG_WAIT_STATES   SYS_CFG_PCACHE); // Does no configure PBDIV.</pre>																		



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## SYSTEMConfigPerformance

---

<b>Description:</b>	This function automatically configures the device for maximum performance for a given system clock frequency
<b>Include:</b>	<code>p1ib.h</code>
<b>Prototype:</b>	<code>void SYSTEMConfigPerformance(unsigned int <i>sys_clock</i>);</code>
<b>Arguments:</b>	<i>sys_clock</i> The system clock in Hz
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>This function configures the Flash Wait States, Data Wait States and PBCLK divider to lowest value allowed for the given system clock. If the device has Prefetch-Cache module, it also enables prefetch and cache mode. In summary, this function configures all necessary parameters to achieve maximum performance for given system clock</p> <p>This function will override the configuration fuse settings and set the PBDIV to 1:1.</p>
<b>Code Example:</b>	<code>SYSTEMConfigPerformance(80000000);</code>

---

## SYSTEMConfigWaitStatesAndPB

---

<b>Description:</b>	This function automatically configures flash wait states and PBCLK divider for a given system frequency..
<b>Include:</b>	<code>p1ib.h</code>
<b>Prototype:</b>	<code>void SYSTEMConfigWaitStatesAndPB(unsigned int <i>sys_clock</i>);</code>
<b>Arguments:</b>	<i>sys_clock</i> The system clock in Hz
<b>Return Value:</b>	None
<b>Remarks:</b>	This function configures flash wait states and PBCLK divider to lowest value allowed for the given system clock. It does not configure prefetch cache module.
<b>Source File:</b>	
<b>Code Example:</b>	<code>SYSTEMConfigWaitStatesAndPB(80000000);</code>

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## SYSTEMConfigPB

---

<b>Description:</b>	This function automatically configures PBCLK divider for a given system frequency.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void SYSTEMConfigPB(<i>int sys_clock</i>);</code>
<b>Arguments:</b>	<i>sys_clock</i> The system clock in Hz
<b>Return Value:</b>	None
<b>Remarks:</b>	This function configures the PBCLK divider to lowest value allowed for the given system clock.
<b>Source File:</b>	
<b>Code Example:</b>	<code>SYSTEMConfigPB(80000000);</code>

---

## 2.2 Example: Using SYSTEMConfigPerformance

The following code example illustrates how to configure the device for maximum performance for a given system clock.

```
#include <plib.h>

// Configuration Bit settings
// SYSCLK = 80 MHz (8MHz Crystal/ FPLLIDIV * FPLLMUL / FPLLODIV)
// PBCLK = 80 MHz
// Primary Osc w/PLL (XT+,HS+,EC+PLL)
// WDT OFF
// Other options are don't care
//
#pragma config FPLLMUL = MUL_20, FPLLIDIV = DIV_2
#pragma config FPLLODIV = DIV_1, FWDTEN = OFF
#pragma config POSCMOD = HS, FNOSC = PRIPLL

int main(void)
{
    /*
    Configure the device for maximum performance.
    This macro sets flash wait states, PBCLK divider and DRM wait states
    based on the specified clock frequency. It also turns on the cache
    mode if available.
    Based on the current frequency, the PBCLK divider will be set at 1:1.
    This knowledge is required to correctly set UART baud rate, timer
    reload value and other time sensitive setting.
    */
    SYSTEMConfigPerformance(80000000);

    // Use PBCLK divider of 1:1 to calculate UART baud, timer tick etc.
    ...

}
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

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## 3.0 PCACHE FUNCTIONS

The PIC32MX Pcache library consists of functions and macros supporting common configuration and control features of this peripheral set.

PrefetchCache Operations

cheConfigure

mCheConfigure

mCheGetCon

mCheSetCacheAccessLine

mCheGetAcc

mCheSetCacheTag

mCheGetCacheTag

mCheSetMask

mCheGetMask

mCheWriteCacheLine

mCheInvalidateLine

mCheInvalidateAllLines

mCheLockLine

mCheGetHit

mCheGetMis

CheKseg0CacheOff

CheKseg0CacheOn

# 32-BIT LANGUAGE TOOLS LIBRARIES

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## 3.1 Prefetch Cache Functions and Macros

---

### cheConfigure

---

<b>Description:</b>	This macro is identical to mCheConfigure except that it accepts individual parameters instead of a bit-mask of parameters.								
<b>Include:</b>	plib.h								
<b>Prototype:</b>	<pre>void cheConfigure(int checoh, int dcsz, int prefen, int pfmws);</pre>								
<b>Arguments:</b>	<table><tr><td><i>checoh</i></td><td>Cache coherency (1 = Coherent, 0 = Incoherent)</td></tr><tr><td><i>dcsz</i></td><td>Data cache line size (a value between 0 - x)</td></tr><tr><td><i>prefen</i></td><td>Prefetch enable (1 = enable, 0 = disable)</td></tr><tr><td><i>pfmws</i></td><td>Flash Memory wait states (0 - 7)</td></tr></table>	<i>checoh</i>	Cache coherency (1 = Coherent, 0 = Incoherent)	<i>dcsz</i>	Data cache line size (a value between 0 - x)	<i>prefen</i>	Prefetch enable (1 = enable, 0 = disable)	<i>pfmws</i>	Flash Memory wait states (0 - 7)
<i>checoh</i>	Cache coherency (1 = Coherent, 0 = Incoherent)								
<i>dcsz</i>	Data cache line size (a value between 0 - x)								
<i>prefen</i>	Prefetch enable (1 = enable, 0 = disable)								
<i>pfmws</i>	Flash Memory wait states (0 - 7)								
<b>Return Value:</b>	None								
<b>Remarks:</b>	This function accepts individual prefetch configuration values and initializes the prefetch modules accordingly.								
<b>Code Example:</b>	<pre>// Invalidate cache, 2 data cache lines, prefetch enable, Flash memory wait states of 2 cheConfigure(0, 2, 1, 2);</pre>								

---

### mCheConfigure

---

<b>Description:</b>	This macro provides a second method to configure the prefetch cache module
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void mCheConfigure(config);</pre>
<b>Arguments:</b>	<i>config</i> This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit masks. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

#### Coherency during Flash Programming

CHE\_CONF\_COH\_INVUNL  
CHE\_CONF\_COH\_INVALL  
(These bit fields are mutually exclusive)

#### Data Cache Lines

CHE\_CONF\_DC\_NONE  
CHE\_CONF\_DC\_1LINE  
CHE\_CONF\_DC\_2LINES  
CHE\_CONF\_DC\_4LINES  
(These bit fields are mutually exclusive)

#### Prefetch Behavior

CHE\_CONF\_PF\_DISABLE  
CHE\_CONF\_PF\_C  
CHE\_CONF\_PF\_NC  
CHE\_CONF\_PF\_ALL  
(These bit fields are mutually exclusive)

---

---

## mCheConfigure (Continued)

---

### Flash Wait States

CHE\_CONF\_WS0

CHE\_CONF\_WS1

CHE\_CONF\_WS2

CHE\_CONF\_WS3

CHE\_CONF\_WS4

CHE\_CONF\_WS5

CHE\_CONF\_WS6

CHE\_CONF\_WS7

(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** This function loads the checon register with concatenation of the arguments.

**Code Example:** `mCheConfigure(CHE_CONF_PF_C | CHE_CONF_WS2);`

---

## mCheGetCon

---

**Description:** This macro returns the current value of the CHECON register

**Include:** `plib.h`

**Prototype:** `void mCheGetCon(void);`

**Arguments:** None

**Return Value:** The 32-bit value of the CHECON register

**Remarks:**

**Code Example:** `cur_wait_states = mCheGetCon() & 0x7;`

---

## mCheSetCacheAccessLine

---

**Description:** This macro is used to set up the CHEACC register. The value of the CHEACC register is used as an index during any access to cache line information such as tags, masks, or data words.

**Include:** `plib.h`

**Prototype:** `void mCheSetCacheAccessLine(int idx, int writeEnable);`

**Arguments:** `idx` - Index of the cache line to access (0-15)

`writeEnable` - '1' Enables writes to the cache line (tags, mask, and data words), '0' disables it

**Return Value:** None

**Remarks:** This macro is invoked implicitly by using many of the other macros in this package

**Code Example:** `mCheSetCacheAccessLine(12,1);`

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## mCheGetAcc

---

**Description:** This macro returns the current value of the CHEACC register

**Include:** `plib.h`

**Prototype:** `void mCheGetAcc(void);`

**Arguments:** None

**Return Value:** The 32-bit value of the CHEACC register

**Remarks:**

**Code Example:** `curidx = mCheGetAcc() & 0xf;`

---

---

## mCheSetCacheTag

---

**Description:** This macro writes a tag entry into a single line of the prefetch cache.

**Include:** `plib.h`

**Prototype:** `void mCheSetCacheTag(int lineno, unsigned addr, unsigned attr);`

**Arguments:**

lineno	Index of the cache line to access (0-15)
addr	Physical address that corresponds to this cache line
attr	This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit masks. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0

Line Valid  
`CHE_TAG_INVALID`  
`CHE_TAG_VALID`  
(These bit fields are mutually exclusive)

Line Locked  
`CHE_TAG_UNLOCKED`  
`CHE_TAG_LOCKED`  
(These bit fields are mutually exclusive)

Line Type  
`CHE_TAG_TYPE_DATA`  
`CHE_TAG_TYPE_INST`  
(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** The macro sets the tag bits of a single cache line. The cache line corresponding to the lineno parameter is selected automatically by a call to the mCheSetCacheAccessLine macro.

This function must be used carefully. Setting a tag to `CHE_TAG_VALID` without calling `mCheWriteCacheLine()` can cause unpredictable results.

**Code Example:** `mCheSetCacheTag(12, 0x1d002f00, CHE_TAG_INVALID | CHE_TAG_LOCKED);`

---



---

---

## mCheGetCacheTag

---

<b>Description:</b>	This macro returns the current value of the CHETAG register
<b>Include:</b>	plib.h
<b>Prototype:</b>	<code>void mCheGetCacheTag(int lineno);</code>
<b>Arguments:</b>	lineno - Index of the cache line to access (0-15)
<b>Return Value:</b>	The 32-bit value of CHETAG
<b>Remarks:</b>	This macro uses the mCheSetCacheAccessLine macro to select the cache line corresponding to the lineno parameter and then returns the value of CHETAG.
<b>Code Example:</b>	<code>tag0 = mCheGetCacheTag(0);</code>

---

## mCheSetMask

---

<b>Description:</b>	This macro writes a mask entry into a single line of the prefetch cache.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<code>void mCheSetMask(int idx, unsigned mask);</code>
<b>Arguments:</b>	<p>idx - Index of the cache line to access (0-15)</p> <p>mask - this value is written directly to the CHEMSK register of the selected cache line.</p>
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>The macro sets the mask bits of a single cache line. The cache line corresponding to the idx parameter is selected automatically by a call to the mCheSetCacheAccessLine macro.</p> <p>This function must be used carefully. Setting a mask value to non-zero causes tag bits to be ignored during cache lookup operations whenever instruction fetches or data reads from the program flash memory occur.</p> <p>Note: Only cache lines 10 and 11 have CHEMSK registers.</p>
<b>Code Example:</b>	<code>mCheSetMask(10, 0x40);</code>

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## mCheGetMask

---

<b>Description:</b>	This macro returns the current value of the CHEMSK register
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mCheGetMask(int idx);</code>
<b>Arguments:</b>	<code>idx</code> - Index of the cache line to access (0-15)
<b>Return Value:</b>	The 32-bit value of CHEMSK
<b>Remarks:</b>	<p>This macro uses the <code>mCheSetCacheAccessLine</code> macro to select the cache line corresponding to the <code>lineno</code> parameter and then returns the value of CHEMSK.</p> <p>Only lines 10 and 11 have writeable CHEMSK registers. All other CHEMSK registers return 0.</p>
<b>Code Example:</b>	<pre>curmask10 = mCheGetMask(10);</pre>

---

## mCheWriteCacheLine

---

<b>Description:</b>	This macro is used to write 4 words of data or instructions to a cache line.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mCheWriteCacheLine(unsigned long values[4]);</code>
<b>Arguments:</b>	<code>values</code> - the 4 unsigned long values to be written to the selected cache line.
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>Unlike most of the other functions that write to a cache line, this macro does not automatically select a cache line by calling <code>mCheSetCacheAccessLine()</code>.</p> <p><code>mCheSetCacheAccessLine()</code> must be called before using this macro</p>
<b>Code Example:</b>	<pre>mCheSetCacheAccessLine(12,1); mCheWriteCacheLine(val_array);</pre>

---

---

## mCheInvalidateLine

---

<b>Description:</b>	This macro invalidates a single cache line.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mCheInvalidateLine(int idx);
<b>Arguments:</b>	idx - Index of the cache line to access (0-15)
<b>Return Value:</b>	None
<b>Remarks:</b>	The macro clears the valid bit in the tag of a single cache line. The cache line corresponding to the idx parameter is selected automatically by a call to the mCheSetCacheAccessLine macro.
<b>Code Example:</b>	mCheInvalidateLine(5);

---

## mCheInvalidateAllLines

---

<b>Description:</b>	This macro invalidates all the lines located in the prefetch cache
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mCheInvalidateAllLines(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	
<b>Code Example:</b>	mCheInvalidateAllLines();

---

## mCheLockLine

---

<b>Description:</b>	This macro causes an automatic fetch and lock of a single cache line.						
<b>Include:</b>	plib.h						
<b>Prototype:</b>	void mCheLockLine(int idx, int type, unsigned addr);						
<b>Arguments:</b>	<table><tr><td>idx</td><td>Index of the cache line to lock (0-15)</td></tr><tr><td>type</td><td>1 - Locks a data line 0 - Locks an instruction line</td></tr><tr><td>addr</td><td>Physical address that corresponds to this cache line</td></tr></table>	idx	Index of the cache line to lock (0-15)	type	1 - Locks a data line 0 - Locks an instruction line	addr	Physical address that corresponds to this cache line
idx	Index of the cache line to lock (0-15)						
type	1 - Locks a data line 0 - Locks an instruction line						
addr	Physical address that corresponds to this cache line						
<b>Return Value:</b>	None						
<b>Remarks:</b>	<p>The macro clears the valid bit and sets the lock bit in the tag of a single cache line. The cache line corresponding to the idx parameter is selected automatically by a call to the mCheSetCacheTag macro.</p> <p>A cache line marked as locked and not valid will cause the data at the corresponding address to be fetched and locked in the prefetch cache.</p>						
<b>Code Example:</b>	mCheLockLine(3, 1, 0x1d0030a0);						

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## mCheGetHit

---

**Description:** This macro returns the current value of the CHEHIT register

**Include:** `plib.h`

**Prototype:** `void mCheGetHit(void);`

**Arguments:** None

**Return Value:** The 32-bit value of the CHECON register

**Remarks:**

**Code Example:** `mCheGetCon();`

---

## mCheGetMis

---

**Description:** This macro returns the current value of the CHEMIS register

**Include:** `plib.h`

**Prototype:** `void mCheGetCon(void);`

**Arguments:** None

**Return Value:** The 32-bit value of the CHECON register

**Remarks:**

**Code Example:** `mCheGetCon();`

---

## CheKseg0CacheOff

---

**Description:** This function disables cacheing of KSEG0 Program Flash Memory accesses.

**Include:** `plib.h`

**Prototype:** `void CheKseg0CacheOff(void);`

**Arguments:** None

**Return Value:** None

**Remarks:** This function writes the value 2 to the CCA bits in the Config register thereby disabling the cache for code executing within the KSEG0 memory region.

**Code Example:** `CheKseg0CacheOff();`

---

---

## CheKseg0CacheOn

---

<b>Description:</b>	This function enables cacheing of KSEG0 Program Flash Memory accesses.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void CheKseg0CacheOn(void);</code>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This function writes the value 3 to the CCA bits in the Config register thereby enabling the cache for code executing within the KSEG0 memory region.
<b>Source File:</b>	
<b>Code Example:</b>	<code>CheKseg0CacheOn();</code>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 3.2 Prefetch Cache Example

```
#include <plib.h>

int main(void)
{
    // Set Periph Bus Divider 72MHz / 2 = 36MHz Fpb
    mOSCSetPBDIV( OSC_PB_DIV_2 );

    // enable cacheability for KSEG0
    CheKseg0CacheOn();

    // configure the cache for prefetch and 2 wait-state operation
    mCheConfigure(CHE_CONF_WS2 | CHE_CONF_PF_C);

    // The prefetch cache is now configured and ready for use
    ...

    return 0;
}
```

---

## 4.0 DMA FUNCTIONS

This section provides a list and a description of the interface functions that are part of the DMA API Peripheral Library.

### 4.1 High level DMA channel functions

---

#### DmaChnOpen

---

<b>Description:</b>	The function configures the selected DMA channel using the supplied user flags and priority.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaChnOpen(int chn, DmaChannelPri chPri, DmaOpenFlags oFlags);</code>
<b>Arguments:</b>	<p><i>chn</i> The channel to be configured in the DMA controller.</p> <p><i>chPri</i> The priority given to the channel, 0-3.</p> <p><i>oFlags</i> orred flags specifying the open mode, as defined below:</p> <div><p><code>DMA_OPEN_DEFAULT</code>: DMA channel default operation</p><p><code>DMA_OPEN_AUTO</code>: DMA channel is auto enabled</p><p><code>DMA_OPEN_CHAIN_LOW</code>: DMA channel is chained to lower channel</p><p><code>DMA_OPEN_CHAIN_HI</code>: DMA channel is chained to higher channel</p><p><code>DMA_OPEN_DET_EN</code>: DMA channel has events detection enabled while channel off</p><p><code>DMA_OPEN_ENABLE</code>: DMA channel is is enabled when open</p><p><code>DMA_OPEN_MATCH</code>: DMA channel stops on pattern match</p></div>
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>This is a high level access function that doesn't give access to all the settings possible for a DMA channel. Use the low level functions to address special settings.</p> <p>After calling this function, the channel should be enabled using <code>DmaChnEnable(chn)</code> call.</p> <p>If the CRC engine is attached to the submitted channel, the CRC append mode will be turned off. This way, the transfer will occur correctly together with CRC calculation.</p> <p>The start and abort Irqs will be disabled and the channel event enable flags are disabled. User has to call event channel functions to enable the event flags if needed.</p>
<b>Source File:</b>	<code>dma_chn_open_lib.c</code>
<b>Code Example:</b>	<pre>DmaChnOpen(3, DMA_CHN_PRI2, DMA_OPEN_AUTO DMA_OPEN_MATCH);</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## DmaChnEnable

---

<b>Description:</b>	The function enables a previously configured DMA channel.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaChnEnable(int chn);</code>
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	None
<b>Remarks:</b>	DmaChnOpen() should have been called before.
<b>Source File:</b>	<code>dma_chn_enable_lib.c</code>
<b>Code Example:</b>	<code>DmaChnEnable(3);</code>

---

## DmaChnDisable

---

<b>Description:</b>	The function disables a DMA channel. The channel operation stops.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaChnDisable(int chn);</code>
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	None
<b>Remarks:</b>	DmaChnOpen() should have been called before.
<b>Source File:</b>	<code>dma_chn_disable_lib.c</code>
<b>Code Example:</b>	<code>DmaChnDisable(3);</code>

---

## DmaChnSetTxfer

---

<b>Description:</b>	The function sets the transfer characteristics for a DMA channel transfer: <ul style="list-style-type: none"><li>- the source and the destination addresses.</li><li>- the source and destination lengths</li><li>- and the number of bytes transferred per event..</li></ul>
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaChnSetTxfer(int chn, const void* vSrcAdd, void* vDstAdd, int srcSize, int dstSize, int cellSize);</code>
<b>Arguments:</b>	<i>chn</i> The selected DMA channel. <i>vSrcAdd</i> source of the DMA transfer (virtual address) <i>vDstAdd</i> destination of the DMA transfer (virtual address) <i>srcSize</i> source buffer size, 1 to DmaGetMaxTxferSize() bytes, wrapped around <i>dstSize</i> destination buffer size, 1 to DmaGetMaxTxferSize() bytes, wrapped around <i>cellSize</i> cell transfer size, 1 to DmaGetMaxTxferSize() bytes
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	<code>dma_chn_set_txfer_lib.c</code>

---



---

---

## DmaChnSetTxfer

---

**Code Example:** `DmaChnSetTxfer(3, &U2RXREG, dstBuff, 1, sizeof(dstBuff), 1);`

---

## DmaChnSetSrcAdd

---

**Description:** The function is a helper to set directly the transfer source address

**Include:** `plib.h`

**Prototype:** `void DmaChnSetSrcAdd(int chn, const void* vSrcAdd;`

**Arguments:** *chn* The selected DMA channel.  
*vSrcAdd* source of the DMA transfer (virtual address)

**Return Value:** None

**Remarks:** None

**Source File:** `dma_chn_set_src_add_lib.c`

**Code Example:** `DmaChnSetSrcAdd(2, srcBuff+sizeof(srcBuff));`

---

## DmaChnSetDstAdd

---

**Description:** The function is a helper to set directly the transfer destination address

**Include:** `plib.h`

**Prototype:** `void DmaChnSetDstAdd(int chn, const void* vDstAdd;`

**Arguments:** *chn* The selected DMA channel.  
*vDstAdd* destination of the DMA transfer (virtual address)

**Return Value:** None

**Remarks:** None

**Source File:** `dma_chn_set_dst_add_lib.c`

**Code Example:** `DmaChnSetDstAdd(2, dstBuff+sizeof(dstBuff));`

---

## DmaChnSetMatchPattern

---

**Description:** The function sets the current match pattern for the selected DMA channel.

**Include:** `plib.h`

**Prototype:** `void DmaChnSetMatchPattern(int chn, int pattern);`

**Arguments:** *chn* The selected DMA channel.  
*pattern* the pattern to match for ending the DMA transfer

**Return Value:** None

**Remarks:** None

**Source File:** `dma_chn_set_match_pattern_lib.c`

**Code Example:** `DmaChnSetMatchPattern(3, '\r');`

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## DmaChnGetMatchPattern

---

<b>Description:</b>	The function retrieves the current match pattern for the selected DMA channel.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>int DmaChnGetMatchPattern(int chn);</code>
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	The channel match pattern.
<b>Remarks:</b>	None
<b>Source File:</b>	<code>dma_chn_get_match_pattern_lib.c</code>
<b>Code Example:</b>	<pre>int stopPattern=DmaChnGetMatchPattern(3);</pre>

---

## DmaChnStartTxfer

---

<b>Description:</b>	The function enables the channel and initiates (forces) a DMA transfer for the selected DMA channel. If waiting for the transfer completion needed (user doesn't use an ISR to catch this event) the function will periodically query the DMA controller for the transfer completion status.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>DmaTxferRes DmaChnStartTxfer(int chn, DmaWaitMode wMode, unsigned long retries);</code>
<b>Arguments:</b>	<i>chn</i> The selected DMA channel. <i>wMode</i> The desired wait mode, as below: <div style="margin-left: 40px;"><code>DMA_WAIT_NOT</code>: return immediately <code>DMA_WAIT_CELL</code>: return after one cell transfer complete <code>DMA_WAIT_BLOCK</code>: return after the whole transfer is done <i>retries</i> retry counter: if transfer not complete after so many retries, return with tmo. If 0, wait forever.</div>
<b>Return Value:</b>	<code>DMA_TXFER_OK</code> if not waiting for the transfer completion or if the transfer ended normally, an <code>DmaTxferRes</code> error code otherwise as below: <div style="margin-left: 40px;"><code>DMA_TXFER_ADD_ERR</code>: address error while performing the transfer <code>DMA_TXFER_ABORT</code>: the DMA transfer was aborted <code>DMA_TXFER_BC_ERR</code>: block complete not set after the DMA transfer performed <code>DMA_TXFER_TMO</code>: DMA transfer timeout</div>
<b>Remarks:</b>	None
<b>Source File:</b>	<code>dma_chn_start_txfer_lib.c</code>
<b>Code Example:</b>	<pre>DmaTxferRes res = DmaChnStartTxfer(3, DMA_WAIT_BLOCK, 0);</pre>

---

---

## DmaChnForceTxfer

---

<b>Description:</b>	The function forces a DMA transfer to occur for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void DmaChnForceTxfer(int chn);
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	dma_chn_force_txfer_lib.c
<b>Code Example:</b>	DmaChnForceTxfer(2);

---

## DmaChnAbortTxfer

---

<b>Description:</b>	The function aborts a current undergoing DMA transfer for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void DmaChnAbortTxfer(int chn);
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	dma_chn_abort_txfer_lib.c
<b>Code Example:</b>	DmaChnAbortTxfer(2);

## 4.2 High level channel event and interrupt control functions

---

### DmaChnSetEvEnableFlags

---

<b>Description:</b>	The function sets the event enable flags for the selected DMA channel. Multiple flags can be orr-ed together. Any flag that is set in the eFlags will be enabled for the selected channel, the other channel event flags won't be touched.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void DmaChnSetEvEnableFlags(int chn, DmaEvFlags eFlags);
<b>Arguments:</b>	<i>chn</i> The selected DMA channel. <i>eFlags</i> event flags with the following significance: <ul style="list-style-type: none"><li>DMA_EV_ERR: address error event</li><li>DMA_EV_ABORT: transfer abort event</li><li>DMA_EV_CELL_DONE: cell transfer complete event</li><li>DMA_EV_BLOCK_DONE: block transfer complete event</li><li>DMA_EV_DST_HALF: destination half event</li></ul>

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## DmaChnSetEvEnableFlags

---

DMA\_EV\_DST\_FULL: destination full event  
DMA\_EV\_SRC\_HALF: source half event  
DMA\_EV\_SRC\_FULL: source full event  
DMA\_EV\_ALL\_EVNTS: all of the above flags

**Return Value:** None

**Remarks:** None

**Source File:** dma\_chn\_set\_ev\_enable\_flags\_lib.c

**Code Example:**

```
DmaChnSetEvEnableFlags(3,  
DMA_EV_ERR|DMA_EV_ABORT|DMA_EV_BLOCK_DONE|DMA_EV_SRC  
_FULL);
```

---

## DmaChnClrEvEnableFlags

---

**Description:** The function clears the event enable flags for the selected DMA channel. Multiple flags can be orr-ed together. Any flag that is set in the eFlags will be enabled for the selected channel, the other channel event flags won't be touched.

**Include:** plib.h

**Prototype:**

```
void DmaChnClrEvEnableFlags(int chn, DmaEvFlags  
eFlags);
```

**Arguments:** *chn* The selected DMA channel.

*eFlags* event flags with the following significance:.

DMA\_EV\_ERR: address error event  
DMA\_EV\_ABORT: transfer abort event  
DMA\_EV\_CELL\_DONE: cell transfer complete event  
DMA\_EV\_BLOCK\_DONE: block transfer complete event  
DMA\_EV\_DST\_HALF: destination half event  
DMA\_EV\_DST\_FULL: destination full event  
DMA\_EV\_SRC\_HALF: source half event  
DMA\_EV\_SRC\_FULL: source full event  
DMA\_EV\_ALL\_EVNTS: all of the above flags

**Return Value:** None

**Remarks:** None

**Source File:** dma\_chn\_clr\_ev\_enable\_flags\_lib.c

**Code Example:**

```
DmaChnClrEvEnableFlags(3,  
DMA_EV_ERR|DMA_EV_ABORT|DMA_EV_BLOCK_DONE|DMA_EV_SRC  
_FULL);
```

---

---

## DmaChnWriteEvEnableFlags

---

<b>Description:</b>	The function sets the event enable flags for the selected DMA channel. The channel event flags are forced to the eFlags value.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void DmaChnWriteEvEnableFlags(int chn, DmaEvFlags eFlags);</pre>
<b>Arguments:</b>	<p><i>chn</i> The selected DMA channel.</p> <p><i>eFlags</i> event flags with the following significance:</p> <ul style="list-style-type: none"><li>DMA_EV_ERR: address error event</li><li>DMA_EV_ABORT: transfer abort event</li><li>DMA_EV_CELL_DONE: cell transfer complete event</li><li>DMA_EV_BLOCK_DONE: block transfer complete event</li><li>DMA_EV_DST_HALF: destination half event</li><li>DMA_EV_DST_FULL: destination full event</li><li>DMA_EV_SRC_HALF: source half event</li><li>DMA_EV_SRC_FULL: source full event</li><li>DMA_EV_ALL_EVNTS: all of the above flags</li></ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	dma_chn_write_ev_enable_flags_lib.c
<b>Code Example:</b>	<pre>DmaChnWriteEvEnableFlags(3, DMA_EV_ALL_EVNTS);</pre>

---

## DmaChnGetEvEnableFlags

---

<b>Description:</b>	The function returns the event enabled flags for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>DmaEvFlags DmaChnGetEvEnableFlags(int chn);</pre>
<b>Arguments:</b>	<p><i>chn</i> The selected DMA channel.</p>
<b>Return Value:</b>	<p>event flags with the following significance:</p> <ul style="list-style-type: none"><li>DMA_EV_ERR: address error event</li><li>DMA_EV_ABORT: transfer abort event</li><li>DMA_EV_CELL_DONE: cell transfer complete event</li><li>DMA_EV_BLOCK_DONE: block transfer complete event</li><li>DMA_EV_DST_HALF: destination half event</li><li>DMA_EV_DST_FULL: destination full event</li><li>DMA_EV_SRC_HALF: source half event</li><li>DMA_EV_SRC_FULL: source full event</li><li>DMA_EV_ALL_EVNTS: all of the above flags</li></ul>
<b>Remarks:</b>	None

---

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## DmaChnGetEvEnableFlags

---

**Source File:** dma\_chn\_get\_ev\_enable\_flags\_lib.c

**Code Example:** DmaEvFlags enabledFlags=DmaChnGetEvEnableFlags(3);

---

## DmaChnClrEvFlags

---

**Description:** The function clears the event flags for the selected DMA channel. Multiple flags can be orr-ed together. Any flag that is set in the eFlags will be cleared for the selected channel, the other channel event flags won't be touched.

**Include:** plib.h

**Prototype:** void DmaChnClrEvFlags(int chn, DmaEvFlags eFlags);

**Arguments:** *chn* The selected DMA channel.

*eFlags* event flags with the following significance:

DMA\_EV\_ERR: address error event  
DMA\_EV\_ABORT: transfer abort event  
DMA\_EV\_CELL\_DONE: cell transfer complete event  
DMA\_EV\_BLOCK\_DONE: block transfer complete event  
DMA\_EV\_DST\_HALF: destination half event  
DMA\_EV\_DST\_FULL: destination full event  
DMA\_EV\_SRC\_HALF: source half event  
DMA\_EV\_SRC\_FULL: source full event  
DMA\_EV\_ALL\_EVNTS: all of the above flags

**Return Value:** None

**Remarks:** None

**Source File:** dma\_chn\_clr\_ev\_flags\_lib.c

**Code Example:** DmaChnClrEvFlags(3, DMA\_EV\_ALL\_EVNTS);

---

## DmaChnGetEvFlags

---

**Description:** The function returns the current event flags for the selected DMA channel.

**Include:** plib.h

**Prototype:** DmaEvFlags DmaChnGetEvFlags(int chn);

**Arguments:** *chn* The selected DMA channel.

**Return Value:** event flags with the following significance:

DMA\_EV\_ERR: address error event  
DMA\_EV\_ABORT: transfer abort event  
DMA\_EV\_CELL\_DONE: cell transfer complete event

---

---

## DmaChnGetEvFlags

---

DMA\_EV\_BLOCK\_DONE: block transfer complete event  
DMA\_EV\_DST\_HALF: destination half event  
DMA\_EV\_DST\_FULL: destination full event  
DMA\_EV\_SRC\_HALF: source half event  
DMA\_EV\_SRC\_FULL: source full event  
DMA\_EV\_ALL\_EVNTS: all of the above flags

**Remarks:** None  
**Source File:** dma\_chn\_get\_ev\_flags\_lib.c  
**Code Example:** DmaEvFlags enabledFlags=DmaChnGetEvFlags(3);

---

## DmaChnIntEnable mDmaChnIntEnable

---

**Description:** The function/macro enables the interrupts in the Interrupt Controller for the selected DMA channel.  
**Include:** plib.h  
**Prototype:** void DmaChnIntEnable(int chn);  
**Arguments:** *chn* The selected DMA channel.  
**Return Value:** None  
**Remarks:** None  
**Source File:** plib.h  
**Code Example:** int chn=3; DmaChnIntEnable(chn);  
mDmaChnIntEnable(3);

---

## DmaChnIntDisable mDmaChnIntDisable

---

**Description:** The function/macro disables the interrupts in the Interrupt Controller for the selected DMA channel.  
**Include:** plib.h  
**Prototype:** void DmaChnIntDisable(int chn);  
**Arguments:** *chn* The selected DMA channel.  
**Return Value:** None  
**Remarks:** None  
**Source File:** plib.h  
**Code Example:** int chn=3; DmaChnIntDisable(chn);  
mDmaChnIntDisable(3);

---

## DmaChnGetIntEnable mDmaChnGetIntEnable

---

<b>Description:</b>	The function/macro returns the Interrupt Controller interrupt enabled status for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int DmaChnGetIntEnable(int chn);
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	- TRUE if the corresponding interrupt is enabled, - FALSE otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	plib.h
<b>Code Example:</b>	<pre>int chn=3; int isEnabled=DmaChnGetIntEnable(chn); int isEnabled=mDmaChnGetIntEnable(3);</pre>

---

## DmaChnSetIntPriority mDmaChnSetIntPriority

---

<b>Description:</b>	The function/macro sets the interrupt priority and subpriority in the Interrupt Controller for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void DmaChnSetIntPriority(int chn, int iPri, int subPri);
<b>Arguments:</b>	<i>chn</i> The selected DMA channel. <i>iPri</i> the interrupt priority in the interrupt controller, 0-7. <i>subPri</i> the interrupt subpriority in the interrupt controller, 0-3
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	plib.h
<b>Code Example:</b>	<pre>int chn=0; DmaChnSetIntPriority(chn, INT_PRIORITY_LEVEL_5, INT_SUB_PRIORITY_LEVEL_3); mDmaChnSetIntPriority(0, 5, 3);</pre>

---

## DmaChnGetIntPriority mDmaChnGetIntPriority

---

<b>Description:</b>	The function/macro reads the current interrupt priority in the Interrupt Controller for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void DmaChnGetIntPriority(int chn);
<b>Arguments:</b>	<i>chn</i> The selected DMA channel.
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	plib.h

---



---

## DmaChnGetIntPriority mDmaChnGetIntPriority

---

**Code Example:**     `int chn=2; int currPri=DmaChnGetIntPriority(chn);  
                          int currPri=mDmaChnGetIntPriority(2);`

---

## DmaChnGetIntSubPriority mDmaChnGetIntSubPriority

---

**Description:**     The function/macro reads the current interrupt sub priority in the Interrupt Controller for the selected DMA channel.

**Include:**           `plib.h`

**Prototype:**         `void DmaChnGetIntSubPriority(int chn);`

**Arguments:**       `chn` The selected DMA channel.

**Return Value:**     None

**Remarks:**         None

**Source File:**      `plib.h`

**Code Example:**     `int chn=2; int currSPri =  
                          DmaChnGetIntSubPriority(chn);  
                          int currSPri=mDmaChnGetIntSubPriority(2);`

---

## DmaChnGetIntFlag mDmaChnGetIntFlag

---

**Description:**     The function/macro reads the current interrupt flag in the Interrupt Controller for the selected DMA channel.

**Include:**           `plib.h`

**Prototype:**         `int DmaChnGetIntFlag(int chn);`

**Arguments:**       `chn` The selected DMA channel.

**Return Value:**     - TRUE if the corresponding channel interrupt flag is set  
                      - FALSE otherwise

**Remarks:**         None

**Source File:**      `plib.h`

**Code Example:**     `int chn=1; int isFlagSet=DmaChnGetIntFlag(chn);  
                          isFlagSet=mDmaChnGetIntFlag(1);`

---

## DmaChnClrIntFlag mDmaChnClrIntFlag

---

**Description:**     The function/macro clears the interrupt flag in the Interrupt Controller for the selected DMA channel.

**Include:**           `plib.h`

**Prototype:**         `void DmaChnClrIntFlag(int chn);`

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---

## DmaChnClrIntFlag mDmaChnClrIntFlag

---

**Arguments:** *chn* The selected DMA channel.

**Return Value:** None

**Remarks:** None

**Source File:** plib.h

**Code Example:**

```
int chn=1; DmaChnClrIntFlag(chn);  
mDmaChnClrIntFlag(1);
```

### 4.3 High level helpers for fast strcpy/memcpy transfers

---

## DmaChnMemcpy

---

**Description:** The function copies one block of memory from source to destination.

**Include:** plib.h

**Prototype:**

```
DmaTxferRes DmaChnMemcpy(void* s1, const void* s2,  
int n, int chn, DmaChannelPri chPri);
```

**Arguments:** *s1* The destination pointer.  
*s2* The source pointer.  
*n* number of bytes to transfer,  $n > 0$ ,  $n \leq \text{DmaGetMaxTxferSize}()$   
*chn* The DMA channel to perform the transfer  
*chPri* The desired DMA channel priority, 0-3.

**Remarks:** If the CRC is attached to the submitted channel, the CRC append mode will be turned off. This way, the strcpy/memcpy transfers will occur correctly together with CRC calculation.

The start and abort Irqs will be disabled and the channel event enable flags, are disabled. User has to call event channel functions to enable the event flags if needed.

Multiple channels could be opened to perform fast memory transfers, if necessary.

**Return Value:** DMA\_TXFER\_OK if the transfer ended normally, a DmaTxferRes error code otherwise as below:

```
DMA_TXFER_ADD_ERR: address error while  
performing the transfer  
DMA_TXFER_ABORT: the DMA transfer was  
aborted  
DMA_TXFER_BC_ERR: block complete not set  
after the DMA transfer performed  
DMA_TXFER_TMO: DMA transfer timeout
```

**Source File:** dma\_chn\_memcpy\_lib.c

**Code Example:**

```
DmaChnMemcpy(srcBuff, dstBuff, sizeof(dstBuff), 0,  
DMA_CHN_PRI3);
```

---

---

## DmaChnStrcpy

---

<b>Description:</b>	The function copies one zero terminated string from source to destination.
<b>Include:</b>	plib.h
<b>Prototype:</b>	DmaTxferRes DmaChnStrcpy(char* s1, const char* s2, int chn, DmaChannelPri chPri);
<b>Arguments:</b>	<i>s1</i> The destination pointer. <i>s2</i> The source pointer. <i>chn</i> The DMA channel to perform the transfer <i>chPri</i> The desired DMA channel priority, 0-3.
<b>Remarks:</b>	If the CRC is attached to the submitted channel, the CRC append mode will be turned off. This way, the strcpy/memcpy transfers will occur correctly together with CRC calculation.  The start and abort Irqs will be disabled and the channel event enable flags, are disabled. User has to call event channel functions to enable the event flags if needed.  Multiple channels could be opened to perform fast memory transfers, if necessary.
<b>Return Value:</b>	DMA_TXFER_OK if the transfer ended normally, a DmaTxferRes error code otherwise as below:  DMA_TXFER_ADD_ERR: address error while performing the transfer  DMA_TXFER_ABORT: the DMA transfer was aborted  DMA_TXFER_BC_ERR: block complete not set after the DMA transfer performed  DMA_TXFER_TMO: DMA transfer timeout
<b>Source File:</b>	dma_chn_strcpy_lib.c
<b>Code Example:</b>	DmaChnStrcpy(str1, str2, 0, DMA_CHN_PRI3);

---

---

## DmaChnStrncpy

---

<b>Description:</b>	The function copies one zero terminated string from source to destination. It copies no more than n characters from s2.
<b>Include:</b>	plib.h
<b>Prototype:</b>	DmaTxferRes DmaChnStrncpy(char* s1, const char* s2, int n, int chn, DmaChannelPri chPri);
<b>Arguments:</b>	<i>s1</i> The destination pointer. <i>s2</i> The source pointer. <i>n</i> max number of characters to be copied, n>0, n<=DmaGetMaxTxferSize() <i>chn</i> The DMA channel to perform the transfer <i>chPri</i> The desired DMA channel priority, 0-3.
<b>Remarks:</b>	If the CRC is attached to the submitted channel, the CRC append mode will be turned off. This way, the strcpy/memcpy transfers will occur correctly together with CRC calculation.

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---

## DmaChnStrncpy

---

The start and abort Irqs will be disabled and the channel event enable flags, are disabled. User has to call event channel functions to enable the event flags if needed.

Multiple channels could be opened to perform fast memory transfers, if necessary.

**Return Value:** DMA\_TXFER\_OK if the transfer ended normally, a DmaTxferRes error code otherwise as below:

DMA\_TXFER\_ADD\_ERR: address error while performing the transfer

DMA\_TXFER\_ABORT: the DMA transfer was aborted

DMA\_TXFER\_BC\_ERR: block complete not set after the DMA transfer performed

DMA\_TXFER\_TMO: DMA transfer timeout

**Source File:** dma\_chn\_strncpy\_lib.c

**Code Example:** DmaChnStrncpy(str1, str2, MAX\_STR\_LEN, 0, DMA\_CHN\_PRI3);

---

## DmaChnMemCrc

---

**Description:** The function is a helper that calculates the CRC of a memory block.

**Include:** plib.h

**Prototype:** DmaTxferRes DmaChnMemCrc(void\* d, const void\* s, int n, int chn, DmaChannelPri chPri);

**Arguments:** *d* address of a variable where to deposit the result

*s* The start address of the memory area.

*n* number of bytes in the memory area, n>0,  
n<=DmaGetMaxTxferSize()

*chn* The DMA channel to perform the calculation

*chPri* The desired DMA channel priority, 0-3.

**Remarks:** The CRC generator must have been previously configured using mCrcConfigure().

No transfer is done, just the CRC is calculated.

The start and abort Irqs will be disabled and the channel event enable flags, are disabled. User has to call event channel functions to enable the event flags if needed.

Multiple channels could be opened to perform fast memory transfers, if necessary.

**Return Value:** DMA\_TXFER\_OK if the transfer ended normally, a DmaTxferRes error code otherwise as below:

DMA\_TXFER\_ADD\_ERR: address error while performing the transfer

DMA\_TXFER\_ABORT: the DMA transfer was aborted

DMA\_TXFER\_BC\_ERR: block complete not set after the DMA transfer performed

DMA\_TXFER\_TMO: DMA transfer timeout

---

---

## DmaChnMemCrc

---

**Source File:** dma\_chn\_mem\_crc\_lib.c  
**Code Example:**

```
int myCrc; DmaChnMemCrc(srcBuff, &myCrc,
sizeof(srcBuff), 0, DMA_CHN_PRI3);
```

### 4.4 High level CRC functions

---

## mCrcConfigure

---

**Description:** The macro configures the CRC module by setting the parameters that define the generator polynomial:

- the length of the CRC generator polynomial, pLen;
- the macro sets the layout of the shift stages that take place in the CRC generation.

Setting a bit to 1 enables the XOR input from the MSb (pLen bit) to the selected stage in the shift register. If bit is cleared, the selected shift stage gets data directly from the previous stage in the shift register. Note that in a proper CRC polynomial, both the most significant bit (MSb) and least significant bit(LSb) are always a '1'. Considering the generator polynomial:  $X^{16}+X^{15}+X^2+1$ , the value to be written as feedback should be 0x8005, or 0x8004, but not 0x018005;

- the macro sets the seed of the CRC generator. This is the initial data present in the CRC shift register before the CRC calculation begins. A good initial value is usually 0xffffffff.

**Include:** plib.h

**Prototype:**

```
void mCrcConfigure(int polynomial, int pLen, int seed);
```

**Arguments:**

`polynomial` The generator polynomial used for the CRC calculation.

`pLen` the length of the CRC generator polynomial.

`seed` the initial seed of the CRC generator.

**Remarks:**

Bit 0 of the generator polynomial is always XOR'ed.

When the append mode is set, the attached DMA channel has to have destination size <=4. Upon the transfer completion the calculated CRC is stored at the destination address.

When append mode is cleared, the DMA transfer occurs normally, and the CRC value is available using the CrcResult() function.

The CRC module should be first configured and then enabled.

**Return Value:** None

**Source File:** plib.h

**Code Example:**

```
mCrcConfigure(0x8005, 16, 0xffff);
```

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---

---

## CrcAttachChannel

---

<b>Description:</b>	The function attaches the CRC module to an DMA channel and enables the CRC generator. From now on, all the DMA traffic is directed to the CRC generator. Once the DMA block transfer is complete, the CRC result is available both at the DMA destination address and in the CRC data register.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void CrcAttachChannel(int chn, int appendMode);</code>
<b>Arguments:</b>	<i>chn</i> The DMA channel to be attached to the CRC generator module. <i>appendMode</i> - if TRUE the data passed to the CRC generator is not transferred to destination but it's written to the destination address when the block transfer is complete. - if FALSE the data is transferred normally while the CRC is calculated. The CRC will be available using the CrcResult function.
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma_crc_attach_channel_lib.c</code>
<b>Code Example:</b>	<code>CrcAttachChannel(0, 1);</code>

---

## CrcResult

---

<b>Description:</b>	The function returns the calculated CRC value.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>int CrcResult(void);</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	The function returns the valid CRC result by masking out the unused MSbits in the CRC register. Use CrcGetValue() to get the full CRC register value.
<b>Return Value:</b>	The current value of the CRC generator
<b>Source File:</b>	<code>dma_crc_result_lib.c</code>
<b>Code Example:</b>	<code>int myCrc=CrcResult();</code>

## 4.5 Low Level global DMA functions

---

## mDmaEnable

---

<b>Description:</b>	The macro enables the DMA controller.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mDmaEnable(void);</code>

---

---

---

## mDmaEnable

---

**Arguments:** None  
**Return Value:** None  
**Remarks:** None  
**Source File:** dma.h  
**Code Example:** mDmaEnable();

---

## mDmaDisable

---

**Description:** The macro disables the DMA controller.  
**Include:** plib.h  
**Prototype:** void mDmaDisable(void);  
**Arguments:** None  
**Return Value:** None  
**Remarks:** None  
**Source File:** dma.h  
**Code Example:** mDmaDisable();

---

## mDmaReset

---

**Description:** The macro resets the DMA controller.  
**Include:** plib.h  
**Prototype:** void mDmaReset(void);  
**Arguments:** None  
**Return Value:** None  
**Remarks:** None  
**Source File:** dma.h  
**Code Example:** mDmaReset();

---

## DmaSuspend

---

**Description:** The function suspends the DMA controller activity. The activity can be later on resumed with DmaResume();  
**Include:** plib.h  
**Prototype:** void DmaSuspend(void);  
**Arguments:** None  
**Return Value:** None  
**Remarks:** None  
**Source File:** dma.h  
**Code Example:** DmaSuspend();

---

## DmaResume

---

<b>Description:</b>	The function restores the DMA controller activity to the old suspended mode.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaResume(int susp);</code>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	<code>dma.h</code>
<b>Code Example:</b>	<pre>int isSusp=DmaSuspend(); {...}; DmaResume(isSusp);</pre>

---

## DmaGetStatus

---

<b>Description:</b>	The function updates the info for the current DMA controller status. It updates the last DMA: operation, channel used and address.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaGetStatus(DmaStatus* pStat);</code>
<b>Arguments:</b>	<i>pStat</i> pointer to a <code>DmaStatus</code> structure to store the current DMA controller status, carrying the following info: <ul style="list-style-type: none"><li>- <code>chn</code>: the last active DMA channel</li><li>- <code>rdOp</code>: the last DMA operation, read/write</li><li>- <code>lastAddress</code>: the most recent DMA address</li></ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	<code>dma_get_status_lib.c</code>
<b>Code Example:</b>	<pre>DmaStatus stat; DmaGetStatus(&amp;stat);</pre>

---

## mDmaSetGlobalFlags

---

<b>Description:</b>	The macro affects the global behavior of the DMA controller. It sets the specified flags. Any flag that is set in the <code>gFlags</code> will be enabled, the other flags won't be touched.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mDmaSetGlobalFlags(DmaGlblFlags gFlags);</code>
<b>Arguments:</b>	<i>gFlags</i> flags to be set, having the following fields: <ul style="list-style-type: none"><li>- <code>DMA_GFLG_SUSPEND</code>: DMA controller operation suspend</li><li>- <code>DMA_GFLG_SIDL</code>: DMA controller sleep/active in idle mode</li><li>- <code>DMA_GFLG_FRZ</code>: DMA controller frozen/active in debug mode</li><li>- <code>DMA_GFLG_ON</code>: DMA controller enabled/desabled</li><li>- <code>DMA_GFLG_ALL_FLAGS</code>: all of the above flags</li></ul>

---



---

---

## mDmaSetGlobalFlags

---

<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma.h</code>
<b>Code Example:</b>	<code>mDmaSetGlobalFlags(DMA_GFLG_SIDL DMA_GFLG_ON);</code>

---

## mDmaClrGlobalFlags

---

<b>Description:</b>	The macro affects the global behavior of the DMA controller. It clears the specified flags. Any flag that is set in the gFlags will be enabled, the other flags won't be touched.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mDmaClrGlobalFlags(DmaGlblFlags gFlags);</code>
<b>Arguments:</b>	<i>gFlags</i> flags to be cleared, having the following fields: <ul style="list-style-type: none"><li>- <code>DMA_GFLG_SUSPEND</code>: DMA controller operation suspend</li><li>- <code>DMA_GFLG_SIDL</code>: DMA controller sleep/active in idle mode</li><li>- <code>DMA_GFLG_FRZ</code>: DMA controller frozen/active in debug mode</li><li>- <code>DMA_GFLG_ON</code>: DMA controller enabled/desabled</li><li>- <code>DMA_GFLG_ALL_FLAGS</code>: all of the above flags</li></ul>
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma.h</code>
<b>Code Example:</b>	<code>mDmaClrGlobalFlags(DMA_GFLG_SIDL DMA_GFLG_ON);</code>

---

## mDmaWriteGlobalFlags

---

<b>Description:</b>	The macro affects the global behavior of the DMA controller. It forces the flags to have the specified gFlags value.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mDmaWriteGlobalFlags(DmaGlblFlags gFlags);</code>
<b>Arguments:</b>	<i>gFlags</i> flags to be written, having the following fields: <ul style="list-style-type: none"><li>- <code>DMA_GFLG_SUSPEND</code>: DMA controller operation suspend</li><li>- <code>DMA_GFLG_SIDL</code>: DMA controller sleep/active in idle mode</li><li>- <code>DMA_GFLG_FRZ</code>: DMA controller frozen/active in debug mode</li></ul>

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## mDmaWriteGlobalFlags

---

- DMA\_GFLG\_ON: DMA controller enabled/desabled
- DMA\_GFLG\_ALL\_FLAGS: all of the above flags

**Remarks:** None

**Return Value:** None

**Source File:** dma.h

**Code Example:** `mDmaWriteGlobalFlags(DMA_GFLG_ALL_FLAGS);`

---

## mDmaGetGlobalFlags

---

**Description:** The macro returns the global flags of the DMA controller.

**Include:** plib.h

**Prototype:** `DmaGblFlags mDmaGetGlobalFlags(void);`

**Arguments:** None

**Remarks:** None

**Return Value:** The current DMA controller flags settings:

- DMA\_GFLG\_SUSPEND: DMA controller operation is suspended
- DMA\_GFLG\_SIDL: DMA controller sleep/active in idle mode
- DMA\_GFLG\_FRZ: DMA controller frozen/active in debug mode
- DMA\_GFLG\_ON: DMA controller enabled/desabled

**Source File:** dma.h

**Code Example:** `DmaGblFlags dmaFlags=mDmaGetGlobalFlags();`

---

## DmaGetMaxTxferSize

---

**Description:** The function returns the maximum number of bytes that can be transferred by a DMA channel.

**Include:** plib.h

**Prototype:** `int DmaGetMaxTxferSize(void);`

**Arguments:** None

**Remarks:** None

**Return Value:** The maximum transfer capacity for a DMA channel, in bytes.

**Source File:** dma.h

**Code Example:** `int dmaMaxSz=DmaGetMaxTxferSize();`

## 4.6 Low Level DMA channel status functions

---

---

## DmaChnGetSrcPnt

---

**Description:** The function retrieves the current source pointer for the selected DMA channel. It is the current offset, 0 to DmaGetMaxTxferSize()-1, in the source transfer buffer.

**Include:** `plib.h`

**Prototype:** `int DmaChnGetSrcPnt(int chn);`

**Arguments:** *chn* The selected DMA channel

**Remarks:** None

**Return Value:** Current channel source pointer, 0 to DmaGetMaxTxferSize()-1

**Source File:** `dma_chn_get_src_pnt_lib.c`

**Code Example:** `int srcPnt=DmaChnGetSrcPnt(3);`

---

---

## DmaChnGetDstPnt

---

**Description:** The function retrieves the current destination pointer for the selected DMA channel. It is the current offset, 0 to DmaGetMaxTxferSize()-1, in the destination transfer buffer.

**Include:** `plib.h`

**Prototype:** `int DmaChnGetDstPnt(int chn);`

**Arguments:** *chn* The selected DMA channel

**Remarks:** None

**Return Value:** Current channel destination pointer, 0 to DmaGetMaxTxferSize()-1

**Source File:** `dma_chn_get_dst_pnt_lib.c`

**Code Example:** `int dstPnt=DmaChnGetDstPnt(3);`

---

---

## DmaChnGetCellPnt

---

**Description:** The function retrieves the current transfer progress pointer for the selected DMA channel. It ranges 0 to DmaGetMaxTxferSize()-1.

**Include:** `plib.h`

**Prototype:** `int DmaChnGetCellPnt(int chn);`

**Arguments:** *chn* The selected DMA channel

**Remarks:** None

**Return Value:** Current channel transfer pointer, 0 to DmaGetMaxTxferSize()-1.

**Source File:** `dma_chn_get_cell_pnt_lib.c`

**Code Example:** `int cellPnt=DmaChnGetCellPnt(3);`

## 4.7 Low Level DMA channel control functions

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## DmaChnSetEventControlFlags

---

<b>Description:</b>	The function sets the events that start and abort the transfer for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void DmaChnSetEventControlFlags(int chn, DmaEvCtrlFlags dmaEvCtrl);</pre>
<b>Arguments:</b>	<p><i>chn</i> The selected DMA channel</p> <p><i>dmaEvCtrl</i> flags controlling the DMA events, as below:</p> <ul style="list-style-type: none"><li>- DMA_EV_ABORT_IRQ_EN: enable the abort IRQ action</li><li>- DMA_EV_START_IRQ_EN: enable the start IRQ action</li><li>- DMA_EV_MATCH_EN: enable the pattern match and abort</li><li>- DMA_EV_START_IRQ(irq): IRQ number to start the DMA channel transfer</li><li>- DMA_EV_ABORT_IRQ(irq): IRQ number to abort the DMA channel transfer</li></ul>
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	dma_chn_set_event_control_flags_lib.c
<b>Code Example:</b>	<pre>DmaChnSetEventControlFlags(3, DMA_EV_START_IRQ_EN DMA_EV_MATCH_EN DMA_EV_START_IRQ ( _UART2_RX_IRQ));  DmaEvCtrl evCtrl; evCtrl.w=0; evCtrl.abortIrqEn=1; evCtrl.matchEn=1; evCtrl.startIrq=_UART2_RX_IRQ; DmaChnSetEventControlFlags(3, evCtrl.w);</pre>

---

## DmaChnClrEventControlFlags

---

<b>Description:</b>	The function clears the events that start and abort the transfer for the selected DMA channel.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void DmaChnClrEventControlFlags(int chn, DmaEvCtrlFlags dmaEvCtrl);</pre>
<b>Arguments:</b>	<p><i>chn</i> The selected DMA channel</p> <p><i>dmaEvCtrl</i> flags controlling the DMA events, as below:</p> <ul style="list-style-type: none"><li>- DMA_EV_ABORT_IRQ_EN: disable the abort IRQ action</li><li>- DMA_EV_START_IRQ_EN: disable the start IRQ action</li><li>- DMA_EV_MATCH_EN: disable the pattern match and abort</li></ul>
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	dma_chn_set_event_control_flags_lib.c
<b>Code Example:</b>	<pre>DmaChnClrEventControlFlags(3, DMA_EV_MATCH_EN DMA_EV_START_IRQ_EN);</pre>

---

---

---

## DmaChnClrEventControlFlags

---

```
DmaEvCtrl evCtrl; evCtrl.w=0; evCtrl.PATEN=1;
evCtrl.AIRQEN=1;
DmaChnClrEventControlFlags(3, evCtrl.w);
```

---

## DmaChnWriteEventControlFlags

---

**Description:** The function writes the events that start and abort the transfer for the selected DMA channel.

**Include:** plib.h

**Prototype:** void DmaChnWriteEventControlFlags(int chn, DmaEvCtrlFlags dmaEvCtrl);

**Arguments:** *chn* The selected DMA channel

*dmaEvCtrl* flags controlling the DMA events, as below:

- DMA\_EV\_ABORT\_IRQ\_EN: enable/disable the abort IRQ action
- DMA\_EV\_START\_IRQ\_EN: enable/disable the start IRQ action
- DMA\_EV\_MATCH\_EN: enable/disable the pattern match and abort
- DMA\_EV\_START\_IRQ(irq): IRQ number to start the DMA channel transfer
- DMA\_EV\_ABORT\_IRQ(irq): IRQ number to abort the DMA channel transfer

**Remarks:** None

**Return Value:** None

**Source File:** dma\_chn\_set\_event\_control\_flags\_lib.c

**Code Example:**

```
DmaChnWriteEventControlFlags(3,
DMA_EV_MATCH_EN|DMA_EV_START_IRQ(_UART2_RX_IRQ));
DmaEvCtrl evCtrl; evCtrl.w=0; evCtrl.AIRQEN=1;
evCtrl.PATEN=1; evCtrl.CHSIRQ=_UART2_RX_IRQ;
DmaChnWriteEventControlFlags(3, evCtrl.w);
```

---

## DmaChnSetEventControl

---

**Description:** The function sets the events that start and abort the transfer for the selected DMA channel.

**Include:** plib.h

**Prototype:** void DmaChnSetEventControl(int chn, DmaEvCtrlFlags dmaEvCtrl);

**Arguments:** *chn* The selected DMA channel

*dmaEvCtrl* flags controlling the DMA events, as below:

- DMA\_EV\_ABORT\_IRQ\_EN: enable/disable the abort IRQ action
- DMA\_EV\_START\_IRQ\_EN: enable/disable the start IRQ action

# 32-BIT LANGUAGE TOOLS LIBRARIES

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---

## DmaChnSetEventControl

---

- DMA\_EV\_MATCH\_EN: enable/disable the pattern match and abort
- DMA\_EV\_START\_IRQ(irq): IRQ number to start the DMA channel transfer
- DMA\_EV\_ABORT\_IRQ(irq): IRQ number to abort the DMA channel transfer

**Remarks:** A shorter name for DmaChnWriteEventControlFlags();

**Return Value:** None

**Source File:** dma\_chn\_set\_event\_control\_lib.c

**Code Example:**

```
DmaChnSetEventControl(3,  
DMA_EV_MATCH_EN|DMA_EV_START_IRQ(_UART2_RX_IRQ));  
DmaEvCtrl evCtrl; evCtrl.w=0; evCtrl.AIRQEN=1;  
evCtrl.PATEN=1; evCtrl.CHSIRQ=_UART2_RX_IRQ;  
DmaChnSetEventControl(3, evCtrl.w);
```

---

## DmaChnGetEventControl

---

**Description:** The function retrieves the events that start and abort the transfer for the selected DMA channel.

**Include:** plib.h

**Prototype:** DmaEvCtrlFlags DmaChnGetEventControl(int chn);

**Arguments:** *chn* The selected DMA channel

**Remarks:** None

**Return Value:** the current flags controlling the DMA events, as below:

- DMA\_EV\_ABORT\_IRQ\_EN: enable/disable the abort IRQ action
- DMA\_EV\_START\_IRQ\_EN: enable/disable the start IRQ action
- DMA\_EV\_MATCH\_EN: enable/disable the pattern match and abort
- DMA\_EV\_START\_IRQ(irq): IRQ number to start the DMA channel transfer
- DMA\_EV\_ABORT\_IRQ(irq): IRQ number to abort the DMA channel transfer

**Source File:** dma\_chn\_get\_event\_control\_lib.c

**Code Example:**

```
DmaEvCtrlFlags evCtrlW=DmaChnGetEventControl(3);  
if(evCtrlW&DMA_EV_MATCH_EN) {...}  
DmaEvCtrl evCtrl; evCtrl.w=DmaChnGetEventControl(3);  
if(evCtrl.PATEN) {...}
```

---

## DmaChnSetControlFlags

---

**Description:** The function sets the selected DMA channel control flags: the chaining or auto mode, and events detection..

**Include:** plib.h

**Prototype:** void DmaChnSetControlFlags(int chn, DmaChnCtrlFlags dmaChnCtrl);

---

---

## DmaChnSetControlFlags

---

<b>Arguments:</b>	<i>chn</i> The selected DMA channel <i>dmaChnCtrl</i> any of the DMA channel control flags: <ul style="list-style-type: none"><li>- DMA_CTL_PRI(<i>pri</i>): channel priority 0-3</li><li>- DMA_CTL_AUTO_EN: enable the automatic mode</li><li>- DMA_CTL_CHAIN_EN: enable channel chaining</li><li>- DMA_CTL_DET_EN: enable events detection when channel disabled</li><li>- DMA_CTL_CHN_EN: enable channel functionality</li><li>- DMA_CTL_CHAIN_DIR: chain direction: chain to lower(1)/higher(0),<i>pri</i> channel</li></ul>
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma_chn_set_control_flags_lib.c</code>
<b>Code Example:</b>	<pre>DmaChnSetControlFlags(3, DMA_CTL_PRI(DMA_CHN_PRI2) DMA_CTL_AUTO_EN DMA_CTL_CHAIN_EN);  DmaChnCtrl chCtrl; chCtrl.w=0; chCtrl.chPri=DMA_CHN_PRI2; chCtrl.autoEn=1; chCtrl.chainEn=1; DmaChnSetControlFlags(3, chCtrl.w);</pre>

---

## DmaChnWriteControlFlags

---

<b>Description:</b>	The function writes directly the selected DMA channel control flags: the chaining or auto mode, and events detection..
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaChnWriteControlFlags(int chn, DmaChnCtrlFlags dmaChnCtrl);</code>
<b>Arguments:</b>	<i>chn</i> The selected DMA channel <i>dmaChnCtrl</i> any of the DMA channel control flags: <ul style="list-style-type: none"><li>- DMA_CTL_PRI(<i>pri</i>): channel priority 0-3</li><li>- DMA_CTL_AUTO_EN: enable/disable the automatic mode</li><li>- DMA_CTL_CHAIN_EN: enable/disable channel chaining</li><li>- DMA_CTL_DET_EN: enable/disable events detection when channel disabled</li><li>- DMA_CTL_CHN_EN: enable/disable channel functionality</li><li>- DMA_CTL_CHAIN_DIR: chain direction: chain to lower(1)/higher(0),<i>pri</i> channel</li></ul>
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma_chn_write_control_flags_lib.c</code>

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---

---

## DmaChnWriteControlFlags

---

**Code Example:**

```
DmaChnWriteControlFlags(3,
DMA_CTL_PRI(DMA_CHN_PRI2)|DMA_CTL_AUTO_EN|DMA_CTL_CHAIN_EN);

DmaChnCtrl chCtrl; chCtrl.w=0;
chCtrl.chPri=DMA_CHN_PRI2; chCtrl.autoEn=1;
chCtrl.chainEn=1;
DmaChnWriteControlFlags(3, chCtrl.w);
```

---

## DmaChnClrControlFlags

---

**Description:** The function clears the selected DMA channel control flags: the chaining or auto mode, and events detection..

**Include:** plib.h

**Prototype:** void DmaChnClrControlFlags(int chn, DmaChnCtrlFlags dmaChnCtrl);

**Arguments:** *chn* The selected DMA channel  
*dmaChnCtrl* any of the DMA channel control flags:

- DMA\_CTL\_PRI(pri): channel priority 0-3
- DMA\_CTL\_AUTO\_EN: disable the automatic mode
- DMA\_CTL\_CHAIN\_EN: disable channel chaining
- DMA\_CTL\_DET\_EN: disable events detection when channel disabled
- DMA\_CTL\_CHN\_EN: disable channel functionality
- DMA\_CTL\_CHAIN\_DIR: chain direction: chain to lower(1)/higher(0), pri channel

**Remarks:** None

**Return Value:** None

**Source File:** dma\_chn\_clr\_control\_flags\_lib.c

**Code Example:**

```
DmaChnClrControlFlags(3,
DMA_CTL_AUTO_EN|DMA_CTL_CHAIN_EN);

DmaChnCtrl chCtrl; chCtrl.w=0; chCtrl.autoEn=1;
chCtrl.chainEn=1;
DmaChnClrControlFlags(3, chCtrl.w);
```

---

## DmaChnGetControlFlags

---

**Description:** The function retrieves the current control settings for the selected DMA channel, including the channel enable/disable status, the channel priority, chaining mode, auto mode and events detection.

**Include:** plib.h

**Prototype:** DmaChnCtrlFlags DmaChnGetControlFlags(int chn);

**Arguments:** *chn* The selected DMA channel

**Remarks:** None

**Return Value:** DMA channel control flags as follows:



---

---

## DmaChnGetControlFlags

---

- DMA\_CTL\_PRI(pri): channel priority 0-3
- DMA\_CTL\_AUTO\_EN: enable/disable the automatic mode
- DMA\_CTL\_CHAIN\_EN: enable/disable channel chaining
- DMA\_CTL\_DET\_EN: enable/disable events detection when channel disabled
- DMA\_CTL\_CHN\_EN: enable/disable channel functionality
- DMA\_CTL\_CHAIN\_DIR: chain direction: chain to lower(1)/higher(0), pri channel

**Source File:** dma\_chn\_get\_control\_flags\_lib.c

**Code Example:**

```
DmaChnCtrlFlags ctrl=DmaChnGetControlFlags(3);
if(ctrl&DMA_CTL_AUTO_EN) {...}

DmaChnCtrl chnCtrl;
chnCtrl.w=DmaChnGetControlFlags(3);
if(chnCtrl.autoEn) {...}
```

---

## DmaChnGetEvDetect

---

**Description:** The function returns the current event detection setting for the selected DMA channel.

**Include:** plib.h

**Prototype:** int DmaChnGetEvDetect(int chn);

**Arguments:** *chn* The selected DMA channel

**Remarks:** None

**Return Value:** - TRUE if an DMA event was detected  
- FALSE otherwise.

**Source File:** dma\_chn\_get\_ev\_detect\_lib.c

**Code Example:** int evDetect=DmaChnGetEvDetect(3);

---

## DmaChnGetTxfer

---

**Description:** The function retrieves the transfer characteristics for a DMA channel transfer: the source and the destination addresses. It also retrieves the source and destination lengths and the number of bytes transferred per event.

**Include:** plib.h

**Prototype:** void DmaChnGetTxfer(int chn, DmaTxferCtrl\* pTxCtrl, int mapToK0);

**Arguments:** *chn* The selected DMA channel

*pTxCtrl* pointer to a DmaTxferCtrl that will carry the following info:

- vSrcAdd: source of the DMA transfer
- vDstAdd: destination of the DMA transfer

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---

## DmaChnGetTxfer

---

- srcSize: source buffer size, 1 to DmaGetMaxTxferSize() bytes, wrapped around  
- dstSize: destination buffer size, 1 to DmaGetMaxTxferSize() bytes, wrapped around  
- cellSize: cell transfer size, 1 to DmaGetMaxTxferSize() bytes.  
*mapToK0* if TRUE, a Kernel space address is mapped to KSeg0, else KSeg1.

**Remarks:** None

**Return Value:** Noner

**Source File:** dma\_chn\_get\_txfer\_lib.c

**Code Example:** DmaTxferCtrl txCtl; DmaChnGetTxfer(3, &txCtl, FALSE);

## 4.8 Low Level CRC control functions

---

### mCrcEnable

---

**Description:** The macro enables the CRC module functionality and the attached DMA channel transfers are routed to the CRC module.

**Include:** plib.h

**Prototype:** void mCrcEnable(void);

**Arguments:** None

**Remarks:** None

**Return Value:** None

**Source File:** dma.h

**Code Example:** mCrcEnable();

---

### mCrcDisable

---

**Description:** The macro disables the CRC module functionality.

**Include:** plib.h

**Prototype:** void mCrcDisable(void);

**Arguments:** None

**Remarks:** None

**Return Value:** None

**Source File:** dma.h

**Code Example:** mCrcDisable();

---

---

## mCrcGetEnable

---

**Description:** The macro returns the CRC module enabling status.

**Include:** `plib.h`

**Prototype:** `int mCrcGetEnable(void);`

**Arguments:** None

**Remarks:** None

**Return Value:** - TRUE, if the CRC module is enabled  
- FALSE otherwise

**Source File:** `dma.h`

**Code Example:** `int isCrcEnabled=mCrcGetEnable();`

---

## mCrcAppendModeEnable

---

**Description:** The macro enables the CRC append mode. In this mode, the attached DMA channel reads the source data but does not write it to the destination address. The data it's just passed to the CRC generator for CRC calculation. When the block transfer is completed, the CRC result is written to the DMA channel destination address.

**Include:** `plib.h`

**Prototype:** `void mCrcAppendModeEnable();`

**Arguments:** None

**Remarks:** The CRC module should be properly configured before enabled.

**Return Value:** None

**Source File:** `dma.h`

**Code Example:** `mCrcAppendModeEnable();`

---

## mCrcAppendModeDisable

---

**Description:** The macro disables the CRC append mode. When the append mode is disabled, the attached DMA channel normally transfers data from source to destination. Data is also passed to the CRC controller for CRC calculation. When the DMA transfer is completed, the CRC value is available using the `CrcGetValue` function.

**Include:** `plib.h`

**Prototype:** `void mCrcAppendModeDisable();`

**Arguments:** None

**Remarks:** None.

**Return Value:** None

**Source File:** `dma.h`

**Code Example:** `mCrcAppendModeDisable();`

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---

## mCrcGetAppendMode

---

<b>Description:</b>	The macro returns the current CRC module enabling status.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mCrcGetAppendMode(void);
<b>Arguments:</b>	None
<b>Remarks:</b>	None.
<b>Return Value:</b>	- TRUE, if the CRC append mode is enabled - FALSE otherwise
<b>Source File:</b>	dma.h
<b>Code Example:</b>	int isAppendEnabled=mCrcGetAppendMode();

---

## mCrcSetDmaAttach

---

<b>Description:</b>	The macro attaches a DMA channel to the CRC module. The DMA channel transfers will be routed to the CRC module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mCrcSetDmaAttach(int chn);
<b>Arguments:</b>	chn The selected DMA channel to be attached
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	dma.h
<b>Code Example:</b>	mCrcSetDmaAttach(3);

---

## mCrcGetDmaAttach

---

<b>Description:</b>	The macro returns the DMA channel number that is currently attached to the CRC module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mCrcGetDmaAttach(void);
<b>Arguments:</b>	None
<b>Remarks:</b>	None
<b>Return Value:</b>	The DMA channel that is currently attached to the CRC module
<b>Source File:</b>	dma.h
<b>Code Example:</b>	int chn=mCrcGetDmaAttach();

---

## mCrcSetPLen

---

<b>Description:</b>	The macro sets the length of the CRC generator polynomial;
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mCrcSetPLen(int pLen);
<b>Arguments:</b>	pLen - the length of the CRC generator polynomial

---

---

## mCrcSetPLen

---

**Remarks:** None  
**Return Value:** None  
**Source File:** dma.h  
**Code Example:** mCrcSetPLen(16);

---

## mCrcGetPLen

---

**Description:** The macro returns the length of the CRC generator polynomial;  
**Include:** plib.h  
**Prototype:** int mCrcGetPLen(void);  
**Arguments:** None  
**Remarks:** None  
**Return Value:** The length of the CRC generator polynomial  
**Source File:** dma.h  
**Code Example:** int polyLen=mCrcGetPLen();

---

## mCrcSetShiftFeedback

---

**Description:** The macro sets the layout of the shift stages that take place in the CRC generation. Setting a bit to 1 enables the XOR input from the MSb (pLen bit) to the selected stage in the shift register. If bit is cleared, the selected shift stage gets data directly from the previous stage in the shift register.  
**Include:** plib.h  
**Prototype:** void mCrcSetShiftFeedback(int feedback);  
**Arguments:** *feedback* The layout of the CRC generator (shift register)  
**Remarks:** Bit 0 of the generator polynomial is always XOR'ed.  
**Return Value:** None  
**Source File:** dma.h  
**Code Example:** mCrcSetShiftFeedback(0x8005);

---

## mCrcGetShiftFeedback

---

**Description:** The macro returns the layout of the shift stages that take place in the CRC generation. A bit set to 1 enables the XOR input from the MSb (pLen bit) to the selected stage in the shift register. If a bit is cleared, the selected shift stage gets data directly from the previous stage in the shift register.  
**Include:** plib.h  
**Prototype:** int mCrcGetShiftFeedback(void);  
**Arguments:** None  
**Remarks:** Bit 0 of the generator polynomial is always XOR'ed.  
**Return Value:** Thecurrent layout of the CRC generator (shift register).

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---

---

## mCrcGetShiftFeedback

---

**Source File:** dma.h

**Code Example:** `int feedback=mCrcGetShiftFeedback();`

---

## mCrcSetSeed

---

**Description:** The macro sets the seed of the CRC generator. This is the initial data present in the CRC shift register before the CRC calculation begins.

**Include:** plib.h

**Prototype:** `void mCrcSetSeed(int seed);`

**Arguments:** *seed* The initial seed of the CRC generator

**Remarks:** None

**Return Value:** None

**Source File:** dma.h

**Code Example:** `mCrcSetSeed(0xffff);`

---

## mCrcGetValue

---

**Description:** The macro returns the current value of the CRC shift register..

**Include:** plib.h

**Prototype:** `int mCrcGetValue(void);`

**Arguments:** None

**Remarks:** Only the remainder bits (0 to pLen-1) are significant, the rest should be ignored.

**Return Value:** The current value of the CRC shift register.

**Source File:** dma.h

**Code Example:** `int calcCrc=mCrcGetValue() & 0xffff;`

## 4.9 Channel test/debug and special functions

---

## DmaChnSetEvFlags

---

**Description:** The function sets the event flags for the selected DMA channel. Multiple flags can be orr-ed together. Any flag that is set in the eFlags will be set for the selected channel, the other channel event flags won't be touched.

**Include:** plib.h

**Prototype:** `void DmaChnSetEvFlags(int chn, DmaEvFlags eFlags);`

**Arguments:** *chn* This is the number of the DMA channel

*eFlags* event flags with the following significance:

DMA\_EV\_ERR: address error event

DMA\_EV\_ABORT: transfer abort event

---

---

## DmaChnSetEvFlags

---

DMA\_EV\_CELL\_DONE: cell transfer complete event  
DMA\_EV\_BLOCK\_DONE: block transfer complete event  
DMA\_EV\_DST\_HALF: destination half event  
DMA\_EV\_DST\_FULL: destination full event  
DMA\_EV\_SRC\_HALF: source half event  
DMA\_EV\_SRC\_FULL: source full event  
DMA\_EV\_ALL\_EVNTS: all of the above flags

**Remarks:** This is intended as a channel test function.

**Return Value:** None

**Source File:** dma\_chn\_set\_ev\_flags\_lib.c

**Code Example:**

```
DmaChnSetEvFlags(0,  
DMA_EV_ERR|DMA_EV_ABORT|DMA_EV_BLOCK_DONE|DMA_EV_SRC  
_FULL);
```

---

## DmaChnWriteEvFlags

---

**Description:** The function writes the event flags for the selected DMA channel. The channel event flags are forced to the eFlags value.

**Include:** plib.h

**Prototype:** void DmaChnWriteEvFlags(int chn, DmaEvFlags eFlags);

**Arguments:** *chn* This is the number of the DMA channel  
*eFlags* event flags with the following significance:.

DMA\_EV\_ERR: address error event  
DMA\_EV\_ABORT: transfer abort event  
DMA\_EV\_CELL\_DONE: cell transfer complete event  
DMA\_EV\_BLOCK\_DONE: block transfer complete event  
DMA\_EV\_DST\_HALF: destination half event  
DMA\_EV\_DST\_FULL: destination full event  
DMA\_EV\_SRC\_HALF: source half event  
DMA\_EV\_SRC\_FULL: source full event  
DMA\_EV\_ALL\_EVNTS: all of the above flags

**Remarks:** This is intended as a channel test function.

**Return Value:** None

**Source File:** dma\_chn\_write\_ev\_flags\_lib.c

**Code Example:**

```
DmaChnWriteEvFlags(0,  
DMA_EV_ERR|DMA_EV_ABORT|DMA_EV_BLOCK_DONE|DMA_EV_SRC  
_FULL);
```

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---

---

## mDmaFreezeEnable

---

<b>Description:</b>	The macro sets the DMA controller behavior in Debug mode. The DMA controller is frozen in Debug mode.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mDmaFreezeEnable();</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	This macro is intended to be used in a debug handler.
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma.h</code>
<b>Code Example:</b>	<code>mDmaFreezeEnable();</code>

---

## mDmaFreezeDisable

---

<b>Description:</b>	The macro sets the DMA controller behavior in Debug mode. The DMA controller continues to run in Debug mode.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mDmaFreezeDisable();</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	This macro is intended to be used in a debug handler.
<b>Return Value:</b>	None
<b>Source File:</b>	<code>dma.h</code>
<b>Code Example:</b>	<code>mDmaFreezeDisable();</code>

### 4.10 Very low level access functions

---

## DmaChnSetRegister

---

<b>Description:</b>	The function sets directly a value into a DMA channel register.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void DmaChnSetRegister(int chn, DmaChnRegIx regIx, int value);</code>
<b>Arguments:</b>	<i>chn</i> This is the number of the DMA channel <i>regIx</i> register index, having one of the following enumerated values: <div style="margin-left: 40px;"><code>DMA_REG_IX_CON: control register</code> <code>DMA_REG_IX_CON_CLR</code> <code>DMA_REG_IX_CON_SET</code> <code>DMA_REG_IX_CON_INV</code> <code>DMA_REG_IX_ECON: event control register</code> <code>DMA_REG_IX_ECON_CLR</code> <code>DMA_REG_IX_ECON_SET</code> <code>DMA_REG_IX_ECON_INV</code> <code>DMA_REG_IX_INTR: interrupt control register</code></div>

---



---

---

## DmaChnSetRegister

---

DMA\_REG\_IX\_INTR\_CLR  
DMA\_REG\_IX\_INTR\_SET  
DMA\_REG\_IX\_INTR\_INV  
DMA\_REG\_IX\_SSA: source address register  
DMA\_REG\_IX\_SSA\_CLR  
DMA\_REG\_IX\_SSA\_SET  
DMA\_REG\_IX\_SSA\_INV  
DMA\_REG\_IX\_DSA: destination address register  
DMA\_REG\_IX\_DSA\_CLR  
DMA\_REG\_IX\_DSA\_SET  
DMA\_REG\_IX\_DSA\_INV  
DMA\_REG\_IX\_SSIZ: source size register  
DMA\_REG\_IX\_SSIZ\_CLR  
DMA\_REG\_IX\_SSIZ\_SET  
DMA\_REG\_IX\_SSIZ\_INV  
DMA\_REG\_IX\_DSIZ: destination size register  
DMA\_REG\_IX\_DSIZ\_CLR  
DMA\_REG\_IX\_DSIZ\_SET  
DMA\_REG\_IX\_DSIZ\_INV  
DMA\_REG\_IX\_SPTR: source pointer register  
DMA\_REG\_IX\_DPTR: destination pointer register  
DMA\_REG\_IX\_CSIZ: cell size register  
DMA\_REG\_IX\_CSIZ\_CLR  
DMA\_REG\_IX\_CSIZ\_SET  
DMA\_REG\_IX\_CSIZ\_INV  
DMA\_REG\_IX\_CPTR: cell pointer register  
DMA\_REG\_IX\_DAT: pattern data register  
DMA\_REG\_IX\_DAT\_CLR  
DMA\_REG\_IX\_DAT\_SET  
DMA\_REG\_IX\_DAT\_INV

*value* value to be written to the register.

**Remarks:** This is intended as a low level access channel function.  
**Return Value:** None  
**Source File:** dma\_chn\_set\_register\_lib.c  
**Code Example:** DmaChnSetRegister(3, DMA\_REG\_IX\_SSIZ, myBuffSz);

---

---

## DmaChnGetRegister

---

**Description:** The function retrieves the current value of a DMA channel register.  
**Include:** plib.h  
**Prototype:** int DmaChnGetRegister(int chn, DmaChnRegIx regIx);

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---

---

## DmaChnGetRegister

---

<b>Arguments:</b>	<i>chn</i> This is the number of the DMA channel <i>regIx</i> register index, having one of the following enumerated values: DMA_REG_IX_CON: control register DMA_REG_IX_ECON: event control register DMA_REG_IX_INTR: interrupt control register DMA_REG_IX_SSA: source address register DMA_REG_IX_DSA: destination address register DMA_REG_IX_SSIZ: source size register DMA_REG_IX_DSIZ: destination size register DMA_REG_IX_SPTR: source pointer register DMA_REG_IX_DPTR: destination pointer register DMA_REG_IX_CSIZ: cell size register DMA_REG_IX_CPTR: cell pointer register DMA_REG_IX_DAT: pattern data register
<b>Remarks:</b>	This is intended as a low level access channel function. Read from CLR/SET/INV registers yields undefined value.
<b>Return Value:</b>	The current register value.
<b>Source File:</b>	<code>dma_chn_set_register_lib.c</code>
<b>Code Example:</b>	<pre>unsigned int mySrcSizeReg=DmaChnGetRegister(3, DMA_REG_IX_SSIZ);</pre>

---

## 4.11 Example of Use

Example 1: a CRC calculation.

```
#include <plib.h>

// configuration settings
#pragma config POSCMOD = HS, FNOSC = PRIPLL
#pragma config PLLMUL = MUL_18, PLLIDIV = DIV_2
#pragma config FWDTEN = OFF

int main(void)
{
    // configure the proper PB frequency and the number of wait states
    SYSTEMConfigWaitStatesAndPB(72000000L);
    CheKseg0CacheOn(); // enable the cache for the best performance
    mBMXSetArbMode(2); // arbitration mode 2, round-robin

    // first we'll show how to calculate CRC using the DMA controller
    {
        #define CRC_BUFF_SIZE 2048 // the size of the memory area for
                                   // which to calculate the CRC
        unsigned char* romBuff = (unsigned char*) 0xbfc00000;
        // we use the BOOT Flash to calculate its CRC

        unsigned int hwCrc; // we're going to calculate the CRC
                           // and deposit here
        int chn = 2; // DMA channel to use for our example
        DmaTxferResres;

        // we'll use the standard CCITT CRC 16 polynomial:
        // X^16+X^12+X^5+1, hex=0x00011021

        // calculate the CRC of the FLASH area. No DMA transfer occurs.
        // we use the high level method exposed by the DMA API

        // before using the DmaChnMemCrc() function,
        // the CRC has to be initialized:
        mCrcConfigure(0x11021, 16, 0xffff); // seed set to 0xffff

        res = DmaChnMemCrc(&hwCrc, romBuff, CRC_BUFF_SIZE, chn, DMA_CHN_PRI2);
        if (res != DMA_TXFER_OK)
        {
            return 0; // DMA calculation failed
        }
        // we have now the CRC available in the hwCrc variable
        // and we can use it.
        // CRC calculation done successfully
    }
    return 1;
}
```

Example 2: a memory to memory copy.

```
#include <stdlib.h>

#include <plib.h>

// configuration settings
#pragma config FNOSC = PRIPLL, POSCMOD = HS
#pragma config PLLMUL = MUL_18, PLLIDIV = DIV_2
#pragma config PWRTEN = OFF
#pragma config FWDTEN = OFF, WINDIS = OFF, WDTPS = PS1
#pragma config FCKSM = CSDCMD
```

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---

```
#pragma config OSCIOFNC = OFF
#pragma config IESO = OFF, LPOSCEN = OFF, GCP = OFF
#pragma config BWP = OFF, PWP = OFF, ICESEL = ICS_PGx1, BKBUG = OFF

int main(void)
{
    SYSTEMConfigWaitStatesAndPB(72000000L);
    // configure the proper PB frequency and the number of wait states
    CheKseg0CacheOn(); // enable the cache for the best performance
    mBMXSetArbMode(2); // arbitration mode 2, round-robin

    // a memory to memory copy
    #define MIN_RAM_TXFER_SIZE 8 // min size per transfer
    #define MAX_RAM_TXFER_SIZE 200 // less than DmaGetMaxTxferSize()

    unsigned char *pDmaSrc;
    unsigned char *pDmaDst;
    unsigned int txferSize;
    DmaTxferRestxferRes;
    int dmaOk=0;
    int matchOk=0;
    int allocOk=0; // operations ok flags
    int chn=3; // DMA channel to use for our example

    srand((int) __TIME__); // seed the pseudo random generator

    txferSize=MIN_RAM_TXFER_SIZE
    txferSize+=rand()%(MAX_RAM_TXFER_SIZE-MIN_RAM_TXFER_SIZE+1);
    // get a random transfer size

    DmaChnOpen(chn, DMA_CHN_PRI2, DMA_OPEN_DEFAULT);
    // configure the DMA controller appropriately

    pDmaSrc=(unsigned char*)malloc(txferSize);
    pDmaDst=(unsigned char*)malloc(txferSize);

    if(pDmaSrc && pDmaDst)
    {
        unsigned char *pS;
        unsigned char *pD;
        int ix;

        allocOk=1;

        for(ix=0, pS=pDmaSrc; ix<txferSize; ix++)
        {
            *pS+=rand(); // fill the source buffer
        }

        // program the DMA channel source add, dest add,
        // source and dest size, cell size adjusted
        DmaChnSetTxfer(chn, pDmaSrc, pDmaDst, txferSize, txferSize, txferSize);

        // start the DMA transfer and wait for it to finish
        txferRes=DmaChnStartTxfer(chn, DMA_WAIT_BLOCK, 0);
        if(txferRes==DMA_TXFER_OK)
        {
            dmaOk=1;
            matchOk=1;
            for(ix=0, pS=pDmaSrc, pD=pDmaDst; ix<txferSize; ix++)
            {
```

---

---

```
        if (*pS++!=*pD++)
        {
            matchOk=0;
            break;
        }
    }
}

free(pDmaDst);
free(pDmaSrc);

return dmaOk && matchOk && allocOk;

}
```



---

## 5.0 BUS MATRIX FUNCTIONS

This section contains a list of macros for Bus Matrix.

### 5.1 Individual Functions/Macros

---

#### mBMXSetArbMode

**Description:** This macro sets the bus matrix arbitration mode in BMXCON register.  
**Include:** plib.h  
**Prototype:** mBMXSetArbMode(mode)  
**Arguments:** mode - mode = 0, 1 or 2  
**Return Value:** None  
**Remarks:**  
**Code Example:** Example:  
mBMXSetArbMode(1); //set arb mode to 1

---

#### mBMXEnableBreakExactDRM / mBMXDisableBreakExactDRM

**Description:** this macro enables and disables break-exact debug mode  
**Include:** plib.h  
**Prototype:** mBMXEnableBreakExactDRM(),  
mBMXDisableBreakExactDRM()  
**Arguments:** None  
**Return Value:** None  
**Remarks:**  
**Code Example:** Example:  
mBMXEnableBreakExactDRM();

---

#### mBMXEnableXcpts / mBMXDisableXcpts

**Description:** this macro enables and disables exception generation by BMX  
**Include:** plib.h  
**Prototype:** mBMXEnableXcpts(val),  
mBMXDisableXcpts(val)  
**Arguments:** Exception bit position in BMXCON register:  
BMX\_IXI\_XCPT,  
BMX\_ICD\_XCPT,  
BMX\_DMA\_XCPT,  
BMX\_DS\_XCPT,  
BMX\_IS\_XCPT  
**Return Value:** None  
**Remarks:**  
**Code Example:** Example:  
mBMXEnableXcpts(BMX\_DS\_XCPT); //enable data side bus error exceptions.

---

#### mSetFlashPartition

**Description:** This macro sets the Flash Partition sizes

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---

## (Continued)mSetFlashPartition

---

<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>mSetFlashUserPartition (USER_FLASH_PGM_SZ)</code>
<b>Arguments:</b>	<code>USER_FLASH_PGM_SZ</code> - Partition Size in Bytes for user mode Program in Flash
<b>Return Value:</b>	None
<b>Remarks:</b>	The macro initializes the Base Address registers for partitioning the on chip Flash. The Flash memory is divided into two partitions. By default the entire Flash is mapped to Kernel mode program space. If this macro is called with a non-zero value, the total Flash size minus this value (user mode program size) is assigned to the Kernel mode program space in Flash.
<b>Code Example:</b>	Example: <code>mBMXSetFlashUserPartition(0x2000); //set user mode program partition in flash to 8KBytes</code>

---

## mBMXSetRAMKernProgOffset

---

<b>Description:</b>	This macro sets the BMXDKPBA register
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>mBMXSetRAMKernProgOffset (offset)</code>
<b>Arguments:</b>	<code>offset</code> - Offset into the RAM for start of Kernel Program partition
<b>Return Value:</b>	None
<b>Remarks:</b>	To execute code from RAM, the BMXDKPBA must be set properly. This macro initializes this register.
<b>Code Example:</b>	Example: <code>mBMXSetRAMKernProgOffset(0x4000); //set kernel prog start at 0x4000 in RAM</code>

---

## mBMXSetRAMUserDataOffset

---

<b>Description:</b>	This macro sets the BMXDUDBA register
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>mBMXSetRAMUserDataOffset (offset)</code>
<b>Arguments:</b>	<code>offset</code> - Offset into the RAM for start of user data partition
<b>Return Value:</b>	None
<b>Remarks:</b>	For user mode data RAM, the BMXDUDBA must be set properly. This macro initializes this register.
<b>Code Example:</b>	Example: <code>mBMXSetRAMUserDataOffset(0x6000); //set user-mode data to start at 0x6000 in RAM</code>

---

## mBMXSetRAMUserProgOffset

---

<b>Description:</b>	This macro sets the BMXDUPBA register
<b>Include:</b>	<code>plib.h</code>

---



---

---

## mBMXSetRAMUserProgOffset

---

<b>Prototype:</b>	mBMXSetRAMUserProgOffset (offset)
<b>Arguments:</b>	offset - Offset into the RAM for start of user-mode Program partition
<b>Return Value:</b>	None
<b>Remarks:</b>	To execute code from RAM in user mode, the BMXDUPBA must be set properly. This macro initializes this register.
<b>Code Example:</b>	Example: mBMXSetRAMUserProgOffset(0x7000); //set kernel prog start at 0x8000 in RAM

---

## BMXCON Bit Set/Clr macros

---

<b>Description:</b>	These macros set/clear individual bits in the BMXCON register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	mBMXEnableIxiExpt mBMXDisableIxiExpt mBMXEnableIcdExpt mBMXDisableIcdExpt mBMXEnableDmaExpt mBMXDisableDmaExpt mBMXEnableCpuDExpt mBMXDisableCpuDExpt mBMXEnableCpuIExpt mBMXDisableCpuIExpt mBMXEnablePfmCheDma mBMXDisablePfmCheDma
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	These macros let the programmer change individual bits for exception generation in the bus matrix config BMXCON register. This method allows the programmer to change the required bit without effecting the rest of the configuration bits.
<b>Code Example:</b>	... ... mBMXEnableDmaExpt(); //Turn on DMA unmapped address exceptions ... ... ShutDown: ... ... mBMXDisableDmaExpt(); // Turn off exceptions ...



---

---

## 6.0 NVM FUNCTIONS

This section contains a list of individual functions for NVM and an example of use of the functions.

### 6.1 Individual Functions

---

#### NVMProgram

---

<b>Description:</b>	This function programs size characters from the source buffer to Flash memory starting at the destination address.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int NVMProgram( void *address, const void *data, unsigned int size, void * pagebuff )
<b>Arguments:</b>	<b>*address</b> Pointer to destination virtual address to start writing from. <b>*data</b> Pointer to source data to write. <b>size</b> Number of bytes to write. <b>*pagebuff</b> Working page buffer in RAM
<b>Return Value</b>	'0' if operation completed successfully
<b>Remarks:</b>	None
<b>Code Example:</b>	<pre>NVMProgram((void*) 0xBD000000, (const void*) 0xA0000000, 1024, (void *) 0xA0002000);</pre>

---

#### NVMerasePage

---

<b>Description:</b>	This function erases a single page of program flash.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int NVMerasePage(void* address)
<b>Arguments:</b>	<b>*address</b> Pointer to destination page virtual address to erase.
<b>Return Value</b>	'0' if operation completed successfully
<b>Remarks:</b>	None
<b>Code Example:</b>	<pre>NVMerasePage((void*) 0xBD000000);</pre>

---

#### NVMWriteRow

---

<b>Description:</b>	This function programs a single row of program flash.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int NVMWriteRow(void* address, void* data)
<b>Arguments:</b>	<b>*address</b> Pointer to destination row virtual address program. <b>*data</b> Pointer to source data to write.
<b>Return Value</b>	'0' if operation completed successfully
<b>Remarks:</b>	None
<b>Code Example:</b>	<pre>NVMWriteRow((void*) 0xBD000000, (void*) 0xA0000000);</pre>

---

#### NVMWriteWord

---

<b>Description:</b>	This function programs a single word of program flash.
<b>Include:</b>	plib.h

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---

---

## NVMWriteWord (Continued)

---

**Prototype:** unsigned int NVMWriteWord(void\* address, unsigned int data)

**Arguments:** \*address Pointer to destination word virtual address program.  
data Source data to write.

**Return Value** '0' if operation completed successfully

**Remarks:** None

**Code Example:** NVMWriteWord((void\*) 0xBD000000, 0x12345678);

---

---

## NVMClearError

---

**Description:** This function clears the error flag and resets the flash controller.

**Include:** plib.h

**Prototype:** unsigned int NVMClearError(void)

**Arguments:** None

**Return Value** '0' if operation completed successfully

**Remarks:** None

**Code Example:** NMVClearError();

---

---

## NVMIsError

---

**Description:** This function checks the error flags and return there value.

**Include:** plib.h

**Prototype:** NVMIsError()

**Arguments:** None

**Return Value** '0' if error flag is not set

**Remarks:** None

**Code Example:** if(NVMIsError()) NVMClearError();

---

---

---

## 7.0 RESET FUNCTIONS

The PIC32MX Reset library consists of functions and macros supporting common control features of this peripheral.

- **Get Status Flag Operations**

mGetPORFlag  
mGetBORFlag  
mGetMCLRFlag  
mGetCMRFlag  
mGetWDTRFlag  
mGetSWRFlag  
mGetSleepFlag  
mGetIdleFlag  
mGetVregFlag

- **Clear/Set Status Flag Operations**

mClearPORFlag  
mClearBORFlag  
mClearMCLRFlag  
mClearCMRFlag  
mClearWDTRFlag  
mClearSWRFlag  
mClearSleepFlag  
mClearIdleFlag  
mClearVregFlag  
mSetVregFlag

- **PIC30F, PIC24H and PIC33F compatible operations**

PORStatReset  
BORStatReset  
isMCLR  
isPOR  
isBOR  
isWU  
isWDTTO  
isWDTWU

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 7.1 Get Status Flag Macros

---

### mGetPORFlag

---

**Description:** This function checks if Reset is due to Power-on Reset.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetPORFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<POR> bit.  
If return value is '0x01', then reset is due to Power-on.  
If return value is '0', then no Power-on Reset occurred.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;
reset_state = mGetPORFlag();
```

---

### mGetBORFlag

---

**Description:** This function checks if Reset is due to Brown-out Reset.

**Include:** `plib.h`

**Prototype:** `unsigned int isBOR(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<BOR> bit.  
If return value is not '0', then reset is due to brown-out.  
If return value is '0', then no brown-out occurred.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;
reset_state = mGetBORFlag();
```

---

### mGetMCLRFlag

---

**Description:** This function checks if Reset condition is due to  $\overline{\text{MCLR}}$  pin going low.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetMCLRFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<EXTR> bit.  
If return value is not '0x40', then Reset occurred due to  $\overline{\text{MCLR}}$  pin going low.  
If return value is '0', then Reset is not due to  $\overline{\text{MCLR}}$  going low.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;
reset_state = mGetMCLRFlag();
```

---

---

## mGetSWRFlag

---

**Description:** This function checks if Reset is due to Software Reset.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetSWRFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<SWR> bit.  
If return value is '0x20', then reset is due to Software Reset.  
If return value is '0', then no Software Reset occurred.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;  
reset_state = mGetSWRFlag();
```

---

## mGetWDTOFlag

---

**Description:** This function checks if Reset condition is due to WDT time-out.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetWDTOFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<WDTO> bit.  
If return value is '0x10', then reset occurred due to WDT time-out.  
If return value is '0', then reset is not due to WDT time-out.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;  
reset_state = mGetWDTOFlag();
```

---

## mGetCMRFlag

---

**Description:** This function checks if Reset is due to Configuration Mis-match Reset.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetCMRFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<CM> bit.  
If return value is '0x200', then reset is due to configuration mis-match.  
If return value is '0', then no configuration mis-match occurred.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;  
reset_state = mGetCMRFlag();
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mGetSLEEPFlag

---

**Description:** This function checks if the CPU was in SLEEP mode.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetSLEEPFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<SLEEP> bit.  
If return value is '0x08', then CPU was in SLEEP mode.  
If return value is '0', then CPU was not in SLEEP mode.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int sleep_state;
sleep_state = mGetSLEEPFlag();
```

---

## mGetIDLEFlag

---

**Description:** This function checks if the CPU was in IDLE mode

**Include:** `plib.h`

**Prototype:** `unsigned int mGetIDLEFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<IDLE> bit.  
If return value is '0x04', then CPU was in IDLE mode.  
If return value is '0', then CPU was not in IDLE mode.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;
reset_state = mGetIDLEFlag();
```

---

## mGetVREGSFlag

---

**Description:** This function checks the state of the VREG status flag.

**Include:** `plib.h`

**Prototype:** `unsigned int mGetVREGSFlag(void);`

**Arguments:** None

**Return Value:** This function returns the RCON<VREGS> bit.  
If return value is '0x100', then VREG is enabled.  
If return value is '0', then VREG is disabled.

**Remarks:** None

**Source File:**

**Code Example:**

```
unsigned int reset_state;
reset_state = mGetVREGSFlag();
```



---

---

## 7.2 Clear/Set Status Flag Macros

---

### mClearPORFlag

---

**Description:** This function clears POR (power on reset) status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearPORFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<POR> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearPORFlag();`

---

### mClearBORFlag

---

**Description:** This function clears BOR (brown out reset) status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearBORFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<BOR> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearBORFlag();`

---

### mClearMCLRFlag

---

**Description:** This function clears MCLR (master clear) status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearMCLRFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<MCLR> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearMCLRFlag();`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mClearSWRFlag

---

**Description:** This function clears SWR (software reset) status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearSWRFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<SWR> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearSWRFlag();`

---

## mClearWDTOFlag

---

**Description:** This function clears WDTO (watch dog timeout) status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearWDTOFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<WDTO> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearWDTOFlag();`

---

## mClearCMRFlag

---

**Description:** This function clears CM (configuration bits mismatch) status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearCMRFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<CMR> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearCMRFlag();`

---

## mClearSLEEPFlag

---

**Description:** This function clears SLEEP status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearSLEEPFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<SLEEP> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearSLEEPFlag();`

---

---

## mClearIDLEFlag

---

**Description:** This function clears IDLE status flag bit.  
**Include:** `plib.h`  
**Prototype:** `mClearIdleFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<IDLE> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearIDLEFlag();`

---

## mClearVREGSFlag

---

**Description:** This function disables the VREG.  
**Include:** `plib.h`  
**Prototype:** `mClearVREGSFlag(void);`  
**Arguments:** None  
**Return Value:** This function clears the RCON<VREGS> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mClearVREGSFlag();`

---

## mSetVREGSFlag

---

**Description:** This function enables the VREG.  
**Include:** `plib.h`  
**Prototype:** `mSetVREGSFlag(void);`  
**Arguments:** None  
**Return Value:** This function sets the RCON<VREGS> bit.  
**Remarks:** None  
**Source File:**  
**Code Example:** `mSetVREGSFlag();`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 7.3 PIC30F, PIC24H and PIC33F compatible macros

---

### isWDTTO

---

<b>Description:</b>	This function checks if Reset condition is due to WDT time-out.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int isWDTTO(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	This function returns the RCON<WDTO> bit. If return value is '0x10', then reset occurred due to WDT time-out. If return value is '0', then reset is not due to WDT time-out.
<b>Remarks:</b>	None
<b>Source File:</b>	
<b>Code Example:</b>	<pre>unsigned int reset_state; reset_state = isWDTTO();</pre>

---

### isWDTWU

---

<b>Description:</b>	This function checks if Wake-up from SLEEP is due to WDT time-out.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int isWDTWU(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	This function returns the status of RCON<WDTO> and RCON<SLEEP>bits If return value is '0x18', then Wake-up from SLEEP occurred due to WDT time-out. If return value is '0', then Wake-up from SLEEP is not due to WDT time-out.
<b>Remarks:</b>	None
<b>Source File:</b>	
<b>Code Example:</b>	<pre>unsigned int reset_state; reset_state = isWDTWU();</pre>

---

---

## isWU

---

<b>Description:</b>	This function checks if Wake-up from Sleep is due to <u>MCLR</u> , POR, BOR or Interrupt
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>char isWU(void);</code>
<b>Arguments:</b>	None
<b>Return Value:</b>	This function checks if Wake-up from Sleep has occurred. If yes, it checks for the cause for wake-up. if '0x01', wake-up is due to the occurrence of interrupt. if '0x02', wake-up is due to <u>MCLR</u> . if '0x04', wake-up is due to BOR. If Wake-up from Sleep has not occurred, then a value of '0' is returned.
<b>Remarks:</b>	None
<b>Source File:</b>	<code>reset_is_wu.c</code>
<b>Code Example:</b>	<pre>char reset_state; reset_state = isWU();</pre>

---

## PORStatReset

---

<b>Description:</b>	This macro clears POR bit of RCON register.
<b>Include:</b>	<code>plib.h</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	None
<b>Code Example:</b>	<code>PORStatReset;</code>

---

## BORStatReset

---

<b>Description:</b>	This macro clears BOR bit of RCON register.
<b>Include:</b>	<code>plib.h</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	None
<b>Code Example:</b>	<code>BORStatReset;</code>



---

## 8.0 INTERRUPT FUNCTIONS

### 8.1 Interrupt Functions

---

#### INTEnableSystemMultiVectoredInt

---

<b>Description:</b>	This function enables system wide multi-vector interrupt handling.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void INTEnableSystemMultiVectoredInt(void)</code>
<b>Arguments:</b>	none.
<b>Return Value</b>	None
<b>Remarks:</b>	User must call this function before any interrupts will be handled. The interrupts will go to the assigned vector location.
<b>Source File:</b>	
<b>Code Example:</b>	<code>INTEnableSystemMultiVectoredInt();</code>

---

#### INTEnableSystemSingleVectoredInt

---

<b>Description:</b>	This function enables system wide single vectored interrupt handling.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void INTEnableSystemSingleVectoredInt(void)</code>
<b>Arguments:</b>	none.
<b>Return Value</b>	None
<b>Remarks:</b>	User must call this function before any interrupts will be handled. The interrupts will go to a single vector location.
<b>Source File:</b>	
<b>Code Example:</b>	<code>INTEnableSystemSingleVectoredInt();</code>

---

#### INTDisableInterrupts

---

<b>Description:</b>	This function disables system wide interrupts.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>unsigned int INTDisableInterrupts(void)</code>
<b>Arguments:</b>	none.
<b>Return Value</b>	The previous state of the CP0 status register
<b>Remarks:</b>	Disables all interrupts.
<b>Source File:</b>	
<b>Code Example:</b>	<pre>unsigned int status;  status = INTDisableInterrupts();  // .. do something with interrupts disabled</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## INTEnableInterrupts

---

**Description:** This function enables the microcontroller to receive system wide interrupts.

**Include:** plib.h

**Prototype:** void INTEnableInterrupts(void)

**Arguments:** none.

**Return Value** The previous state of the CP0 status register

**Remarks:** Enables the microcontroller to handle interrupts.

**Source File:**

**Code Example:**

```
unsigned int status;

status = INTEnableInterrupts();

// .. do something with interrupts enabled
```

---

## INTRestoreInterrupts

---

**Description:** This function restores the microcontroller to the passed state.

**Include:** plib.h

**Prototype:** void INTRestoreInterrupts(unsigned int status)

**Arguments:** status - the status of the interrupts

0 - system wide interrupts are disabled

1 - system wide interrupts are enabled.

**Return Value** none

**Remarks:** Restores the microcontroller's handling of interrupts to the passed state

**Source File:**

**Code Example:**

```
unsigned int status;

status = INTEnableInterrupts();

// .. do something with interrupts enabled

INTRestoreInterrupts(status);
```



---

---

## INTGetPendingInterrupt

---

**Description:** This function gets the pending interrupt.

**Include:** plib.h

**Prototype:** unsigned int INTGetPendingInterrupt(void)

**Arguments:** none.

**Return Value** The interrupt flag offset.

**Remarks:** The function will return the interrupt based on the natural priority. For example, the core timer will be serviced before the UART 1 receiver interrupt.

**Source File:**

**Code Example:**

```
unsigned int int_num;

while(int_num = INTGetPendingInterrupt())
{
    // service interrupt
}
```

---

## INTClearFlag

---

**Description:** This function clears the interrupt flag.

**Include:** plib.h

**Prototype:** void INTClearFlag(INT\_SOURCE source)

**Arguments:** source - the interrupt to be cleared

**Return Value** none

**Remarks:** This function will clear the interrupt flag of the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// clear the core timer interrupt
INTClearFlag(INT_CT);
```

---

## INTSetFlag

---

**Description:** This function sets the interrupt flag.

**Include:** plib.h

**Prototype:** void INTSetFlag(INT\_SOURCE source)

**Arguments:** source - the interrupt to be cleared

**Return Value** none

**Remarks:** This function will set the interrupt flag of the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// set the core timer interrupt
INTSetFlag(INT_CT);
```

---

## INTGetFlag

---

**Description:** This function gets the interrupt flag.  
**Include:** plib.h  
**Prototype:** unsigned int INTGetFlag(INT\_SOURCE source)  
**Arguments:** source - the interrupt to be cleared  
**Return Value** the value of the interrupt flag  
**Remarks:** This function will get the interrupt flag of the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// get the core timer interrupt flag
unsigned int flag;

flag = INTGetFlag(INT_CT);
```

---

## INTEnable

---

**Description:** This function enables or disables an interrupt.  
**Include:** plib.h  
**Prototype:** void INTEnable(INT\_SOURCE source, unsigned int enable)  
**Arguments:** source - the interrupt to be cleared  
enable - 0 to disable, 1 to enable interrupt  
**Return Value** none  
**Remarks:** This function will enable or disables the interrupt of the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// enable the core timer interrupt
INTEnable(INT_CT, 1);

// disable the core timer interrupt
INTEnable(INT_CT, 0);
```

---

## INTGetEnable

---

**Description:** This function get the enable/disable status of the interrupt.  
**Include:** plib.h  
**Prototype:** unsigned int INTGetEnable(INT\_SOURCE source)  
**Arguments:** source - the interrupt to be cleared  
**Return Value** 0 if disabled, else enabled  
**Remarks:** This function will provide the enable/disables status of the interrupt of the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// get the enable/disable statuscore timer interrupt
unsigned int enable;

enable = INTGetEnable(INT_CT);
```

---

---

## INTSetPriority

---

**Description:** This function sets the interrupt priority.

**Include:** plib.h

**Prototype:** void INTSetPriority(INT\_SOURCE source, unsigned int priority)

**Arguments:** source - the interrupt to be cleared  
priority - value 1 -7

**Return Value** none

**Remarks:** This function will set the interrupt priority of interrupt the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// set core timer interrupt priority two
INTSetPriority(INT_CT, INT_PRIORITY_LEVEL_2);
```

---

## INTGetPriority

---

**Description:** This function gets the interrupt priority.

**Include:** plib.h

**Prototype:** unsigned int INTGetPriority(INT\_SOURCE source)

**Arguments:** source - the interrupt to be cleared

**Return Value** the current priority (0 - 7)

**Remarks:** This function will get the interrupt priority of interrupt the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// get core timer interrupt
unsigned int priority;

priority = INTGetPriority(INT_CT);
```

---

## INTSetSubPriority

---

**Description:** This function sets the sub-interrupt priority.

**Include:** plib.h

**Prototype:** void INTSetPriority(INT\_SOURCE source, unsigned int subPriority)

**Arguments:** source - the interrupt to be cleared  
subPriority - value 0 -3

**Return Value** none

**Remarks:** This function will set the interrupt sub-priority of interrupt the passed value "source". See IRQ table for more information

**Source File:**

**Code Example:**

```
// set core timer sub-interrupt priority one
INTSetPriority(INT_CT, INT_SUB_PRIORITY_LEVEL_1);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## INTGetSubPriority

---

<b>Description:</b>	This function gets the sub-interrupt priority.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int INTGetSubPriority(INT_SOURCE source)
<b>Arguments:</b>	source - the interrupt whose sub-priority is to be returned
<b>Return Value</b>	the current sub-priority (0 - 3)
<b>Remarks:</b>	This function will get the sub-interrupt priority of interrupt the passed value "source". See IRQ table for more information
<b>Source File:</b>	
<b>Code Example:</b>	<pre>// get core timer sub-interrupt unsigned int sub_priority;  sub_priority = INTGetSubPriority(INT_CT);</pre>

**TABLE 8-1: INTERRUPT ENUMERATIONS**

Enumeration	Peripheral
INT_CT	Core Timer Interrupt
INT_CS0	Core Software Interrupt 0
INT_CS1	Core Software Interrupt 1
INT_INT0	External Interrupt 0
INT_T1	Timer 1 Interrupt
INT_IC1	Input Capture 1 Interrupt
INT_OC1	Output Compare 1 Interrupt
INT_INT1	External Interrupt 1
INT_T2	Timer 2 Interrupt
INT_IC2	Input Capture 2 Interrupt
INT_OC2	Output Compare 2 Interrupt
INT_INT2	External Interrupt 2
INT_T3	Timer 3 Interrupt
INT_IC3	Input Capture 3 Interrupt
INT_OC3	Output Compare 3 Interrupt
INT_INT3	External Interrupt 3
INT_T4	Timer 4 Interrupt
INT_IC4	Input Capture 4 Interrupt
INT_OC4	Output Compare 4 Interrupt
INT_INT4	External Interrupt 4
INT_T5	Timer 5 Interrupt
INT_IC5	Input Capture 5 Interrupt
INT_OC5	Output Compare 5 Interrupt
INT_CN	Input Change Interrupt
INT_SPI1E	SPI 1 Fault
INT_SPI1TX	SPI 1 Transfer Done
INT_SPI1RX	SPI 1 Receiver Done
INT_SPI1	SPI 1
INT_U1E	UART 1 Error
INT_U1RX	UART 1 Receiver
INT_U1TX	UART 1 Transmitter
INT_U1	UART 1
INT_I2C1B	I2C 1 Bus Collision Event
INT_I2C1S	I2C 1 Slave Event
INT_I2C1M	I2C 1 Master Event
INT_I2C1	I2C1
INT_AD1	ADC Convert Done
INT_PMP	Parallel Master Port Interrupt
INT_CMP1	Comparator 1 Interrupt
INT_CMP2	Comparator 2 Interrupt
INT_SPI2E	SPI 2 Fault
INT_SPI2TX	SPI 2 Transfer Done
INT_SPI2RX	SPI 2 Receiver Done
INT_SPI2	SPI 2

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

**TABLE 8-1: INTERRUPT ENUMERATIONS**

Enumeration	Peripheral
INT_U2E	UART 2 Error
INT_U2RX	UART 2 Receiver
INT_U2TX	UART 2 Transmitter
INT_U2	UART 2
INT_I2C2B	I2C 2 Bus Collision Event
INT_I2C2S	I2C 2 Slave Event
INT_I2C2M	I2C 2 Master Event
INT_I2C2	I2C2
INT_FSCM	Fail-safe Clock Monitor Interrupt
INT_FCE	Flash Control Event
INT_RTCC	Real Time Clock Interrupt
INT_DMA0	DMA Channel 0 Interrupt
INT_DMA1	DMA Channel 1 Interrupt
INT_DMA2	DMA Channel 2 Interrupt
INT_DMA3	DMA Channel 3 Interrupt

---

---

## 8.2 Inline Functions

---

### INTGetInterruptVectorNumberAndPriority

---

<b>Description:</b>	This function gets the pending vector number and its priority.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>extern inline void __attribute__((always_inline)) INTGetInterruptVectorNumberAndPriority(unsigned int *number, unsigned int *priority)</pre>
<b>Arguments:</b>	number - a pointer to where the vector number will be stored priority - a pointer to where the vector number's priority will be stored
<b>Return Value</b>	None
<b>Remarks:</b>	None.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>unsigned int vector, priority;  INTGetInterruptVectorNumberAndPriority(&amp;vector, &amp;priority);</pre>

## 8.3 Interrupt Macros

---

### mClearIFSRegister

---

<b>Description:</b>	This macro clears the Interrupt Flag register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void mClearIFSRegister(reg_num)</pre>
<b>Arguments:</b>	reg_num - the IFS index to clear (reg_num = 0 would mean that IFS0 would be cleared).
<b>Return Value</b>	None
<b>Remarks:</b>	None.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>mClearIFSRegister(0);</pre>

---

### mClearIECRegister

---

<b>Description:</b>	This macro clears the Interrupt Enable register..
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void mClearIECRegister(reg_num)</pre>
<b>Arguments:</b>	reg_num - the IEC index to clear (reg_num = 0 would mean that IEC0 would be cleared).
<b>Return Value</b>	None
<b>Remarks:</b>	Set the edge that the external interrupt will generate an interrupt.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>mClearIECRegister(0);</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mClearAllIFSRegister

---

**Description:** This macro clears all the bits in all of the IFS registers  
**Include:** plib.h  
**Prototype:** void mClearAllIFSRegister(void)  
**Arguments:** None  
**Return Value** None  
**Remarks:** None..  
**Source File:** None  
**Code Example:** mClearAllIFSRegister();

---

## mClearAllIECRegister

---

**Description:** This macro clears all the bits in all of the IEC registers  
**Include:** plib.h  
**Prototype:** void mClearAllIECRegister(void)  
**Arguments:** None  
**Return Value** None  
**Remarks:** None..  
**Source File:** None  
**Code Example:** mClearAllIECRegister();

---

## mINTSetIFSx

---

**Description:** This macro sets bits in the IFSx register  
**Include:** plib.h  
**Prototype:** void mINTSetIFSx(unsigned int flag)  
**Arguments:** flag - bits to set  
**Return Value** None  
**Remarks:** The macro is for all IFS registers. If one would like to set bits in the IFS1 register, they need to replace the 'x' with 1  
**Source File:** None  
**Code Example:** mINTSetIFS0(1);  
mINTSetIFS1(2);  
mINTSetIFS2(4);



---

---

## mINTClearIFSx

---

**Description:** This macro clears bits in the IFSx register

**Include:** plib.h

**Prototype:** void mINTClearIFSx(unsigned int flag)

**Arguments:** flag - bits to clear

**Return Value:** None

**Remarks:** The macro is for all IFS registers. If one would like to clear bits in the IFS1 register, they need to replace the 'x' with 1

**Source File:** None

**Code Example:**

```
mINTClearIFS0(1);
mINTClearIFS1(2);
mINTClearIFS2(4);
```

---

## mINTGetIFSx

---

**Description:** This macro gets bits in the IFSx register

**Include:** plib.h

**Prototype:** unsigned int mINTGetIFSx(unsigned int flag)

**Arguments:** flag - bits to get

**Return Value:** None

**Remarks:** The macro is for all IFS registers. If one would like to clear bits in the IFS1 register, they need to replace the 'x' with 1

**Source File:** None

**Code Example:**

```
if(!mINTGetIFS0(1))
    return;
if(mINTGetIFS1(2) == 2)
    return;
if(mINTGetIFS2(3) != 3)
    return;
```

---

## mINTSetIECx

---

**Description:** This macro sets bits in the IECx register

**Include:** plib.h

**Prototype:** void mINTSetIECx(unsigned int flag)

**Arguments:** flag - bits to set

**Return Value:** None

**Remarks:** The macro is for all IEC registers. If one would like to set bits in the IEC1 register, they need to replace the 'x' with 1

**Source File:** None

**Code Example:**

```
mINTSetIEC0(1);
mINTSetIEC1(2);
mINTSetIEC2(4);
```

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---

---

## mINTClearIECx

---

<b>Description:</b>	This macro clears bits in the IECx register
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mINTClearIECx(unsigned int flag)
<b>Arguments:</b>	flag - bits to clear
<b>Return Value</b>	None
<b>Remarks:</b>	The macro is for all IEC registers. If one would like to clear bits in the IEC1 register, they need to replace the 'x' with 1
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>mINTClearIEC0(1); mINTClearIEC1(2); mINTClearIEC2(4);</pre>

---

## mINTSetIntProximityTimerReload

---

<b>Description:</b>	This macro sets the 16 bit proximity timer
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mINTSetIntProximityTimerReload(unsigned int time)
<b>Arguments:</b>	time - 32 bit value that will be loaded into the proximity timer
<b>Return Value</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	None.c
<b>Code Example:</b>	<pre>mINTSetIntProximityTimerReload(0x0080000);</pre>

---

## mINTGetIntProximityTimer

---

<b>Description:</b>	This macro gets the current value of the proximity timer.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int mINTGetIntProximityTimer(void)
<b>Arguments:</b>	None
<b>Return Value</b>	The current value of the proximity timer.
<b>Remarks:</b>	If the proximity timer has not been triggered, the value that will be read back is the reload time
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>unsigned short time;  time = mINTGetIntProximityTimer();  if(time &lt; 4000) ....</pre>

---

---

## mINTSetFreeze

---

**Description:** This macro sets the freeze bit.  
**Include:** plib.h  
**Prototype:** void mINTSetFreeze(void)  
**Arguments:** None  
**Return Value** None  
**Remarks:** The device must be in debug mode.  
**Source File:** None  
**Code Example:** mINTSetFreeze();

---

## mINTClearFreeze

---

**Description:** This macro clears the freeze bit.  
**Include:** plib.h  
**Prototype:** void mINTClearFreeze(void)  
**Arguments:** None  
**Return Value** None  
**Remarks:** The device must be in debug mode.  
**Source File:** None  
**Code Example:** mINTClearFreeze();

---

## mINTSetTemporalProximityControl

---

**Description:** This macro sets the tempoal proximity control level.  
**Include:** plib.h  
**Prototype:** void mINTSetTemporalProximityControl(unsigned int level)  
**Arguments:** level - the interrupt level for the proximity timer to tigger on  
0 - timer disabled  
1 - timer triggered for level 1 interrupts  
2 - timer triggered for level 2 interrupts or lower  
3 - timer triggered for level 3 interrupts or lower  
4 - timer triggered for level 4 interrupts or lower  
5 - timer triggered for level 5 interrupts or lower  
6 - timer triggered for level 6 interrupts or lower  
7 - timer triggered for level 7 interrupts or lower  
**Return Value** None  
**Remarks:** None.  
**Source File:** None  
**Code Example:** mINTSetTemporalProximityControl(2);

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---

---

## mINTDisableTemporalProximityControl

---

**Description:** This macro disables the tempoal proximity timer.

**Include:** plib.h

**Prototype:** void mINTDisableTemporalProximityControl(void)

**Arguments:** None

**Return Value** None

**Remarks:** None.

**Source File:** None

**Code Example:**

```
mINTSetTemporalProximityControl(2);  
...  
mINTDisableTemporalProximityControl();
```

---

## mINTSingleVectorRegisterSelect

---

**Description:** This selects the general purpose register set that will be used by the singled vector handler.

**Include:** plib.h

**Prototype:** void mINTSingleVectorRegistorSelect(unsigned int reg)

**Arguments:** reg - the register set that will be used  
0 - the general register set that is used for all CPU functions  
1 - the shadow register set

**Return Value** None

**Remarks:** None.

**Source File:** None

**Code Example:**

```
mINTSingleVectorRegistorSelect(0);
```

---

## mINTGetInterruptVectorNumber

---

**Description:** This macro will get the highest pending priority interrupt vector

**Include:** plib.h

**Prototype:** unsigned int mINTGetInterruptVectorNumber(void)

**Arguments:** None

**Return Value** The highest pending interrupt vector

**Remarks:** None.

**Source File:** None

**Code Example:**

```
unsigned int vector;  
  
vector = mINTGetInterruptVectorNumber();
```

---

---

## **mINTGetInterruptVectorPriority**

---

<b>Description:</b>	This macro will get the highest pending priority
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int mINTGetInterruptVectorPriority(void)
<b>Arguments:</b>	None
<b>Return Value</b>	The highest pending interrupt priority.
<b>Remarks:</b>	If all of the pending interrupts have been processed, this macro will return 0.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>unsigned int priority;  priority = mINTGetInterruptVectorPriority();</pre>

---

## **mINTDisableSystemMultiVectorInt**

---

<b>Description:</b>	This macro will disable system wide multi-vectorized interrupts
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mINTDisableSystemMultiVectoredInt(void)
<b>Arguments:</b>	None
<b>Return Value</b>	None.
<b>Remarks:</b>	Will disable multi-vectorized interrupts.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>mINTDisableSystemMultiVectoredInt();</pre>

---

## **mINTDisableSystemSingleVectorInt**

---

<b>Description:</b>	This macro will disable system wide single vectored interrupts
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mINTDisableSystemSingleVectoredInt(void)
<b>Arguments:</b>	None
<b>Return Value</b>	None.
<b>Remarks:</b>	Will disable single vectored interrupts.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>mINTDisableSystemSingleVectoredInt();</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 8.4 Peripheral Interrupt Macros

### 8.4.1 PERIPHERAL INTERRUPT EVENT MACROS

---

#### m(xx)ClearIntFlag

---

<b>Description:</b>	This clears the peripheral interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void m(xx)ClearIntFlag(void)
<b>Arguments:</b>	None
<b>Return Value</b>	None
<b>Remarks:</b>	Replace (xx) with the corresponding peripheral from the macro flag table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// clearing the Interrupt Flag for the Core Timer mCTClearIntFlag();</pre>

---

#### m(xx)GetIntFlag

---

<b>Description:</b>	This gets the peripheral interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void m(xx)GetIntFlag(void)
<b>Arguments:</b>	None
<b>Return Value</b>	None
<b>Remarks:</b>	Replace (xx) with the corresponding peripheral from the macro flag table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// gets the Interrupt Flag for the Core Timer mCTGetIntFlag();</pre>

---

#### m(xx)IntEnable

---

<b>Description:</b>	This sets or clears the interrupt enable for the specific peripheral.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void m(xx)IntFlag(unsigned int enable)
<b>Arguments:</b>	enable 0 - disable the peripheral interrupt 1 - enable the peripheral interrupt
<b>Return Value</b>	None
<b>Remarks:</b>	Replace (xx) with the corresponding peripheral from the macro flag table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// sets the interrupt enable for the Core Timer mCTIntEnable(1);</pre>

---

**TABLE 8-2: PERIPHERAL FLAGS TO MACRO ABBREVIATIONS**

Macro Abbreviation(xx)	Peripheral
CT	Core Timer Interrupt
CS0	Core Software Interrupt 0
CS1	Core Software Interrupt 1
INT0	External Interrupt 0
T1	Timer 1 Interrupt
IC1	Input Capture 1 Interrupt
OC1	Output Compare 1 Interrupt
INT1	External Interrupt 1
T2	Timer 2 Interrupt
IC2	Input Capture 2 Interrupt
OC2	Output Compare 2 Interrupt
INT2	External Interrupt 2
T3	Timer 3 Interrupt
IC3	Input Capture 3 Interrupt
OC3	Output Compare 3 Interrupt
INT3	External Interrupt 3
T4	Timer 4 Interrupt
IC4	Input Capture 4 Interrupt
OC4	Output Compare 4 Interrupt
INT4	External Interrupt 4
T5	Timer 5 Interrupt
IC5	Input Capture 5 Interrupt
OC5	Output Compare 5 Interrupt
CN	Input Change Interrupt
SPI1E	SPI 1 Fault
SPI1TX	SPI 1 Transfer Done
SPI1RX	SPI 1 Receiver Done
U1E	UART 1 Error
U1RX	UART 1 Receiver
U1TX	UART 1 Transmitter
I2C1B	I2C 1 Bus Collision Event
I2C1S	I2C 1 Slave Event
I2C1M	I2C 1 Master Event
AD1	ADC Convert Done
PMP	Parallel Master Port Interrupt
CMP1	Comparator 1 Interrupt
CMP2	Comparator 2 Interrupt
SPI2E	SPI 2 Fault
SPI2TX	SPI 2 Transfer Done
SPI2RX	SPI 2 Receiver Done
U2E	UART 2 Error
U2RX	UART 2 Receiver
U2TX	UART 2 Transmitter
I2C2B	I2C 2 Bus Collision Event

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

**TABLE 8-2: PERIPHERAL FLAGS TO MACRO ABBREVIATIONS**

Macro Abbreviation(xx)	Peripheral
I2C2S	I2C 2 Slave Event
I2C2M	I2C 2 Master Event
FSCM	Fail-safe Clock Monitor Interrupt
FCE	Flash Control Event
RTCC	Real Time Clock Interrupt
DMA0	DMA Channel 0 Interrupt
DMA1	DMA Channel 1 Interrupt
DMA2	DMA Channel 2 Interrupt
DMA3	DMA Channel 3 Interrupt



---

## 8.5 Peripheral interrupt vector macros

---

### m(yy)SetIntPriority

---

<b>Description:</b>	This macro set is peripheral interrupt vector priority.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void m(yy)SetIntPriority(unsigned int priority)
<b>Arguments:</b>	priority 0 - disable interrupt 1 - priority level 1 2 - priority level 2 3 - priority level 3 4 - priority level 4 5 - priority level 5 6 - priority level 6 7 - priority level 7
<b>Return Value</b>	None
<b>Remarks:</b>	Replace (yy) with the corresponding peripheral from the macro interrupt vector table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// sets the interrupt priority level for the Core Timer mCTSetIntPriority(1);</pre>

---

### m(yy)GetIntPriority

---

<b>Description:</b>	This macro gets the current peripheral interrupt vector priority.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int m(yy)GetIntPriority(void)
<b>Arguments:</b>	None
<b>Return Value</b>	0 - disable interrupt 1 - priority level 1 2 - priority level 2 3 - priority level 3 4 - priority level 4 5 - priority level 5 6 - priority level 6 7 - priority level 7
<b>Remarks:</b>	Replace (yy) with the corresponding peripheral from the macro interrupt vector table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// sets the interrupt priority level for the Core Timer  unsigned int priority;  priority = mCTGetIntPriority();</pre>

---

## **m(yy)SetIntSubPriority**

---

<b>Description:</b>	This macro set is peripheral interrupt vector sub-priority.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void m(yy)SetIntSubPriority(unsigned int subPriority)
<b>Arguments:</b>	subPriority 0 - sub-priority level 0 1 - sub-priority level 1 2 - sub-priority level 2 3 - sub-priority level 3
<b>Return Value</b>	None
<b>Remarks:</b>	Replace (yy) with the corresponding peripheral from the macro interrupt vector table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// sets the interrupt sub-priority level for the Core Timer mCTSetIntSubPriority(1);</pre>

---

## **m(yy)GetIntSubPriority**

---

<b>Description:</b>	This macro gets the peripheral interrupt vector sub-priority.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int m(yy)GetIntSubPriority(void)
<b>Arguments:</b>	None
<b>Return Value</b>	0 - sub-priority level 0 1 - sub-priority level 1 2 - sub-priority level 2 3 - sub-priority level 3
<b>Remarks:</b>	Replace (yy) with the corresponding peripheral from the macro interrupt vector table.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// gets the interrupt sub-priority level for the Core Timer  unsigned int sub;  sub = mCTGetIntSubPriority();</pre>

**TABLE 8-3: PHERIPHERAL VECTOR TO MACRO ABERIVATIONS**

Macro Abreviation(yy)	Peripheral
CT	Core Timer Vector
CS0	Core Software Vector 0
CS1	Core Software Vector 1
INT0	External Vector 0
T1	Timer 1 Vector
IC1	Input Capture 1 Vector
OC1	Output Compare 1 Vector
INT1	External Vector 1
T2	Timer 2 Vector
IC2	Input Capture 2 Vector
OC2	Output Compare 2 Vector
INT2	External Vector 2
T3	Timer 3 Vector
IC3	Input Capture 3 Vector
OC3	Output Compare 3 Vector
INT3	External Vector 3
T4	Timer 4 Vector
IC4	Input Capture 4 Vector
OC4	Output Compare 4 Vector
INT4	External Vector 4
T5	Timer 5 Vector
IC5	Input Capture 5 Vector
OC5	Output Compare 5 Vector
CN	Input Change Vector
SPI1	SPI 1 Vector
U1	UART 1 Vector
I2C1	I2C 1 Vector
AD1	ADC Convert Done Vector
PMP	Parallel Master Port Interrupt
CMP1	Comparator 1 Vector
CMP2	Comparator 2 Vector
SPI2	SPI 2 Vector
U2	UART 2 Vector
I2C2	I2C 2 Vector
FSCM	Fail-safe Clock Monitor Vector
FCE	Flash Control Event Vector
RTCC	Real Time Clock Vector
DMA0	DMA Channel 0 Vector
DMA1	DMA Channel 1 Vector
DMA2	DMA Channel 2 Vector
DMA3	DMA Channel 3 Vector

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## 8.5.1 PERIPHERAL INTERRUPT MULTI-EVENT MACROS

### **m(zz)ClearAllIntFlag**

**Description:** This clears all of the interrupt flags associated with the peripheral interrupt.

**Include:** `plib.h`

**Prototype:** `void m(zz)ClearAllIntFlag(void)`

**Arguments:** None

**Return Value:** None

**Remarks:** Replace (zz) with the corresponding peripheral from the macro flag table.

**Source File:** None

**Code Example:**

```
// clearing all Interrupt Flags SPI 1 Peripheral
mSPI1ClearAllIntFlags();
```

### **m(zz)IntDisable**

**Description:** This disables all of the interrupts associated with the peripheral.

**Include:** `plib.h`

**Prototype:** `void m(zz)IntDisable(void)`

**Arguments:** None

**Return Value:** None

**Remarks:** Replace (zz) with the corresponding peripheral from the macro flag table.

**Source File:** None

**Code Example:**

```
// disables all Interrupts SPI 1 Peripheral
mSPI1IntDisable();
```

**TABLE 8-4: MULTI-EVENT PERIPHERAL TO MACROS ABERIVATION**

Marco Aberivation(zz)	Multi-Event Peripheral
SPI1	SPI 1
U1	UART 1
I2C1	I2C 1
SPI2	SPI 2
U2	UART 2
I2C2	I2C 2

---

## 8.6 Software Interrupt

---

### mConfigIntCoreSW0

### mConfigIntCoreSW1

---

<b>Description:</b>	Configures the priority, sub priority and enables the core software interrupt..
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void mConfigIntCoreSW0 (config) void mConfigIntCoreSW1 (config)</pre>
<b>Arguments:</b>	<p><i>config</i> Individual interrupt enable/disable information as defined below:</p> <p><u>Interrupt enable</u></p> <pre>CSW_INT_ON CSW_INT_OFF</pre> <p><u>Interrupt Priority</u></p> <pre>CSW_INT_INT_PRO CSW_INT_INT_PR1 CSW_INT_INT_PR2 CSW_INT_INT_PR3 CSW_INT_INT_PR4 CSW_INT_INT_PR5 CSW_INT_INT_PR6 CSW_INT_PRIOR_7</pre> <p><u>Interrupt Sub-Priority</u></p> <pre>CSW_INT_SUB_PRIOR_0 CSW_INT_SUB_PRIOR_1 CSW_INT_SUB_PRIOR_2 CSW_INT_SUB_PRIOR_3</pre>
<b>Return Value</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>// set up the core software interrupt with a prioirty of 3 and zero sub-priority mConfigIntCoreSW0((CSW_INT_ON   CSW_INT_PRIOR_3   CSW_INT_SUB_PRIOR_0));</pre>

---

### mEnableIntCoreSW0

### mEnableIntCoreSW1

---

<b>Description:</b>	This enables the core software interrupt.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void mEnableIntCoreSW0 (void) void mEnableIntCoreSW1 (void)</pre>
<b>Arguments:</b>	None
<b>Return Value</b>	None
<b>Remarks:</b>	none
<b>Source File:</b>	None

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---

---

## mEnableIntCoreSW0

## mEnableIntCoreSW1

---

**Code Example:**     // enable the core software interrupt  
                    mEnableIntCoreSW0();

---

## mDisableIntCoreSW0

## mDisableIntCoreSW1

---

**Description:**       This disables the core software interrupt.  
**Include:**           plib.h  
**Prototype:**         void mDisableIntCoreSW0(void)  
                      void mDisableIntCoreSW1(void)  
**Arguments:**        None  
**Return Value**       None  
**Remarks:**         none  
**Source File:**       None  
**Code Example:**     // disable the core software interrupt  
                    mDisableIntCoreSW0();

---

## mSetPriorityIntCoreSw0

## mSetPriorityIntCoreSw1

---

**Description:**       This sets the priority of the software interrupt.  
**Include:**           plib.h  
**Prototype:**         void mSetPriorityIntCoreSW0(priority)  
                      void mSetPriorityIntCoreSW1(priority)  
**Arguments:**        priority - the interrupt priority  
                      Interrupt Priority  
                      CSW\_INT\_INT\_PR0  
                      CSW\_INT\_INT\_PR1  
                      CSW\_INT\_INT\_PR2  
                      CSW\_INT\_INT\_PR3  
                      CSW\_INT\_INT\_PR4  
                      CSW\_INT\_INT\_PR5  
                      CSW\_INT\_INT\_PR6  
                      CSW\_INT\_PRIOR\_7  
**Return Value**       None  
**Remarks:**         none  
**Source File:**       None  
**Code Example:**     // set the core software interrupt to priority level  
                      6  
                    mSetPriorityIntCoreSW0(CSW\_INT\_INT\_PR6);

---

---

## **SetCoreSw0 SetCoreSw1**

---

**Description:** This sets the core software interrupt.

**Include:** `plib.h`

**Prototype:**  
`void SetCoreSW0(void)`  
`void SetCoreSW1(void)`

**Arguments:** None

**Return Value** None

**Remarks:** This will generate a software interrupt.

**Source File:** None

**Code Example:** `// generate a software interrupt`  
`SetCoreSW0();`

---

## **ClearCoreSw0 ClearCoreSw1**

---

**Description:** This sets the core software interrupt.

**Include:** `plib.h`

**Prototype:**  
`void ClearCoreSW0(void)`  
`void ClearCoreSW1(void)`

**Arguments:** None

**Return Value** None

**Remarks:** The user must clear the software interrupt using this function and also the the interrupt flag to clear the interrupt request.

**Source File:** None

**Code Example:** `// clear the software interrupt`  
`ClearCoreSW0();`





---

## 9.0 OSCILLATOR FUNCTIONS

The PIC32MX has multiple clock sources, with varying degrees of adjustability. The oscillator library functions are available to allow high-level control of the clock source and scaling of the frequency at runtime. The following functions and macros are available:

`mOSCClockFailStatus()` - Returns the status of the Clock Fail bit.

`mOSCDisableSOSC()` - Clears the secondary oscillator request. The secondary oscillator will be turned off if it is not being used by the CPU or a peripheral.

`mOSCEnableSOSC()` - Sets the secondary oscillator request. The secondary oscillator will be turned on.

`mOSCGetPBDIV()` - Returns the peripheral bus divisor value.

`mOSCSetPBDIV()` - Sets the peripheral bus divisor value. This is used to keep the Peripheral Bus clock under the maximum rate frequency or to set a lower peripheral bus frequency to save power.

`OSCConfig()` - Selects the desired clock source, the PLL multiplier, PLL postscaler, and the FRC divisor. Parameters not relevant to the desired clock source are written but have no effect and can be set to 0.

To avoid exceeding the maximum allowed frequency for the Peripheral Bus the order of operations for setting the PBBUS divisor and the CPU must be chosen carefully. In general when switching to a higher CPU clock frequency the Peripheral Bus divisor should be set to the new lower value before changing the CPU frequency.

### 9.1 Individual Functions

---

#### OSCConfig()

---

<b>Description:</b>	This sets the desired oscillator source, PLL postscaler, PLL multiplier and FRC divisor values.				
<b>Include:</b>	<code>plib.h</code>				
<b>Prototype:</b>	<pre>void OSCConfig(unsigned long int config1,                unsigned long int config2,                unsigned long int config3,                unsigned long int config4);</pre>				
<b>Arguments:</b>	<table><tr><td><i>config1</i></td><td>This contains the bit field for the desired clock selection: <u>Osc Source Mode Select</u> OSC_FRC_DIV OSC_FRC_DIV16 OSC_LPRC OSC_SOSC OSC_POSC_PLL OSC_POSC OSC_FRC_PLL OSC_FRC (These bit fields are mutually exclusive)</td></tr><tr><td><i>config2</i></td><td>This contains the bit field for the desired PLL multiplier selection.</td></tr></table>	<i>config1</i>	This contains the bit field for the desired clock selection: <u>Osc Source Mode Select</u> OSC_FRC_DIV OSC_FRC_DIV16 OSC_LPRC OSC_SOSC OSC_POSC_PLL OSC_POSC OSC_FRC_PLL OSC_FRC (These bit fields are mutually exclusive)	<i>config2</i>	This contains the bit field for the desired PLL multiplier selection.
<i>config1</i>	This contains the bit field for the desired clock selection: <u>Osc Source Mode Select</u> OSC_FRC_DIV OSC_FRC_DIV16 OSC_LPRC OSC_SOSC OSC_POSC_PLL OSC_POSC OSC_FRC_PLL OSC_FRC (These bit fields are mutually exclusive)				
<i>config2</i>	This contains the bit field for the desired PLL multiplier selection.				

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---

## OSCConfig() (Continued)

---

### Osc PLL Multiplier value

OSC\_PLL\_MULT\_15  
OSC\_PLL\_MULT\_16  
OSC\_PLL\_MULT\_17  
OSC\_PLL\_MULT\_18  
OSC\_PLL\_MULT\_19  
OSC\_PLL\_MULT\_20  
OSC\_PLL\_MULT\_21  
OSC\_PLL\_MULT\_24

(These bit fields are mutually exclusive)

*config3* This contains the bit field for the desired PLL postscaler selection.

### Osc PLL Postscaler value

OSC\_PLL\_POST\_1  
OSC\_PLL\_POST\_2  
OSC\_PLL\_POST\_4  
OSC\_PLL\_POST\_8  
OSC\_PLL\_POST\_16  
OSC\_PLL\_POST\_32  
OSC\_PLL\_POST\_64  
OSC\_PLL\_POST\_256

(These bit fields are mutually exclusive)

**Arguments:** *config4* This contains the bit field for the desired FRC divisor selection.

### Osc FRC divisor value

OSC\_FRC\_DIV\_1  
OSC\_FRC\_DIV\_2  
OSC\_FRC\_DIV\_4  
OSC\_FRC\_DIV\_8  
OSC\_FRC\_DIV\_16  
OSC\_FRC\_DIV\_32  
OSC\_FRC\_DIV\_64  
OSC\_FRC\_DIV\_256

(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** This function switches to FRC and then to the desired Source  
Any parameters that are not relevant to the desired clock source can be set to 0. Interrupts must be disabled

**Code Example:** `OSCConfig(OSC_POSC_PLL, OSC_PLL_MULT_15,  
OSC_PLL_POST_1, 0);`

## 9.2 Individual Macros

---

### mOSCClockFailStatus()

---

**Description:** This macro returns the Clock Fail status.

**Include:** `plib.h`

**Prototype:** `unsigned int mOSCClockFailStatus(void);`

**Arguments:** None

**Return Value:** 1 = A clock failure has been detected.  
0 = A clock failure has not been detected

**Remarks:** None

---

---

### **mOSCClockFailStatus()** (Continued)

---

**Code Example:**     unsigned int result;  
                      result = mOSCClockFailStatus();

---

### **mOSCDisableSOSC()**

---

**Description:**     This macro disables the Secondary Oscillator (SOSC).  
**Include:**             plib.h  
**Prototype:**        void mOSCDisableSOSC(void);  
**Arguments:**        None  
**Return Value:**     None  
**Remarks:**         Interrupts must be disabled  
**Code Example:**     mOSCDisableSOSC();

---

### **mOSCEnableSOSC()**

---

**Description:**     This macro enables the Secondary Oscillator (SOSC).  
**Include:**             plib.h  
**Prototype:**        void mOSCEnableSOSC(void);  
**Arguments:**        None  
**Return Value:**     None  
**Remarks:**         Interrupts must be disabled  
**Code Example:**     mOSCEnableSOSC();

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---

---

## mOSCGetPBDIV()

---

**Description:** This macro returns the Peripheral Bus divisor.

**Include:** `plib.h`

**Prototype:** `mOSCGetPBDIV();`

**Arguments:** *None*

**Return Value:** Osc Source Mode Select

0 - divisor is 1

1 - divisor is 2

2 - divisor is 4

3 - divisor is 8

**Remarks:** *None*

**Code Example:**  
`unsigned long int divisor;  
divisor = mOscGetPBDIV();`

---

## mOSCSetPBDIV()

---

**Description:** This macro sets the Peripheral Bus divisor.

**Include:** `plib.h`

**Prototype:** `mOSCSetPBDIV(unsigned int config);`

**Arguments:** *config* This contains the bit field for the desired clock selection:

Osc Source Mode Select

OSC\_PB\_DIV\_1

OSC\_PB\_DIV\_2

OSC\_PB\_DIV\_4

OSC\_PB\_DIV\_8

(These bit fields are mutually exclusive)

**Return Value:** *None*

**Remarks:** Interrupts must be disabled

**Code Example:** `mOscSetPBDIV(OSC_PB_DIV_8);`

---

---

### 9.3 Example of Use

```
// Master header file for all peripheral library includes
#include <plib.h>

main()
{
    // this example sets the cpu clock to FRC and then to POSC PLL

    OscConfig(OSC_FRC, 0, 0, 0); // set CPU clock to FRC

    mOSCSetPBDIV(OSC_PB_DIV_4); // set PBDIV before switching to the
                                // faster clock source to prevent violating
                                // PBCLK timing requirements

    OscConfig(OSC_POSC_PLL, OSC_PLL_MULT_15, OSC_PLL_POST_1, 0);
}
```



---

---

## 10.0 POWER SAVE FUNCTIONS

The PIC32MX has two power save modes: Sleep and Idle. The power save library macros are available to allow high-level control of these mods . The following macros are available:

mPowerSaveIdle() - Configures the device for Idle mode and enters Idle

mPowerSaveSleep() - Configures the device for Sleep mode and enters Sleep

### 10.1 Individual Functions

There are no functions to support this module, refer to the macro section

### 10.2 Individual Macros

---

#### mPowerSaveIdle()

---

<b>Description:</b>	This function places the CPU in Idle mode.
<b>Include:</b>	plib.h
<b>Prototype:</b>	mPowerSaveIdle();
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	plib.h
<b>Remarks:</b>	
<b>Code Example:</b>	mPowerSaveIdle();

---

#### mPowerSaveSleep()

---

<b>Description:</b>	This function places the CPU in Sleep mode.
<b>Include:</b>	plib.h
<b>Prototype:</b>	mPowerSaveSleep();
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	plib.h
<b>Remarks:</b>	
<b>Code Example:</b>	mPowerSaveSleep();

```
// Master header file for all peripheral library includes
#include <plib.h>
```

```
main()
{
    // this example puts the CPU in Sleep
```

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---

```
mPowerSaveSleep(); // configure for and enter sleep  
  
}
```



---

---

## 11.0 I/O PORT FUNCTIONS

The 32-bit I/O PORT Peripheral Library consists of simple, code efficient macros and functions supporting the configuration and use of this peripheral.

### FUNCTION AND MACROS

The following function and macro features are available:

- Port Pin Digital Functions and Macros

PORTSetPinsDigitalIn

PORTSetPinsDigitalOut

mPORTSetPinsDigitalIn

mPORTSetPinsDigitalOut

- Port Pin Analog Functions and Macros

PORTSetPinsAnalogIn

PORTSetPinsanalogOut

mPORTSetPinsAnalogIn

mPORTSetPinsAnalogOut

- Port Pin Direction Functions and Macros

mPORTDirection

mPORTGetDirection

mPORTReadDirection

mPORTReadDirectionBits

mPORTCloseBits

mPORTCloseAll

PORTResetPins

- Port Pin Open Drain Macros

mPORTOpenDrainOpen

mPORTOpenDrainClose

- Port Pin Change Notice and Weak Pullup Macros

mCNOpen

mCnClose

mCNEnable

ConfigIntCN

EnableCN

DisableCN

ConfigCNPullups

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---

- External Interrupt Pin Macros

SetPriorityINT

SetSubPriorityINT

ConfigINT

CloseINT

EnableINT

DisableINT

- Port Input Functions and Macros

mPORTRead

mPORTReadBits

mPORTReadLatch

mPORTReadLatchBits

PORTRead

PORTReadBits

- Port Output Functions and Macros

mPORTWrite

mPORTSetBits

mPORTClearBits

mPORTToggleBits

PORTWrite

PORTSetBits

PORTClearBits

PORTToggleBits

- JTAG Port Macros

mJTAGPortEnable( )

**Note:** JTAG program/debug port is multiplexed with port pins RA0, RA1, RA4 and RA5 on 100-pin devices, port pins RB10, RB11, RB12 and RB13 on 64-pin devices. At power-on-reset, these pins are controlled by the JTAG port. To use these pins for general purpose I/O, the user's application code must clear JTAGEN (DDPCON<3>) bit = 0. To use these pins for JTAG program/debug, the user's application code must maintain JTAGEN bit = 1.

---

---

## 11.1 Port Pin Digital Functions and Macros

### Macros

*mPORTASetPinsDigitalIn()* ...  
*mPORTGSetPinsDigitalIn()*  
*mPORTASetPinsDigitalOut()* ...  
*mPORTGSetPinsDigitalOut()*

### Functions

*PORTSetPinsDigitalIn()*  
*PORTSetPinsDigitalOut()*

---

### PORTSetPinsDigitalIn

---

**Description:** This function configures PORTx pins as digital inputs.

**Include:** `plib.h`

**Prototype:** `void PORTSetPinsDigitalIn(IO_PORT_ID port, unsigned int inputs);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

#### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*inputs* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

#### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately. See code example.

**Source File:** `port_set_pins_digital_in_lib.c`

**Code Example:**

```
#define PORT IOPORT_C
#define PINS BIT_1 | BIT_0

PORTSetPinsDigitalIn(PORT, PINS);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## PORTSetPinsDigitalOut

---

**Description:** This function configures PORTx pins as digital outputs.

**Include:** `plib.h`

**Prototype:** `void PORTSetPinsDigitalOut(IO_PORT_ID port, unsigned int inputs);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*inputs* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately. See code example.

**Source File:** `port_set_pins_digital_out_lib.c`

**Code Example:**

```
#define PORT IOPORT_B
#define PINS BIT_7

PORTSetPinsDigitalOut(PORT, PINS);
```

---

**mPORTASetPinsDigitalIn**  
**mPORTBSetPinsDigitalIn**  
**mPORTCSetPinsDigitalIn**  
**mPORTDSetPinsDigitalIn**  
**mPORTESetPinsDigitalIn**  
**mPORTFSetPinsDigitalIn**  
**mPORTGSetPinsDigitalIn**

---

**Description:** This macro configures the PORTx pins as digital inputs.

**Include:** `plib.h`

**Prototype:**

```

void mPORTASetPinsDigitalIn(unsigned int _bits);
void mPORTBSetPinsDigitalIn(unsigned int _bits);
void mPORTCSetPinsDigitalIn(unsigned int _bits);
void mPORTDSetPinsDigitalIn(unsigned int _bits);
void mPORTESetPinsDigitalIn(unsigned int _bits);
void mPORTFSetPinsDigitalIn(unsigned int _bits);
void mPORTGSetPinsDigitalIn(unsigned int _bits);

```

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```

BIT_0
BIT_1
BIT_2
...
BIT_15

```

**Return Value:** None

**Remarks:** Argument is copied to the TRISSETx register. If a bit is = '1', the corresponding IO pin becomes an input; if a bit = '0', the corresponding IO pin is not affected.  
For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately by the macro. See code example.

**Source File:** None

**Code Example:**

```

/*PORTC<1:0> = inputs */
mPORTCSetPinsDigitalIn(BIT_1 | BIT_0);

/* PORTA<8> inputs, all others not affected */
mPORTASetPinsDigitalIn(0x0100);

```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**mPORTASetPinsDigitalOut**

**mPORTBSetPinsDigitalOut**

**mPORTCSetPinsDigitalOut**

**mPORTDSetPinsDigitalOut**

**mPORTESetPinsDigitalOut**

**mPORTFSetPinsDigitalOut**

**mPORTGSetPinsDigitalOut**

---

**Description:** This macro configures the PORTx pins as digital outputs.

**Include:** `plib.h`

**Prototype:**

```
void mPORTASetPinsDigitalOut(unsigned int _bits);
void mPORTBSetPinsDigitalOut(unsigned int _bits);
void mPORTCSetPinsDigitalOut(unsigned int _bits);
void mPORTDSetPinsDigitalOut(unsigned int _bits);
void mPORTESetPinsDigitalOut(unsigned int _bits);
void mPORTFSetPinsDigitalOut(unsigned int _bits);
void mPORTGSetPinsDigitalOut(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

## IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** Argument is copied to the TRISCLR<sub>x</sub> register. If a bit is '1', the corresponding IO pin becomes an output; if a bit = '0', the corresponding IO pin is not affected.  
For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately by the macro. See code example.

**Source File:** None

**Code Example:**

```
/* make PORTE<7:6> = outputs */
mPORTESetPinsDigitalOut(BIT_7 | BIT_6);

/* PORTD<3> = output, all others not affected */
mPORTDSetPinsDigitalOut(0x0008);
```

---

---

## 11.2 Port Pin Analog Functions and Macros

### Macros

***mPORTBSetPinsAnalogIn()***

***mPORTBSetPinsAnalogOut()***

### Functions

***PORTSetPinsAnalogIn()***

***PORTSetPinsAnalogOut()***

---

### **PORTSetPinsAnalogIn**

---

**Description:** This function configures PORTx pins as analog inputs.

**Include:** `plib.h`

**Prototype:** `void PORTSetPinsAnalogIn(IO_PORT_ID port, unsigned int inputs);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

#### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*inputs* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

#### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately. See code example.

**Source File:** `port_set_pins_analog_in_lib.c`

**Code Example:**

```
#define PORT IOPORT_B
#define PINS BIT_1 | BIT_0

PORTSetPinsAnalogIn(PORT, PINS);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## PORTSetPinsAnalogOut

---

**Description:** This function configures PORTx pins as digital outputs..  
**Include:** `plib.h`  
**Prototype:** `void PORTSetPinsAnalogOut(IO_PORT_ID port, unsigned int inputs);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*inputs* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately. See code example.

**Source File:** `port_set_pins_analog_out_lib.c`

**Code Example:** `#define PORT IOPORT_B  
#define PINS BIT_10  
  
PORTSetPinsAnalogOut(PORT, PINS);`



---

---

## mPORTBSetPinsAnalogIn

---

<b>Description:</b>	This macro configures the TRISB register bits as inputs and corresponding ADPCFG register bits as analog.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mPORTBSetPinsAnalogIn(unsigned int _bits);
<b>Arguments:</b>	<div><div><i>_bits</i></div><div>This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.</div></div> <div><u>IO Pin Bit Masks</u> BIT_0 BIT_1 BIT_2 ... BIT_15</div>
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>Argument is copied to the TRISSETB register. If a bit is = '1', the corresponding IO pin becomes an input; if a bit = '0', the corresponding IO pin is not affected.</p> <p>For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set by the macro. See code example.</p>
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>/*PORTB&lt;1:0&gt; = analog inputs */ mPORTBSetPinsAnalogIn(BIT_1   BIT_0);</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mPORTBSetPinsAnalogOut

---

<b>Description:</b>	This macro configures the TRISB register bits as outputs and corresponding ADPCFG register bits as analog.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mPORTBSetPinsAnalogOut(unsigned int _bits);
<b>Arguments:</b>	<p><i>_bits</i> This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.</p> <p><u>IO Pin Bit Masks</u></p> <p>BIT_0 BIT_1 BIT_2 ... BIT_15</p>
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>Argument is copied to the TRISCLRB register. If a bit is = '1', the corresponding IO pin becomes an output; if a bit = '0', the corresponding IO pin is not affected.</p> <p>For those IO pins that share digital and analog functionality, the corresponding ADPCFG bits are set appropriately by the macro. See code example.</p>
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>/* make PORTB&lt;10&gt; = analog output */ mPORTBSetPinsAnalogOut(BIT_10);</pre>

---

## 11.3 Port Pin Direction Functions and Macros

### Macros

*mPORTADirection()* ...  
*mPORTGDirection()*  
*mPORTAGetDirection()* ...  
*mPORTGGetDirection()*  
*mPORTAReadDirectionBits()* ...  
*mPORTGReadDirectionBits()*  
*mPORTACloseBits()* ...  
*mPORTGCloseBits()*  
*mPORTACloseAll()* ...  
*mPORTGCloseAll()*

### Functions

*PORTResetPins()*

---

**mPORTADirection**

**mPORTBDirection**

**mPORTCDirection**

**mPORTDDirection**

**mPORTEDirection**

**mPORTFDirection**

**mPORTGDirection**

---

**Description:** This macro configures the complete TRISx register. Both inputs and outputs are specified in the argument.

**Include:** `plib.h`

**Prototype:**

```
void mPORTADirection(unsigned int _bits);  
void mPORTBDirection(unsigned int _bits);  
void mPORTCDirection(unsigned int _bits);  
void mPORTDDirection(unsigned int _bits);  
void mPORTEDirection(unsigned int _bits);  
void mPORTFDirection(unsigned int _bits);  
void mPORTGDirection(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select one or more mask bits from the mask set defined below to configure a corresponding pin as an input. An absent mask symbol configures corresponding bit(s) as an output and will be set = 0.

#### IO Pin Bit Masks

`BIT_0`  
`BIT_1`  
`BIT_2`  
`...`  
`BIT_15`

**Return Value:** None

**Remarks:** Argument is copied to the TRISx register, therefore all bits are modified. If a bit is = '1', the corresponding IO pin becomes an input; if a bit = '0', the corresponding IO pin becomes an output. See code example.

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

**mPORTADirection**

**mPORTBDirection**

**mPORTCDirection**

**mPORTDDirection**

**mPORTEDirection**

**mPORTFDirection**

**mPORTGDirection (Continued)**

---

**Source File:** None

**Code Example:**

```
/* PORTC<1:0> = inputs, all others outputs */
mPORTCDirection(BIT_1 | BIT_0);

/* PORTB<1>,<5:4> = inputs, all others outputs */
mPORTBDirection(0x0032);
```

---

**mPORTACloseBits****mPORTBCloseBits****mPORTCCloseBits****mPORTDCloseBits****mPORTECloseBits****mPORTFCloseBits****mPORTGCloseBits**

---

**Description:** This macro sets the specified IO Port pin as input and clears its corresponding LATx register bit.

**Include:** `plib.h`

**Prototype:**

```
void mPORTACloseBits(unsigned int _bits);
void mPORTBCloseBits(unsigned int _bits);
void mPORTCCloseBits(unsigned int _bits);
void mPORTDCloseBits(unsigned int _bits);
void mPORTECloseBits(unsigned int _bits);
void mPORTFCloseBits(unsigned int _bits);
void mPORTGCloseBits(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** To close a specific IO pin, include its bit mask in the argument. If a mask bit is = '1', the corresponding IO pin is set as an input and the corresponding LATx bit is set = 0; if a mask bit = '0', the corresponding IO pin is not affected.

**Source File:** None

**Code Example:**

```
/* close PORTF<5,3,1> bits */
mPORTFCloseBits(BIT_5 | BIT_3 | BIT_1);
```

---

**mPORTACloseAll**

**mPORTBCloseAll**

**mPORTCCloseAll**

**mPORTDCloseAll**

**mPORTECloseAll**

**mPORTFCloseAll**

**mPORTGCloseAll**

---

**Description:** This macro sets all IO Port pins as input and clears their corresponding LATx register bits.

**Include:** plib.h

**Prototype:**

```
void mPORTACloseAll(void);  
void mPORTBCloseAll(void);  
void mPORTCCloseAll(void);  
void mPORTDCloseAll(void);  
void mPORTECloseAll(void);  
void mPORTFCloseAll(void);  
void mPORTGCloseAll(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** See code example

**Source File:** None

**Code Example:**

```
/* close PORTA */  
mPORTACloseAll();
```

---

---

**mPORTAGetDirection**  
**mPORTBGetDirection**  
**mPORTCGetDirection**  
**mPORTDGetDirection**  
**mPORTEGetDirection**  
**mPORTFGetDirection**  
**mPORTGGetDirection**

---

<b>Description:</b>	This macro provides the contents of TRISx register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void mPORTAGetDirection(void); void mPORTBGetDirection(void); void mPORTCGetDirection(void); void mPORTDGetDirection(void); void mPORTEGetDirection(void); void mPORTFGetDirection(void); void mPORTGGetDirection(void);</pre>
<b>Arguments:</b>	None
<b>Remarks:</b>	Same as reading the TRISx register. See code example.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>/* get the configuration of TRISC */ config = mPORTCGetDirection();</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mPORTAReadDirectionBits

## mPORTBReadDirectionBits

## mPORTCReadDirectionBits

## mPORTDReadDirectionBits

## mPORTEReadDirectionBits

## mPORTFReadDirectionBits

## mPORTGReadDirectionBits

---

**Description:** This macro provides the masked contents of TRISx register.

**Include:** plib.h

**Prototype:**

```
unsigned int mPORTAReadDirectionBits
(unsigned int _bits);
unsigned int mPORTBReadDirectionBits
(unsigned int _bits);
unsigned int mPORTCReadDirectionBits
(unsigned int _bits);
unsigned int mPORTDReadDirectionBits
(unsigned int _bits);
unsigned int mPORTEReadDirectionBits
(unsigned int _bits);
unsigned int mPORTFReadDirectionBits
(unsigned int _bits);
unsigned int mPORTGReadDirectionBits
(unsigned int _bits);
```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** The bit mask is bitwise AND'd with the contents of the TRISx register. See code example

**Source File:** None

**Code Example:**

```
/* get the configuration of bit 15 of TRISC */
config = mPORTCReadDirectionBits(BIT_15);
```

---

## PORTResetPins

---

**Description:** This function sets the specified pins to their reset state.

**Include:** plib.h



---

---

## PORTResetPins (Continued)

---

**Prototype:**      `void PORTResetPins (IoPortId portId, unsigned int _bits);`

**Arguments:**      *port*      This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*bits*      This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:**      None

**Remarks:**      See code example.

**Source File:**      port\_reset\_pins.c

**Code Example:**      `/* Reset port pins */  
PORTResetPins (IOPORT_A, BIT_0);`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 11.4 Port Pin Open Drain Macros

### Macros

*mPORTAOpenDrainOpen()* ...  
*mPORTGOpenDrainOpen()*  
*mPORTAOpenDrainClose()* ...  
*mPORTGOpenDrainClose()*

---

**mPORTAOpenDrainOpen**  
**mPORTBOpenDrainOpen**  
**mPORTCOpenDrainOpen**  
**mPORTDOpenDrainOpen**  
**mPORTEOpenDrainOpen**  
**mPORTFOpenDrainOpen**  
**mPORTGOpenDrainOpen**

---

**Description:** This macro enables the IO Port pin open drain feature.

**Include:** `plib.h`

**Prototype:**

```
void mPORTAOpenDrainOpen(unsigned int _bits);  
void mPORTBOpenDrainOpen(unsigned int _bits);  
void mPORTCOpenDrainOpen(unsigned int _bits);  
void mPORTDOpenDrainOpen(unsigned int _bits);  
void mPORTEOpenDrainOpen(unsigned int _bits);  
void mPORTFOpenDrainOpen(unsigned int _bits);  
void mPORTGOpenDrainOpen(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

```
BIT_0  
BIT_1  
BIT_2  
...  
BIT_15
```

**Return Value:** None

**Remarks:** To enable a specific IO pin as open-drain output, include its bit mask in the argument. If a mask bit is = '1', the corresponding TRISx bit is set = 0 (output) and corresponding IO pin open drain feature is enabled; if a mask bit = '0', the corresponding IO pin is not affected. See code example

**Source File:** None

**Code Example:**

```
/* enable open drain outputs PORTE<7:6> */  
mPORTEOpenDrainOpen(BIT_7 | BIT_6);
```

---

**mPORTAOpenDrainClose**  
**mPORTBOpenDrainClose**  
**mPORTCOpenDrainClose**  
**mPORTDOpenDrainClose**  
**mPORTEOpenDrainClose**  
**mPORTFOpenDrainClose**  
**mPORTGOpenDrainClose**

---

**Description:** This macro disables an IO Port pin open drain.

**Include:** plib.h

**Prototype:**

```

void mPORTAOpenDrainClose(unsigned int _bits);
void mPORTBOpenDrainClose(unsigned int _bits);
void mPORTCOpenDrainClose(unsigned int _bits);
void mPORTDOpenDrainClose(unsigned int _bits);
void mPORTEOpenDrainClose(unsigned int _bits);
void mPORTFOpenDrainClose(unsigned int _bits);
void mPORTGOpenDrainClose(unsigned int _bits);

```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```

BIT_0
BIT_1
BIT_2
...
BIT_15

```

**Return Value:** None

**Remarks:** To disable a specific IO pin open-drain output, include its bit mask in the argument. If a mask bit is = '1', the corresponding TRISx bit is set = 1 (input) and corresponding IO pin open drain feature is disabled; if a mask bit = '0', the corresponding IO pin is not affected. See code example.

**Source File:** None

**Code Example:**

```

/* disable open drain outputs PORTE<7:6> */
mPORTEOpenDrainClose(BIT_7 | BIT_6);

```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 11.5 Port Pin Change Notice and Weak Pullup Macros

### Macros

*mCNOpen()*  
*mCNClose()*  
*mCNEnable()*  
*ConfigIntCN()*  
*EnableCN0() ...*  
*EnableCN21()*  
*DisableCN0() ...*  
*DisableCN21()*  
*ConfigCNPullups()*

---

### **\*ConfigIntCN**

---

**Description:** This legacy macro sets the priority level for the Change Notice pins.

**Include:** `plib.h`

**Prototype:** `void ConfigIntCN(unsigned int _bits);`

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select only one mask from each of the two mask sets defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

#### CN Interrupt Enable/Disable

`CHANGE_INT_ON`  
`CHANGE_INT_OFF`

#### CN Interrupt Priority Bit Masks

`CHANGE_INT_PRI_0`  
`CHANGE_INT_PRI_1`  
`CHANGE_INT_PRI_2`  
`...`  
`CHANGE_INT_PRI_7`

**Return Value:** None

**Remarks:** Change notice interrupt flag is cleared, priority level is set and interrupt is enabled.

Note: Not all IO pins provide a change notice interrupt feature. Refer to the specific PIC32MX datasheet regarding the IO pins that support the change notice feature.

See code example.

**Source File:** None

**Code Example:**

```
/* enable pullups on change notice pins 5 and 4 */
ConfigIntCN(CHANGE_INT_ON | CHANGE_INT_PRI_2);
```

---

---

**\*EnableCN0**

**\*EnableCN1**

**\*EnableCN2**

. . .

**\*EnableCN21**

---

**Description:** These legacy macros enable individual interrupt on change pins.

**Include:** plib.h

**Prototype:**

```
void EnableCN0(void);  
void EnableCN1(void);  
void EnableCN2(void);  
...  
void EnableCN21(void);  
void EnableCN_ALL(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** Sets the corresponding bit in CNENSET register.  
Not all IO pins provide a interrupt on change notice feature. Refer to the device's datasheet regarding which IO pins provide interrupt on change notice. See code example.

**Source File:** None

**Code Example:**

```
/* enable change notice pins 5 and 4 */  
EnableCN4;  
EnableCN5;
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**\*DisableCN0**

**\*DisableCN1**

**\*DisableCN2**

. . .

**\*DisableCN21**

---

**Description:** These legacy macros disable individual interrupt on change pins.

**Include:** plib.h

**Prototype:**

```
void DisableCN0(void);  
void DisableCN1(void);  
void DisableCN2(void);  
...  
void DisableCN21(void);  
void DisbleCN_ALL(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** Sets the corresponding bit in CNENCLR register.  
Not all IO pins provide a interrupt on change notice feature. Refer to the device's datasheet regarding which IO pins provide interrupt on change notice. See code example.

**Source File:** None

**Code Example:**

```
/* disable on change notice pins 5 and 4 */  
DisableCN4;  
DisableCN5;
```

---

---

## **\*ConfigCNPullups**

---

**Description:** This legacy macro enables individual pin pullups.

**Include:** `plib.h`

**Prototype:** `void ConfigCNPullups(unsigned int _bits);`

**Arguments:** `_bits` This argument contains one or more bit masks, bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### CN Pullup Bit Masks

`CN0_PULLUP_ENABLE`

`CN1_PULLUP_ENABLE`

`CN2_PULLUP_ENABLE`

`...`

`CN21_PULLUP_ENABLE`

`CN_PULLUP_DISABLE_ALL`

**Return Value:** None

**Remarks:** Not all IO pins provide a interrupt on change pullup feature. Refer to the device's datasheet regarding which IO pins provide interrupt on change pullup. See code example.

**Source File:** None

**Code Example:**

```
/* enable pullups on change notice pins 10,11 */
ConfigCNPullups(CN10_PULLUP_ENABLE |
CN11_PULLUP_ENABLE);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mCNOpen

---

**Description:** This macro configures the change notice pins and the associated pullups.

**Include:** `plib.h`

**Prototype:** `void mCNOpen(unsigned int _config, unsigned int _pins, unsigned int _pullups);`

**Arguments:** `_config` This argument contains one or more bit masks bitwise OR'd together. Select only one mask from each of the three mask sets defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

CN module On/Off

`CN_ON`  
`CN_OFF`

CN debug freeze mode On/Off

`CN_FRZ_ON`  
`CN_FRZ_OFF`

CN idle mode On/Off

`CN_IDLE_CON`  
`CN_IDLE_STOP`

`_pins` This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit masks. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

CN Enable Pins

`CN0_ENABLE`  
`CN1_ENABLE`  
`CN2_ENABLE`  
...  
`CN21_ENABLE`  
`CN_DISABLE_ALL`

`_pullups` This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit masks. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

CN Enable Pullups

`CN0_PULLUP_ENABLE`  
`CN1_PULLUP_ENABLE`  
`CN2_PULLUP_ENABLE`  
...  
`CN21_PULLUP_ENABLE`  
`CN_PULLUP_DISABLE_ALL`

**Return Value:** None

**Notes:** An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.



---

---

## mCNOpen (Continued)

---

**Remarks:** Not all IO pins provide a interrupt on change pullup feature. Refer to the device's datasheet regarding which IO pins provide interrupt on change pullup.

**Note:** To prevent spurious change notice interrupts during configuration, it is recommended to disable vector interrupts prior to configuring the change notice module, read the corresponding ports to clear any mismatch condition, enable change notice interrupts then re-enable vector interrupts.

See code example.

**Source File:** None

**Code Example:**

```
#define CONFIG      (CN_ON | CN_IDLE_CON)
#define PINS        (CN15_ENABLE)
#define PULLUPS     (CN_PULLUP_DISABLE_ALL)
#define INTERRUPT   (CHANGE_INT_ON | CHANGE_INT_PRI_2)

/* STEP 1. disable multi-vector interrupts */
mINTDisableSystemMultiVectoredInt();

/* STEP 2. setup the change notice options */
mCNOpen(CONFIG, PINS, PULLUPS);

/* STEP 3. read port(s) to clear mismatch */
value = mPORTDRead();
...

/* STEP 4. clear change notice interrupt flag */
mCNIntEnable(INTERRUPT);

/* STEP 5. enable multi-vector interrupts */
INTEnableSystemMultiVectoredInt();
```

---

## mCNClose

---

**Description:** This macro enables the specified on interrupt change pin pullups.

**Include:** plib.h

**Prototype:** void mCNClose(void);

**Arguments:** None

**Return Value:** None

**Remarks:** See code example.

**Source File:** None

**Code Example:**

```
/* disable all change notice pins */
mCNClose();
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mCNEEnable

---

**Description:** This macro enables one or more change notice pins.

**Include:** `plib.h`

**Prototype:** `void mCNEEnable(unsigned int _bits);`

**Arguments:** `_bits` This argument contains one or more bit masks, bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### CN Enable Bit Masks

`CN0_ENABLE`

`CN1_ENABLE`

`CN2_ENABLE`

`...`

`CN21_ENABLE`

**Return Value:** None

**Remarks:** Not all IO pins provide a interrupt on change pullup feature. Refer to the device's datasheet regarding which IO pins provide interrupt on change pullup. See code example

**Source File:** None

**Code Example:**

```
/* enable pullups on change notice pins 5 and 4 */
mCNEEnable(CN2_ENABLE | CN7_ENABLE | CN10_ENABLE);
```

---

## 11.6 External Interrupt Pin Macros

### Macros

*SetPriorityINT0()* ...  
*SetPriorityINT4()*  
*SetSubPriorityINT0()* ...  
*SetSubPriorityINT4()*  
*\*ConfigINT0()* ...  
*\*ConfigINT4()*  
*\*CloseINT0()* ...  
*\*CloseINT4()*  
*\*EnableINT0()* ...  
*\*EnableINT4()*  
*\*DisableINT0()* ...  
*\*DisableINT4()*

---

### **\*ConfigINT0**

### **\*ConfigINT1**

### **\*ConfigINT2**

### **\*ConfigINT3**

### **\*ConfigINT4**

---

**Description:** These legacy macros configure the external interrupts

**Include:** plib.h

**Prototype:**

```
void ConfigInt0(unsigned int _bits);  
void ConfigInt1(unsigned int _bits);  
void ConfigInt2(unsigned int _bits);  
void ConfigInt3(unsigned int _bits);  
void ConfigInt4(unsigned int _bits);
```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select only one mask from each of the three mask sets defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

#### External Interrupt Enable/Disable

EXT\_INT\_ENABLE  
EXT\_INT\_DISABLE

#### External Interrupt Edge Detect

RISING\_EDGE\_INT  
FALLING\_EDGE\_INT

#### CN Interrupt Priority Bit Masks

EXT\_INT\_PRI\_0  
EXT\_INT\_PRI\_1  
EXT\_INT\_PRI\_2  
...  
EXT\_INT\_PRI\_7

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## \*ConfigINT0

## \*ConfigINT1

## \*ConfigINT2

## \*ConfigINT3

## \*ConfigINT4 (Continued)

---

**Return Value:** None

**Remarks:** Clears corresponding interrupt flag, configures the interrupt priority, external pin edge detect (rise/fall) and enables/disables the interrupt. See code example.

**Source File:** None

**Code Example:**

```
/* configure external INT0 pin interrupt */
ConfigInt0(EXT_INT_ENABLE | RISING_EDGE_INT |
EXT_INT_PRI_2);
```

---

## \*EnableINT0

## \*EnableINT1

## \*EnableINT2

## \*EnableINT3

## \*EnableINT4

---

**Description:** These legacy macros enable the specified external interrupt.

**Include:** plib.h

**Prototype:**

```
void EnableInt0(void);
void EnableInt1(void);
void EnableInt2(void);
void EnableInt3(void);
void EnableInt4(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** See code example.

**Source File:** None

**Code Example:**

```
/* enable external INT4 pin interrupt */
EnableINT4;
```

---

---

## **\*DisableINT0**

## **\*DisableINT1**

## **\*DisableINT2**

## **\*DisableINT3**

## **\*DisableINT4**

---

**Description:** These legacy macros disable the specified external interrupt.

**Include:** plib.h

**Prototype:**

```
void DisableInt0(void);  
void DisableInt1(void);  
void DisableInt2(void);  
void DisableInt3(void);  
void DisableInt4(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** See code example.

**Source File:** None

**Code Example:**

```
/* disable external INT4 pin interrupt */  
DisableINT4;
```

---

## **\*CloseINT0**

## **\*CloseINT1**

## **\*CloseINT2**

## **\*CloseINT3**

## **\*CloseINT4**

---

**Description:** These legacy macros disable the specified external interrupt and clears interrupt flag.

**Include:** plib.h

**Prototype:**

```
void CloseInt0(void);  
void CloseInt1(void);  
void CloseInt2(void);  
void CloseInt3(void);  
void CloseInt4(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** INTx interrupt is disabled and corresponding interrupt flag is cleared.

**Source File:** None

**Code Example:**

```
/* closes external INT4 pin interrupt */  
CloseINT4;
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**\*SetPriorityINT0**

**\*SetPriorityINT1**

**\*SetPriorityINT2**

**\*SetPriorityINT3**

**\*SetPriorityINT4**

---

**Description:** These legacy macros set the priority level for the specified external interrupt pin.

**Include:** plib.h

**Prototype:**

```
void SetPriorityInt0(unsigned int _bits);
void SetPriorityInt1(unsigned int _bits);
void SetPriorityInt2(unsigned int _bits);
void SetPriorityInt3(unsigned int _bits);
void SetPriorityInt4(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one bit mask. Select only one mask from the mask set defined below. **Note:** An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

External Interrupt Priority Bit Masks

```
EXT_INT_PRI_0
EXT_INT_PRI_1
EXT_INT_PRI_2
...
EXT_INT_PRI_7
```

**Return Value:** None

**Remarks:** See code example.

**Source File:** None

**Code Example:**

```
/* configure priority level 5 */
SetPriorityInt3(EXT_INT_PRI_5);
```

---

## SetSubPriorityINT0

## SetSubPriorityINT1

## SetSubPriorityINT2

## SetSubPriorityINT3

## SetSubPriorityINT4

---

**Description:** These macros set the sub-priority level for the specified external interrupt pin.

**Include:** `p1ib.h`

**Prototype:**

```
void SetSubPriorityINT0(unsigned int _bits);  
void SetSubPriorityINT1(unsigned int _bits);  
void SetSubPriorityINT2(unsigned int _bits);  
void SetSubPriorityINT3(unsigned int _bits);  
void SetSubPriorityINT4(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one bit mask. Select only one mask from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### External Interrupt Sub Priority Bit Masks

```
EXT_INT_SUB_PRI_0  
EXT_INT_SUB_PRI_1  
EXT_INT_SUB_PRI_2  
EXT_INT_SUB_PRI_3
```

**Return Value:** None

**Remarks:** See code example.

**Source File:** None

**Code Example:**

```
/* configure sub priority level 2 */  
SetSubPriorityInt0(EXT_INT_SUB_PRI_2);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 11.7 Port Input Functions and Macros

### Macros

*mPORTARead()* ...  
*mPORTGRead()*  
*mPORTAReadBits()* ...  
*mPORTGReadBits()*  
*mPORTAReadLatch()* ...  
*mPORTGReadLatch()*  
*mPORTAReadLatchBits()* ...  
*mPORTGReadLatchBits()*

### Functions

*PORTRead()*  
*PORTReadBits()*

---

### PORTRead

---

**Description:** This function reads and returns the contents of a specified PORT.

**Include:** `plib.h`

**Prototype:** `unsigned int PORTRead(IO_PORT_ID port);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

#### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

**Return Value:** unsigned int = value read from specified PORT register

**Remarks:**

**Source File:** `port_read_lib.c`

**Code Example:**

```
/* read PORT C */  
value = PORTRead(IOPORT_C);
```



---

---

## PORTReadBits

---

**Description:** This function reads and returns only the specified bits from a specified PORT.

**Include:** `p1ib.h`

**Prototype:** `unsigned int PORTReadBits(IO_PORT_ID port, unsigned int bits);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** unsigned int = value read from specified PORT register bitwise AND'd with *\_bits* parameter.

**Remarks:**

**Source File:** `port_read_bits_lib.c`

**Code Example:** `/* read PORT C */  
value = PORTReadBits(IOPORT_C, BIT_7 | BIT_6);`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**mPORTARead**  
**mPORTBRead**  
**mPORTCRead**  
**mPORTDRead**  
**mPORTERead**  
**mPORTFRead**  
**mPORTGRead**

---

**Description:** This macro provides the contents of PORTx register.

**Include:** plib.h

**Prototype:**

```
unsigned int mPORTARead(void);  
unsigned int mPORTBRead(void);  
unsigned int mPORTCRead(void);  
unsigned int mPORTDRead(void);  
unsigned int mPORTERead(void);  
unsigned int mPORTFRead(void);  
unsigned int mPORTGRead(void);
```

**Arguments:** None

**Return Value:** unsigned int = value read from specified PORTx register

**Remarks:** Same as reading the PORTx register. See code example

**Source File:** None

**Code Example:**

```
/* read PORT C */  
value = mPORTCRead();
```

---

---

**mPORTAReadBits**

**mPORTBReadBits**

**mPORTCReadBits**

**mPORTDReadBits**

**mPORTEReadBits**

**mPORTFReadBits**

**mPORTGReadBits**

---

**Description:** This macro provides the masked contents of PORTx register.

**Include:** plib.h

**Prototype:**

```
unsigned int mPORTAReadBits(unsigned int _bits);
unsigned int mPORTBReadBits(unsigned int _bits);
unsigned int mPORTCReadBits(unsigned int _bits);
unsigned int mPORTDReadBits(unsigned int _bits);
unsigned int mPORTEReadBits(unsigned int _bits);
unsigned int mPORTFReadBits(unsigned int _bits);
unsigned int mPORTGReadBits(unsigned int _bits);
```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** The bit mask is bitwise AND'd with the contents of the PORTx register. See code example

**Source File:** None

**Code Example:**

```
/* read bits 12, 8, 7 of PORTB */
config = mPORTBReadBits(BIT12 | BIT_8 | BIT_7);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**mPORTAReadLatch**

**mPORTBReadLatch**

**mPORTCReadLatch**

**mPORTDReadLatch**

**mPORTEReadLatch**

**mPORTFReadLatch**

**mPORTGReadLatch**

---

**Description:** This macro provides the contents of LATx register.

**Include:** plib.h

**Prototype:**

```
unsigned int mPORTAReadLatch(void);
unsigned int mPORTBReadLatch(void);
unsigned int mPORTCReadLatch(void);
unsigned int mPORTDReadLatch(void);
unsigned int mPORTEReadLatch(void);
unsigned int mPORTFReadLatch(void);
unsigned int mPORTGReadLatch(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** Same as reading the LATx register. See code example

**Source File:** None

**Code Example:**

```
/* read the value in LATA */
value = mPORTAReadLatch();
```

---

---

**mPORTAReadLatchBit**

**mPORTBReadLatchBit**

**mPORTCReadLatchBit**

**mPORTDReadLatchBit**

**mPORTEReadLatchBit**

**mPORTFReadLatchBit**

**mPORTGReadLatchBit**

---

**Description:** This macro provides the masked contents of LATx register.

**Include:** plib.h

**Prototype:**

```
unsigned int mPORTAReadLatchBit(unsigned int _bits);
unsigned int mPORTBReadLatchBit(unsigned int _bits);
unsigned int mPORTCReadLatchBit(unsigned int _bits);
unsigned int mPORTDReadLatchBit(unsigned int _bits);
unsigned int mPORTEReadLatchBit(unsigned int _bits);
unsigned int mPORTFReadLatchBit(unsigned int _bits);
unsigned int mPORTGReadLatchBit(unsigned int _bits);
```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** The bit mask is bitwise AND'd with the contents of the LATx register. See code example

**Source File:** None

**Code Example:**

```
/* get the state of bit15 of LATD */
config = mPORTDReadLatchBit(BIT_15);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 11.8 Port Output Functions and Macros

### Macros

*mPORTAWrite()* ...  
*mPORTGWrite()*  
*mPORTASetBits()* ...  
*mPORTGSetBits()*  
*mPORTAClearBits()* ...  
*mPORTGClearBits()*  
*mPORTAToggleBits()* ...  
*mPORTGToggleBits()*

### Functions

*PORTWrite()*  
*PORTSetBits()*  
*PORTClearBits()*  
*PORTToggleBits()*

---

### PORTWrite

---

**Description:** This function writes the specified value to the selected PORT register  
**Include:** `plib.h`  
**Prototype:** `void PORTWrite(IO_PORT_ID port, unsigned int bits);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

#### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

#### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** This function writes directly to the selected PORT register. In this way, all bits in the PORT register are affected.

**Source File:** `port_write_lib.c`

**Code Example:** `PORTWrite(IOPORT_B, BIT_5);`  
or  
`PORTWrite(IOPORT_B, 0xC4FF);`

---

---

## PORTSetBits

---

**Description:** This function sets the selected PORT pins.

**Include:** `plib.h`

**Prototype:** `void PORTSetBits(IO_PORT_ID port, unsigned int bits);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** This function writes to the corresponding PORTSET register. In this way, only those bits = '1' are SET. All other bits are not affected.

**Source File:** `port_set_bits_lib.c`

**Code Example:** `PORTSetBits(IOPORT_A, BIT_8 | BIT_7);`  
or  
`PORTSetBits(IOPORT_F, 0x05);`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## PORTClearBits

---

<b>Description:</b>	This function clears the selected PORT pins.	
<b>Include:</b>	plib.h	
<b>Prototype:</b>	void PORTWrite(IO_PORT_ID port, unsigned int bits);	
<b>Arguments:</b>	<i>port</i>	This argument is an IO_PORT_ID which specifies the desired port. Select only one mask from the mask set defined below.  <u>IO PORT ID</u> IOPORT_A IOPORT_B IOPORT_C IOPORT_D IOPORT_E IOPORT_F IOPORT_G
	<i>bits</i>	This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.  <u>IO Pin Bit Masks</u> BIT_0 BIT_1 BIT_2 ... BIT_15
<b>Return Value:</b>	None	
<b>Remarks:</b>	This function writes to the corresponding PORTCLR register. In this way, only those bits = '1' are CLEARED. All other bits are not affected.	
<b>Source File:</b>	port_clear_bits_lib.c	
<b>Code Example:</b>	PORTClearBits(IOPORT_C, BIT_2); or PORTClearBits(IOPORT_E, 0xFFFF);	



---

---

## PORTToggleBits

---

**Description:** This function toggles the selected PORT pins.

**Include:** `plib.h`

**Prototype:** `void PORTToggleBits(IO_PORT_ID port, unsigned int bits);`

**Arguments:** *port* This argument is an IO\_PORT\_ID which specifies the desired port. Select only one mask from the mask set defined below.

### IO PORT ID

IOPORT\_A  
IOPORT\_B  
IOPORT\_C  
IOPORT\_D  
IOPORT\_E  
IOPORT\_F  
IOPORT\_G

*bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

### IO Pin Bit Masks

BIT\_0  
BIT\_1  
BIT\_2  
...  
BIT\_15

**Return Value:** None

**Remarks:** This function writes to the corresponding PORTINV register. In this way, only those bits = '1' are TOGGLED. All other bits are not affected.

**Source File:** `port_toggle_bits_lib.c`

**Code Example:** `PORTToggleBits(IOPORT_B, BIT_0);`  
or  
`PORTToggleBits(IOPORT_G, 0x08);`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**mPORTAWrite**  
**mPORTBWrite**  
**mPORTCWrite**  
**mPORTDWrite**  
**mPORTEWrite**  
**mPORTFWrite**  
**mPORTGWrite**

---

**Description:** This macro writes a value to LATx register.

**Include:** plib.h

**Prototype:**

```
void mPORTAWrite(unsigned int _value);  
void mPORTBWrite(unsigned int _value);  
void mPORTCWrite(unsigned int _value);  
void mPORTDWrite(unsigned int _value);  
void mPORTEWrite(unsigned int _value);  
void mPORTFWrite(unsigned int _value);  
void mPORTGWrite(unsigned int _value);
```

**Arguments:** *\_value*

**Return Value:** None

**Remarks:** See code example

**Source File:** None

**Code Example:**

```
/* write a value to PORT C */  
mPORTCWrite(0x0055);
```

---

---

**mPORTAClearBits**

**mPORTBClearBits**

**mPORTCClearBits**

**mPORTDClearBits**

**mPORTEClearBits**

**mPORTFClearBits**

**mPORTGClearBits**

---

**Description:** This macro clears specified IO Port pins.

**Include:** plib.h

**Prototype:**

```
void mPORTAClearBits(unsigned int _bits);
void mPORTBClearBits(unsigned int _bits);
void mPORTCClearBits(unsigned int _bits);
void mPORTDClearBits(unsigned int _bits);
void mPORTEClearBits(unsigned int _bits);
void mPORTFClearBits(unsigned int _bits);
void mPORTGClearBits(unsigned int _bits);
```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** To clear a specific IO pin, include its bit mask in the argument. Argument is copied to the LATCLR<sub>x</sub> register. If a mask bit is = '1', the corresponding IO pin is driven = 0; if a mask bit = '0', the corresponding IO pin is not affected. See code example

**Source File:** None

**Code Example:**

```
/* Set IO pins PORTA<4,1:0> = 0 */
mPORTAClearBits(BIT_4 | BIT_1 | BIT_0);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

**mPORTASetBits**

**mPORTBSetBits**

**mPORTCSetBits**

**mPORTDSetBits**

**mPORTESetBits**

**mPORTFSetBits**

**mPORTGSetBits**

---

**Description:** This macro sets specified IO Port pins.

**Include:** `plib.h`

**Prototype:**

```
void mPORTASetBits(unsigned int _bits);
void mPORTBSetBits(unsigned int _bits);
void mPORTCSetBits(unsigned int _bits);
void mPORTDSetBits(unsigned int _bits);
void mPORTESetBits(unsigned int _bits);
void mPORTFSetBits(unsigned int _bits);
void mPORTGSetBits(unsigned int _bits);
```

**Arguments:** `_bits` This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** To set a specific IO pin, include its bit mask in the argument. Argument is copied to the LATSETx register. If a mask bit is = '1', the corresponding IO pin is driven = 1; if a mask bit = '0', the corresponding IO pin is not affected. See code example

**Source File:** None

**Code Example:**

```
/* Set IO pin PORTG<15> = 1 */
mPORTGSetBits(BIT_15);
```

---

**mPORTAToggleBits**  
**mPORTBToggleBits**  
**mPORTCToggleBits**  
**mPORTDToggleBits**  
**mPORTEToggleBits**  
**mPORTFToggleBits**  
**mPORTGToggleBits**

---

**Description:** This macro toggles specified IO Port pins.

**Include:** plib.h

**Prototype:**

```
void mPORTAToggleBits(unsigned int _bits);
void mPORTBToggleBits(unsigned int _bits);
void mPORTCToggleBits(unsigned int _bits);
void mPORTDToggleBits(unsigned int _bits);
void mPORTEToggleBits(unsigned int _bits);
void mPORTFToggleBits(unsigned int _bits);
void mPORTGToggleBits(unsigned int _bits);
```

**Arguments:** *\_bits* This argument contains one or more bit masks bitwise OR'd together. Select one or more masks from the mask set defined below. Note: An absent mask symbol assumes corresponding bit(s) are disabled, or default value, and will be set = 0.

IO Pin Bit Masks

```
BIT_0
BIT_1
BIT_2
...
BIT_15
```

**Return Value:** None

**Remarks:** To toggle a specific IO pin, include its bit mask in the argument. Argument is copied to the LATINVx register. If a mask bit is = '1', the corresponding IO pin is toggles the current state of the IO pin; if a mask bit = '0', the corresponding IO pin is not affected. See code example

**Source File:** None

**Code Example:**

```
/* Toggle PORTB<2:1> */
mPORTBToggleBits(BIT_2 | BIT_1);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 11.9 JTAG Port Macros

### Macros

*mJTAGPortEnable()*

---

### **mJTAGPortEnable**

---

<b>Description:</b>	This macro enables/disables the JTAG pins.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mJTAGPortEnable(unsigned int _enable);
<b>Arguments:</b>	<div><i>_enable</i>  <u>JTAGPortEnable Bit Masks</u> DEBUG_JTAGPORT_ON DEBUG_JTAGPORT_OFF</div>
<b>Return Value:</b>	None
<b>Remarks:</b>	See code example.
<b>Source File:</b>	None
<b>Code Example:</b>	<pre>/* disable the JTAG Port */ mJTAGPortEnable(0);</pre>

---

**Note:** JTAG program/debug port is multiplexed with port pins RA0, RA1, RA4 and RA5 on 100-pin devices, port pins RB10, RB11, RB12 and RB13 on 64-pin devices. At power-on-reset, these pins are controlled by the JTAG port. To use these pins for general purpose I/O, the user's application code must clear JTAGEN (DDPCON<3>) bit = 0. To use these pins for JTAG program/debug, the user's application code must maintain JTAGEN bit = 1.

---

## 11.10 Example Code: PORT Pin Configuration with Change Notice Interrupts

The following code example illustrates PORT pin and Change Notice configuration.

```
#include <plib.h>

/* set the configuration fuse bits in software */
#pragma config FNOSC = FRCPLL, FPLLMUL = MUL_20
#pragma config FPLLLODIV = DIV_1, FPBDIV = DIV_1
#pragma config POSCMOD = OFF, FWDTEN = OFF

#define CONFIG          (CN_ON | CN_IDLE_CON)
#define PINS            (CN15_ENABLE)
#define PULLUPS         (CN_PULLUP_DISABLE_ALL)
#define INTERRUPT       (CHANGE_INT_ON | CHANGE_INT_PRI_2)

int main(void)
{
    unsigned short value;

    // STEP 1. configure the wait states and peripheral bus clock
    SYSTEMConfigPerformance(80000000);

    // STEP 2. configure the port registers
    PORTSetPinsDigitalOut(IOPORT_A, BIT_3);
    PORTSetPinsDigitalIn(IOPORT_D, BIT_6);

    // STEP 3. initialize the port pin states = outputs low
    mPORTAClearBits(BIT_3);

    // STEP 4. setup the change notice options
    mCNOpen(CONFIG, PINS, PULLUPS);

    // STEP 5. read port(s) to clear mismatch on change notice pins
    value = mPORTDRead();

    // STEP 6. set CN priority (clears change notice interrupt flag)
    ConfigIntCN(INTERRUPT);

    // STEP 7. enable multi-vector interrupts
    INTEnableSystemMultiVectoredInt();

    while(1);
}

void __ISR(_CHANGE_NOTICE_VECTOR, ipl2) ChangeNotice_Handler(void)
{
    // clear the mismatch condition
    mPORTDRead();

    // clear the interrupt flag
    mCNClearIntFlag();

    // toggle the led
    mPORTAToggleBits(BIT_3);    // BIT_3 = TOGGLE
}
```





---

---

## 12.0 TIMER FUNCTIONS

The 32-bit TIMER Peripheral Library consists of simple, code efficient macros and functions supporting the configuration and use of this peripheral.

### FUNCTION AND MACROS

The following function and macro features are available:

- CPU Core Timer Functions and Macros

OpenCoreTimer  
UpdateCoreTimer  
mConfigIntCoreTimer  
mEnableIntCoreTimer  
mDisableIntCoreTimer  
mSetPriorityIntCoreTimer  
ReadCoreTimer  
WriteCoreTimer

- General Purpose Timers Functions and Macros

OpenTimer  
CloseTimer  
ConfigIntTimer  
SetPriorityIntT  
DisableIntT  
EnableIntT  
ReadTimer  
WriteTimer  
ReadPeriod  
WritePeriod

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 12.1 CPU Core Timer Functions and Macros

### Macros

*mConfigIntCoreTimer()*  
*mEnableIntCoreTimer()*  
*mDisableIntCoreTimer()*  
*mSetPriorityIntCoreTimer()*

### Functions

*OpenCoreTimer()*  
*UpdateCoreTimer()*  
*ReadCoreTimer()*  
*WriteCoreTimer()*

---

### OpenCoreTimer

---

**Description:** This function configures the 32-bit CPU Core Timer registers.

**Include:** `plib.h`

**Prototype:** `void OpenCoreTimer(unsigned int compare);`

**Arguments:** *period* This argument contains a 32-bit period value for the CPU Core **Compare** register.

**Return Value:** None

**Remarks:** This function clears the CPU Core **Count** register, then loads the CPU Core **Compare** register with *period*.

**Source File:**

**Code Example:** `OpenCoreTimer(0x00004000);`

---

### UpdateCoreTimer

---

**Description:** This function updates the 32-bit CPU Core Compare register.

**Include:** `plib.h`

**Prototype:** `void UpdateCoreTimer(unsigned int period);`

**Arguments:** *period* This argument contains a 32-bit period value for the CPU Core **Compare** register.

**Return Value:** None

**Remarks:** This function adds *period* to the current value in the CPU Core **Compare** register, effectively creating the next period match.

Note: A simple method for creating periodic interrupts can be achieved by using the CPU Core Timer and an ISR (Interrupt Service Routine) that calls "UpdateCoreTimer()" to update the Core Compare value.

See Core Timer code example at the end of this chapter.

**Source File:**

---

---

## UpdateCoreTimer (Continued)

---

**Code Example:**

```
void _CoreTimerHandler(void)
{
    mCTClearIntFlag();
    UpdateCoreTimer(CORE_TIMER_PERIOD);

    // .. things to do .. add code here
}
```

---

## mConfigIntCoreTimer

---

**Description:** This function configures the 32-bit CPU Core Timer interrupt.

**Include:** plib.h

**Prototype:** void mConfigIntCoreTimer(*config*);

**Arguments:** *config* This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit masks. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

Core Timer On/Off

CT\_INT\_ON

CT\_INT\_OFF

Core Timer Priority Interrupt Level

CT\_INT\_PRIOR\_7

CT\_INT\_PRIOR\_6

CT\_INT\_PRIOR\_5

CT\_INT\_PRIOR\_4

CT\_INT\_PRIOR\_3

CT\_INT\_PRIOR\_2

CT\_INT\_PRIOR\_1

CT\_INT\_PRIOR\_0

Core Timer Sub-Priority Interrupt Level

CT\_INT\_SUB\_PRIOR\_3

CT\_INT\_SUB\_PRIOR\_2

CT\_INT\_SUB\_PRIOR\_1

CT\_INT\_SUB\_PRIOR\_0

**Return Value:** None

**Remarks:** This macro clears the Core Timer interrupt flag, sets the priority and sub-priority interrupt level then enables the Core Timer interrupt.

**Source File:**

**Code Example:** mConfigIntCoreTimer(CT\_INT\_ON | CT\_INT\_PRIOR\_4);

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mEnableIntCoreTimer

---

**Description:** This macro enables the 32-bit CPU Core Timer interrupt.

**Include:** `plib.h`

**Prototype:** `mEnableIntCoreTimer();`

**Arguments:** None

**Return Value:** None

**Remarks:**

**Source File:**

**Code Example:** `mEnableIntCoreTimer();`

---

## mDisableIntCoreTimer

---

**Description:** This macro disables the 32-bit CPU Core Timer interrupt.

**Include:** `plib.h`

**Prototype:** `void mDisableIntCoreTimer(void);`

**Arguments:** None

**Return Value:** None

**Remarks:**

**Source File:**

**Code Example:** `mDisableIntCoreTimer();`

---

---

## mSetPriorityIntCoreTimer

---

**Description:** This macro sets the 32-bit CPU Core Timer interrupt priority.

**Include:** `plib.h`

**Prototype:** `void mCTSetIntPriority(unsigned int priority);`

**Arguments:** *priority* This argument is the priority value for the CPU Core Timer interrupt level.

### Core Timer Priority Interrupt Levels

CT\_INT\_PRIOR\_7  
CT\_INT\_PRIOR\_6  
CT\_INT\_PRIOR\_5  
CT\_INT\_PRIOR\_4  
CT\_INT\_PRIOR\_3  
CT\_INT\_PRIOR\_2  
CT\_INT\_PRIOR\_1  
CT\_INT\_PRIOR\_0

**Return Value:** None

**Remarks:** This function modifies the previously set priority without any need to specify other parameters.

**Source File:**

**Code Example:** `mCTSetIntPriority(CT_INT_PRIOR_2);`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## ReadCoreTimer

---

**Description:** This function returns the 32-bit CPU Core Timer register value.

**Include:** `plib.h`

**Prototype:** `unsigned int ReadCoreTimer(void);`

**Arguments:** None

**Return Value:** 32-bit Core Timer value.

**Remarks:**

**Source File:**

**Code Example:**

```
unsigned int t0;
t0 = ReadCoreTimer();
```

---

## WriteCoreTimer

---

**Description:** This function writes a 32-bit value to the CPU Core Timer register.

**Include:** `plib.h`

**Prototype:** `void WriteCoreTimer(unsigned int timer);`

**Arguments:** *period* This argument is the 32-bit *period* value written to the CPU Core **Timer** register.

**Return Value:** None

**Remarks:** This function writes value *timer* to the Core **Timer** register.

**Source File:**

**Code Example:** `WriteCoreTimer(0x12345678);`

---

---

## 12.2 General Purpose Timers Functions and Macros

<i>OpenTimer1()</i> ... <i>5()</i>	<i>EnableIntT1()</i> ... <i>5()</i>
<i>OpenTimer23()</i>	<i>EnableIntT23()</i>
<i>OpenTimer45()</i>	<i>EnableIntT45()</i>
<i>CloseTimer1()</i> ... <i>5()</i>	<i>ReadTimer1()</i> ... <i>5()</i>
<i>CloseTimer23()</i>	<i>ReadTimer23()</i>
<i>CloseTimer45()</i>	<i>ReadTimer45()</i>
<i>ConfigIntTimer1()</i> ... <i>5()</i>	<i>WriteTimer1()</i> ... <i>5()</i>
<i>ConfigIntTimer23()</i>	<i>WriteTimer23()</i>
<i>ConfigIntTimer45()</i>	<i>WriteTimer45()</i>
<i>SetPriorityIntT1()</i> ... <i>5()</i>	<i>ReadPeriod1()</i> ... <i>5()</i>
<i>SetPriorityIntT23()</i>	<i>ReadPeriod23()</i>
<i>SetPriorityIntT45()</i>	<i>ReadPeriod45()</i>
<i>DisableIntT1()</i> ... <i>5()</i>	
<i>DisableIntT23()</i>	
<i>DisableIntT45()</i>	

---

### OpenTimer1 OpenTimer2 OpenTimer3 OpenTimer4 OpenTimer5

---

**Description:** This macro configures the 16-bit timer module.

**Include:** `plib.h`

**Prototype:**

```
void OpenTimer1(unsigned int config,  
                unsigned int period);  
void OpenTimer2(unsigned int config,  
                unsigned int period);  
void OpenTimer3(unsigned int config,  
                unsigned int period);  
void OpenTimer4(unsigned int config,  
                unsigned int period);  
void OpenTimer5(unsigned int config,  
                unsigned int period);
```

**Arguments:** `config` This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask.  
Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

---

**Note 1:** Use with Timer1 only

# 32-BIT LANGUAGE TOOLS LIBRARIES

OpenTimer1  
OpenTimer2  
OpenTimer3  
OpenTimer4  
OpenTimer5 (Continued)

---

## Timer Module On/Off

Tx\_ON

Tx\_OFF

(These bit fields are mutually exclusive)

## Asynchronous Timer Write Disable<sup>(1)</sup>

T1\_TWDIS\_ON

T1\_TWDIS\_OFF

(These bit fields are mutually exclusive)

## Timer Module Idle mode On/Off

Tx\_IDLE\_CON

Tx\_IDLE\_STOP

(These bit fields are mutually exclusive)

## Timer Gate time accumulation enable

Tx\_GATE\_ON

Tx\_GATE\_OFF

(These bit fields are mutually exclusive)

## Timer Prescaler<sup>(1)</sup>

T1\_PS\_1\_1

T1\_PS\_1\_8

T1\_PS\_1\_64

T1\_PS\_1\_256

## Timer Prescaler

Tx\_PS\_1\_1

Tx\_PS\_1\_2

Tx\_PS\_1\_4

Tx\_PS\_1\_8

Tx\_PS\_1\_16

Tx\_PS\_1\_32

Tx\_PS\_1\_64

Tx\_PS\_1\_256

(These bit fields are mutually exclusive)

## Timer Synchronous clock enable<sup>(1)</sup>

T1\_SYNC\_EXT\_ON

T1\_SYNC\_EXT\_OFF

(These bit fields are mutually exclusive)

## Timer Clock source

Tx\_SOURCE\_EXT

Tx\_SOURCE\_INT

(These bit fields are mutually exclusive)

*period* This argument contains the 16-bit period value for the Timer.

**Return Value:** None

**Remarks:** This macro clears the TMRx register, writes *period* to the PRx register and writes *config* to the TxCON register

**Source File:**

---

**Note 1:** Use with Timer1 only



---

---

**OpenTimer1**  
**OpenTimer2**  
**OpenTimer3**  
**OpenTimer4**  
**OpenTimer5 (Continued)**

---

**Code Example:**     /\* Enable timer1; external clock source;  
                          synchronized timer; prescaler 1:8; load 0xFFFF in  
                          period register PR1 \*/  
  
                      OpenTimer1(T1\_ON | T1\_SOURCE\_EXT | T1\_SYNC\_EXT\_ON |  
                                  T1\_PS\_1\_8, 0xFFFF);

---

**Note 1:** Use with Timer1 only

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## OpenTimer23

## OpenTimer45

---

**Description:** This function configures Timer2 and Timer3 pair or Timer4 and Timer5 pair as 32-bit timers.

**Include:** `plib.h`

**Prototype:**

```
void OpenTimer23(unsigned int config,
                unsigned long period);
void OpenTimer45(unsigned int config,
                unsigned long period);
```

**Arguments:** *config* This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask.  
Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

Note: Replace bits masks using 'x' with:

'23' for OpenTimer23

'45' for OpenTimer45.

### Timer module On/Off

`Tx_ON`

`Tx_OFF`

(These bit fields are mutually exclusive)

### Timer Module Idle mode On/Off

`Tx_IDLE_CON`

`Tx_IDLE_STOP`

(These bit fields are mutually exclusive)

### Timer Gate time accumulation enable

`Tx_GATE_ON`

`Tx_GATE_OFF`

(These bit fields are mutually exclusive)

### Timer prescaler

`Tx_PS_1_1`

`Tx_PS_1_2`

`Tx_PS_1_4`

`Tx_PS_1_8`

`Tx_PS_1_16`

`Tx_PS_1_32`

`Tx_PS_1_64`

`Tx_PS_1_256`

(These bit fields are mutually exclusive)

### 32-bit Timer Mode enable

`Tx_32BIT_MODE_ON`

`Tx_32BIT_MODE_OFF`

(These bit fields are mutually exclusive)

### Timer clock source

`Tx_SOURCE_EXT`

`Tx_SOURCE_INT`

(These bit fields are mutually exclusive)

*period* This contains the period match value to be stored into the 32-bit PR register.

**Return Value:** None

---

---

## OpenTimer23

## OpenTimer45 (Continued)

---

**Remarks:** OpenTimer23() clears the TMR23 register pair, writes *period* to the PR23 register pair and writes *config* to the T2CON register.

Note: This macro also sets the T2CON<T32> bit = 1.

OpenTimer45() clears TMR45 register pair, writes *period* to the PR45 register pair and writes *config* to the T4CON register.

Note: This macro also sets the T4CON<T32> bit = 1.

**Source File:**

**Code Example:**

```
/* Enable timer pair timer2/timer3; prescaler 1:256;
set 0x00A00000 as the period */
```

```
OpenTimer23(T23_ON | T23_PS_1_256 |
T23_32BIT_MODE_ON, 0x00A00000);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## CloseTimer1 CloseTimer2 CloseTimer3 CloseTimer4 CloseTimer5

---

**Description:** This macro turns off the 16-bit timer module.

**Include:** `plib.h`

**Prototype:**

```
void CloseTimer1(void);  
void CloseTimer2(void);  
void CloseTimer3(void);  
void CloseTimer4(void);  
void CloseTimer5(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** CloseTimer() disables clears the appropriate TxIE interrupt enable bit and clears all bits in the TxCON register.

**Source File:**

**Code Example:** `CloseTimer1();`

---

## Close23Timer Close45Timer

---

**Description:** This macro turns off the 32-bit timer module.

**Include:** `plib.h`

**Prototype:**

```
void CloseTimer23(void)  
void CloseTimer45(void)
```

**Arguments:** None

**Return Value:** None

**Remarks:** CloseTimer23() calls CloseTimer2() and Close Timer3().  
CloseTimer45() calls CloseTimer4() and Close Timer5().

**Source File:**

**Code Example:** `CloseTimer23();`

---

---

## ConfigIntTimer1

## ConfigIntTimer2

## ConfigIntTimer3

## ConfigIntTimer4

## ConfigIntTimer5

---

**Description:** This macro configures the 16-bit timer interrupt.

**Include:** `plib.h`

**Prototype:**

```
Void ConfigIntTimer1(unsigned int config);  
Void ConfigIntTimer2(unsigned int config);  
Void ConfigIntTimer3(unsigned int config);  
Void ConfigIntTimer4(unsigned int config);  
Void ConfigIntTimer5(unsigned int config);
```

**Arguments:** *config* This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask.  
Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

Timer interrupt enable/disable

`Tx_INT_ON`

`Tx_INT_OFF`

(These bit fields are mutually exclusive)

Timer interrupt priorities

`Tx_INT_PRIOR_7`

`Tx_INT_PRIOR_6`

`Tx_INT_PRIOR_5`

`Tx_INT_PRIOR_4`

`Tx_INT_PRIOR_3`

`Tx_INT_PRIOR_2`

`Tx_INT_PRIOR_1`

`Tx_INT_PRIOR_0`

(These bit fields are mutually exclusive)

Timer interrupt sub- priorities

`Tx_INT_SUB_PRIOR_3`

`Tx_INT_SUB_PRIOR_2`

`Tx_INT_SUB_PRIOR_1`

`Tx_INT_SUB_PRIOR_0`

(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** This macro configures the Timer interrupt.

**Source File:**

**Code Example:** `/* Timer 1; Enable Timer, & set priority level 2 */`

```
ConfigIntTimer1(T1_INT_ON | T1_INT_PRIOR_2);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## ConfigIntTimer23 ConfigIntTimer45

---

**Description:** This macro configures the 32-bit timer interrupt.

**Include:** `plib.h`

**Prototype:** `void ConfigIntTimer23(unsigned int config);`  
`void ConfigIntTimer45(unsigned int config);`

**Arguments:** *config* This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask.  
Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

Note: use the following replacements for 'x':  
23 for ConfigIntTimer23();  
45 for ConfigIntTimer45().

### Timer interrupt enable/disable

`Tx_INT_ON`  
`Tx_INT_OFF`  
(These bit fields are mutually exclusive)

### Timer interrupt priorities

`Tx_INT_PRIOR_7`  
`Tx_INT_PRIOR_6`  
`Tx_INT_PRIOR_5`  
`Tx_INT_PRIOR_4`  
`Tx_INT_PRIOR_3`  
`Tx_INT_PRIOR_2`  
`Tx_INT_PRIOR_1`  
`Tx_INT_PRIOR_0`  
(These bit fields are mutually exclusive)

### Timer interrupt sub- priorities

`Tx_INT_SUB_PRIOR_3`  
`Tx_INT_SUB_PRIOR_2`  
`Tx_INT_SUB_PRIOR_1`  
`Tx_INT_SUB_PRIOR_0`  
(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** ConfigIntTimer23() configures Timer3 interrupt.  
ConfigIntTimer45() configures Timer5 interrupt.

**Source File:**

**Code Example:** `/* Set Timer45 interrupt priority = 3, sub = 2 */`  
  
`ConfigIntTimer45(T45_INT_ON | T45_INT_PRIOR_3 |`  
`T45_INT_SUB_PRIOR_2);`

---



---

**SetPriorityIntT1**  
**SetPriorityIntT2**  
**SetPriorityIntT3**  
**SetPriorityIntT4**  
**SetPriorityIntT5**

---

**Description:** This macro configures the a timer's interrupt priority.

**Include:** `plib.h`

**Prototype:**

```
Void SetPriorityIntT1(unsigned int config);
Void SetPriorityIntT2(unsigned int config);
Void SetPriorityIntT3(unsigned int config);
Void SetPriorityIntT4(unsigned int config);
Void SetPriorityIntT5(unsigned int config);
```

**Arguments:** *config* This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask.  
Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

Timer interrupt priorities

```
Tx_INT_PRIOR_7
Tx_INT_PRIOR_6
Tx_INT_PRIOR_5
Tx_INT_PRIOR_4
Tx_INT_PRIOR_3
Tx_INT_PRIOR_2
Tx_INT_PRIOR_1
Tx_INT_PRIOR_0
(These bit fields are mutually exclusive)
```

**Return Value:** None

**Remarks:** This macro configures the appropriate TxIP interrupt priority bits.

**Source File:**

**Code Example:**

```
/* Set Timer3 interrupt priority = 2*/

SetPriorityIntT3(T3_INT_PRIOR_2);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## SetPriorityIntT23

## SetPriorityIntT45

---

**Description:** This macro configures the a timer's interrupt priority.

**Include:** `plib.h`

**Prototype:** `Void SetPriorityIntT23(unsigned int config);`  
`Void SetPriorityIntT45(unsigned int config);`

**Arguments:** *config* This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask.  
Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

Note: use the following replacements for 'x':  
23 for SetPriorityIntT23();  
45 for SetPriorityIntT45().

### Timer interrupt priorities

`Tx_INT_PRIOR_7`  
`Tx_INT_PRIOR_6`  
`Tx_INT_PRIOR_5`  
`Tx_INT_PRIOR_4`  
`Tx_INT_PRIOR_3`  
`Tx_INT_PRIOR_2`  
`Tx_INT_PRIOR_1`  
`Tx_INT_PRIOR_0`  
(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** SetPriorityIntT23() configures Timer3 interrupt.  
SetPriorityIntT45() configures Timer5 interrupt.

**Source File:**

**Code Example:** `/* Set Timer23 interrupt priority = 2*/`  
  
`SetPriorityIntT23(T23_INT_PRIOR_2);`



---

**DisableIntT1**  
**DisableIntT2**  
**DisableIntT3**  
**DisableIntT4**  
**DisableIntT5**

---

**Description:** This macro disables the a timer's interrupt.

**Include:** `plib.h`

**Prototype:**

```
Void DisableIntT1(void);  
Void DisableIntT2(void);  
Void DisableIntT3(void);  
Void DisableIntT4(void);  
Void DisableIntT5(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** This macro clears the appropriate TxIE interrupt enable bit.

**Source File:**

**Code Example:**

```
/* Disable Timer4 interrupt */  
  
DisableIntT4();
```

---

**DisableIntT23**  
**DisableIntT45**

---

**Description:** This macro disables the a timer's interrupt.

**Include:** `plib.h`

**Prototype:**

```
Void DisableIntT23(void);  
Void DisableIntT45(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** DisableIntT23() clears the T3IE interrupt enable bit.  
DisableIntT45() clears the T5IE interrupt enable bit.

**Source File:**

**Code Example:**

```
/* Disable Timer45 interrupt */  
  
DisableIntT45();
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## EnableIntT1 EnableIntT2 EnableIntT3 EnableIntT4 EnableIntT5

---

**Description:** This macro enables the a timer's interrupt.

**Include:** `plib.h`

**Prototype:**  
`Void EnableIntT1(void);`  
`Void EnableIntT2(void);`  
`Void EnableIntT3(void);`  
`Void EnableIntT4(void);`  
`Void EnableIntT5(void);`

**Arguments:** None

**Return Value:** None

**Remarks:** This macro sets the appropriate TxIE interrupt enable bit.

**Source File:**

**Code Example:** `/* Enable Timer4 interrupt */`  
  
`EnableIntT4();`

---

## EnableIntT23 EnableIntT45

---

**Description:** This macro enables the a timer's interrupt.

**Include:** `plib.h`

**Prototype:**  
`Void EnableIntT23(void);`  
`Void EnableIntT45(void);`

**Arguments:** None

**Return Value:** None

**Remarks:** `EnableIntT23()` sets the T3IE interrupt enable bit.  
`EnableIntT45()` sets the T5IE interrupt enable bit.

**Source File:**

**Code Example:** `/* Enable Timer45 interrupt */`  
  
`EnableIntT45();`

---

**ReadTimer1**  
**ReadTimer2**  
**ReadTimer3**  
**ReadTimer4**  
**ReadTimer5**

---

**Description:** This macro returns 16-bit timer value.

**Include:** `plib.h`

**Prototype:**  
`unsigned int ReadTimer1(void);`  
`unsigned int ReadTimer2(void);`  
`unsigned int ReadTimer3(void);`  
`unsigned int ReadTimer4(void);`  
`unsigned int ReadTimer5(void);`

**Arguments:** None

**Return Value:** 16-bit timer

**Remarks:** This macro returns the contents of the 16-bit timer module timer register.

**Source File:**

**Code Example:** `/* Read timer 4 */`  
  
`currentValue = ReadTimer4();`

---

**ReadTimer23**  
**ReadTimer45**

---

**Description:** This function returns 32-bit timer value.

**Include:** `plib.h`

**Prototype:**  
`unsigned int ReadTimer23(void);`  
`unsigned int ReadTimer45(void);`

**Arguments:** None

**Return Value:** 32-bit timer

**Remarks:** This function returns the contents of the 32-bit timer

**Source File:**

**Code Example:** `/* Read timer 45 */`  
  
`currentValue = ReadTimer45();`

---

**WriteTimer1**  
**WriteTimer2**  
**WriteTimer3**  
**WriteTimer4**  
**WriteTimer5**

---

**Description:** This function writes a 16-bit timer value.

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## WriteTimer1 WriteTimer2 WriteTimer3 WriteTimer4 WriteTimer5 (Continued)

---

**Include:** plib.h

**Prototype:**

```
void WriteTimer1(unsigned int);  
void WriteTimer2(unsigned int);  
void WriteTimer3(unsigned int);  
void WriteTimer4(unsigned int);  
void WriteTimer5(unsigned int);
```

**Arguments:** 16-bit timer value

**Return Value:** None

**Remarks:** This function loads given Timer with the value.

**Source File:**

**Code Example:**

```
/* Write timer 1 */  
  
WriteTimer1(0x0400);
```

---

## WriteTimer23 WriteTimer45

---

**Description:** This macro writes a 32-bit Timer value.

**Include:** plib.h

**Prototype:**

```
void WriteTimer23(unsigned int);  
void WriteTimer45(unsigned int);
```

**Arguments:** 32-bit timer value

**Return Value:** None

**Remarks:** This macro writes the 32-bit value into the TMR register pair.

**Source File:**

**Code Example:**

```
/* Write timer 45 */  
  
WriteTimer45(0x80000000);
```

---

## ReadPeriod1 ReadPeriod2 ReadPeriod3 ReadPeriod4 ReadPeriod5

---

**Description:** This macro returns 16-bit Period value.

**Include:** plib.h

---

---

## **ReadPeriod1**

## **ReadPeriod2**

## **ReadPeriod3**

## **ReadPeriod4**

## **ReadPeriod5 (Continued)**

---

**Prototype:**            unsigned int ReadPeriod1(void);  
                     unsigned int ReadPeriod2(void);  
                     unsigned int ReadPeriod3(void);  
                     unsigned int ReadPeriod4(void);  
                     unsigned int ReadPeriod5(void);

**Arguments:**            None

**Return Value:**        16-bit Period

**Remarks:**            This macro returns the contents of the 16-bit PR register.

**Source File:**

**Code Example:**        /\* Read Period 4 \*/  
  
                         currentValue = ReadPeriod4();

---

## **ReadPeriod23**

## **ReadPeriod45**

---

**Description:**        This macro returns 32-bit Period value.

**Include:**                plib.h

**Prototype:**            unsigned int ReadPeriod23(void);  
                     unsigned int ReadPeriod45(void);

**Arguments:**            None

**Return Value:**        32-bit Period

**Remarks:**            This function returns the contents of the 32-bit PR register pair

**Source File:**

**Code Example:**        /\* Read Period 45 \*/  
  
                         currentValue = ReadPeriod45();

---

## **WritePeriod1**

## **WritePeriod2**

## **WritePeriod3**

## **WritePeriod4**

## **WritePeriod5**

---

**Description:**        This macro writes a 16-bit Period value.

**Include:**                plib.h

---

**WritePeriod1**  
**WritePeriod2**  
**WritePeriod3**  
**WritePeriod4**  
**WritePeriod5 (Continued)**

---

**Prototype:**           void WritePeriod1(unsigned int);  
                  void WritePeriod2(unsigned int);  
                  void WritePeriod3(unsigned int);  
                  void WritePeriod4(unsigned int);  
                  void WritePeriod5(unsigned int);

**Arguments:**           16-bit Period value

**Return Value:**       None

**Remarks:**           This function loads Period register with the value.

**Source File:**

**Code Example:**       /\* Write Period 1 \*/  
  
                  WritePeriod1(0x0400);

---

**WritePeriod23**  
**WritePeriod45**

---

**Description:**       This macro writes a 32-bit Period value.

**Include:**           plib.h

**Prototype:**       void WritePeriod23(unsigned int);  
                  void WritePeriod45(unsigned int);

**Arguments:**       32-bit Period value

**Return Value:**       None

**Remarks:**       This macro writes the 32-bit *value* into the 32-bit Period register.

**Source File:**

**Code Example:**       /\* Write Period 45 \*/  
  
                  WritePeriod45(0xFFFFFFFF);

---

### 12.3 Example Code: Using Core Timer to generate periodic interrupt

The following code example illustrates the PIC32MX CPU Core Timer and ISR (Interrupt Service Routine) generating a 10 msec (100 tick / second) periodic interrupt.

Note: The PIC32MX CPU Core Timer **Compare** register must be updated with a new period match value after each match occurs. See function `UpdateCoreTimer()`.

A typical application is a kernel time tick for RTOS or simple scheduler.

```
#include <plib.h>

/* This example assumes the CPU Core is operating at 80MHz
   Note that Core Timer operates at FSYS/2 */

/* set the configuration fuse bits in software */
#pragma config FNOSC = FRCPLL, FPLLMUL = MUL_20
#pragma config FPLLLODIV = DIV_1, POSCMOD = OFF
#pragma config FWDTEN = OFF

#define FOSC                80000000
#define TICKS_PER_SEC       100
#define CORE_TICK_RATE      (FOSC/2/TICKS_PER_SEC)

int main(void)
{
    //~~~~~
    // STEP 1. configure the core timer
    OpenCoreTimer(CORE_TICK_RATE);
    //~~~~~
    // STEP 2. set core timer interrupt level = 2
    mConfigIntCoreTimer(CT_INT_ON | CT_INT_PRIOR_2);
    //~~~~~
    // STEP 3. enable multi-vector interrupts
    INTEnableSystemMultiVectoredInt();

    while(1)
    {
        //... do something useful here ...
    };
}

void __ISR(_CORE_TIMER_VECTOR, ipl2) _CoreTimerHandler(void)
{
    // clear the interrupt flag
    mCTClearIntFlag();
    // update the period
    UpdateCoreTimer(CORE_TICK_RATE);
}
```

## 12.4 Example Code: Using Timer 1 to generate periodic interrupt

The following code example illustrates a 16-bit Timer and ISR (Interrupt Service Routine) generating a 250 msec (4 tick / second) periodic interrupt.

Note: The PIC32MX peripheral timers do not require the period match value be reloaded after each match occurs.

```
#include <plib.h>

/* set the configuration fuse bits in software */
#pragma config FNOSC = FRCPLL, FLLMUL = MUL_20
#pragma config FPLLODIV = DIV_1, FPBDIV = DIV_8
#pragma config POSCMOD = OFF, FWDTEN = OFF

/* This example assumes the CPU Core is operating at 80MHz */
#define FOSC          80000000
#define PB_DIV        8
#define PRESCALE      256
#define TICKS_PER_SEC 4
#define T1_TICK_RATE  (FOSC/PB_DIV/PRESCALE/TICKS_PER_SEC)

int main(void)
{
    //~~~~~
    // STEP 1. configure the Timer1
    OpenTimer1(T1_ON | T1_SOURCE_INT | T1_PS_1_256, T1_TICK_RATE);

    //~~~~~
    // STEP 2. set the timer interrupt to priority level 2
    ConfigIntTimer1(T1_INT_ON | T1_INT_PRIOR_3);

    //~~~~~
    // STEP 3. enable multi-vector interrupts
    INTEnableSystemMultiVectoredInt();

    while(1)
    {
        //... do something useful here ...
    };
}

void __ISR(_TIMER_1_VECTOR, ipl3) Timer1Handler(void)
{
    // clear the interrupt flag
    mT1ClearIntFlag();

    // .. things to do ..
}
```



---

---

## 13.0 INPUT CAPTURE FUNCTIONS

This section contains a list of individual functions for Input Capture module and an example of use of the functions. Functions may be implemented as macros.

### 13.1 Individual Functions and Macros

---

**OpenCapture1**  
**OpenCapture2**  
**OpenCapture3**  
**OpenCapture4**  
**OpenCapture5**

---

**Description:** This function configures the Input Capture module.

**Include:** `plib.h`

**Prototype:**

```
void OpenCapture1(unsigned int config);  
void OpenCapture2(unsigned int config);  
void OpenCapture3(unsigned int config);  
void OpenCapture4(unsigned int config);  
void OpenCapture5(unsigned int config);
```

**Arguments:** *config* This contains the parameters to be configured in the ICxCON register as defined below:

On/Off Control

IC\_ON

IC\_OFF

(These bit fields are mutually exclusive)

Idle mode operation

IC\_IDLE\_CON

IC\_IDLE\_STOP

(These bit fields are mutually exclusive)

First Edge

IC\_FEDGE\_RISE

IC\_FEDGE\_FALL

(These bit fields are mutually exclusive)

32 Bit Mode

IC\_CAP\_32BIT

IC\_CAP\_16BIT (These bit fields are mutually exclusive)

Timer select

IC\_TIMER2\_SRC

IC\_TIMER3\_SRC

(These bit fields are mutually exclusive)

Captures per interrupt

IC\_INT\_4CAPTURE

IC\_INT\_3CAPTURE

IC\_INT\_2CAPTURE

IC\_INT\_1CAPTURE

(These bit fields are mutually exclusive)

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## OpenCapture1 (Continued)

OpenCapture2

OpenCapture3

OpenCapture4

OpenCapture5

---

### IC mode select

IC\_INTERRUPT

IC\_SP\_EVERY\_EDGE

IC\_EVERY\_16\_RISE\_EDGE

IC\_EVERY\_4\_RISE\_EDGE

IC\_EVERY\_RISE\_EDGE

IC\_EVERY\_FALL\_EDGE

IC\_EVERY\_EDGE

IC\_INPUTCAP\_OFF

(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** This function configures the Input Capture Module Control register (ICxCON).

**Code Example:**

```
OpenCapture1(IC_IDLE_CON & IC_TIMER2_SRC &
IC_INT_1CAPTURE & IC_EVERY_RISE_EDGE);
```

---

## CloseCapture1

CloseCapture2

CloseCapture3

CloseCapture4

CloseCapture5

---

**Description:** This function turns off the Input Capture module.

**Include:** `plib.h`

**Prototype:**

```
void CloseCapture1(void);
void CloseCapture2(void);
void CloseCapture3(void);
void CloseCapture4(void);
void CloseCapture5(void);
```

**Arguments:** None

**Return Value:** None

**Remarks:** This function disables the Input Capture interrupt and then turns off the module. The Interrupt Flag bit is also cleared.

**Code Example:**

```
CloseCapture1();
```

---

---



---

**ConfigIntCapture1**  
**ConfigIntCapture2**  
**ConfigIntCapture3**  
**ConfigIntCapture4**  
**ConfigIntCapture5**  
**ConfigIntCapture6**  
**ConfigIntCapture7**  
**ConfigIntCapture8**

---

<b>Description:</b>	This function configures the Input Capture interrupt.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void ConfigIntCapture1(unsigned int config); void ConfigIntCapture2(unsigned int config); void ConfigIntCapture3(unsigned int config); void ConfigIntCapture4(unsigned int config); void ConfigIntCapture5(unsigned int config);</pre>
<b>Arguments:</b>	<p><i>config</i> Input Capture interrupt priority and enable/disable information as defined below:</p> <p><u>Interrupt enable/disable</u></p> <p>IC_INT_ON  IC_INT_OFF  (These bit fields are mutually exclusive)</p> <p><u>Interrupt Priority</u></p> <p>IC_INT_PRIOR_0  IC_INT_PRIOR_1  IC_INT_PRIOR_2  IC_INT_PRIOR_3  IC_INT_PRIOR_4  IC_INT_PRIOR_5  IC_INT_PRIOR_6  IC_INT_PRIOR_7  (These bit fields are mutually exclusive)</p> <p><u>Interrupt Sub-Priority</u></p> <p>IC_INT_SUB_PRIOR_0  IC_INT_SUB_PRIOR_1  IC_INT_SUB_PRIOR_2  IC_INT_SUB_PRIOR_3  (These bit fields are mutually exclusive)</p>
<b>Return Value:</b>	None
<b>Remarks:</b>	This function clears the Interrupt Flag bit and then sets the interrupt priority and enables/disables the interrupt.
<b>Code Example:</b>	<pre>ConfigIntCapture1(IC_INT_ON   IC_INT_PRIOR_1   IC_INT_SUB_PRIOR_3);</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

**ReadCapture1**  
**ReadCapture2**  
**ReadCapture3**  
**ReadCapture4**  
**ReadCapture5**

---

<b>Description:</b>	This function reads all the pending Input Capture buffers.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<pre>void ReadCapture1(unsigned int *buffer); void ReadCapture2(unsigned int *buffer); void ReadCapture3(unsigned int *buffer); void ReadCapture4(unsigned int *buffer); void ReadCapture5(unsigned int *buffer);</pre>
<b>Arguments:</b>	<i>buffer</i> This is the pointer to the locations where the data read from the Input Capture buffers have to be stored.
<b>Return Value:</b>	None
<b>Remarks:</b>	This function reads all the pending Input Capture buffers until the buffers are empty indicated by the ICxCON<ICBNE> bit getting cleared.
<b>Code Example:</b>	<pre>unsigned int buffer[16]; ReadCapture1(buffer);</pre>

---

## 13.2 Individual Macros

---

### EnableIntIC1

### EnableIntIC2

### EnableIntIC3

### EnableIntIC4

### EnableIntIC5

---

<b>Description:</b>	This macro enables the interrupt on capture event.
<b>Include:</b>	<code>plib.h</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	This macro sets Input Capture Interrupt Enable bit of Interrupt Enable Control register.
<b>Code Example:</b>	<code>EnableIntIC1;</code>

---

### DisableIntIC1

### DisableIntIC2

### DisableIntIC3

### DisableIntIC4

### DisableIntIC5

---

<b>Description:</b>	This macro disables the interrupt on capture event.
<b>Include:</b>	<code>plib.h</code>
<b>Arguments:</b>	None
<b>Remarks:</b>	This macro clears Input Capture Interrupt Enable bit of Interrupt Enable Control register.
<b>Code Example:</b>	<code>DisableIntIC4;</code>

---

### SetPriorityIntIC1

### SetPriorityIntIC2

### SetPriorityIntIC3

### SetPriorityIntIC4

### SetPriorityIntIC5

---

<b>Description:</b>	This macro sets priority for input capture interrupt.
<b>Include:</b>	<code>plib.h</code>
<b>Arguments:</b>	<code>config</code> Input Capture interrupt priority information as defined below:  <u>Interrupt Priority</u> <code>IC_INT_PRIOR_0</code> <code>IC_INT_PRIOR_1</code> <code>IC_INT_PRIOR_2</code> <code>IC_INT_PRIOR_3</code> <code>IC_INT_PRIOR_4</code> <code>IC_INT_PRIOR_5</code> <code>IC_INT_PRIOR_6</code> <code>IC_INT_PRIOR_7</code> (These bit fields are mutually exclusive)

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## SetPriorityIntIC1 (Continued)

SetPriorityIntIC2

SetPriorityIntIC3

SetPriorityIntIC4

SetPriorityIntIC5

---

### Interrupt Sub-Priority

IC\_INT\_SUB\_PRIOR\_0

IC\_INT\_SUB\_PRIOR\_1

IC\_INT\_SUB\_PRIOR\_2

IC\_INT\_SUB\_PRIOR\_3

(These bit fields are mutually exclusive)

**Remarks:** This macro sets Input Capture Interrupt Priority bits of Interrupt Priority Control register.

**Code Example:**

```
SetPriorityIntIC4(IC_INT_PRIOR_5 |  
IC_INT_SUB_PRIOR_2);
```

---

mIC1CaptureReady()

mIC2CaptureReady()

mIC3CaptureReady()

mIC4CaptureReady()

mIC4CaptureReady()

---

**Description:** This macro returns true if one or more event is captured.

**Include:** plib.h

**Arguments:** None

**Remarks:**

**Code Example:**

```
if( mIC1CaptureReady() )  
    // we have capture(s) ready
```

---

mIC1ReadCapture()

mIC2ReadCapture()

mIC3ReadCapture()

mIC4ReadCapture()

mIC4ReadCapture()

---

**Description:** This macro returns one captured timer value.

**Include:** plib.h

**Arguments:** None

**Remarks:** The mICxCaptureReady provides a status if a new capture is available.

**Code Example:**

```
if( mIC1CaptureReady() )  
{  
    // we have capture(s) ready  
    capVal = mIC1ReadCapture();  
}
```

---

### 13.3 Example of Use

```
#include <plib.h>

#define FOSC          60E6
#define PB_DIV        8
#define PRESCALE      256
#define MSEC          10E-3
#define T1_TICK       (500 * MSEC * FOSC)/(PB_DIV * PRESCALE)

////////////////////////////////////////
////////////////////////////////////////
int main(void)
{
    unsigned int CaptureTime;

    //Clear interrupt flag
    mIC1ClearIntFlag();

    // Setup Timer 3
    OpenTimer3(T3_ON | T1_PS_1_256, T1_TICK);

    // Enable Input Capture Module 1
    // - Capture Every edge
    // - Enable capture interrupts
    // - Use Timer 3 source
    // - Capture rising edge first
    OpenCapture1( IC_EVERY_EDGE | IC_INT_1CAPTURE | IC_TIMER3_SRC |
    IC_FEDGE_RISE | IC_ON );

    // Wait for Capture events
    while( !mIC1CaptureReady() ) ;

    //Now Read the captured timer value
    while( mIC1CaptureReady() )
    {
        CaptureTime = mIC1ReadCapture();
        //process data
        // ...
    }

    CloseCapture1();
    CloseTimer3();

    while(1)
    {}
}
```





---

---

## 14.0 OUTPUT COMPARE FUNCTIONS

This section contains a list of individual functions for Output Compare module and an example of use of the functions. Functions may be implemented as macros.

### 14.1 Individual Functions

---

**CloseOC1**  
**CloseOC2**  
**CloseOC3**  
**CloseOC4**  
**CloseOC5**

---

<b>Description:</b>	This function turns off the Output Compare module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void CloseOC1(void); void CloseOC2(void); void CloseOC3(void); void CloseOC4(void); void CloseOC5(void);</pre>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This function disables the Output Compare interrupt and then turns off the module. The Interrupt Flag bit is also cleared.
<b>Source File:</b>	
<b>Code Example:</b>	<pre>CloseOC1();</pre>

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---

**ConfigIntOC1**  
**ConfigIntOC2**  
**ConfigIntOC3**  
**ConfigIntOC4**  
**ConfigIntOC5**

---

<b>Description:</b>	This function configures the Output Compare interrupt.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void ConfigIntOC1(unsigned int <i>config</i>); void ConfigIntOC2(unsigned int <i>config</i>); void ConfigIntOC3(unsigned int <i>config</i>); void ConfigIntOC4(unsigned int <i>config</i>); void ConfigIntOC5(unsigned int <i>config</i>);</pre>
<b>Arguments:</b>	<p><i>config</i> Output Compare interrupt priority and enable/disable information as defined below:</p> <p><u>Interrupt enable/disable</u></p> <p>OC_INT_ON OC_INT_OFF</p> <p><u>Interrupt Priority</u></p> <p>OC_INT_PRIOR_0 OC_INT_PRIOR_1 OC_INT_PRIOR_2 OC_INT_PRIOR_3 OC_INT_PRIOR_4 OC_INT_PRIOR_5 OC_INT_PRIOR_6 OC_INT_PRIOR_7</p> <p><u>Interrupt Sub-priority</u></p> <p>OC_INT_SUB_PRIOR_0 OC_INT_SUB_PRIOR_1 OC_INT_SUB_PRIOR_2 OC_INT_SUB_PRIOR_3</p>
<b>Return Value:</b>	None
<b>Remarks:</b>	This function clears the Interrupt Flag bit and then sets the interrupt priority and enables/disables the interrupt.
<b>Source File:</b>	
<b>Code Example:</b>	<pre>ConfigIntOC1(OC_INT_ON   OC_INT_PRIOR_2   OC_INT_SUB_PRIOR_2);</pre>

---



---

**OpenOC1**  
**OpenOC2**  
**OpenOC3**  
**OpenOC4**  
**OpenOC5**

---

<b>Description:</b>	This function configures the Output Compare module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre> void OpenOC1(unsigned int <i>config</i>,              unsigned int <i>value1</i>, unsigned int <i>value2</i>); void OpenOC2(unsigned int <i>config</i>,              unsigned int <i>value1</i>, unsigned int <i>value2</i>); void OpenOC3(unsigned int <i>config</i>,              unsigned int <i>value1</i>, unsigned int <i>value2</i>); void OpenOC4(unsigned int <i>config</i>,              unsigned int <i>value1</i>, unsigned int <i>value2</i>); void OpenOC5(unsigned int <i>config</i>,              unsigned int <i>value1</i>, unsigned int <i>value2</i>); </pre>
<b>Arguments:</b>	<p><i>config</i> This contains the parameters to be configured in the OCxCON register as defined below:</p> <p><u>Module on/off control</u></p> <p>OC_ON OC_OFF</p> <p><u>Idle mode operation</u></p> <p>OC_IDLE_STOP OC_IDLE_CON</p> <p><u>Timer width select</u></p> <p>OC_TIMER_MODE32 OC_TIMER_MODE16</p> <p><u>Clock select</u></p> <p>OC_TIMER2_SRC OC_TIMER3_SRC</p> <p><u>Output Compare modes of operation</u></p> <p>OC_PWM_FAULT_PIN_ENABLE OC_PWM_FAULT_PIN_DISABLE OC_CONTINUE_PULSE OC_SINGLE_PULSE OC_TOGGLE_PULSE OC_HIGH_LOW OC_LOW_HIGH OC_MODE_OFF</p> <p><i>value1</i> This contains the value to be stored into OCxRS Secondary Register.</p> <p><i>value2</i> This contains the value to be stored into OCxR Main Register.</p>
<b>Return Value:</b>	None

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---

---

## OpenOC1 (Continued)

OpenOC2

OpenOC3

OpenOC4

OpenOC5

---

### Remarks:

This function configures the Output Compare Module Control register (OCxCON) with the following parameters:  
Clock select, mode of operation, operation in Idle mode.  
It also configures the OCxRS and OCxR registers.

### Code Example:

```
OpenOC1(OC_ON | OC_TIMER2_SRC |  
OC_PWM_FAULT_PIN_ENABLE, 0x80, 0x60);
```

---

---

**ReadDCOC1PWM**  
**ReadDCOC2PWM**  
**ReadDCOC3PWM**  
**ReadDCOC4PWM**  
**ReadDCOC5PWM**

---

<b>Description:</b>	This function reads the duty cycle from the Output Compare Secondary register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>unsigned int ReadDCOC1PWM(void); unsigned int ReadDCOC2PWM(void); unsigned int ReadDCOC3PWM(void); unsigned int ReadDCOC4PWM(void); unsigned int ReadDCOC5PWM(void);</pre>
<b>Arguments:</b>	None
<b>Return Value:</b>	This function returns the content of OCxRS register when Output Compare module is in PWM mode. Else '-1' is returned
<b>Remarks:</b>	This function reads the duty cycle from the Output Compare Secondary register (OCxRS) when Output Compare module is in PWM mode. If not in PWM mode, the functions returns a value of '-1'.
<b>Code Example:</b>	<pre>unsigned int compare_reg; compare_reg = ReadDCOC1PWM();</pre>

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---

**ReadRegOC1**  
**ReadRegOC2**  
**ReadRegOC3**  
**ReadRegOC4**  
**ReadRegOC5**

---

<b>Description:</b>	This function reads the duty cycle registers when Output Compare module is not in PWM mode.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<pre>unsigned int ReadRegOC1(unsigned int reg); unsigned int ReadRegOC2(unsigned int reg); unsigned int ReadRegOC3(unsigned int reg); unsigned int ReadRegOC4(unsigned int reg); unsigned int ReadRegOC5(unsigned int reg);</pre>
<b>Arguments:</b>	<p><i>reg</i> This indicates if the read should happen from the main or secondary duty cycle registers of Output Compare module.</p> <p>If <i>reg</i> is '1', then the contents of Main Duty Cycle register (OCxR) is read.</p> <p>If <i>reg</i> is '0', then the contents of Secondary Duty Cycle register (OCxRS) is read.</p>
<b>Return Value:</b>	<p>If <i>reg</i> is '1', then the contents of Main Duty Cycle register (OCxR) is read.</p> <p>If <i>reg</i> is '0', then the contents of Secondary Duty Cycle register (OCxRS) is read.</p> <p>If Output Compare module is in PWM mode, '-1' is returned.</p>
<b>Remarks:</b>	The read of Duty Cycle register happens only when Output Compare module is not in PWM mode. Else, a value of '-1' is returned.
<b>Code Example:</b>	<pre>unsigned int dutycycle_reg; dutycycle_reg = ReadRegOC1(1);</pre>

---

---

**SetDCOC1PWM**  
**SetDCOC2PWM**  
**SetDCOC3PWM**  
**SetDCOC4PWM**  
**SetDCOC5PWM**

---

<b>Description:</b>	This function configures the Output Compare Secondary Duty Cycle register (OCxRS) when the module is in PWM mode.
<b>Include:</b>	outcompare.h
<b>Prototype:</b>	<pre>void SetDCOC1PWM(unsigned int <i>dutycycle</i>); void SetDCOC2PWM(unsigned int <i>dutycycle</i>); void SetDCOC3PWM(unsigned int <i>dutycycle</i>); void SetDCOC4PWM(unsigned int <i>dutycycle</i>); void SetDCOC5PWM(unsigned int <i>dutycycle</i>);</pre>
<b>Arguments:</b>	<i>dutycycle</i> This is the duty cycle value to be stored into Output Compare Secondary Duty Cycle register (OCxRS).
<b>Return Value:</b>	None
<b>Remarks:</b>	The Output Compare Secondary Duty Cycle register (OCxRS) will be configured with new value only if the module is in PWM mode.
<b>Code Example:</b>	<pre>SetDCOC1PWM(<i>dutycycle</i>);</pre>

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---

**SetPulseOC1**

**SetPulseOC2**

**SetPulseOC3**

**SetPulseOC4**

**SetPulseOC5**

---

**Description:** This function configures the Output Compare main and secondary registers (OCxR and OCxRS ) when the module is not in PWM mode.

**Include:** `plib.h`

**Prototype:**

```
void SetPulseOC1(unsigned int pulse_start,
                unsigned int pulse_stop);
void SetPulseOC2(unsigned int pulse_start,
                unsigned int pulse_stop);
void SetPulseOC3(unsigned int pulse_start,
                unsigned int pulse_stop);
void SetPulseOC4(unsigned int pulse_start,
                unsigned int pulse_stop);
void SetPulseOC5(unsigned int pulse_start,
                unsigned int pulse_stop);
```

**Arguments:** *pulse\_start* This is the value to be stored into Output Compare Main register (OCxR).

*pulse\_stop* This is the value to be stored into Output Compare Secondary register (OCxRS).

**Return Value:** None

**Remarks:** The Output Compare duty cycle registers (OCxR and OCxRS) will be configured with new values only if the module is not in PWM mode.

**Code Example:**

```
pulse_start = 0x40;
pulse_stop  = 0x60;
SetPulseOC1(pulse_start, pulse_stop);
```



---

---

## 14.2 Example of Use

```
#include <plib.h>

/* This is ISR corresponding to OC1 interrupt */
#pragma interrupt OC1Interrupt ipl2 vector 6
void OC1Interrupt(void)
{
    IFS0bits.OC1IF = 0;
}
int main(void)
{
    /* Holds the value at which OCx Pin to be driven high */
    unsigned int pulse_start ;
    /* Holds the value at which OCx Pin to be driven low */
    unsigned int pulse_stop;
    /* Turn off OC1 module */
    CloseOC1;
    /* Configure output compare1 interrupt */
    ConfigIntOC1(OC_INT_PRIOR_5 | EXT_INT_SUB_PRI_2);
    /* Configure OC1 module for required pulse width */
    pulse_start = 0x40;
    pulse_stop = 0x60;
    PR2 = 0x80 ;
    T2CON = 0x8000;
    /* Configure Output Compare module to 'initialise OCx pin
    low and generate continuous pulse'mode */
    OpenOC1(OC_IDLE_CON | OC_TIMER2_SRC |
            OC_CONTINUE_PULSE,
            pulse_stop, pulse_start);
    /* Generate continuous pulse till TMR2 reaches 0xff00 */
    while(TMR2<= 0xff00);
    asm("nop");
    CloseOC1;
    return 0;
}
```



---

---

## 15.0 SPI FUNCTIONS

This section provides a list and a description of the interface functions that are part of the SPI API Peripheral Library.

### 15.1 Open Functions

These functions deal with the initialization of the SPI channel.

---

#### OpenSPI1 OpenSPI2

---

<b>Description:</b>	These functions initialize and enable the SPI modules.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void OpenSPI1(unsigned int config1,                unsigned int config2); void OpenSPI2(unsigned int config1,                unsigned int config2);</pre>
<b>Arguments:</b>	<p><i>config1</i> This contains the parameters to be configured in the SPIxCON register as defined below:</p> <p><u>Framed SPI support Enable/Disable</u> FRAME_ENABLE_ON FRAME_ENABLE_OFF</p> <p><u>Frame Sync Pulse direction control</u> FRAME_SYNC_INPUT FRAME_SYNC_OUTPUT</p> <p><u>SDO Pin Control bit</u> DISABLE_SDO_PIN ENABLE_SDO_PIN</p> <p><u>Word/Byte Communication mode</u> SPI_MODE32_ON SPI_MODE32_OFF SPI_MODE16_ON SPI_MODE16_OFF SPI_MODE8_ON</p> <p><u>SPI Data Input Sample phase</u> SPI_SMP_ON SPI_SMP_OFF</p> <p><u>SPI Clock Edge Select</u> SPI_CKE_ON SPI_CKE_OFF</p> <p><u>SPI slave select enable</u> SLAVE_ENABLE_ON SLAVE_ENABLE_OFF</p> <p><u>SPI Clock polarity select</u> CLK_POL_ACTIVE_LOW CLK_POL_ACTIVE_HIGH</p> <p><u>SPI Mode Select bit</u> MASTER_ENABLE_ON MASTER_ENABLE_OFF</p>

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## OpenSPI1 (Continued) OpenSPI2

### Secondary Prescale select

SEC\_PRESCAL\_1\_1  
SEC\_PRESCAL\_2\_1  
SEC\_PRESCAL\_3\_1  
SEC\_PRESCAL\_4\_1  
SEC\_PRESCAL\_5\_1  
SEC\_PRESCAL\_6\_1  
SEC\_PRESCAL\_7\_1  
SEC\_PRESCAL\_8\_1

### Primary Prescale select

PRI\_PRESCAL\_1\_1  
PRI\_PRESCAL\_4\_1  
PRI\_PRESCAL\_16\_1  
PRI\_PRESCAL\_64\_1

*config2* This contains the parameters to be configured in the SPIxCON and SPIxSTAT registers as defined below:

### SPI Enable/Disable

SPI\_ENABLE  
SPI\_DISABLE

### SPI Operation in Debug Mode

SPI\_FRZ\_BREAK  
SPI\_FRZ\_CONTINUE

### SPI Idle mode operation

SPI\_IDLE\_CON  
SPI\_IDLE\_STOP

### Receive Overflow Flag bit

SPI\_RX\_OVERFLOW  
SPI\_RX\_OVERFLOW\_CLR

### Frame pulse polarity selection

FRAME\_POL\_ACTIVE\_HIGH  
FRAME\_POL\_ACTIVE\_LOW

### Frame pulse coincidence selection

FRAME\_SYNC\_EDGE\_COINCIDE  
FRAME\_SYNC\_EDGE\_PRECEDE

**Return Value:** None

**Remarks:**

1. SpiOpenConfig1::PPRE and SpiOpenConfig1::SPRE fields are use only for backward compatibility reasons only. They don't correspond to physical bits into the SPI control register.
2. When selecting the number of bits per character, MODE32 has the highest priority. If MODE32 is not set, then MODE16 selects the character width.
3. The format of configuration words is chosen for backward compatibility reasons. The config words don't reflect the actual register bits.

**Source File:** spi\_open\_spi1\_lib.c  
spi\_open\_spi2\_lib.c

**Code Example:** OpenSPI1(SPI\_MODE32\_ON|SPI\_SMP\_ON|MASTER\_ENABLE\_ON|SEC\_PRESCAL\_1\_1|PRI\_PRESCAL\_1\_1, SPI\_ENABLE);

## 15.2 Close Functions

These functions close an opened SPI channel

---

---

## CloseSPI1 CloseSPI2

---

**Description:** This routines disable the SPI modules and clear the interrupt bits.

**Include:** `plib.h`

**Prototype:** `void CloseSPI1(void);`  
`void CloseSPI2(void);`

**Arguments:** None

**Return Value:** None

**Remarks:** None

**Source File:** `plib.h`

**Code Example:** `CloseSPI1();`

### 15.3 Interrupt configuration Functions

These functions configure the interrupts for a SPI channel.

---

## ConfigIntSPI1 ConfigIntSPI2

---

**Description:** These functions configure Interrupt and set the Interrupt Priority.

**Include:** `plib.h`

**Prototype:** `void ConfigIntSPI1( unsigned int config);`  
`void ConfigIntSPI2( unsigned int config);`

**Arguments:** *config* This contains the interrupt parameters to be configured as defined below:

- SPI Fault Interrupt Enable/Disable  
`SPI_FAULT_INT_EN`  
`SPI_FAULT_INT_DIS`
- SPI Transmit Interrupt Enable/Disable  
`SPI_TX_INT_EN`  
`SPI_TX_INT_DIS`
- SPI Receive Interrupt Enable/Disable  
`SPI_RX_INT_EN`  
`SPI_RX_INT_DIS`
- SPI Interrupt Sub-priority  
`SPI_INT_SUB_PRI_0`  
`SPI_INT_SUB_PRI_1`  
`SPI_INT_SUB_PRI_2`  
`SPI_INT_SUB_PRI_3`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## ConfigIntSPI1 ConfigIntSPI2

---

### SPI Interrupt Priority

SPI\_INT\_PRI\_0  
SPI\_INT\_PRI\_1  
SPI\_INT\_PRI\_2  
SPI\_INT\_PRI\_3  
SPI\_INT\_PRI\_4  
SPI\_INT\_PRI\_5  
SPI\_INT\_PRI\_6  
SPI\_INT\_PRI\_7

**Return Value:** None  
**Remarks:** None  
**Source File:** plib.h  
**Code Example:**

```
ConfigIntSPI1(SPI_FAULT_INT_EN|SPI_RX_INT_EN|SPI_INT
_PRI_0|SPI_INT_SUB_PRI_2);
ConfigIntSPI2(SPI_FAULT_INT_EN|SPI_TX_INT_EN|SPI_INT
_PRI_4|SPI_INT_SUB_PRI_2);
```

---

## EnableIntSPI1 EnableIntSPI2

---

**Description:** These macros enable the receive and transmit interrupts for SPI 1 and 2  
**Include:** plib.h  
**Prototype:**

```
EnableIntSPI1
EnableIntSPI1
```

  
**Arguments:** None  
**Return Value:** None  
**Remarks:** None  
**Source File:** plib.h  
**Code Example:**

```
EnableIntSPI1;
EnableIntSPI2;
```

---

## DisableIntSPI1 DisableIntSPI2

---

**Description:** These macros disable the receive and transmit interrupts for SPI 1 and 2  
**Include:** plib.h  
**Prototype:**

```
DisableIntSPI1
DisableIntSPI2
```

  
**Arguments:** None  
**Return Value:** None  
**Remarks:** None  
**Source File:** plib.h

---

## DisableIntSPI1

## DisableIntSPI2

---

**Code Example:**     DisableIntSPI1;  
                      DisableIntSPI2;

---

## SetPriorityIntSPI1

## SetPriorityIntSPI2

---

**Description:**     These functions set the interrupt priority for SPI channel 1, 2.

**Include:**           plib.h

**Prototype:**        void SetPriorityIntSPI1(int priority);  
                      void SetPriorityIntSPI2(int priority);

**Arguments:**       priority- interrupt priority for the SPI channel:

SPI Interrupt Priority

SPI\_INT\_PRI\_0  
SPI\_INT\_PRI\_1  
SPI\_INT\_PRI\_2  
SPI\_INT\_PRI\_3  
SPI\_INT\_PRI\_4  
SPI\_INT\_PRI\_5  
SPI\_INT\_PRI\_6  
SPI\_INT\_PRI\_7

**Return Value:**     None

**Remarks:**         None

**Source File:**      plib.h

**Code Example:**     SetPriorityIntSPI1(SPI\_INT\_PRI\_0);  
                      SetPriorityIntSPI2(SPI\_INT\_PRI\_3);

---

## SetSubPriorityIntSPI1

## SetSubPriorityIntSPI2

---

**Description:**     These functions set the interrupt sub-priority for SPI channel 1, 2.

**Include:**           plib.h

**Prototype:**        void SetSubPriorityIntSPI1(int subPriority);  
                      void SetSubPriorityIntSPI2(int subPriority);

**Arguments:**       subPriority- interrupt sub-priority for the SPI channel:

SPI Interrupt Sub-priority

SPI\_INT\_SUB\_PRI\_0  
SPI\_INT\_SUB\_PRI\_1  
SPI\_INT\_SUB\_PRI\_2  
SPI\_INT\_SUB\_PRI\_3

**Return Value:**     None

**Remarks:**         None

**Source File:**      plib.h

**Code Example:**     SetSubPriorityIntSPI1(SPI\_INT\_SUB\_PRI\_3);  
                      SetSubPriorityIntSPI2(SPI\_INT\_SUB\_PRI\_1);

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---

## 15.4 Read Write access Functions

These functions read or write data from/to a SPI channel.

---

### DataRdySPI1

### DataRdySPI2

---

**Description:** These functions determine if there is a data to be read from the SPIBUF register.

**Include:** plib.h

**Prototype:**  
`int DataRdySPI1(void);`  
`int DataRdySPI2(void);`

**Arguments:** None

**Return Value:** true if data is available (Receiver Buffer Full),  
false otherwise

**Remarks:** None

**Source File:** plib.h

**Code Example:**  
`int isDataAvlbl;`  
`isDataAvlbl = DataRdySPI1();`

---

### TxBufFullSPI1

### TxBufFullSPI2

---

**Description:** These functions test if transmit buffer is full and determine if the data can be written to the SPIBUF register without overwriting the previous, unsent data..

**Include:** plib.h

**Prototype:**  
`int TxBufFullSPI1(void);`  
`int TxBufFullSPI2(void);`

**Arguments:** None

**Return Value:** - true if SPI buffer is full and data cannot be written to device, in order to be serialized  
- false otherwise

**Remarks:** None

**Source File:** plib.h

**Code Example:**  
`if(!TxBufFullSPI1()){WriteSPI1('a');}`

---

### ReadSPI1

### ReadSPI2

---

**Description:** This function will read single byte/half word/word from SPI receive register.

**Include:** plib.h

**Prototype:**  
`unsigned int ReadSPI1(void);`  
`unsigned int ReadSPI2(void);`

**Arguments:** None



---

---

## ReadSPI1 (Continued)

### ReadSPI2

---

**Return Value:** Returns the contents of SPIBUF register in byte/hword/word format.

**Remarks:** None

**Source File:** plib.h

**Code Example:** `int data=ReadSPI1();`

---

## WriteSPI1

### WriteSPI2

---

**Description:** This function writes the data to be transmitted into the Transmit Buffer (SPIxBUF) register.

**Include:** plib.h

**Prototype:** `void WriteSPI1(unsigned int data);`  
`void WriteSPI2(unsigned int data);`

**Arguments:** `data` This is the data to be transmitted which will be stored in SPI buffer.

**Remarks:** This function writes the data (byte/half word/word) to be transmitted into the transmit buffer, depending on the current communication mode: 8, 16 or 32 bits.

**Return Value:** None

**Source File:** plib.h

**Code Example:** `WriteSPI1(0x44332211);`

---

## getcSPI1

### getcSPI2

---

**Description:** This function waits for receive data to be available. It will then read single byte/half word/word from the SPI channel.

**Include:** plib.h

**Prototype:** `unsigned int getcSPI1(void);`  
`unsigned int getcSPI2(void);`

**Arguments:** None

**Remarks:** The byte/half word/word accesses will perform correctly, depending on the current communication mode: 8, 16 or 32 bits.

**Return Value:** None

**Source File:** `spi_getc_spi1_lib.c`  
`spi_getc_spi2_lib.c`

**Code Example:** `int data=getcSPI1();`

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---

---

## putcSPI1 putcSPI2

---

<b>Description:</b>	This routine writes a single byte/half word/word to the SPI bus. It waits so that it doesn't overwrite the previous untransmitted data.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void putcSPI1(unsigned int data_out);</code> <code>void putcSPI2(unsigned int data_out);</code>
<b>Arguments:</b>	<code>data_out</code> This is the data to be transmitted over the SPI channel.
<b>Remarks:</b>	The byte/half word/word accesses will perform correctly, depending on the current communication mode: 8, 16 or 32 bits.
<b>Return Value:</b>	None
<b>Source File:</b>	<code>plib.h</code>
<b>Code Example:</b>	<code>putcSPI1(0xaa);</code>

---

## getsSPI1 getsSPI2

---

<b>Description:</b>	This routine reads a string from the SPI receive buffer. The number of characters (bytes/half words/words) to be read is determined by parameter 'length'.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>unsigned int getsSPI1(                         unsigned int length,                         unsigned int *rdptr,                         unsigned int spi_data_wait);</code> <code>unsigned int getsSPI2(                         unsigned int length,                         unsigned int *rdptr,                         unsigned int spi_data_wait);</code>
<b>Arguments:</b>	<code>length</code> This is the number of characters to be received. <code>rdptr</code> This is the pointer to the location where the data received have to be stored. <code>spi_data_wait</code> This is a retries count for which the function has to poll the SPI channel for having data ready before quitting.
<b>Remarks:</b>	<code>rdptr</code> is considered to be 8/16/32 bits data pointer, according to the current SPI mode.
<b>Return Value:</b>	Number of data bytes yet to be received
<b>Source File:</b>	<code>spi_gets_spi1_lib.c</code> <code>spi_gets_spi2_lib.c</code>
<b>Code Example:</b>	<code>unsigned char buff[100];</code> <code>getsSPI1(sizeof(buff), buff, 1000);</code>

---

## putsSPI1 putsSPI2

---

<b>Description:</b>	This function sends the specified length of data characters (bytes/half words/words) from the specified buffer to the SPI channel..
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void putsSPI1(unsigned int length,               unsigned int *wrptr); void putsSPI2(unsigned int length,               unsigned int *wrptr);</pre>
<b>Arguments:</b>	<p><i>length</i> This is the number of data characters (bytes/half words/ words) to be transmitted.</p> <p><i>wrptr</i> This is the pointer to the string of data to be transmitted.</p>
<b>Remarks:</b>	wrptr is considered to be 8/16/32 bits data pointer, according to the current SPI mode.
<b>Return Value:</b>	None
<b>Source File:</b>	spi_puts_spi1_lib.c spi_puts_spi2_lib.c
<b>Code Example:</b>	<pre>char* myBuff="This is data transmitted over SPI"; putsSPI1(strlen(myBuff), myBuff);</pre>

## 15.5 Channel parameterized Functions

These functions have the required SPI channel as a function parameter.

### 15.5.1 OPEN/CLOSE AND CONFIGURATION FUNCTIONS

---

## SpiChnOpen

---

<b>Description:</b>	This function initializes the SPI channel and also sets the brg register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void SpiChnOpen(int chn, unsigned int config, UINT fpbDiv)</pre>
<b>Arguments:</b>	<p><i>chn</i> This is the number of the SPI channel: 1 or 2</p> <p><i>config</i> This contains the configuration parameters for the SPIxCON register as defined below:</p> <ul style="list-style-type: none"><li><u>Master mode Enable</u> SPICON_MSTEN</li><li><u>Clock Polarity control</u> SPICON_CKP</li><li><u>Slave Select pin control</u> SPICON_SSEN</li><li><u>Clock Edge control</u> SPICON_CKE</li></ul>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## SpiChnOpen

---

### Sample phase control

SPICON\_SMP

### Character width control

SPICON\_MODE16

SPICON\_MODE32

### SDO pin control

SPICON\_DISSDO

### Idle functionality control

SPICON\_SIDL

### Debug functionality control

SPICON\_FRZ

### Module ON control

SPICON\_ON

### Frame Sync edge control

SPICON\_SPIFE

### Frame Sync Polarity control

SPICON\_FRMPOL

### Frame Sync Direction control

SPICON\_FRMSYNC

### Frame Mode enable

SPICON\_FRMEN

*fpbDiv* This is the Fpb divisor to extract the baud rate:  $BR = Fpb / fpbDiv$ .

A value between 2 and 1024.

#### Remarks:

- The SPI baudrate BR is given by:  
 $BR = Fpb / (2 * (SPIBRG + 1))$   
The input parameter *fpbDiv* specifies the Fpb divisor term  $(2 * (SPIBRG + 1))$ , so the BRG is calculated as  $SPIBRG = fpbDiv / 2 - 1$ .
- The baud rate is always obtained by dividing the Fpb to an even number between 2 and 1024.
- When selecting the character width, SPICON\_MODE32 has the highest priority. If SPICON\_MODE32 is not set, then SPICON\_MODE16 selects the character width.

**Return Value:** None

**Source File:** spi\_chn\_open\_lib.c

**Code Example:**  
`SpiChnOpen(1,  
SPICON_MSTEN|SPICON_SMP|SPICON_MODE32|SPICON_ON, 4);`

---

## SpiChnClose

---

**Description:** This function closes the SPI channel. Some previous error conditions are cleared. Channel interrupts are disabled.

**Include:** plib.h

**Prototype:** void SpiChnClose(int chn);

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** None

**Source File:** spi\_chn\_close\_lib.c

**Code Example:** SpiChnClose(2);

---

---

## SpiChnSetBrg, mSpiChnSetBrg

---

<b>Description:</b>	This function/macro updates the values for the SPI channel baud rate generator register
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SpiChnSetBrg(int chn, UINT brg);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2 <i>brg</i> value for the brg register
<b>Remarks:</b>	The SPI baudrate BR is given by: $BR = F_{pb} / (2 * (SPIBRG + 1))$ The baud rate is always obtained by dividing the Fpb to an even number between 2 and 1024.
<b>Return Value:</b>	None
<b>Source File:</b>	spi_chn_set_brg_lib.c
<b>Code Example:</b>	<pre>int chn=1; SpiChnSetBrg(chn, 4); or mSpiChnSetBrg(1, 4);</pre>

---

## SpiChnChgMode

---

<b>Description:</b>	This function changes the SPI channel mode on the fly.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SpiChnChgMode(int chn, int isMaster, int isFrmMaster);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2 <i>isMaster</i> switching to master mode required <i>isFrmMaster</i> switching to frame master mode required
<b>Remarks:</b>	When changing mode, the function blocks until the current transfer, if any, is completed.
<b>Remarks:</b>	None
<b>Remarks:</b>	isFrmMaster is relevant only if the SPI channel is operating in frame mode.
<b>Return Value:</b>	None
<b>Source File:</b>	spi_chn_chg_mode_lib.c
<b>Code Example:</b>	<pre>SpiChnChgMode(1, 1, 1);</pre>

### 15.5.2 DATA TRANSFER FUNCTIONS

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## SpiChnDataRdy

---

**Description:** This function reads the SPI channel data ready condition.

**Include:** `plib.h`

**Prototype:** `int SpiChnDataRdy(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** - TRUE- if data available  
- FALSEotherwise

**Source File:** `spi_chn_data_rdy_lib.c`

**Code Example:** `int isDataAvlbl=SpiChnDataRdy(1);`

---

## SpiChnGetC

---

**Description:** This function waits for data to be available and returns it.

**Include:** `plib.h`

**Prototype:** `int SpiChnGetC(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** data available in the SPI rx buffer

**Source File:** `spi_chn_getc_lib.c`

**Code Example:** `int newData=SpiChnGetC(2);`

---

## SpiChnGetS

---

**Description:** This routine reads a buffer of characters from the corresponding SPI channel receive buffer.

**Include:** `plib.h`

**Prototype:** `void SpiChnGetS(int chn, unsigned int *pBuff, unsigned int nChars);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2  
*pBuff* address of buffer to store data  
*nChars* number of byte/half word/word characters expected

**Remarks:** *pBuff* has to be a valid pointer to a buffer large enough to store all the received characters  
*pBuff* is considered to be 8/16/32 bits data pointer, according to the current SPI mode  
The function blocks waiting for the whole buffer to be received.

**Return Value:** data available in the SPI rx buffer

**Source File:** `spi_chn_gets_lib.c`

**Code Example:** `unsigned short myBuff[100];  
SpiChnGetS(2, myBuff, sizeof(myBuff)/  
sizeof(*myBuff)); // receive 16 bit characters`

---

---

## SpiChnTxBuffEmpty

---

**Description:** This function reads the SPI channel transmit buffer empty condition.

**Include:** `plib.h`

**Prototype:** `int SpiChnTxBuffEmpty(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** - TRUE- if transmit buffer empty  
- FALSE otherwise

**Source File:** `spi_chn_tx_buff_empty_lib.c`

**Code Example:** `int canTransmit=SpiChnTxBuffEmpty(1);`

---

## SpiChnPutC

---

**Description:** This routine writes a single byte/half word/word to the SPI channel. It waits for TX buffer empty, so that it doesn't overwrite the previous untransmitted data.

**Include:** `plib.h`

**Prototype:** `void SpiChnPutC(int chn, int data);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2  
*data* the data to be written to the SPI channel

**Remarks:** Byte/half word/word accesses will perform correctly based on the current SPI channel configuration.

**Return Value:** None

**Source File:** `spi_chn_putc_lib.c`

**Code Example:** `SpiChnPutC(1, 0x1b); // send an ESC character`

---

## SpiChnPutS

---

**Description:** This function writes the specified number of 8/16/32 bit characters from the specified buffer. It waits for Tx buffer empty so the characters are not overwritten.

**Include:** `plib.h`

**Prototype:** `void SpiChnPutS(int chn, unsigned int* pBuff, unsigned int nChars);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2  
*pBuff* address of buffer storing the data to be transmitted.  
*nChars* number of byte/half word/word characters to be transmitted.

**Remarks:** *pBuff* is considered to be 8/16/32 bits data pointer, according to the current SPI mode.

**Return Value:** None

**Source File:** `spi_chn_puts_lib.c`

**Code Example:** `SpiChnPutS(1, myBuff, 100);`

---

## SpiChnGetRov

<b>Description:</b>	This function reads the SPI channel overflow condition and clears it, if required
<b>Include:</b>	plib.h
<b>Prototype:</b>	int SpiChnGetRov(int chn, int clear);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2 <i>clear</i> if TRUE, the overflow condition has to be cleared, if present
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	spi_chn_get_rov_lib.c
<b>Code Example:</b>	int isOvfl=SpiChnGetRov(1, FALSE);

### 15.5.3 INTERRUPT FLAGS FUNCTIONS

---

## SpiChnGetRovIntFlag

### mSpiChnGetRovIntFlag

---

<b>Description:</b>	This function/macro reads the SPI channel overflow interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int SpiChnGetRovIntFlag(int chn);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	plib.h
<b>Code Example:</b>	int chn=2; int isOvflFlag=SpiChnGetRovIntFlag(chn); int isOvflFlag=mSpiChnGetRovIntFlag(1);

---

## SpiChnClrRovIntFlag

### mSpiChnClrRovIntFlag

---

<b>Description:</b>	This function/macro clears the SPI channel overflow interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SpiChnClrRovIntFlag(int chn);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	plib.h
<b>Code Example:</b>	int chn=2; SpiChnClrRovIntFlag(chn); mSpiChnClrRovIntFlag(2);

---



---

## SpiChnGetRxIntFlag

### mSpiChnGetRxIntFlag

---

**Description:** This function/macro reads the SPI channel receive interrupt flag.

**Include:** plib.h

**Prototype:** void SpiChnGetRxIntFlag(int chn);

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** - TRUE- if SPI Rx flag  
- FALSE- otherwise

**Source File:** plib.h

**Code Example:**

```
int chn=1; int isRxEvent=SpiChnGetRxIntFlag(chn);
isRxEvent=mSpiChnGetRxIntFlag(1);
```

---

## SpiChnClrRxIntFlag

### mSpiChnClrRxIntFlag

---

**Description:** This function/macro clears the SPI channel receive interrupt flag.

**Include:** plib.h

**Prototype:** void SpiChnClrRxIntFlag(int chn);

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** None

**Source File:** plib.h

**Code Example:**

```
int chn=1; SpiChnClrRxIntFlag(chn);
mSpiChnClrRxIntFlag(1);
```

---

## SpiChnGetTxIntFlag

### mSpiChnGetTxIntFlag

---

**Description:** This function/macro reads the SPI channel transmit interrupt flag.

**Include:** plib.h

**Prototype:** void SpiChnGetTxIntFlag(int chn);

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** - TRUE- if SPI Tx flag  
- FALSE- otherwise

**Source File:** plib.h

**Code Example:**

```
int chn=1; int isTxEvent=SpiChnGetTxIntFlag(chn);
isTxEvent=mSpiChnGetTxIntFlag(1);
```

---

## SpiChnClrTxIntFlag

### mSpiChnClrTxIntFlag

<b>Description:</b>	This function/macro clears the SPI channel transmit interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SpiChnClrTxIntFlag(int chn);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	plib.h
<b>Code Example:</b>	<pre>int chn=1; SpiChnClrTxIntFlag(chn); mSpiChnClrTxIntFlag(1);</pre>

---

## SpiChnGetIntFlag

### mSpiChnGetIntFlag

<b>Description:</b>	This function/macro reads the SPI channel transmit/receive or overflow interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SpiChnGetIntFlag(int chn);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2
<b>Remarks:</b>	None
<b>Return Value:</b>	- TRUE- if SPI Tx/Rx/Ovfl flag set - FALSE- otherwise
<b>Source File:</b>	plib.h
<b>Code Example:</b>	<pre>int chn=1; int isSpiEvent=SpiChnGetIntFlag(chn); isSpiEvent=mSpiChnGetIntFlag(1);</pre>

---

## SpiChnClrIntFlags

### mSpiChnClrIntFlags

<b>Description:</b>	This function/macro clears all the SPI channel interrupt flags (Tx, Rx or ovfl).
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SpiChnClrIntFlags(int chn);
<b>Arguments:</b>	<i>chn</i> This is the number of the SPI channel: 1 or 2
<b>Remarks:</b>	None
<b>Return Value:</b>	None
<b>Source File:</b>	plib.h
<b>Code Example:</b>	<pre>int chn=1; SpiChnClrIntFlags(chn); mSpiChnClrIntFlags(1);</pre>

---

---

## 15.5.4 INTERRUPT ENABLE/DISABLE FUNCTIONS

---

### SpiChnRxIntEnable

#### mSpiChnRxIntEnable

---

**Description:** This function/macro enables the SPI channel receive interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnRxIntEnable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnSetRxIntEnable(chn);
mSpiChnRxIntEnable(1);
```

---

### SpiChnRxIntDisable

#### mSpiChnRxIntDisable

---

**Description:** This function/macro disables the SPI channel receive interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnRxIntDisable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnRxIntDisable(chn);
mSpiChnRxIntDisable(1);
```

---

### SpiChnTxIntEnable

#### mSpiChnTxIntEnable

---

**Description:** This function/macro enables the SPI channel transmit interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnTxIntEnable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnTxIntEnable(chn);
mSpiChnTxIntEnable(1);
```

---

## SpiChnTxIntDisable

### mSpiChnTxIntDisable

---

**Description:** This function/macro disables the SPI channel transmit interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnTxIntDisable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnTxIntDisable(chn);
mSpiChnTxIntDisable(1);
```

---

## SpiChnRxTxIntEnable

### mSpiChnRxTxIntEnable

---

**Description:** This function/macro enables the SPI channel transmit and receive interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnRxTxIntEnable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnRxTxIntEnable(chn);
mSpiChnRxTxIntEnable(1);
```

---

## SpiChnRxTxIntDisable

### mSpiChnRxTxIntDisable

---

**Description:** This function/macro disables the SPI channel transmit and receive interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnRxTxIntDisable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnRxTxIntDisable(chn);
mSpiChnRxTxIntDisable(1);
```

---

## SpiChnFaultIntEnable

### mSpiChnFaultIntEnable

---

**Description:** This function/macro enables the SPI channel fault (overflow) interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnFaultIntEnable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnFaultIntEnable(chn);
mSpiChnFaultIntEnable(1);
```

---

## SpiChnFaultIntDisable

### mSpiChnFaultIntDisable

---

**Description:** This function/macro disables the SPI channel fault (overflow) interrupts.

**Include:** `plib.h`

**Prototype:** `void SpiChnFaultIntDisable(int chn);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** Clears existing interrupt flags.

**Return Value:** None

**Source File:** `plib.h`

**Code Example:**

```
int chn=1; SpiChnFaultIntDisable(chn);
mSpiChnFaultIntDisable(1);
```

## 15.5.5 INTERRUPT PRIORITY FUNCTIONS

---

## SpiChnSetIntPriority

### mSpiChnSetIntPriority

---

**Description:** This function/macro sets the SPI channel interrupt priority.

**Include:** `plib.h`

**Prototype:** `void SpiChnSetIntPriority(int chn, int pri, int subPri);`

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2  
*pri* the interrupt priority, 0 to 7  
*subPri* the interrupt sub-priority, 0 to 3

**Remarks:** None

**Return Value:** None

**Source File:** `plib.h`

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---

---

## SpiChnSetIntPriority

### mSpiChnSetIntPriority

---

**Code Example:**

```
int chn=1; int pri=5; int subPri=2;
SpiChnSetIntPriority(chn, pri, subPri);
mSpiChnSetIntPriority(1, pri, subPri);
```

---

## SpiChnGetIntPriority

### mSpiChnGetIntPriority

---

**Description:** This function/macro returns the current SPI channel interrupt priority.

**Include:** plib.h

**Prototype:** int SpiChnGetIntPriority(int chn);

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** The current interrupt priority for the selected channel, 0 to 7

**Source File:** plib.h

**Code Example:**

```
int chn=2; int currPri=SpiChnGetIntPriority(chn);
int currPri=mSpiChnGetIntPriority(2);
```

---

## SpiChnGetIntSubPriority

### mSpiChnGetIntSubPriority

---

**Description:** This function/macro returns the current SPI channel interrupt sub-priority.

**Include:** plib.h

**Prototype:** int SpiChnGetIntSubPriority(int chn);

**Arguments:** *chn* This is the number of the SPI channel: 1 or 2

**Remarks:** None

**Return Value:** The current interrupt sub-priority for the selected channel, 0 to 3

**Source File:** plib.h

**Code Example:**

```
int chn=2;
int currSPri=SpiChnGetIntSubPriority(chn);
int currSPri=mSpiChnGetIntSubPriority(2);
```

---

## 15.6 Example of Use

```
#include <plib.h>

// configuration settings
#pragma config POSCMOD = HS, FNOSC = PRIPLL
#pragma config PLLMUL = MUL_18, PLLIDIV = DIV_2
#pragma config FWDTEN = OFF

int main(void)
{
    // init the transmit buffer
    static const char txBuff[]="String of characters to be sent over \
the SPI channel";
    //room for the receive buffer
    static char rxBuff[sizeof(txBuff)];

    int    ix;
    int    rdData;
    const char* pSrc;
    char* pDst;
    int    txferSize;
    int    fail=0; // success flag

    // configure the proper PB frequency and the number of wait states
    SYSTEMConfigWaitStatesAndPB(72000000L);
    CheKseg0CacheOn(); // enable the cache for the best performance
    mBMXDisableDRMWaitState(); // no wait states for RAM

    // init the SPI chn 1 as master, 8 bits/character, frame master
    // divide fpb by 2
    SpiChnOpen(1, SPICON_MSTEN|SPICON_FRMEN|SPICON_SMP|SPICON_ON, 2);

    // init the SPI channel 2 as slave, 8 bits/character, frame slave
    // divide fpb by 2
    SpiChnOpen(2, SPICON_FRMEN|SPICON_FRMSYNC|SPICON_SMP|SPICON_ON, 2);

    txferSize=sizeof(txBuff);
    ix=txferSize+1;
    // transfer one extra word to give the slave the possibility
    // to reply back the last sent word
    pSrc=txBuff;
    pDst=rxBuff;

    while(ix--)
    {
        SpiChnPutC(1, *pSrc++); // send data on the master channel
        rdData=SpiChnGetC(1); // get the received data
        if(ix!=txferSize)
        { // skip the first received character, it's garbage
            *pDst+=rdData; // store the received data
        }
        rdData=SpiChnGetC(2); // receive data on the slave channel
        SpiChnPutC(2, rdData); // relay back data
    }

    // now let's check that the data was received ok
    pSrc=txBuff;
    pDst=rxBuff;
    for(ix=0; ix<sizeof(txBuff); ix++)
    {
        if(*pDst++!=*pSrc++)
        {
            fail=1; // data mismatch
        }
    }
}
```

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---

```
        break;
    }
    return !fail;
}
```



---

---

## 16.0 I<sup>2</sup>C™ FUNCTIONS

This section contains a list of individual functions for I<sup>2</sup>C module and an example of use of the functions. Functions may be implemented as macros.

### 16.1 Individual Functions

---

#### CloseI2C1

#### CloseI2C2

---

<b>Description:</b>	This macro turns off the I <sup>2</sup> C module
<b>Include:</b>	plib.h
<b>Prototype:</b>	void CloseI2C1(void);
<b>Arguments:</b>	None
<b>Return Value</b>	None
<b>Remarks:</b>	This function disables the I <sup>2</sup> C module and clears the Master and Slave Interrupt Enable and Flag bits.
<b>Code Example:</b>	CloseI2C1();

---

---

#### AckI2C1

#### AckI2C2

---

<b>Description:</b>	Generates I <sup>2</sup> C bus Acknowledge condition.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void AckI2C1(void);
<b>Arguments:</b>	None
<b>Return Value</b>	None
<b>Remarks:</b>	This function generates an I <sup>2</sup> C bus Acknowledge condition.
<b>Code Example:</b>	AckI2C1();

---

---

#### DataRdyI2C1

#### DataRdyI2C2

---

<b>Description:</b>	This macro provides status back to user if I2CxRCV register contain data.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int DataRdyI2C1(void)
<b>Arguments:</b>	None
<b>Return Value</b>	This function returns '1' if there is data in I2CxRCV register; else return '0' which indicates no data in I2CxRCV register.
<b>Remarks:</b>	This function determines if there is any byte to read from I2CxRCV register.
<b>Code Example:</b>	if(!DataRdyI2C1());

---

---

#### IdleI2C1

#### IdleI2C2

---

<b>Description:</b>	This function generates Wait condition until I <sup>2</sup> C bus is Idle.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void IdleI2C1(void);

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## IdleI2C1

### IdleI2C2 (Continued)

---

**Arguments:** None

**Return Value** None

**Remarks:** This function will be in a wait state until Start Condition Enable bit, Stop Condition Enable bit, Receive Enable bit, Acknowledge Sequence Enable bit of I<sup>2</sup>C Control register and Transmit Status bit I<sup>2</sup>C Status register are clear. The IdleI2C function is required since the hardware I<sup>2</sup>C peripheral does not allow for spooling of bus sequence. The I<sup>2</sup>C peripheral must be in Idle state before an I<sup>2</sup>C operation can be initiated or write collision will be generated.

**Code Example:** `IdleI2C1 ();`

---

---

## MastergetsI2C1

## MastergetsI2C2

---

<b>Description:</b>	This function reads predetermined data string length from the I <sup>2</sup> C bus.						
<b>Include:</b>	plib.h						
<b>Prototype:</b>	unsigned int MastergetsI2C1(unsigned int <i>length</i> , unsigned char * <i>rdptr</i> , unsigned int <i>i2c_data_wait</i> );						
<b>Arguments:</b>	<table><tr><td><i>length</i></td><td>Number of bytes to read from I<sup>2</sup>C device.</td></tr><tr><td><i>rdptr</i></td><td>Character type pointer to RAM for storage of data read from I<sup>2</sup>C device</td></tr><tr><td><i>i2c_data_wait</i></td><td>This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (20 * N – 1) core cycles.</td></tr></table>	<i>length</i>	Number of bytes to read from I <sup>2</sup> C device.	<i>rdptr</i>	Character type pointer to RAM for storage of data read from I <sup>2</sup> C device	<i>i2c_data_wait</i>	This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (20 * N – 1) core cycles.
<i>length</i>	Number of bytes to read from I <sup>2</sup> C device.						
<i>rdptr</i>	Character type pointer to RAM for storage of data read from I <sup>2</sup> C device						
<i>i2c_data_wait</i>	This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (20 * N – 1) core cycles.						
<b>Return Value</b>	This function returns '0' if all bytes have been sent or number of bytes read from I <sup>2</sup> C bus if its not able to read the data with in the specified <i>i2c_data_wait</i> time out value						
<b>Remarks:</b>	This routine reads a predefined data string from the I <sup>2</sup> C bus.						
<b>Code Example:</b>	<pre>unsigned char string[10]; unsigned char *rdptr; unsigned int length, i2c_data_wait; length = 9; rdptr = string; i2c_data_wait = 152; MastergetsI2C1(length, rdptr, i2c_data_wait);</pre>						

---

## MasterputsI2C1

## MasterputsI2C2

---

<b>Description:</b>	This function is used to write out a data string to the I <sup>2</sup> C bus.		
<b>Include:</b>	plib.h		
<b>Prototype:</b>	unsigned int MasterputsI2C1(unsigned char * <i>wrptr</i> );		
<b>Arguments:</b>	<table><tr><td><i>wrptr</i></td><td>Character type pointer to data objects in RAM. The data objects are written to the I<sup>2</sup>C device.</td></tr></table>	<i>wrptr</i>	Character type pointer to data objects in RAM. The data objects are written to the I <sup>2</sup> C device.
<i>wrptr</i>	Character type pointer to data objects in RAM. The data objects are written to the I <sup>2</sup> C device.		
<b>Return Value</b>	This function returns -3 if a write collision occurred. This function returns '0' if the null character was reached in data string.		
<b>Remarks:</b>	This function writes a string to the I <sup>2</sup> C bus until a null character is reached. Each byte is written via a call to the MasterputcI2C function. The actual called function body is termed MasterWriteI2C. MasterWriteI2C and MasterputcI2C refer to the same function via a #define statement in the plib.h		
<b>Code Example:</b>	<pre>unsigned char string[] = " MICROCHIP "; unsigned char *wrptr; wrptr = string; MasterputsI2C1( wrptr);</pre>		

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## MasterReadI2C1

## MasterReadI2C2

---

**Description:** This function is used to read a single byte from I<sup>2</sup>C bus

**Include:** `plib.h`

**Prototype:** `unsigned char MasterReadI2C1(void);`

**Arguments:** None

**Return Value** The return value is the data byte read from the I<sup>2</sup>C bus.

**Remarks:** This function reads in a single byte from the I<sup>2</sup>C bus.  
This function performs the same function as `MastergetcI2C`.

**Code Example:**

```
unsigned char value;
value = MasterReadI2C1();
```

---

## MasterWriteI2C1

## MasterWriteI2C2

---

**Description:** This function is used to write out a single data byte to the I<sup>2</sup>C device.

**Include:** `plib.h`

**Prototype:** `unsigned char MasterWriteI2C1(unsigned char data_out);`

**Arguments:** `data_out` A single data byte to be written to the I<sup>2</sup>C bus device.

**Return Value** This function returns -1 if there was a write collision else it returns a 0.

**Remarks:** This function writes out a single data byte to the I<sup>2</sup>C bus device. This function performs the same function as `MasterputcI2C`.

**Code Example:**

```
MasterWriteI2C1('a');
```

---

## NotAckI2C1

## NotAckI2C2

---

**Description:** Generates I<sup>2</sup>C bus Not Acknowledge condition.

**Include:** `plib.h`

**Prototype:** `void NotAckI2C1(void);`

**Arguments:** None

**Return Value** None

**Remarks:** This function generates an I<sup>2</sup>C bus *Not Acknowledge* condition.

**Code Example:**

```
NotAckI2C1();
```

---

## OpenI2C1

## OpenI2C2

---

<b>Description:</b>	Configures the I <sup>2</sup> C module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void OpenI2C1(unsigned int <i>config1</i> , unsigned int <i>brg</i> );
<b>Arguments:</b>	<i>config1</i> This contains the parameter to configure the I2CCON register <u>I<sup>2</sup>C Enable bit</u> I2C_ON I2C_OFF <u>I<sup>2</sup>C Stop in Idle Mode bit</u> I2C_IDLE_STOP I2C_IDLE_CON <u>SCL Release Control bit</u> I2C_CLK_REL I2C_CLK_HOLD <u>I2C Strict Addressing Mode</u> I2C_STRICT_EN I2C_STRICT_DIS <u>10-bit Address bits</u> I2C_10BIT_ADD I2C_7BIT_ADD <u>Slew Rate Control bit</u> I2C_SLW_DIS I2C_SLW_EN <u>SMBus Input Level bits</u> I2C_SM_EN I2C_SM_DIS <u>General Call Enable bit</u> I2C_GC_EN I2C_GC_DIS <u>SCL Clock Stretch Enable bit</u> I2C_STR_EN I2C_STR_DIS <u>Acknowledge Data bit</u> I2C_NACK (or I2C_ACKDT) I2C_ACK <u>Acknowledge Sequence bit</u> I2C_ACK_EN I2C_ACK_DIS <u>Receive Enable bit</u> I2C_RCV_EN I2C_RCV_DIS <u>Stop Condition Enable bit</u> I2C_STOP_EN I2C_STOP_DIS <u>Repeated Start Condition Enable bit</u> I2C_RESTART_EN I2C_RESTART_DIS <u>Start Condition Enable bit</u> I2C_START_EN I2C_START_DIS

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## OpenI2C1

## OpenI2C2

---

	<i>brg</i> computed value for the baud rate generator. The value is calculated as follows: $BRG = (F_{pb} / 2 / \text{baudrate}) - 2$ .
<b>Return Value</b>	None
<b>Remarks:</b>	This function configures the I <sup>2</sup> C Control register and I <sup>2</sup> C Baud Rate Generator register.
<b>Code Example:</b>	<code>OpenI2C1 ();</code>

---

## RestartI2C1

## RestartI2C2

---

<b>Description:</b>	Generates I <sup>2</sup> C Bus Restart condition.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void RestartI2C1(void);</code>
<b>Arguments:</b>	None
<b>Return Value</b>	None
<b>Remarks:</b>	This function generates an I <sup>2</sup> C Bus Restart condition.
<b>Code Example:</b>	<code>RestartI2C1 ();</code>

---

## SlavegetsI2C1

## SlavegetsI2C2

---

<b>Description:</b>	This function reads pre-determined data string length from the I <sup>2</sup> C bus.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>unsigned int SlavegetsI2C1(unsigned char *rdptr, unsigned int i2c_data_wait);</code>
<b>Arguments:</b>	<i>rdptr</i> Character type pointer to RAM for storage of data read from I <sup>2</sup> C device.  <i>i2c_data_wait</i> This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (20*N - 1) core clock cycles.
<b>Return Value</b>	Returns the number of bytes received from the I <sup>2</sup> C bus.
<b>Remarks:</b>	This routine reads a predefined data string from the I <sup>2</sup> C bus.
<b>Code Example:</b>	<code>unsigned char string[12]; unsigned char *rdptr; rdptr = string; i2c_data_out = 0x11; SlavegetsI2C1(rdptr, i2c_data_wait);</code>

---

---

---

## SlaveputsI2C1

## SlaveputsI2C2

---

<b>Description:</b>	This function is used to write out a data string to the I <sup>2</sup> C bus.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int SlaveputsI2C1(unsigned char *wrptr);
<b>Arguments:</b>	wrptr    Character type pointer to data objects in RAM. The data objects are written to the I <sup>2</sup> C device.
<b>Return Value</b>	This function returns '0' if the null character was reached in the data string.
<b>Remarks:</b>	This routine writes a data string out to the I <sup>2</sup> C bus until a null character is reached.
<b>Code Example:</b>	<pre>unsigned char string[] = "MICROCHIP"; unsigned char *rdptr; rdptr = string; SlaveputsI2C1(rdptr);</pre>

---

## SlaveReadI2C1

## SlaveReadI2C2

---

<b>Description:</b>	This function is used to read a single byte from the I <sup>2</sup> C bus.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned char SlaveReadI2C1(void);
<b>Arguments:</b>	None
<b>Return Value</b>	The return value is the data byte read from the I <sup>2</sup> C bus.
<b>Remarks:</b>	This function reads in a single byte from the I <sup>2</sup> C bus. This function performs the same function as SlavegetcI2C.
<b>Code Example:</b>	<pre>unsigned char value; value = SlaveReadI2C1();</pre>

---

## SlaveWriteI2C1

## SlaveWriteI2C2

---

<b>Description:</b>	This function is used to write out a single byte to the I <sup>2</sup> C bus.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void SlaveWriteI2C2(unsigned char data_out);
<b>Arguments:</b>	data_out    A single data byte to be written to the I <sup>2</sup> C bus device.
<b>Return Value</b>	None
<b>Remarks:</b>	This function writes out a single data byte to the I <sup>2</sup> C bus device. This function performs the same function as SlaveputcI2C.
<b>Code Example:</b>	<pre>SlaveWriteI2C2('a');</pre>

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## StartI2C1

## StartI2C2

---

**Description:** Generates I<sup>2</sup>C Bus Start condition.  
**Include:** `plib.h`  
**Prototype:** `void StartI2C1(void);`  
**Arguments:** None  
**Return Value** None  
**Remarks:** This function generates a I<sup>2</sup>C Bus Start condition.  
**Code Example:** `StartI2C1();`

---

## StopI2C1

## StopI2C2

---

**Description:** Generates I<sup>2</sup>C Bus Stop condition.  
**Include:** `plib.h`  
**Prototype:** `void StopI2C1(void);`  
**Arguments:** None  
**Return Value** None  
**Remarks:** This function generates a I<sup>2</sup>C Bus Stop condition.  
**Code Example:** `StopI2C1();`

---

## 16.2 Individual Macros

---

### EnableIntMI2C1

### EnableIntMI2C2

---

**Description:** This macro enables the master I<sup>2</sup>C interrupt.  
**Include:** `plib.h`  
**Arguments:** None  
**Remarks:** This macro sets Master I<sup>2</sup>C Enable bit of Interrupt Enable Control register.  
**Code Example:** `EnableIntMI2C1;`

---

### DisableIntMI2C1

### DisableIntMI2C2

---

**Description:** This macro disables the master I<sup>2</sup>C interrupt.  
**Include:** `plib.h`  
**Arguments:** None  
**Remarks:** This macro clears Master I<sup>2</sup>C Interrupt Enable bit of Interrupt Enable Control register.  
**Code Example:** `DisableIntMI2C1;`

---

### EnableIntBI2Cx

### DisableIntBI2Cx

---

**Description:** This macro enables or disables the bus collision I<sup>2</sup>C interrupt.

---



---

---

## **EnableIntBI2Cx**

## **DisableIntBI2Cx**

---

**Include:** `plib.h`

**Arguments:** None

**Remarks:** This macro sets or clears Bus Collision I<sup>2</sup>C Interrupt Enable bit of Interrupt Enable Control register.

**Code Example:** `DisableIntBI2C1;`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## SetPriorityIntI2C1

## SetPriorityIntI2C2

---

**Description:** This macro sets priority for I<sup>2</sup>C interrupt.

**Include:** plib.h

**Prototype:** void SetPriorityIntI2C1(unsigned int *config*);

**Arguments:** *config* This contains the bit fields that make up the parameter. A logical OR is used to combine multiple bit fields together.

### Interrupt priority

I2C1\_INT\_PRI\_0 or I2C2\_INT\_PRI\_0  
I2C1\_INT\_PRI\_1 or I2C2\_INT\_PRI\_1  
I2C1\_INT\_PRI\_2 or I2C2\_INT\_PRI\_2  
I2C1\_INT\_PRI\_3 or I2C2\_INT\_PRI\_3  
I2C1\_INT\_PRI\_4 or I2C2\_INT\_PRI\_4  
I2C1\_INT\_PRI\_5 or I2C2\_INT\_PRI\_5  
I2C1\_INT\_PRI\_6 or I2C2\_INT\_PRI\_6  
I2C1\_INT\_PRI\_7 or I2C2\_INT\_PRI\_7  
(These bit fields are mutually exclusive)

### Interrupt sub priority

I2C1\_SUB\_INT\_PRI\_0 or I2C2\_SUB\_INT\_PRI\_0  
I2C1\_SUB\_INT\_PRI\_1 or I2C2\_SUB\_INT\_PRI\_1  
I2C1\_SUB\_INT\_PRI\_2 or I2C2\_SUB\_INT\_PRI\_2  
I2C1\_SUB\_INT\_PRI\_3 or I2C2\_SUB\_INT\_PRI\_3  
(These bit fields are mutually exclusive)

**Remarks:** This macro sets I<sup>2</sup>C Interrupt Priority bits of Interrupt Priority Control register.

**Code Example:** SetPriorityIntI2C1(I2C1\_INT\_PRI\_2 |  
I2C1\_INT\_SUB\_PRI\_3);

---

## EnableIntSI2C1

## EnableIntSI2C2

---

**Description:** This macro enables the slave I<sup>2</sup>C interrupt.

**Include:** plib.h

**Arguments:** None

**Remarks:** This macro sets Slave I<sup>2</sup>C Enable bit of Interrupt Enable Control register.

**Code Example:** EnableIntSI2C1;

---

## DisableIntSI2C1

## DisableIntSI2C2

---

**Description:** This macro disables the slave I<sup>2</sup>C interrupt.

**Include:** plib.h

**Arguments:** None

**Remarks:** This macro clears Slave I<sup>2</sup>C Interrupt Enable bit of Interrupt Enable Control register.

**Code Example:** DisableIntSI2C1;

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 16.3 Example of Use

```
#include <plib.h>

// Configuration Bit settings
// System Clock = 60 MHz, Peripheral Bus = 7.5MHz
// Primary Osc w/PLL (XT+,HS+,EC+PLL)
// Input Divider      2x Divider
// Multiplier         15x Multiplier
//

#define CCLK(60000000) //8Mhz Osc on Explorer16 board (pll 8 / 2 * 15)
#define PBCLK  (CCLK/8)

#define Fsck375000
#define BRG_VAL (PBCLK/2/Fsck)

#define Nop() asm( "nop" )

////////////////////////////////////////
////////////////////////////////////////
void i2c_wait(unsigned int cnt)
{
while(--cnt)
{
Nop();
Nop();
}
}

////////////////////////////////////////
////////////////////////////////////////
int main(void)
{
unsigned char SlaveAddress;
char i2cData[10];
int  DataSz;

// Set Periph Bus Divider 60MHz / 8 = 9MHz Fpb
mOSCSetPBDIV( OSC_PB_DIV_8 );

//Enable channel
OpenI2C1( I2C_EN, BRG_VAL );

SlaveAddress = 0x50;//0b1010000 Serial EEPROM address
```

---

---

```

// Send Data to eeprom to program one location

i2cData[0] = (SlaveAddress << 1) | 0; //EEPROM Device Address and WR Com-
mand
i2cData[1] = 0x05; //eeprom location to program (high address byte)
i2cData[2] = 0x40; //eeprom location to program (low address byte)
i2cData[3] = 0xAA; //data to write
DataSz = 4;

StartI2C1(); //Send the Start Bit
IdleI2C1(); //Wait to complete

int Index = 0;
while( DataSz )
{
MasterWriteI2C1( i2cData[Index++] );
IdleI2C1(); //Wait to complete

DataSz--;

//ACKSTAT is 0 when slave acknowledge. if 1 then slave has not acknowl-
edge the data.
if( I2C1STATbits.ACKSTAT )
break;
}

StopI2C1(); //Send the Stop condition
IdleI2C1(); //Wait to complete

// wait for eeprom to complete write process. poll the ack status
while(1)
{
i2c_wait(10);

StartI2C1(); //Send the Start Bit
IdleI2C1(); //Wait to complete

MasterWriteI2C1( i2cData[0] );
IdleI2C1(); //Wait to complete

if( I2C1STATbits.ACKSTAT == 0 ) //eeprom has acknowledged
{
StopI2C1(); //Send the Stop condition
IdleI2C1(); //Wait to complete
}
}

```

---

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

```
break;
}

StopI2C1();//Send the Stop condition
IdleI2C1();//Wait to complete
}

// Now Readback the data from the serial eeprom

i2cData[0] = (SlaveAddress << 1) | 0;//EEPROM Device Address and WR Com-
mand (to write the address)
i2cData[1] = 0x05;//eeprom location to read (high address byte)
i2cData[2] = 0x40;//eeprom location to read (low address byte)
DataSz = 3;

StartI2C1();//Send the Start Bit
IdleI2C1();//Wait to complete

//send the address to read from the serial eeprom
Index = 0;
while( DataSz )
{
MasterWriteI2C1( i2cData[Index++] );
IdleI2C1();//Wait to complete

DataSz--;

//ACKSTAT is 0 when slave acknowledge. if 1 then slave has not acknowl-
edge the data.
if( I2C1STATbits.ACKSTAT )
break;
}

//now send a start sequence again
RestartI2C1();//Send the Stop condition
IdleI2C1();//Wait to complete

MasterWriteI2C1( (SlaveAddress << 1) | 1 ); //transmit read command
IdleI2C1();//Wait to complete

unsigned char i2cbyte;
i2cbyte = MasterReadI2C1();

StopI2C1();//Send the Stop condition
IdleI2C1();//Wait to complete
```

---

---

```
    if( i2cbyte != 0xAA )
    {
        while(1) //error: verify failed
        {}
    }

    while(1) // Success
    {}

}
```





---

---

## 17.0 UART FUNCTIONS

This section contains a list of individual functions for UART module and an example of use of the functions. Functions may be implemented as macros.

### 17.1 Individual Functions

---

#### BusyUART1

#### BusyUART2

---

<b>Description:</b>	This macro returns the UART transmission status.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>int BusyUART1(void); int BusyUART2(void);</pre>
<b>Arguments:</b>	None
<b>Return Value:</b>	If Non-Zero value is returned, it indicates that UART is busy in transmission and UxSTA<TRMT> bit is '0'. If '0' is returned, it indicates that UART is not busy and UxSTA<TRMT> bit is '1'.
<b>Remarks:</b>	This macro returns the status of the UART. This indicates if the UART is busy in transmission as indicated by the UxSTA<TRMT> bit.
<b>Code Example:</b>	<pre>while (BusyUART1());</pre>

---

#### CloseUART1

#### CloseUART2

---

<b>Description:</b>	This macro turns off the UART module
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void CloseUART1(void); void CloseUART2(void);</pre>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This macro first turns off the UART module and then disables the UART transmit and receive interrupts. The Interrupt Flag bits are also cleared.
<b>Code Example:</b>	<pre>CloseUART1();</pre>

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## ConfigIntUART1

## ConfigIntUART2

---

<b>Description:</b>	This macro configures the UART Interrupts.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void ConfigIntUART1(unsigned int config); void ConfigIntUART2(unsigned int config);</pre>
<b>Arguments:</b>	<p><i>config</i> Individual interrupt enable/disable information as defined below:</p> <p><u>Error Interrupt enable</u> UART_ERR_INT_EN UART_ERR_INT_DIS (These bit fields are mutually exclusive)</p> <p><u>Receive Interrupt enable</u> UART_RX_INT_EN UART_RX_INT_DIS (These bit fields are mutually exclusive)</p> <p><u>UART Interrupt Priority</u> UART_INT_PRO UART_INT_PR1 UART_INT_PR2 UART_INT_PR3 UART_INT_PR4 UART_INT_PR5 UART_INT_PR6 UART_INT_PR7 (These bit fields are mutually exclusive)</p> <p><u>UART Interrupt Sub-Priority</u> UART_INT_SUB_PRO UART_INT_SUB_PR1 UART_INT_SUB_PR2 UART_INT_SUB_PR3 (These bit fields are mutually exclusive)</p> <p><u>Transmit Interrupt enable</u> UART_TX_INT_EN UART_TX_INT_DIS (These bit fields are mutually exclusive)</p> <p><u>Transmit Interrupt Priority</u> UART_TX_INT_PRO UART_TX_INT_PR1 UART_TX_INT_PR2 UART_TX_INT_PR3 UART_TX_INT_PR4 UART_TX_INT_PR5 UART_TX_INT_PR6 UART_TX_INT_PR7 (These bit fields are mutually exclusive)</p>
<b>Return Value:</b>	None
<b>Remarks:</b>	This macro enables/disables the UART transmit and receive interrupts and sets the interrupt priorities.
<b>Code Example:</b>	<pre>ConfigIntUART1(UART_RX_INT_EN   UART_TX_INT_DIS                  UART_ERR_INT_EN   UART_INT_PRO   UART_INT_SUB_PRO);</pre>

---

## DataRdyUART1 DataRdyUART2

---

<b>Description:</b>	This macro returns the UART receive buffer status.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>int DataRdyUART1(void); int DataRdyUART2(void);</pre>
<b>Arguments:</b>	None
<b>Return Value:</b>	If Non-Zero value is returned, it indicates that the receive buffer has a data to be read. If '0' is returned, it indicates that receive buffer does not have any new data to be read.
<b>Remarks:</b>	This macro returns the status of the UART receive buffer. This indicates if the UART receive buffer contains any new data that is yet to be read as indicated by the UxSTA<URXDA> bit.
<b>Code Example:</b>	<pre>while(DataRdyUART1());</pre>

---

## OpenUART1 OpenUART2

---

<b>Description:</b>	This macro configures the UART module
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void OpenUART1(unsigned int config1,                unsigned int config2, unsigned int ubrg); void OpenUART2(unsigned int config1,                unsigned int config2, unsigned int ubrg);</pre>
<b>Arguments:</b>	<p><i>config1</i> This contains the parameters to be configured in the UxMODE register as defined below:</p> <p><u>UART enable/disable</u> UART_EN UART_DIS (These bit fields are mutually exclusive)</p> <p><u>UART Idle mode operation</u> UART_IDLE_CON UART_IDLE_STOP (These bit fields are mutually exclusive)</p> <p><u>UART communication with ALT pins</u> UART_ALTRX_ALTTX UART_RX_TX (These bit fields are mutually exclusive) UART communication with ALT pins is available only for certain devices and the suitable data sheet should be referred to.</p> <p><u>UART Wake-up on Start</u> UART_EN_WAKE UART_DIS_WAKE (These bit fields are mutually exclusive)</p> <p><u>UART Loopback mode enable/disable</u> UART_EN_LOOPBACK UART_DIS_LOOPBACK (These bit fields are mutually exclusive)</p> <p><u>Input to Capture module</u> UART_EN_ABAUD UART_DIS_ABAUD (These bit fields are mutually exclusive)</p>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## OpenUART1 (Continued) OpenUART2

---

### Parity and data bits select

UART\_NO\_PAR\_9BIT

UART\_ODD\_PAR\_8BIT

UART\_EVEN\_PAR\_8BIT

UART\_NO\_PAR\_8BIT

(These bit fields are mutually exclusive)

### Number of Stop bits

UART\_2STOPBITS

UART\_1STOPBIT

(These bit fields are mutually exclusive)

### IRDA Enable/Disable

UART\_IRDA\_EN

UART\_IRDA\_DIS

(These bit fields are mutually exclusive)

### RTS Mode Select

UART\_MODE\_SIMPLEX

UART\_MODE\_FLOWCTRL

(These bit fields are mutually exclusive)

### UART Mode Select bits

UART\_EN\_BCLK

UART\_EN\_CTS\_RTS

UART\_EN\_RTS

UART\_DIS\_BCLK\_CTS\_RTS

(These bit fields are mutually exclusive)

### Recieve Polarity

UART\_INVERT\_RX

UART\_NORMAL\_RX

(These bit fields are mutually exclusive)

### High Baud Rate Select

UART\_BRGH\_FOUR

UART\_BRGH\_SIXTEEN

(These bit fields are mutually exclusive)

*config2*

This contains the parameters to be configured in the UxSTA register as defined below:

### UART Transmission mode interrupt flag select

UART\_INT\_TX\_BUF\_EMPTY

UART\_INT\_TX\_LAST\_CH

UART\_INT\_TX

(These bit fields are mutually exclusive)

### UART Transmit Break bit

UART\_TX\_PIN\_NORMAL

UART\_TX\_PIN\_LOW

(These bit fields are mutually exclusive)

### UART transmit enable/disable

UART\_TX\_ENABLE

UART\_TX\_DISABLE

(These bit fields are mutually exclusive)

### UART recieve enable/disable

UART\_RX\_ENABLE

UART\_RX\_DISABLE

(These bit fields are mutually exclusive)

---

---

## OpenUART1 (Continued)

### OpenUART2

---

#### UART Receive Interrupt mode select

UART\_INT\_RX\_BUF\_FUL

UART\_INT\_RX\_3\_4\_FUL

UART\_INT\_RX\_CHAR

(These bit fields are mutually exclusive)

#### UART address detect enable/disable

UART\_ADR\_DETECT\_EN

UART\_ADR\_DETECT\_DIS

(These bit fields are mutually exclusive)

#### UART OVERRUN bit clear

UART\_RX\_OVERRUN\_CLEAR

(These bit fields are mutually exclusive)

*ubrg* This is the value to be written into UxBRG register to set the baud rate.

**Return Value:** None

**Remarks:** This macro configures the UART transmit and receive sections and sets the communication baud rate.

**Code Example:**

```
OpenUART1 (UART_EN | UART_BRGH_FOUR,  
UART_TX_PIN_NORMAL | UART_RX_EN | UART_TX_ENABLE,  
123);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## ReadUART1

## ReadUART2

---

<b>Description:</b>	This macro returns the content of UART receive buffer (UxRXREG) register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>unsigned int ReadUART1(void); unsigned int ReadUART2(void);</pre>
<b>Arguments:</b>	None
<b>Return Value:</b>	This macro returns the contents of Receive buffer (UxRXREG) register.
<b>Remarks:</b>	<p>This macro returns the contents of the Receive Buffer register.</p> <p>If 9 bit reception is enabled, the entire register content is returned.</p> <p>If 8 bit reception is enabled, then register is read and the 9th bit is masked.</p>
<b>Code Example:</b>	<pre>unsigned int RX_data; RX_data = ReadUART1();</pre>

---

## WriteUART1

## WriteUART2

---

<b>Description:</b>	This macro writes data to be transmitted into the transmit buffer (UxTXREG) register.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void WriteUART1(unsigned int data); void WriteUART2(unsigned int data);</pre>
<b>Arguments:</b>	<i>data</i> This is the data to be transmitted.
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>This macro writes the data to be transmitted into the transmit buffer.</p> <p>If 9-bit transmission is enabled, the 9-bit value is written into the transmit buffer.</p> <p>If 8-bit transmission is enabled, then upper byte is masked and then written into the transmit buffer.</p>
<b>Code Example:</b>	<pre>WriteUART1('a');</pre>

---

---

## getsUART1 getsUART2

---

<b>Description:</b>	This function reads a string of data of specified length and stores it into the buffer location specified.						
<b>Include:</b>	plib.h						
<b>Prototype:</b>	<pre>unsigned int getsUART1(unsigned int length, char *buffer, unsigned int uart_data_wait); unsigned int getsUART2(unsigned int length, unsigned int *buffer, unsigned int uart_data_wait);</pre>						
<b>Arguments:</b>	<table><tr><td><i>length</i></td><td>This is the length of the string to be received.</td></tr><tr><td><i>buffer</i></td><td>This is the pointer to the location where the data received have to be stored.</td></tr><tr><td><i>uart_data_wait</i></td><td>This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (19 * N – 1) instruction cycles.</td></tr></table>	<i>length</i>	This is the length of the string to be received.	<i>buffer</i>	This is the pointer to the location where the data received have to be stored.	<i>uart_data_wait</i>	This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (19 * N – 1) instruction cycles.
<i>length</i>	This is the length of the string to be received.						
<i>buffer</i>	This is the pointer to the location where the data received have to be stored.						
<i>uart_data_wait</i>	This is the time-out count for which the module has to wait before return. If the time-out count is 'N', the actual time out would be about (19 * N – 1) instruction cycles.						
<b>Return Value:</b>	This function returns the number of bytes yet to be received. If the return value is '0', it indicates that the complete string has been received. If the return value is non-zero, it indicates that the complete string has not been received.						
<b>Remarks:</b>	None						
<b>Code Example:</b>	<pre>getsUART1(12, myBuffer, 123);</pre>						

---

## putsUART1 putsUART2

---

<b>Description:</b>	This function writes a string of data to be transmitted into the UART transmit buffer.		
<b>Include:</b>	plib.h		
<b>Prototype:</b>	<pre>void putsUART1(const char *buffer); void putsUART2(const char *buffer);</pre>		
<b>Arguments:</b>	<table><tr><td><i>buffer</i></td><td>This is the pointer to the string of data to be transmitted.</td></tr></table>	<i>buffer</i>	This is the pointer to the string of data to be transmitted.
<i>buffer</i>	This is the pointer to the string of data to be transmitted.		
<b>Return Value:</b>	None		
<b>Remarks:</b>	This function writes the data to be transmitted into the transmit buffer until NULL character is encountered. Once the transmit buffer is full, it waits until data gets transmitted and then writes the next data into the Transmit register.		
<b>Code Example:</b>	<pre>putsUART1("Hello World!");</pre>		

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## getcUART1 getcUART2

---

**Description:** This macro is identical to ReadUART1 and ReadUART2.

---

---

## putcUART1 putcUART2

---

**Description:** This macro is identical to WriteUART1 and WriteUART2.

---

---

## UART1GetErrors UART2GetErrors

---

**Description:** This macro retrieves bitmap of various error values.

**Include:** plib.h

**Prototype:**  
`int UART1GetErrors (void);`  
`int UART2GetErrors (void);`

**Arguments:** None.

**Return Value:** bit b0 : '1' Overflow error, '0' - No overflow error  
bit b1 : '1' Frame error, '0' - No frame error  
bit b2 : '1' Parity error, '0' - No parity error

**Remarks:**

**Code Example:**  

```
errorValue = UART1GetErrors();  
if (errorValue & 0x01 )// Overflow error  
if (errorValue & 0x02 ) // Frame error  
if (errorValue & 0x04 ) // Parity error
```

---

---

## UART1ClearErrors UART2ClearErrors

---

**Description:** This macro clears all error flags.

**Include:** plib.h

**Prototype:**  
`void UART1ClearErrors(void);`  
`void UART2ClearErrors(void);`

**Arguments:** None.

**Return Value:** None.

**Remarks:**

**Code Example:** `UART1ClearErrors();`

---



---

## 17.2 Individual Macros

---

### EnableIntU1RX EnableIntU2RX

---

**Description:** This macro enables the UART receive interrupt.

**Include:** `plib.h`

**Arguments:** None

**Remarks:** This macro sets UART Receive Interrupt Enable bit of Interrupt Enable Control register.

**Code Example:** `EnableIntU2RX;`

---

### EnableIntU1TX EnableIntU2TX

---

**Description:** This macro enables the UART transmit interrupt.

**Include:** `plib.h`

**Arguments:** None

**Remarks:** This macro sets UART Transmit Interrupt Enable bit of Interrupt Enable Control register.

**Code Example:** `EnableIntU2TX;`

---

### DisableIntU1RX DisableIntU2RX

---

**Description:** This macro disables the UART receive interrupt.

**Include:** `plib.h`

**Arguments:** None

**Remarks:** This macro clears UART Receive Interrupt Enable bit of Interrupt Enable Control register.

**Code Example:** `DisableIntU1RX;`

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## DisableIntU1TX DisableIntU2TX

---

**Description:** This macro disables the UART transmit interrupt.

**Include:** `plib.h`

**Arguments:** None

**Remarks:** This macro clears UART Transmit Interrupt Enable bit of Interrupt Enable Control register.

**Code Example:** `DisableIntU1TX;`

---

---

## SetPriorityIntU1 SetPriorityIntU2

---

**Description:** This macro sets priority for UART channel.

**Include:** `plib.h`

**Arguments:** *priority*

Priority Level  
UART\_INT\_PR0  
UART\_INT\_PR1  
UART\_INT\_PR2  
UART\_INT\_PR3  
UART\_INT\_PR4  
UART\_INT\_PR5  
UART\_INT\_PR6  
UART\_INT\_PR7

**Remarks:** This macro sets UART Interrupt Priority bits of Interrupt Priority Control register.

**Code Example:** `SetPriorityIntU1 (UART_INT_PR3) ;`

---

---

## SetSubPriorityIntU1 SetSubPriorityIntU2

---

**Description:** This macro sets the sub priority for UART channel.

**Include:** `plib.h`

**Arguments:** *sub\_priority*

Sub Priority Level  
UART\_INT\_SUB\_PR0  
UART\_INT\_SUB\_PR1  
UART\_INT\_SUB\_PR2  
UART\_INT\_SUB\_PR3

**Remarks:** This macro sets UART Interrupt Sub Priority bits of Interrupt Priority Control register.

**Code Example:** `SetSubPriorityIntU1 (UART_INT_SUB_PR3) ;`

---

---

## 17.3 Example of Use

---

### UART1SendBreak

### UART2SendBreak

---

**Description:** This macro Initiates Break sequence on UARTx.

**Include:** plib.h

**Prototype:**  
void UART1SendBreak(void);  
void UART2SendBreak(void);

**Arguments:** None.

**Return Value:** None.

**Remarks:**

**Code Example:** UART1SendBreak();

---

### UART1EnableAutoAddr

### UART2EnableAutoAddr

---

**Description:** This macro Enables the automatic address matching mode of UART.

**Include:** plib.h

**Prototype:**  
void UART1EnableAutoAddr(int address);  
void UART2EnableAutoAddr(int address);

**Arguments:** address: The 9-bit address for this UART.

**Return Value:** None.

**Remarks:**

**Code Example:** UART1EnableAutoAddr(0x18);



---

---

## 18.0 PMP FUNCTIONS

The 32-bit PMP Peripheral Library consists of simple, code efficient macros and functions supporting the configuration and use of this peripheral.

### FUNCTION AND MACROS

The following function and macro features are available:

- **PMP Configuration Macros**

mPMPOpen  
mPMPClose  
mPMPEnable  
mPMPDisable  
mPMPIdleStop  
mPMPIdleContinue

- **PMP Master Mode Function and Macros**

PMPSetAddress  
PMPMasterRead  
mPMPMasterReadByte  
mPMPMasterReadWord  
PMPMasterReadByteBlock  
PMPMasterReadWordBlock  
PMPMasterWrite  
PMPMasterWriteByteBlock  
PMPMasterWriteWordBlock  
mIsPMPBusy  
mPMPGetBusyFlag

- **PMP Slave Mode Functions and Macros**

mPMPSlaveRead  
PMPSlaveReadBuffer  
PMPSlaveReadBuffers  
mPMPSlaveWrite  
PMPSlaveWriteBuffer  
PMPSlaveWriteBuffers  
mPMPGetBufferFullFlags  
mIsPMPSlaveBufferFull  
mPMPGetBufferEmptyFlags  
mIsPMPSlaveBufferEmpty  
mIsPMPSlaveBufferOverflow  
mPMPClearBufferOverflow  
mIsPMPSlaveBufferUnderflow  
mPMPClearBufferUnderflow

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 18.1 PMP Configuration Macros

### Macros

***mPMPOpen()***  
***mPMPClose()***  
***mPMPEnable()***  
***mPMPDisable()***  
***mPMPIdleStop()***  
***mPMPIdleContinue()***

---

### **mPMPOpen**

---

**Description:** This macro configures the PMP module.

**Include:** `plib.h`

**Prototype:** `void mPMPOpen(unsigned int ctrl, unsigned int mode, unsigned int port, unsigned int intr);`

**Arguments:** *ctrl* PMP control configuration. This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit masks. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

#### PMP module On/Off

PMP\_ON  
PMP\_OFF  
(These bit fields are mutually exclusive)

#### PMP idle mode On/Off

PMP\_IDLE\_CON  
PMP\_IDLE\_STOP  
(These bit fields are mutually exclusive)

#### PMP address multiplex mode

PMP\_MUX\_DATA16\_ALL  
PMP\_MUX\_DATA8\_ALL  
PMP\_MUX\_DATA8\_LOWER  
PMP\_MUX\_OFF  
(These bit fields are mutually exclusive)

#### PMP read and write strobe enable

PMP\_READ\_WRITE\_EN  
PMP\_WRITE\_EN  
PMP\_READ\_EN  
PMP\_READ\_WRITE\_OFF  
(These bit fields are mutually exclusive)

#### PMP Input Buffer Type Select

PMP\_TTL  
PMP\_ST  
(These bit fields are mutually exclusive)

#### PMP chip select function

PMP\_CS2\_CS1\_EN  
PMP\_CS2\_EN  
PMP\_CS2\_CS1\_OFF  
(These bit fields are mutually exclusive)

---

---

## mPMPOpen (Continued)

---

### PMP address latch polarity

PMP\_LATCH\_POL\_HI

PMP\_LATCH\_POL\_LO

(These bit fields are mutually exclusive)

### PMP chip select polarity

PMP\_CS2\_POL\_HI

PMP\_CS2\_POL\_LO

PMP\_CS1\_POL\_HI

PMP\_CS1\_POL\_LO

(These bit fields are mutually exclusive)

### PMP read and write polarity

PMP\_WRITE\_POL\_HI

PMP\_WRITE\_POL\_LO

PMP\_READ\_POL\_HI

PMP\_READ\_POL\_LO

(These bit fields are mutually exclusive)

*mode*

PMP mode configuration. This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

### PMP interrupt request mode

PMP\_IRQ\_BUF\_FULL

PMP\_IRQ\_READ\_WRITE

PMP\_IRQ\_OFF

(These bit fields are mutually exclusive)

### PMP address increment mode

PMP\_AUTO\_ADDR\_BUFFER

PMP\_AUTO\_ADDR\_DEC

PMP\_AUTO\_ADDR\_INC

PMP\_AUTO\_ADDR\_OFF

(These bit fields are mutually exclusive)

### PMP data width

PMP\_DATA\_BUS\_8

PMP\_DATA\_BUS\_16

(These bit fields are mutually exclusive)

### PMP module mode

PMP\_MODE\_MASTER\_1

PMP\_MODE\_MASTER\_2

PMP\_MODE\_ESLAVE

PMP\_MODE\_SLAVE

(These bit fields are mutually exclusive)

### PMP beginning phase wait cycles

PMP\_WAIT\_BEG\_4

PMP\_WAIT\_BEG\_3

PMP\_WAIT\_BEG\_2

PMP\_WAIT\_BEG\_1

(These bit fields are mutually exclusive)

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mPMPOpen (Continued)

---

### PMP middle phase wait cycles

PMP\_WAIT\_MID\_15  
PMP\_WAIT\_MID\_14  
PMP\_WAIT\_MID\_13  
PMP\_WAIT\_MID\_12  
PMP\_WAIT\_MID\_11  
PMP\_WAIT\_MID\_10  
PMP\_WAIT\_MID\_9  
PMP\_WAIT\_MID\_8  
PMP\_WAIT\_MID\_7  
PMP\_WAIT\_MID\_6  
PMP\_WAIT\_MID\_5  
PMP\_WAIT\_MID\_4  
PMP\_WAIT\_MID\_3  
PMP\_WAIT\_MID\_2  
PMP\_WAIT\_MID\_1  
PMP\_WAIT\_MID\_0

(These bit fields are mutually exclusive)

### PMP end phase wait cycles

PMP\_WAIT\_END\_4  
PMP\_WAIT\_END\_3  
PMP\_WAIT\_END\_2  
PMP\_WAIT\_END\_1

(These bit fields are mutually exclusive)

*port*

PMP port pin configuration. This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.

### PMP port pin enable

PMP\_PEN\_ALL  
PMP\_PEN\_15  
PMP\_PEN\_14  
PMP\_PEN\_13  
PMP\_PEN\_12  
PMP\_PEN\_11  
PMP\_PEN\_10  
PMP\_PEN\_9  
PMP\_PEN\_8  
PMP\_PEN\_7  
PMP\_PEN\_6  
PMP\_PEN\_5  
PMP\_PEN\_4  
PMP\_PEN\_3  
PMP\_PEN\_2  
PMP\_PEN\_1  
PMP\_PEN\_0  
PMP\_PEN\_OFF

(These bit fields are mutually exclusive)

*intr*

PMP interrupt configuration. This argument contains one or more bit masks bitwise OR'd together. Select one or more from the following bit mask. Note: An absent mask symbol in an argument assumes the corresponding bit(s) are disabled, or default value, and are set = 0.



---

---

## mPMPOpen (Continued)

---

### PMP interrupt on/off

PMP\_INT\_ON

PMP\_INT\_OFF

(These bit fields are mutually exclusive)

### PMP interrupt priorities

PMP\_INT\_PRI\_7

PMP\_INT\_PRI\_6

PMP\_INT\_PRI\_5

PMP\_INT\_PRI\_4

PMP\_INT\_PRI\_3

PMP\_INT\_PRI\_2

PMP\_INT\_PRI\_1

PMP\_INT\_PRI\_0

(These bit fields are mutually exclusive)

**Return Value:** None.

**Remarks:** This function clears PMP interrupt flag, configures the PMP module and interrupt priority then enables the module.

**Code Example:**     /\* Open PMP module using master mode 2 \*/

```
#define CONTROL  (PMP_ON | PMP_IDLE_CON | \
                 PMP_MUX_DATA8_LOWER | \
                 PMP_READ_WRITE_EN | \
                 PMP_CS2_CS1_EN | \
                 PMP_LATCH_POL_HI | \
                 PMP_CS2_POL_LO | PMP_CS1_POL_LO | \
                 PMP_WRITE_POL_LO | PMP_READ_POL_LO)

#define MODE      (PMP_IRQ_OFF | PMP_AUTO_ADDR_OFF | \
                 PMP_DATA_BUS_8 | PMP_MODE_MASTER2 | \
                 PMP_WAIT_BEG_3 | PMP_WAIT_MID_7 | \
                 PMP_WAIT_END_3 )

#define PORT      (PMP_PEN_ALL)

#define INT        (PMP_INT_ON | PMP_INT_PRI_4)

mPMPOpen(CONTROL, MODE, PORT, INT);
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mPMPClose

---

<b>Description:</b>	This macro turns the PMP module off.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mPMPClose(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This function clears the PMP interrupt flag, disables the PMP module and interrupt.
<b>Code Example:</b>	mPMPClose();

---

## mPMPEnable

---

<b>Description:</b>	This macro enables the PMP module
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mPMPEnable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This macro sets bit PMCON<ON> = 1
<b>Code Example:</b>	mPMPEnable();

---

## mPMPPDisable

---

<b>Description:</b>	This macro disables the PMP module
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mPMPPDisable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This macro sets bit PMCON<ON> = 0
<b>Code Example:</b>	mPMPPDisable();

---

---

## mPMPIdleStop

---

**Description:** This macro configures the PMP to stop operating when cpu enters idle mode

**Include:** `plib.h`

**Prototype:** `void mPMPIdleStop(void);`

**Arguments:** None

**Return Value:** None

**Remarks:**

**Code Example:** `mPMPIdleStop();`

---

## mPMPIdleContinue

---

**Description:** This macro configures the PMP to continue operating when cpu enters idle mode

**Include:** `plib.h`

**Prototype:** `void mPMPIdleContinue(void);`

**Arguments:** None

**Return Value:** None

**Remarks:**

**Code Example:** `mPMPIdleContinue();`

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## 18.2 PMP Master Mode Function and Macros

### Macros

*mPMPMasterReadByte()*  
*mPMPMasterReadWord()*  
*mlsPMPBusy()*  
*mPMPGetBusyFlag()*

### Functions

*PMPSetAddress()*  
*PMPMasterRead()*  
*PMPMasterReadByteBlock()*  
*PMPMasterReadWordBlock()*  
*PMPMasterWrite()*  
*PMPMasterWriteByteBlock()*  
*PMPMasterWriteWordBlock()*

---

### PMPSetAddress

---

**Description:** This function sets the address that will appear on the PMP bus when a master read or write operation is performed.

**Include:** `plib.h`

**Prototype:** `void PMPSetAddress(unsigned int address)`

**Arguments:** *address* A value in the range 0x0000 - 0xFFFF

**Return Value:** None

**Remarks:** This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to updating the PMADDRS register.

**Code Example:** `void PMPSetAddress(0x4200);`

---

### PMPMasterRead

---

**Description:** This function returns data read from an external device connected to the PMP port.

**Include:** `plib.h`

**Prototype:** `unsigned int PMPMasterRead(void);`

**Arguments:** None

**Return Value:** The latched value from the previous bus read

---

---

## PMPMasterRead (Continued)

---

**Remarks:** This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to reading the PMDIN register. Note that the read data obtained from the PMDIN register is actually the value latched from the previous read operation. Hence, the first user read will be a dummy read to initiate the first bus read and fill the read register.

Depending on the PMP mode, the data could be 8-bit or 16-bit, however, the value returned is always 32-bits wide. For example, in 8-bit mode, a value of 0xFF read from an external device will be returned as 0x000000FF. Likewise, in 16-bit mode, a value of 0xFFFF read from an external device will be returned as 0x0000FFFF.

See mPMPMasterReadByte and mPMPMasterReadWord macros below if casting the return value to a specific size is required.

**Code Example:**

```
/* example */
unsigned int ReadValue;
ReadValue = PMPMasterRead();

/* example using casting */
unsigned char ReadValue8;
unsigned short ReadValue16;

ReadValue8 = (unsigned char) PMPMasterRead();
ReadValue16 = (unsigned short) PMPMasterRead();
```

---

## mPMPMasterReadByte

---

**Description:** This macro calls PMPMasterRead

**Include:** plib.h

**Prototype:** unsigned char mPMPMasterReadByte(void);

**Arguments:** None

**Return Value:** unsigned char

**Remarks:** This macro calls PMPMasterRead() and casts the return value = unsigned char.

**Code Example:**

```
/* example using function in 8-bit PMP mode */
unsigned char ReadValue8;
ReadValue8 = mPMPMasterReadByte();
```

---

## mPMPMasterReadWord

---

**Description:** This macro enables the PMP module

**Include:** plib.h

**Prototype:** unsigned short mPMPMasterReadWord(void);

**Arguments:** None

**Return Value:** unsigned short

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mPMPMasterReadWord (Continued)

---

**Remarks:** This macro calls PMPMasterRead() and casts the return value = unsigned short.

**Code Example:**

```
/* example using function in 16-bit PMP mode */
unsigned short ReadValue16;
ReadValue16 = mPMPMasterReadWord();
```

---

## PMPMasterReadByteBlock

---

**Description:** This function reads a block of 8-bit (byte) data from an external device.

**Include:** `plib.h`

**Prototype:** `void PMPMasterReadByteBlock(unsigned int address, unsigned int bytes, unsigned char* pDest);`

**Arguments:** *address* External 16-bit starting address.

*bytes* The number of bytes to read.

*pDest* 8-bit (byte) pointer to user memory where the data will be copied

**Return Value:** None

**Remarks:** This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to reading a block of data. This function is intended for use when the PMP is interfaced to an 8-bit external device.

**Code Example:**

```
/* example reading 256 bytes starting at 0x6400*/
unsigned char myByteArray[];
...
PMPMasterReadByteBlock(0x6400, 256, &myByteArray);
```

---

---

## PMPMasterReadWordBlock

---

<b>Description:</b>	This function reads a block of 16-bit (word) data from an external device.						
<b>Include:</b>	<code>plib.h</code>						
<b>Prototype:</b>	<code>void PMPMasterReadWordBlock(unsigned int <i>address</i>, unsigned int <i>bytes</i>, unsigned short* <i>pDest</i>);</code>						
<b>Arguments:</b>	<table><tr><td><i>address</i></td><td>External 16-bit starting address.</td></tr><tr><td><i>words</i></td><td>The number of words to read.</td></tr><tr><td><i>pDest</i></td><td>16-bit (word) pointer to user memory where the data will be copied.</td></tr></table>	<i>address</i>	External 16-bit starting address.	<i>words</i>	The number of words to read.	<i>pDest</i>	16-bit (word) pointer to user memory where the data will be copied.
<i>address</i>	External 16-bit starting address.						
<i>words</i>	The number of words to read.						
<i>pDest</i>	16-bit (word) pointer to user memory where the data will be copied.						
<b>Return Value:</b>	None						
<b>Remarks:</b>	This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to reading a block of data. This function is intended for use when the PMP is interfaced to an 16-bit external device.						
<b>Code Example:</b>	<pre>/* example reading 16 words starting at 0x4000*/ unsigned char myWordArray[]; ... PMPMasterReadWordBlock(0x4000, 16, &amp;myWordArray);</pre>						

---

## PMPMasterWrite

---

<b>Description:</b>	This function writes 8-,16-bit data to an external device.		
<b>Include:</b>	<code>plib.h</code>		
<b>Prototype:</b>	<code>void PMPMasterWrite(unsigned int <i>value</i>);</code>		
<b>Arguments:</b>	<table><tr><td><i>value</i></td><td>An 8-,16 bit value to be written to an external device.</td></tr></table>	<i>value</i>	An 8-,16 bit value to be written to an external device.
<i>value</i>	An 8-,16 bit value to be written to an external device.		
<b>Return Value:</b>	None		
<b>Remarks:</b>	This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to writing to the PMDIN register. This function can be used when the PMP is interfaced to either 8-,16-bit external device.		
<b>Code Example:</b>	<pre>/* example using function in 16-bit PMP mode */ PMPMasterWrite(0x08FF);  /* example using function in 8-bit PMP mode */ PMPMasterWrite(0x20)</pre>		

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## PMPMasterWriteByteBlock

---

**Description:** This function writes a block of 8-bit (byte) data to an external device.

**Include:** `plib.h`

**Prototype:** `void PMPMasterWriteByteBlock(unsigned int address, unsigned int bytes, unsigned char* pSrc);`

**Arguments:** *address* External 16-bit starting address.

*bytes* The number of bytes to write.

*pSrc* 8-bit (byte) pointer to source data in user memory.

**Return Value:** None

**Remarks:** This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to reading a block of data. This function is intended for use when the PMP is interfaced to an 8-bit external device.

**Code Example:**

```
/* example writing 64 bytes starting at 0x1000*/
unsigned char myByteArray[];
...
PMPMasterWriteByteBlock(0x1000, 64, &myByteArray);
```



---

---

## PMPMasterWriteWordBlock

---

**Description:** This function writes a block of 16-bit (word) data to an external device.

**Include:** `plib.h`

**Prototype:** `void PMPMasterWriteWordBlock(unsigned int address,  
unsigned int words, unsigned char* pSrc);`

**Arguments:** *address* External 16-bit starting address.

*bytes* The number of words to write.

*pSrc* 16-bit (word) pointer to source data in user memory.

**Return Value:** None

**Remarks:** This function polls the PMP Busy flag to ensure any previous read or write operation has completed prior to reading a block of data. This function is intended for use when the PMP is interfaced to an 16-bit external device.

**Code Example:**

```
/* example writing 32 words starting at 0x8000*/  
unsigned char myWordArray[];  
...  
PMPMasterWriteWordBlock(0x8000, 32, &myWordArray);
```

---

## mIsPMPBusy

---

**Description:** This macro provides the state of the PMP module busy flag

**Include:** `plib.h`

**Prototype:** `void mIsPMPBusy(void);`

**Arguments:** None

**Return Value:** None

**Remarks:** This macro provides PMMODE<BUSY> status bit.

**Notes** The PMMODE.BUSY flag is only used in Master mode 1 and 2

**Code Example:** `while (mIsPMPBusy()) ;`

---

## mPMPGetBusyFlag

---

<b>Description:</b>	This macro provides the state of the PMP module busy flag
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mIsPMPBusy(void);</code>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	Same macro functionality as “mIsPMPBusy”
<b>Notes</b>	The PMMODE.BUSY flag is only used in Master mode 1 and 2
<b>Code Example:</b>	<code>while(mIsPMPBusy());</code>

---

---

## 18.3 PMP Slave Mode Functions and Macros

### Macros

*mPMPSlaveRead()*  
*mPMPSlaveWrite()*  
*mPMPPGetBufferFullFlags()*  
*mIsPMPSlaveBufferFull()*  
*mPMPPGetBufferEmptyFlags*  
*mIsPMPSlaveBufferEmpty()*  
*mIsPMPSlaveBufferOverflow()*  
*mPMPClearBufferOverflow()*  
*mIsPMPSlaveBufferUnderflow()*  
*mPMPClearBufferUnderflow()*

### Functions

*PMPSlaveReadBuffer()*  
*PMPSlaveReadBuffers()*  
*PMPSlaveWriteBuffer()*  
*PMPSlaveWriteBuffers()*

---

### mPMPSlaveRead

---

<b>Description:</b>	This macro reads the slave input buffer.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mPMPSlaveRead(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	When operating in legacy slave mode, this macro provides the value in the PMPDIN register
<b>Notes</b>	<ul style="list-style-type: none"><li>• This macro does not check the status of the PMSTAT.IBF (input buffer full) bit prior to reading the PMDIN register. It is recommended that the user verify PMSTAT&lt;IBF&gt; = 1 prior to reading the PMDIN register.</li><li>• If an external master write occurs before the current contents of the PMDIN register is performed, the IBOV flag will be set, indicating an overflow. This function does not check or modify the IBOV bit. Therefore the user should check for an overflow condition.</li><li>•</li></ul>
<b>Code Example:</b>	<pre>/* example slave read */ unsigned char value; ... value = mPMPSlaveRead();</pre>

---

### PMPSlaveReadBuffer

---

<b>Description:</b>	This function reads one of four selected slave input buffers.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned int PMPSlaveReadBuffer(BUFFER buf)
<b>Arguments:</b>	buf (enum) Slave buffer to read, 0..3.

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---

---

## PMPSlaveReadBuffer (Continued)

---

**Return Value:** value read from the selected input buffer.

**Remarks:** When operating in enhanced slave mode, this function reads the PMDIN input buffer register selected by the *buf* parameter and returns the 8-bit value.

**Code Example:**

```
/* example reading slave buffer 3*/
unsigned char dataValue;
...
dataValue = PMPSlaveReadBufferN(3);
```

---

---

## PMPSlaveReadBuffers

---

<b>Description:</b>	This function reads all slave input buffers.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>unsigned int PMPSlaveReadBuffers(unsigned char* pDest)</code>
<b>Arguments:</b>	<i>pDest</i> 8-bit (byte) pointer to user memory where the data will be copied.
<b>Return Value:</b>	None
<b>Remarks:</b>	When operating in buffered slave mode, this function reads all 4 slave data input buffers and copies to user memory specified by pointer.
<b>Code Example:</b>	<pre>unsigned char dataOut[4]; ... PMPSlaveReadBuffers(&amp;dataOut);</pre>

---

## mIsPMPSlaveBufferFull

---

<b>Description:</b>	This macro provides the state of the slave Input Buffer Full status flag
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>void mIsPMPSlaveBufferFull(void);</code>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This macro provides the PMSTAT<IBF> status bit
<b>Notes</b>	
<b>Code Example:</b>	<pre>while(!mIsPMPSlaveBufferFull());</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## mPMPGetBufferFullFlags

---

**Description:** This macro provides the state of individual slave Input Buffer Full status flags

**Include:** `plib.h`

**Prototype:** `void mPMPGetBufferFullFlags (BUFFER buf);`

**Arguments:** *buf* (enum) The buffer register to write

**Remarks:** This macro provides PMSTAT<IBnF> status bits

### Notes

**Code Example:** `mPMPGetBufferFullFlags (BUF0);`

---

## mIsPMPSlaveBufferOverflow

---

**Description:** This macro provides the state of the slave Input Buffer Overflow flag

**Include:** `plib.h`

**Prototype:** `void mIsPMPSlaveBufferOverflow (void);`

**Arguments:** None

**Remarks:** This macro provides PMSTAT<IBOV> status bit

### Notes

**Code Example:** `if (mIsPMPSlaveBufferOverflow());`

---

## mPMPClearBufferOverflow

---

**Description:** This macro clears the slave Input Buffer Overflow flag

**Include:** `plib.h`

**Prototype:** `void mPMPClearBufferOverflow (void);`

**Arguments:** None

**Remarks:** This macro clears PMSTAT<IBF> status bit

### Notes

**Code Example:** `mPMPClearBufferOverflow();`

---

## mPMPSlaveWrite

---

**Description:** This function writes to the slave output buffer.

**Include:** `plib.h`

**Prototype:** `void mPMPSlaveWrite (unsigned char value);`

---

---

## mPMPSlaveWrite (Continued)

---

<b>Arguments:</b>	<i>value</i> 8-bit value to load into the slave output buffer
<b>Return Value:</b>	None
<b>Remarks:</b>	When operating in legacy slave mode, this function writes the data value to the PMDOUT buffer register.
<b>Notes</b>	This function does not check the status of the PMSTAT.OBE (output buffer empty) bit prior to writing to the PMDOUT register. Therefore the user should check PMSTAT<OBE> bit = 1 prior to writing the PMDOUT register.
<b>Code Example:</b>	<pre>/* example slave write */ mPMPSlaveWrite(0xFF);</pre>

---

## PMPSlaveWriteBuffer

---

<b>Description:</b>	This function writes one of four selected slave output buffers.
<b>Include:</b>	plib.h
<b>Prototype:</b>	<pre>void PMPSlaveWriteBuffer(BUFFER <i>buf</i>, unsigned int <i>value</i>)</pre>
<b>Arguments:</b>	<i>buf</i> The buffer register to write  <i>value</i> The 8-bit (byte) value to write
<b>Return Value:</b>	None
<b>Remarks:</b>	When operating in enhanced slave mode, this function writes a byte to the PMDOUT output buffer register selected by the <i>buf</i> parameter.
<b>Code Example:</b>	<pre>/* example load 0x55 in slave buffer 0 */ PMPSlaveWriteBuffer(0,0x55);</pre>

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

---

## PMPSlaveWriteBuffers

---

<b>Description:</b>	This function writes to all 4 slave output buffers.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void PMPSlaveWriteBuffers(unsigned char* pSrc)
<b>Arguments:</b>	<i>pSrc</i> 8-bit (byte) pointer to source data in user memory.
<b>Return Value:</b>	None
<b>Remarks:</b>	When operating in enhanced slave mode, this function writes 4 bytes, pointed to by <i>pSrc</i> parameter, to PMDOUT output buffers.
<b>Code Example:</b>	<pre>/* example load 4 values in slave output buffers */ unsigned char dataOut[4]; ... PMPSlaveWriteBuffers(&amp;dataOut);</pre>

---

## mIsPMPSlaveBufferEmpty

---

<b>Description:</b>	This macro provides the state of the slave Output Buffer Empty status flag
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mIsPMPSlaveBufferEmpty(void);
<b>Arguments:</b>	None
<b>Remarks:</b>	This macro provides PMSTAT<OBF> status bit
<b>Notes</b>	
<b>Code Example:</b>	<pre>if(mIsPMPSlaveBufferEmpty()); .... else ....</pre>



---

---

## **mPMPGetBufferEmptyFlags**

---

**Description:** This macro provides the state of individual slave Output Buffer Empty status flags

**Include:** `plib.h`

**Prototype:** `void mPMPGetBufferEmptyFlags(void);`

**Arguments:** None

**Remarks:** This macro provides PMSTAT<OBnE> status bits

### **Notes**

**Code Example:** `mPMPGetBufferEmptyFlags(BUF3);`

---

## **mIsPMPSlaveBufferUnderflow**

---

**Description:** This macro provides the state of the slave Output Buffer Underflow status flag

**Include:** `plib.h`

**Prototype:** `void mIsPMPSlaveBufferUnderflow(void);`

**Arguments:** None

**Remarks:** This macro provides PMSTAT.OBUF status bit

### **Notes**

**Code Example:** `if(mIsPMPSlaveBufferUnderflow());`

---

## **mPMPClearBufferUnderflow**

---

**Description:** This macro clears the slave Output Buffer Underflow flag.

**Include:** `plib.h`

**Prototype:** `void mPMPClearBufferUnderflow(void);`

**Arguments:** None

**Remarks:** This macro clears PMSTAT<OBUF> status bit

### **Notes**

**Code Example:** `PMPClearBufferUnderflow();`

## 18.4 Example Code: PMP Slave Mode

The following code example illustrates the use of the PMP peripheral as an 8-bit slave device interfaced to an external master.

```
/* *****
 * Description:
 *   This example demonstrates PMP legacy Slave mode read/write operation.
 *
 * Configuration Bit Settings:
 *   - Oscillator Selection Bits = FRCPLL
 *   - Primary Oscillator Config = DISABLED (OFF)
 *   - PLL Input Divider (NOT REQUIRED BECAUSE FRCPLL DEFAULTS = DIV 2)
 *   - PLL Multiplier = 20
 *   - PLL Output Divider = 1
 *   - PBDIV = 1:1
 *   - WDT (watchdog timer) = DISABLED
 * *****/
#include <plib.h>
#pragma config FPLLMUL = MUL_20, FPLLLODIV = DIV_1, FWDTEN = OFF
#pragma config POSCMOD = OFF, FNOSC = FRCPLL, FPBDIV = DIV_1
#include <plib.h>

#define CONTROL      PMP_READ_POL_LO | PMP_WRITE_POL_LO | PMP_CS1_POL_LO

int main(void)
{
    unsigned char data;

    mPMPOpen(PMP_CONTROL, PMP_MODE_SLAVE, 0, PMP_INT_PRI_3 | PMP_INT_ON);

    // poll for external master device to write something...
    while(!mIsPMPSlaveBufferFull());
    data = mPMPSlaveRead();

    ...

    // later, prepare data for the external master to read
    // be sure to check if output buffer is empty before writing
    while(!mIsPMPSlaveBufferEmpty());
    mPMPSlaveWrite(0x22);
    ...
    while(1); // sit and do nothing
}
```

---

## 18.5 Example Code: PMP 16-bit Master Mode 2

The following code example illustrates the use of the PMP peripheral as an 16-bit master interfaced to an external device, such as SRAM.

```
/*
*****
* Description:
*   This example demonstrates PMP peripheral Master mode 2 configuration
*   and read/write operations to a 16-bit external device.
*
* Configuration Bit Settings:
*   - Oscillator Selection Bits = FRCPLL
*   - Primary Oscillator Config = DISABLED (OFF)
*   - PLL Input Divider (NOT REQUIRED BECAUSE FRCPLL DEFAULTS = DIV 2)
*   - PLL Multiplier = 20
*   - PLL Output Divider = 1
*   - PBDIV = 1:1
*   - WDT (watchdog timer) = DISABLED
*****
#include <plib.h>
#pragma config FPLLMUL = MUL_20, FPLLLODIV = DIV_1, FWDTEN = OFF
#pragma config POSCMOD = OFF, FNOSC = FRCPLL, FPBDIV = DIV_1

#define CONTROL      (PMP_ON | PMP_IDLE_CON | PMP_MUX_OFF | PMP_READ_WRITE_EN | \
                      PMP_CS2_CS1_EN | PMP_LATCH_POL_HI | PMP_CS2_POL_LO | \
                      PMP_CS1_POL_LO | PMP_WRITE_POL_LO | PMP_READ_POL_LO)
#define MODE          (PMP_IRQ_OFF | PMP_AUTO_ADDR_OFF | PMP_DATA_BUS_16 | \
                      PMP_MODE_MASTER2 | PMP_WAIT_BEG_3 | PMP_WAIT_MID_7 | \
                      PMP_WAIT_END_3 )

#define PORT          (PMP_PEN_ALL)
#define INTERRUPT      (PMP_INT_OFF)

#define EXT_ADDRS      0x4000
#define EXT_BLOCK_ADDRS 0x5000

    unsigned short value;
    unsigned short writeBuf[1024];
    unsigned short readBuf[1024];

int main(void)
{
    SYSTEMConfigPerformance(80000000);
    mPMPOpen(CONTROL, MODE, PORT, INTERRUPT);

    // demonstrate a simple write operation (16-bit)
    PMPSetAddress(EXT_ADDRS);
    PMPMasterWrite(0x1234);

    // The first read flushes then latches desired data from external device
    PMPMasterRead();

    // now get the data from previous read operation, value should = 0x1234
    value = PMPMasterRead();

    // Next, demonstrate a block write of 1024 half Words (16-bit)
    // Note: readBuf[] and writeBuf[] are assumed initialized for this example.

    PMPMasterWriteWordBlock(EXT_BLOCK_ADDRS, 1024, writeBuf);
    PMPMasterReadWordBlock(EXT_BLOCK_ADDRS, 1024, readBuf);
    // values in readBuf should = value in writeBuf when done

    mPMPClose();

    while(1); // sit here and do nothing
}
*/
```



## 19.0 RTCC FUNCTIONS

This document provides a list and a description of the interface functions that are part of the RTCC API Peripheral Library. It is intended as a quick reference to the user of the RTCC API. So, it is a complete specification of all the functions provided as well as being a guide to using these functions.

### 19.1 High Level Control Functions

The following set of functions control the initialization and shutdown operation of the RTCC.

RtccInit	
<b>Description:</b>	The function initializes the RTCC device. It starts the RTCC clock, enables the RTCC and disables RTCC write. Disables the Alarm and the OE. Clears the alarm interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	rtccRes RtccInit(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	<ul style="list-style-type: none"><li>- RTCC_CLK_ON if the RTCC clock is actually running</li><li>- RTCC_SOSC_NRDY if the SOSC is not running</li><li>- RTCC_CLK_NRDY if the RTCC clock is not running</li></ul>
<b>Remarks:</b>	This function has to be called before using RTCC module services. It usually takes 4x256 clock cycles (approx 31.2 ms) for the oscillator signal to be available to the RTCC. The user must make sure that the clock is actually running using RtccGetClkStat() before expecting the RTCC to count.
<b>Source File:</b>	rtcc_init_lib.c
<b>Coding Example:</b>	rtccRes res=RtccInit(); if(res==RTCC_CLK_ON) { // RTCC clock is running ... }

RtccOpen	
<b>Description:</b>	The function initializes the RTCC device. It starts the RTCC clock, sets the desired time and calibration and enables the RTCC. Disables the Alarm and the OE and further RTCC writes. Clears the alarm interrupt flag..
<b>Include:</b>	plib.h
<b>Prototype:</b>	rtccRes RtccOpen((unsigned long tm, unsigned long dt, int drift);
<b>Arguments:</b>	<p>tm - an unsigned long containing the fields of a valid rtccTime structure:</p> <ul style="list-style-type: none"><li>- sec:BCD codification, 00-59</li><li>- min: BCD codification, 00-59</li><li>- hour: BCD codification, 00-24</li></ul> <p>dt - the date value to be set containing the valid fields of a rtccDate structure:</p> <ul style="list-style-type: none"><li>- wday:BCD codification, 00-06</li><li>- mday: BCD codification, 01-31</li><li>- mon: BCD codification, 01-12</li><li>- year: BCD codification, 00-99</li></ul> <p>drift- value to be added/subtracted to perform calibration. The drift value acts as a signed value, [-512, +511], 0 not having any effect.</p>

<b>Return Value:</b>	<ul style="list-style-type: none"> <li>- RTCC_CLK_ON if the RTCC clock is actually running</li> <li>- RTCC_SOSC_NRDY if the SOSC is not running</li> <li>- RTCC_CLK_NRDY if the RTCC clock is not running</li> </ul>
<b>Remarks:</b>	This function is usually called after RtccInit() as we are sure that the RTCC clock is running and is stable, i.e. RtccGetClkStat() returns RTCC_CLK_ON.
<b>Source File:</b>	rtcc_open_lib.c
<b>Coding Example:</b>	<pre>rtccDate dt; dt.wday=05; dt.mday=0x28; dt.mon=0x2; dt.year=0; rtccTime tm; tm.sec=0x15; tm.min=0x30; tm.hour=01; rtccRes res=RtccOpen(tm.l, dt.l, 10); or rtccRes res=RtccOpen(0x01301500, 0x00022805, 10);</pre>

RtccShutdown	
<b>Description:</b>	The function shutdowns the RTCC device. It stops the RTCC clock, sets the RTCC Off and disables RTCC write. Disables the Alarm and the OE. Clears the alarm interrupt flag.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccShutdown(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	After using this function RtccInit() has to be called again to be able to use the RTCC module services.
<b>Source File:</b>	rtcc_shutdown_lib.c
<b>Coding Example:</b>	RtccShutdown ();

## 19.2 Time and Alarm Functions

These functions deal with the setting and retrieving of the RTCC current time and alarm time.

RtccSetTime	
<b>Description:</b>	This function sets the current time in the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetTime(unsigned long tm);
<b>Arguments:</b>	tm - an unsigned long containing the fields of a valid rtccTime structure: <ul style="list-style-type: none"> <li>- sec:BCD codification, 00-59</li> <li>- min: BCD codification, 00-59</li> <li>- hour: BCD codification, 00-24</li> </ul>
<b>Return Value:</b>	None

<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The write is successful only if Wr Enable is set. The function will enable the write itself, if needed.</li> <li>- The device could be stopped in order to safely perform the update of the RTC time register. However, the device status will be restored but the routine won't wait for the CLK to be running before returning. User has to check RtccGetClkStat() (will take approx 30us).</li> <li>- The routine could disable the interrupts for a very short time to be able to update the time and date registers.</li> </ul>
<b>Source File:</b>	rtcc_set_time_lib.c
<b>Coding Example:</b>	<pre>rtccTime tm; tm.sec=0x15; tm.min=0x30; tm.hour=01; RtccSetTime(tm.l); or RtccSetTime(0x01301500);</pre>

---

### RtccGetTime

---

<b>Description:</b>	The function returns the current time of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned long RtccGetTime(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	The current value of the time which can be safely casted to an rtccTime structure.
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The function makes sure that the read value is valid. It avoids waiting for the RTCSYNC to be clear by performing successive reads.</li> </ul>
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	rtccTime tm; tm.l=RtccGetTime();

---

### RtccSetDate

---

<b>Description:</b>	The function sets the current date in the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetDate(unsigned long dt);
<b>Arguments:</b>	dt - the date value to be set containing the valid fields of a rtccDate structure: <ul style="list-style-type: none"> <li>- wday:BCD codification, 00-06</li> <li>- mday: BCD codification, 01-31</li> <li>- mon: BCD codification, 01-12</li> <li>- year: BCD codification, 00-99</li> </ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The write is successful only if Wr Enable is set. The function will enable the write itself, if needed.</li> <li>- The device could be stopped in order to safely perform the update of the RTC time register. However, the device status will be restored but the routine won't wait for the CLK to be running before returning. User has to check RtccGetClkStat() (will take approx 30us).</li> <li>- The routine could disable the interrupts for a very short time to be able to update the time and date registers.</li> </ul>
<b>Source File:</b>	rtcc_set_date_lib.c

---

<b>Coding Example:</b>	<pre>rtccDate dt; dt.wday=05; dt.mday=0x28; dt.mon=0x2; dt.year=0; RtccSetDate(dt.l); or RtccSetDate(0x00022805);</pre>
------------------------	---

---

---

### RtccGetDate

---

<b>Description:</b>	The function returns the current date of the RTCC device. Can be safely cast into rtccDate.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned long RtccGetDate(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	an unsigned long representing the current date: <ul style="list-style-type: none"><li>- wday:BCD codification, 00-06</li><li>- mday: BCD codification, 01-31</li><li>- mon: BCD codification, 01-12</li><li>- year: BCD codification, 00-99</li></ul>
<b>Remarks:</b>	The function makes sure that the read value is valid. It avoids waiting for the RTCSYNC to be clear by performing successive reads.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	<pre>rtccDate dt; dt.l=RtccGetDate();</pre>

---

### RtccSetTimeDate

---

<b>Description:</b>	The function sets the current time and date in the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetTimeDate(unsigned long tm, unsigned long dt);
<b>Arguments:</b>	<p>tm - the time value to be set, a valid rtccTime structure having proper values:</p> <ul style="list-style-type: none"><li>- sec:BCD codification, 00-59</li><li>- min: BCD codification, 00-59</li><li>- hour: BCD codification, 00-24</li></ul> <p>dt - the date value to be set, a valid rtccDate structure having proper values:</p> <ul style="list-style-type: none"><li>- wday:BCD codification, 00-06</li><li>- mday: BCD codification, 01-31</li><li>- mon: BCD codification, 01-12</li><li>- year: BCD codification, 00-99</li></ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- The write is successful only if Wr Enable is set. The function will enable the write itself, if needed.</li><li>- The device could be stopped in order to safely perform the update of the RTC time register. However, the device status will be restored but the routine won't wait for the CLK to be running before returning. User has to check RtccGetClkStat() (will take approx 30us).</li><li>- The routine could disable the interrupts for a very short time to be able to update the time and date registers.</li></ul>



<b>Source File:</b>	rtcc_set_time_date_lib.c
<b>Coding Example:</b>	<pre>rtccTime tm; tm.sec=0x15; tm.min=0x59; tm.hour=0x23; rtccDate dt; dt.wday=05; dt.mday=0x28; dt.mon=0x2; dt.year=0; RtccSetTimeDate(tm, dt); or RtccSetTimeDate(0x23591500, 0x00022805);</pre>
<hr/>	
<b>RtccGetTimeDate</b>	
<b>Description:</b>	The function updates the user supplied union/structures with the current time and date of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccGetTimeDate(rtccTime* pTm, rtccDate* pDt);
<b>Arguments:</b>	<p>pTm - pointer to a rtccTime union to store the current time:</p> <ul style="list-style-type: none"> <li>- sec:BCD codification, 00-59</li> <li>- min:BCD codification, 00-59</li> <li>- hour:BCD codification, 00-24</li> </ul> <p>pDt - pointer to a rtccDate union to store the current date:</p> <ul style="list-style-type: none"> <li>- wday:BCD codification, 00-06</li> <li>- mday:BCD codification, 01-31</li> <li>- mon:BCD codification, 01-12</li> <li>- year:BCD codification, 00-99</li> </ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	- The function makes sure that the read value is valid. It avoids waiting for the RTCSYNC to be clear by performing successive reads.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	rtccTime tm; rtccDate dt; RtccGetTimeDate(&tm, &dt);

<hr/>	
<b>RtccSetAlarmTime</b>	
<b>Description:</b>	The function sets the current alarm time in the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetAlarmTime(unsigned long tm);
<b>Arguments:</b>	<p>tm - the alarm time to be set, a valid rtccTime structure having proper values:</p> <ul style="list-style-type: none"> <li>- sec:BCD codification, 00-59</li> <li>- min: BCD codification, 00-59</li> <li>- hour: BCD codification, 00-24</li> </ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	<p>- The function might wait for the proper Alarm window to safely perform the update of the ALRMTIME register.</p> <p>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</p>
<b>Source File:</b>	rtcc_set_alarm_time_lib.c



---

### **mRtccGetAlarmDate**

---

<b>Description:</b>	The macro returns the current alarm date of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	unsigned long mRtccGetAlarmDate(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	The current alarm date. Can be safely cast into an rtccDate: <ul style="list-style-type: none"><li>- wday:BCD codification, 00-06</li><li>- mday:BCD codification, 01-31</li><li>- mon:BCD codification, 01-12</li></ul>
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	rtccDate dt; dt.l=mRtccGetAlarmDate();

---

### **RtccSetAlarmTimeDate**

---

<b>Description:</b>	The function sets the current alarm time and date in the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetAlarmTimeDate(unsigned long tm, unsigned long dt);
<b>Arguments:</b>	tm - the alarm time to be set, a valid rtccTime structure having proper values: <ul style="list-style-type: none"><li>- sec:BCD codification, 00-59</li><li>- min: BCD codification, 00-59</li><li>- hour: BCD codification, 00-24</li></ul> dt - the alarm date to be set, a valid rtccDate structure having proper values: <ul style="list-style-type: none"><li>- wday:BCD codification, 00-06</li><li>- mday: BCD codification, 01-31</li><li>- mon: BCD codification, 01-12</li></ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- The function might wait for the proper Alarm window to safely perform the update of the ALRMTIME, ALRMDATE registers.</li><li>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</li><li>- Note that the alarm time does not contain a year field.</li></ul>
<b>Source File:</b>	rtcc_set_alarm_time_date_lib.c
<b>Coding Example:</b>	rtccTime tm; tm.sec=0; tm.min=0x59; tm.hour=0x23; rtccDate dt; dt.wday=0; dt.mday=0x12; dt.mon=0x12; RtccSetAlarmTimeDate(tm.l, dt.l); or RtccSetAlarmTimeDate(0x235900, 0x121200);

<b>RtccGetAlarmTimeDate</b>	
<b>Description:</b>	The function updates the user supplied union/structures with the current alarm time and date of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccGetAlarmTimeDate(rtccTime* pTm, rtccDate* pDt);
<b>Arguments:</b>	<p>pTm - pointer to a rtccTime union to store the alarm time:</p> <ul style="list-style-type: none"> <li>- sec:BCD codification, 00-59</li> <li>- min:BCD codification, 00-59</li> <li>- hour:BCD codification, 00-24</li> </ul> <p>pDt - pointer to a rtccDate union to store the alarm date:</p> <ul style="list-style-type: none"> <li>- wday:BCD codification, 00-06</li> <li>- mday:BCD codification, 01-31</li> <li>- mon:BCD codification, 01-12</li> </ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	rtccTime tm; rtccDate dt; RtccGetAlarmTimeDate(&tm, &dt);

<b>RtccWeekDay</b>	
<b>Description:</b>	The function calculates the week of the day for new style dates, beginning at 14 Sep 1752. Based on an algorithm by Lewis Carroll.
<b>Include:</b>	plib.h
<b>Prototype:</b>	intRtccWeekDay(int year, int month, int day);
<b>Arguments:</b>	<p>year- year value</p> <p>month- month value, 1-12</p> <p>day- day value, 1-31</p>
<b>Return Value:</b>	the week of the day, 0 for Sun, 1 for Mon and so on
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc_weekday_lib.c
<b>Coding Example:</b>	int weekDay=RtccWeekDay(2004, 02, 28);

### 19.3 Alarm Control and status functions

The following set of functions control the operation of the RTCC Alarm. They also return the current status of the RTCC alarm settings.

---

### RtccAlarmEnable

---

<b>Description:</b>	The function enables the alarm of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccAlarmEnable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- The function might wait for the proper Alarm window to safely perform the update of the RTCALRM register.</li><li>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</li></ul>
<b>Source File:</b>	rtcc_alarm_enable_lib.c
<b>Coding Example:</b>	RtccAlarmEnable();

---

### RtccAlarmDisable

---

<b>Description:</b>	The function disables the alarm of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccAlarmDisable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- The function might wait for the proper Alarm window to safely perform the update of the RTCALRM register.</li><li>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</li></ul>
<b>Source File:</b>	rtcc_alarm_disable_lib.c
<b>Coding Example:</b>	RtccAlarmDisable();

---

### RtccGetAlarmEnable

---

<b>Description:</b>	The function returns the current alarm status of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int RtccGetAlarmEnable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if alarm is enabled false- if alarm is disabled
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isAlarmEnabled=RtccGetAlarmEnable();

---

### RtccChimeEnable

---

<b>Description:</b>	The function enables the chime alarm of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetChimeEnable(bool enable, bool dsblAlarm);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- The function might wait for the proper Alarm window to safely perform the update of the RTCALRM register.</li><li>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</li></ul>
<b>Source File:</b>	rtcc_chime_enable_lib.c
<b>Coding Example:</b>	RtccChimeEnable();

---

### RtccChimeDisable

---

<b>Description:</b>	The function disables the chime alarm of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetChimeEnable(bool enable, bool dsblAlarm);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- The function might wait for the proper Alarm window to safely perform the update of the RTCALRM register.</li><li>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</li></ul>
<b>Source File:</b>	rtcc_chime_disable_lib.c
<b>Coding Example:</b>	RtccChimeDisable();

---

### RtccGetChimeEnable

---

<b>Description:</b>	The function returns the chime alarm of the RTCC device.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int RtccGetChimeEnable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if chime is enabled false- if chime is disabled

<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isChimeEnabled=RtccGetChimeEnable();

---

#### RtccSetAlarmRpt

---

<b>Description:</b>	The function sets the RTCC alarm repeat rate.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetAlarmRpt(rtccRepeat rpt);
<b>Arguments:</b>	rpt - value of the desired alarm repeat rate: RTCC_RPT_HALF_SEC - repeat alarm every half second RTCC_RPT_SEC - repeat alarm every second RTCC_RPT_TEN_SEC - repeat alarm every ten seconds RTCC_RPT_MIN - repeat alarm every minute RTCC_RPT_TEN_MIN - repeat alarm every ten minutes RTCC_RPT_HOUR - repeat alarm every hour RTCC_RPT_DAY - repeat alarm every day RTCC_RPT_WEEK - repeat alarm every week RTCC_RPT_MON - repeat alarm every month RTCC_RPT_YEAR - repeat alarm every year
<b>Return Value:</b>	None
<b>Remarks:</b>	- The function might wait for the proper Alarm window to safely perform the update of the RTCCALRM register. - Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.
<b>Source File:</b>	rtcc_set_alarm_rpt_lib.c
<b>Coding Example:</b>	RtccSetAlarmRpt(RTCC_RPT_MIN);

---

#### RtccGetAlarmRpt

---

<b>Description:</b>	The function returns the current RTCC alarm repeat rate.
<b>Include:</b>	plib.h
<b>Prototype:</b>	rtccRepeat RtccGetAlarmRpt(void);
<b>Arguments:</b>	None

<b>Return Value:</b>	<p>The value of the current alarm repeat rate:</p> <p>RTCC_RPT_HALF_SEC – alarm is repeated every half second</p> <p>RTCC_RPT_SEC – alarm is repeated every second</p> <p>RTCC_RPT_TEN_SEC - alarm is repeated every ten seconds</p> <p>RTCC_RPT_MIN - alarm is repeated every minute</p> <p>RTCC_RPT_TEN_MIN - alarm is repeated every ten minutes</p> <p>RTCC_RPT_HOUR - alarm is repeated every hour</p> <p>RTCC_RPT_DAY - alarm is repeated every day</p> <p>RTCC_RPT_WEEK - alarm is repeated every week</p> <p>RTCC_RPT_MON - alarm is repeated every month</p> <p>RTCC_RPT_YEAR - alarm is repeated every year</p>
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	rtccRepeat rptAlrm=RtccGetAlarmRpt();

<b>RtccSetAlarmRptCount</b>	
<b>Description:</b>	The function sets the RTCC alarm repeat count.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetAlarmRptCount(int rptCnt);
<b>Arguments:</b>	<p>rpt- value of the desired alarm repeat count, less then 256</p> <p>The number of alarm triggers will be rptCnt+1:</p> <ul style="list-style-type: none"> <li>- one alarm trigger if rptCnt==0</li> <li>- ....</li> <li>- 256 alarm triggers if rptCnt=255</li> </ul>
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- rptCnt will be truncated to fit into 8 bit representation.</li> <li>- The function might wait for the proper Alarm window to safely perform the update of the RTCALRM register.</li> <li>- Interrupts are disabled shortly when properly probing the RTCSYNC/ALRMSYNC needed.</li> <li>- If rptCnt is 0, there will be one alarm trigger.</li> </ul>
<b>Source File:</b>	rtcc_set_alarm_rpt_count_lib.c
<b>Coding Example:</b>	RtccSetAlarmRptCount(10);

<b>RtccGetAlarmRptCount</b>	
<b>Description:</b>	The function reads the RTCC alarm repeat counter.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int RtccGetAlarmRptCount(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	The current alarm repeat count



<b>Remarks:</b>	The reading is affected by the status of RTCALRM.ALARMSYNC bit. Double readings are performed.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int almRptCnt=RtccGetAlarmRptCount();

## 19.4 Low Level Control and Status Function

The following set of functions provides a low level interface for controlling the operation of the RTCC. They also return the current status of certain RTCC settings as well as the status of internal RTCC bits.

RtccEnable	
<b>Description:</b>	The function enables the RTCC.
<b>Include:</b>	plib.h
<b>Prototype:</b>	rtccRes RtccEnable(void)
<b>Arguments:</b>	None
<b>Return Value:</b>	<ul style="list-style-type: none"> <li>- RTCC_CLK_ON if the RTCC clock is actually running</li> <li>- RTCC_SOSC_NRDY if the SOSC is not running</li> <li>- RTCC_CLK_NRDY if the RTCC clock is not running</li> <li>- RTCC_WR_DSBL if the write is disabled</li> </ul>
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The write operations have to be enabled in order to be able to toggle the ON control bit. Otherwise the function will fail. See RtccWrEnable() function.</li> <li>- The function doesn't wait for the RTC clock to be on.</li> </ul>
<b>Source File:</b>	rtcc_enable_lib.c
<b>Coding Example:</b>	rtccRes clkStat=RtccEnable();

RtccDisable	
<b>Description:</b>	The function disables the RTCC.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int RtccDisable(void)
<b>Arguments:</b>	None
<b>Return Value:</b>	TRUE if the RTCC was disabled, FALSE if the write is disabled.

<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The write operations have to be enabled in order to be able to toggle the ON control bit. Otherwise the function will fail. See RtccWrEnable() function.</li> <li>- When ON control bit is set to 0, RTCCON.RTCSYNC, RTCCON.HALFSEC and RTCCON.RTCOE are asynchronously reset.</li> <li>- The function waits for the RTC clock to be off.</li> </ul>
<b>Source File:</b>	rtcc_disable_lib.c
<b>Coding Example:</b>	int isDisabled=RtccDisable();

<b>mRtccGetEnable</b>	
<b>Description:</b>	The macro returns the enabled/disabled status of the RTCC module (i.e. the RTCCON.ON bit anded with RTCCCLKON).
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetEnable(void)
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if RTCC is enabled false- otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isEnabled=mRtccGetEnable();

<b>RtccGetClkStat</b>	
<b>Description:</b>	The function returns the status of the RTCC clock (the RTCCON.ON bit anded with RTCCCLKON).
<b>Include:</b>	plib.h
<b>Prototype:</b>	rtccRes RtccGetClkStat(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	<ul style="list-style-type: none"> <li>- RTCC_CLK_ON if the RTCC clock is actually running</li> <li>- RTCC_SOSC_NRDY if the SOSC is not running</li> <li>- RTCC_CLK_NRDY if the RTCC clock is not running</li> </ul>
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	rtccRes clkStat=RtccGetClkStat(); if(clkStat==RTCC_CLK_ON) { // clock ok... }

---

### RtccSetCalibration

---

<b>Description:</b>	The function updates the value that the RTCC uses in the auto-adjust feature, once every minute. The drift value acts as a signed value, [-512, +511], 0 not having any effect.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccSetCalibration(int drift);
<b>Arguments:</b>	drift- value to be added/subtracted to perform calibration. The drift value acts as a signed value, [-512, +511], 0 not having any effect.
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"><li>- Writes to the RTCCON.CAL[9:0] register should only occur when the timer is turned off or immediately or after the edge of the seconds pulse (except when SECONDS=00 - due to the possibility of the auto-adjust event). In order to speed-up the process, the API function performs the reading of the HALFSEC field.</li><li>- The function may block for half a second, worst case, when called at the start of the minute.</li><li>- A write to the SECONDS value resets the state of the calibration and the prescaler. If calibration just occurred, it will occur again at the prescaler rollover.</li><li>- Interrupts can not be disabled for such a long period. However, long interrupt routines can interfere with the proper functioning of the device. Care must be taken.</li></ul>
<b>Source File:</b>	rtcc_set_calibration_lib.c
<b>Coding Example:</b>	RtccSetCalibration (200);

---

### mRtccGetCalibration

---

<b>Description:</b>	The macro returns the value that the RTCC uses in the auto-adjust feature, once every minute. The calibration value is a signed 10 bits value, [-512, +511].
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetCalibration(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	Current value of the RTCC calibration field.
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int currCal=mRtccGetCalibration();

---

### RtccWrEnable

---

<b>Description:</b>	The function enables the updates to the RTCC time registers and ON control bit.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccWrEnable();
<b>Arguments:</b>	None
<b>Return Value:</b>	None

<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The write can be enabled by performing a specific unlock sequence. In order to succeed, this sequence need not be interrupted by other memory accesses (DMA transfers, interrupts, etc).</li> <li>- Interrupts and DMA transfers that might disrupt the write unlock sequence are disabled shortly for properly unlocking the device.</li> </ul>
<b>Source File:</b>	rtcc_wr_enable_lib.c
<b>Coding Example:</b>	RtccWrEnable ();

---

#### mRtccWrDisable

---

<b>Description:</b>	The macro performs the system lock sequence so that further updates to the RTCC time registers and ON control bit are disabled.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccWrDisable();
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccWrDisable ();

---

#### mRtccGetWrEnable

---

<b>Description:</b>	The macro returns the current status of the RTCC write enable bit.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetWrEnable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if RTCC write is enabled false- otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isWrEnabled=mRtccGetWrEnable();

---

#### mRtccGetSync

---

<b>Description:</b>	The macro returns the current status of the RTCC Sync bit.
<b>Include:</b>	plib.h

<b>Prototype:</b>	int nRtccGetSync(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if RTCC Sync is asserted false- otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isSync=mRtccGetSync();

---

#### **mRtccGetHalfSecond**

---

<b>Description:</b>	The macro returns the current status of the RTCC HalfSec bit.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetHalfSecond(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if RTCC HalfSec is asserted false- otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int is2HalfSec=mRtccGetHalfSecond();

---

#### **mRtccGetAlrmSync**

---

<b>Description:</b>	The macro returns the current status of the RTCALRM ALRMSYNC bit.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetAlrmSync(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if RTCC AlrmSync is asserted false- otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isAlrmSync=mRtccGetAlrmSync();

---

#### **mRtccSelectSecPulseOutput**

---

<b>Description:</b>	The macro selects the seconds clock pulse as the function of the RTCC output pin.
---------------------	---

<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccSelectSecPulseOutput(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	The RTCC has to be enabled for the output to actually be active.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccSelectSecPulseOutput();

<b>mRtccSelectAlarmPulseOutput</b>	
<b>Description:</b>	The macro selects the alarm pulse as the function of the RTCC output pin.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccSelectAlarmPulseOutput(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	The RTCC has to be enabled for the output to actually be active.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccSelectAlarmPulseOutput ();

<b>RtccAlarmPulseHigh</b>	
<b>Description:</b>	The function sets the initial value of the output Alarm Pulse to logic 1.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccAlarmPulseHigh(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The RTCC has to be enabled for the output to actually be active.</li> <li>- The alarm has to be disabled to be able to change the status of the Alarm Pulse</li> </ul>
<b>Source File:</b>	rtcc_alarm_pulse_high_lib.c
<b>Coding Example:</b>	RtccAlarmPulseHigh ();

<b>RtccAlarmPulseLow</b>	
<b>Description:</b>	The function sets the initial value of the output Alarm Pulse to logic 0.
<b>Include:</b>	plib.h

<b>Prototype:</b>	void RtccAlarmPulseLow(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The RTCC has to be enabled for the output to actually be active.</li> <li>- The alarm has to be disabled to be able to change the status of the Alarm Pulse</li> </ul>
<b>Source File:</b>	rtcc_alarm_pulse_low_lib.c
<b>Coding Example:</b>	RtccAlarmPulseLow ();

<b>RtccAlarmPulseToggle</b>	
<b>Description:</b>	The function toggles the value of the output Alarm Pulse.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void RtccAlarmPulseToggle(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	<ul style="list-style-type: none"> <li>- The RTCC has to be enabled for the output to actually be active.</li> <li>- The alarm has to be disabled to be able to change the status of the Alarm Pulse</li> </ul>
<b>Source File:</b>	rtcc_alarm_pulse_toggle_lib.c
<b>Coding Example:</b>	RtccAlarmPulseToggle ();

<b>mRtccGetAlarmPulse</b>	
<b>Description:</b>	The macro returns the current state of the output Alarm Pulse.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetAlarmPulse(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int alrmPulse=mRtccGetAlarmPulse();

<b>mRtccOutputEnable</b>	
<b>Description:</b>	The macro enables the Output pin of the RTCC.
<b>Include:</b>	plib.h

<b>Prototype:</b>	void mRtccOutputEnable(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	The RTCC has to be enabled for the output to actually be active.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccOutputEnable ();

<b>mRtccOutputDisable</b>	
<b>Description:</b>	The macro disables the Output pin of the RTCC.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccOutputDisable (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccOutputDisable ();

<b>mRtccGetOutputEnable</b>	
<b>Description:</b>	The macro returns the enabled/disabled status of the RTCC Output pin.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetOutputEnable (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true if Output is enabled, false otherwise.
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isOutEnabled=mRtccGetOutputEnable();

## 19.5 Interrupt related functions

<b>mRtccGetIntFlag</b>	
<b>Description:</b>	This macro reads the interrupt controller to check if the RTCC interrupt flag is set



<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetIntFlag (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true if RTCC event, false otherwise.
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isRtccIFlag= mRtccGetIntFlag ();

---

#### **mRtccClrIntFlag**

---

<b>Description:</b>	This macro clears the RTCC event flag in the interrupt controller.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccClrIntFlag (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccClrIntFlag ();

---

#### **mRtccEnableInt**

---

<b>Description:</b>	This macro enables the RTCC event interrupts in the INT controller.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccEnableInt (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccEnableInt ();

---

#### **mRtccDisableInt**

---

<b>Description:</b>	This macro disables the RTCC event interrupts in the INT controller.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccDisableInt (void);

<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccDisableInt ();

---

#### **mRtccGetIntEnable**

---

<b>Description:</b>	This macro returns the status of the RTCC interrupts in the INT controller.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetIntEnable (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true if the interrupts are enabled, false otherwise
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isRtccIntEnabled=mRtccGetIntEnable();

---

#### **mRtccSetIntPriority**

---

<b>Description:</b>	This macro sets the RTCC event interrupt priority and sub-priority in the interrupt controller.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccSetIntPriority(int pri, int subPri);
<b>Arguments:</b>	pri - the interrupt priority value, 0-7 subPri - the interrupt sub-priority value, 0-3
<b>Return Value:</b>	None
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccSetIntPriority(5, 3);

---

#### **mRtccGetIntPriority**

---

<b>Description:</b>	This macro returns the RTCC event interrupt priority in the interrupt controller.
<b>Include:</b>	plib.h

<b>Prototype:</b>	int mRtccGetIntPriority(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	the current RTCC interrupt priority, 0-7
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int currPri=mRtccGetIntPriority();

<b>mRtccGetIntSubPriority</b>	
<b>Description:</b>	This macro returns the RTCC event interrupt sub-priority in the interrupt controller.
<b>Include:</b>	plib.h
<b>Prototype:</b>	int mRtccGetIntSubPriority (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	the current RTCC interrupt sub-priority, 0-3
<b>Remarks:</b>	None
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int currSubPri= mRtccGetIntSubPriority ();

## 19.6 Special purpose Functions

These functions control the RTCC operation under special operating conditions, mainly under debugger control. They have no effect under normal operating conditions.

<b>mRtccFreezeEnable</b>	
<b>Description:</b>	The macro enables the Freeze status of the RTCC.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccFreezeEnable (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	The Freeze control bit has no significance, unless the processor is under debugger control. The FRZ bit reads always 0, unless in debug mode.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccFreezeEnable ();

<b>mRtccFreezeDisable</b>	
<b>Description:</b>	The macro disables the Freeze status of the RTCC.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void mRtccFreezeDisable (void);
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	The Freeze control bit has no significance, unless the processor is under debugger control. The FRZ bit reads always 0, unless in debug mode.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	mRtccFreezeDisable ();

<b>mRtccGetFreeze</b>	
<b>Description:</b>	The macro returns the enabled/disabled status of the RTCC Freeze.
<b>Include:</b>	plib.h
<b>Prototype:</b>	bool mRtccGetFreeze(void);
<b>Arguments:</b>	None
<b>Return Value:</b>	true- if RTCC Freeze is set false- otherwise
<b>Remarks:</b>	The Freeze bit reads always 0, unless in debug mode.
<b>Source File:</b>	rtcc.h
<b>Coding Example:</b>	int isFrz= mRtccGetFreeze ();

## 19.7 Example of Use

```
#include <plib.h>

// configuration settings
#pragma config POSCMOD = HS, FNOSC = PRIPLL
#pragma config PLLMUL = MUL_18, PLLIDIV = DIV_2
#pragma config FWDTEN = OFF

int main(void)
{
    rtccTimetm, tm1, tAlarm;// time structure
    rtccDatedt, dt1, dAlarm;// date structure

    // Configure the device for maximum performance.
```

```
// This macro sets flash wait states, PBCLK divider and DRM wait states based on the specified
// clock frequency. It also turns on the cache mode if available.
// Based on the current frequency, the PBCLK divider will be set at 1:2. This knowledge
// is required to correctly set UART baud rate, timer reload value and other time sensitive
// setting.
```

```
    SYSTEMConfigPerformance(72000000L);
```

```
    RtccInit();    // init the RTCC
```

```
    while(RtccGetClkStat()!=RTCC_CLK_ON);
```

```
    // wait for the SOSC to be actually running and RTCC to have
```

```
    // its clock source. Could wait here at most 32ms
```

```
    // when using the RtccSetTimeDate() function, the write operation is enabled if needed and
```

```
    // then restored to the initial value
```

```
    // so that we don't have to worry about calling RtccWrEnable()/mRtccWrDisable() functions
```

```
    // let's start setting the current date
```

```
    // one way to do it
```

```
    tm.l=0;
```

```
    tm.sec=0x30;
```

```
    tm.min=0x07;
```

```
    tm.hour=0x10;
```

```
    dt.wday=2;
```

```
    dt.mday=0x16;
```

```
    dt.mon=0x01;
```

```
    dt.year=0x07;
```

```
    RtccSetTimeDate(tm.l, dt.l);
```

```
    // however, much easier to do it should be:
```

```
    RtccSetTimeDate(0x10073000, 0x07011602);
```

```
    // time is MSb: hour, min, sec, rsvd. date
```

```
    // date is MSb: year, mon, mday, wday.
```

```
    // please note that the rsvd field has to be 0 in the time field!
```

```
    // NOTE: at this point the writes to the RTCC time and date registers are disabled
```

```
    // we can also read the time and date
```

```
    tm1.l=RtccGetTime();
```

```
    dt1.l=RtccGetDate();
```

```
    // or we can read the time and date in a single operation
```

```
    RtccGetTimeDate(&tm1, &dt1);
```

```
// now that we know the RTCC clock is up and running, it's easier to start from fresh:  
RtccOpen(tm.l, dt.l, 0); // set time, date and calibration in a single operation
```

```
// check that the RTCC is running
```

```
{  
    int isRunning;  
    long retries;  
    int secCnt;  
  
    for(secCnt=0; secCnt<3; secCnt++)  
    {  
        tm.l=RtccGetTime();  
        retries=10000000; // how many retries till second changes  
        isRunning=0;  
        while(retries--)  
        {  
            tm1.l=RtccGetTime();  
            if(tm1.sec!=tm.sec)  
            {  
                isRunning=1;  
                break;  
            }  
        }  
  
        if(!isRunning)  
        {  
            break;  
        }  
    }  
    if(isRunning)  
    {  
        // the RTCC is up and running  
    }  
}
```

```
// let's set the alarm time and check that we actually get an alarm
```

```
do
```

```
{  
    RtccGetTimeDate(&tm, &dt); // get current time and date  
} while((tm.sec&0xf)>0x7); // don't want to have minute or BCD rollover
```

```
tAlrm.l=tm.l;
```

```

dAlrm.l=dt.l;

tAlrm.sec+=2;// alarm due in 2 secs

RtccChimeDisable();// don't want rollover
RtccSetAlarmRptCount(0);// one alarm will do
RtccSetAlarmRpt(RTCC_RPT_TEN_SEC);// enable repeat rate, check the second field
RtccSetAlarmTimeDate(tAlrm.l, dAlrm.l);// set the alarm time
RtccAlarmEnable();// enable the alarm

while(RtccGetAlarmEnable());// wait it to be cleared automatically

// other things we may do with the alarm...
RtccChimeEnable();// enable indefinite repeats
RtccSetAlarmRptCount(1);// set the initial repeat count
RtccSetAlarmRpt(RTCC_RPT_MIN);// enable repeat rate, every minute, for ex
RtccAlarmDisable();// disable the alarm
int isAlrmEn=RtccGetAlarmEnable();// check that the alarm is enabled

// other RTCC operations

// adjust the RTCC timing
RtccSetCalibration(200);// value to calibrate with at each minute

// enabling the RTCC output pin
mRtccSelectSecPulseOutput();
// select the seconds clock pulse as the function of the RTCC output pin
mRtccSelectAlarmPulseOutput(); // select the alarm pulse as the RTCC output pin
mRtccOutputEnable(); // enable the Output pin of the RTCC

// enabling/disabling the RTCC alarm interrupts

// set the RTCC priority and sub-priority in the INT controller
mRtccSetIntPriority(INT_PRIORITY_LEVEL_4, INT_SUB_PRIORITY_LEVEL_1);

mRtccEnableInt();// enable the RTCC event interrupts in the INT controller.

mRtccDisableInt();// disable the RTCC interrupts

// once we get in the RTCC ISR we have to clear the RTCC int flag
// but we can do this whenever we see that the interrupt flag is set:
if(mRtccGetIntFlag())
{

```

```
        mRtccClrIntFlag();
    }

    // we can check to see if the RTCC interrupts are enabled:
    int isRtccIntEn=mRtccGetIntEnable();

    return 1;
}
```



---

---

## 20.0 ADC10 FUNCTIONS

The PIC32MX has an ADC with multiple mode and configuration options. The ADC library functions are available to allow high-level control of the ADC. The following functions and macros are available:

AcquireADC10() - Starts sample acquisition for the currently select channel

BusyADC10() - Returns the status of the conversion done bit.

CloseADC10() - Disables and turns off the ADC.

ConfigIntADC10() - Configures the priority and sub-priority for the ADC interrupt and enables the interrupt.

ConvertADC10() - Starts a conversion for the acquired sample.

EnableADC10() - Turns the ADC on

OpenADC10() - Configures and enables the ADC module.

ReadActiveBufferADC10() - Returns the buffer that is being written when Dual Buffer mode is in use

ReadADC10() - Returns the vaule in the specified location of the ADC result buffer.

SetChanADC10() - Configures the ADC input multiplexers

### 20.1 Individual Functions

There are no functions to support this module, refer to the macro section

### 20.2 Individual Macros

---

#### AcquireADC10

---

<b>Description:</b>	This function starts A/D acqisition when the ADC is in manual conversion and manual sample mode.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>AcquireADC10 ();</code>
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This macro sets the ADCON1<SAMP> bit and thus starts sampling. This happens only when trigger source for the A/D conversion is selected as Manual, by clearing the ADCON1 <SSRC> bits.
<b>Code Example:</b>	<code>ConvertADC10 ();</code>

---

#### BusyADC10

---

<b>Description:</b>	This macro returns the ADC conversion status.
<b>Include:</b>	<code>plib.h</code>

---

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## BusyADC10 (Continued)

---

**Prototype:** `int BusyADC10 ();`  
**Arguments:** None  
**Return Value:** '1' if ADC is busy in conversion.  
'0' if ADC is has completed conversion or currently not performing any conversion.  
**Remarks:** None  
**Code Example:** `while (BusyADC10 ()) ;`

---

## CloseADC10

---

**Description:** This macro turns off the ADC module and disables the ADC interrupts.  
**Include:** `plib.h`  
**Prototype:** `CloseADC10 ();`  
**Arguments:** None  
**Return Value:** None  
**Remarks:** This function first disables the ADC interrupt and then turns off the ADC module. The Interrupt Flag bit (ADIF) is also cleared.  
**Code Example:** `CloseADC10 ();`

---

## ConfigIntADC10

---

**Description:** This function configures the ADC interrupt.  
**Include:** `plib.h`  
**Prototype:** `ConfigIntADC10(unsigned long int config);`  
**Arguments:** *config* This contains the bit fields that make up the parameter. A logical OR is used to combine multiple bit fields together.

<u>ADC Interrupt enable/disable</u>
ADC_INT_ENABLE ADC_INT_DISABLE (These bit fields are mutually exclusive)
<u>ADC Interrupt priority</u>
ADC_INT_PRI_0 ADC_INT_PRI_1 ADC_INT_PRI_2 ADC_INT_PRI_3 ADC_INT_PRI_4 ADC_INT_PRI_5 ADC_INT_PRI_6 ADC_INT_PRI_7 (These bit fields are mutually exclusive)
<u>ADC Interrupt sub priority</u>
ADC_SUB_INT_PRI_0 ADC_SUB_INT_PRI_1 ADC_SUB_INT_PRI_2 ADC_SUB_INT_PRI_3 (These bit fields are mutually exclusive)

**Return Value:** None

---

---

## ConfigIntADC10

---

**Remarks:** This function clears the Interrupt Flag (ADIF) bit and then sets the interrupt priority and enables/disables the interrupt.

**Code Example:**

```
ConfigIntADC10(ADC_INT_PRI_3 | ADC_INT_SUB_PRI_3 |  
                ADC_INT_ENABLE);
```

---

## ConvertADC10

---

**Description:** This function starts the A/D conversion when the AC is in manual conversion mode.

**Include:** `plib.h`

**Prototype:** `ConvertADC10();`

**Arguments:** None

**Return Value:** None

**Remarks:** This function clears the ADCON1<SAMP> bit and thus stops sampling and starts conversion.

**Code Example:** `ConvertADC10();`

---

## EnableADC10

---

**Description:** This macro enables the ADC.

**Include:** `plib.h`

**Prototype:** `EnableADC10();`

**Arguments:** None

**Remarks:** This macro is intended for use when the ADC is configured but not enabled by prior operations. The ADC configuration should not be changed while the ADC is enabled.

**Code Example:** `EnableADC10();`

---

## OpenADC10

---

**Description:** This function configures the ADC using the 5 parameters passed to it.

**Include:** `plib.h`

**Prototype:**

```
void OpenADC10(unsigned long int config1,  
               unsigned long int config2,  
               unsigned long int config3,  
               unsigned long int configport,  
               unsigned long int configscan)
```

**Arguments:** `config1` This contains the bit fields that make up the parameter for the AD1CON1 register. A logical OR is used to combine multiple bit fields together.

<u>Module On/Off</u>
----------------------

ADC_MODULE_ON
---------------

ADC_MODULE_OFF
----------------

(These bit fields are mutually exclusive)
---

# 32-BIT LANGUAGE TOOLS LIBRARIES

## OpenADC10

	<p><u>Idle mode operation</u> ADC_IDLE_CONTINUE ADC_IDLE_STOP (These bit fields are mutually exclusive)</p>
	<p><u>Result output format (16 bit justified)</u> ADC_FORMAT_SIGN_FRACT16 ADC_FORMAT_FRACT16 ADC_FORMAT_SIGN_INT16 ADC_FORMAT_INTG16</p> <p><u>Result output format (32 bit justified)</u> ADC_FORMAT_SIGN_FRACT32 ADC_FORMAT_FRACT32 ADC_FORMAT_SIGN_INT32 ADC_FORMAT_INTG32 (These bit fields are mutually exclusive)</p>
	<p><u>Conversion trigger source</u> ADC_CLK_AUTO ADC_CLK_TMR ADC_CLK_INT0 ADC_CLK_MANUAL (These bit fields are mutually exclusive)</p>
	<p><u>Auto sampling select</u> ADC_AUTO_SAMPLING_ON ADC_AUTO_SAMPLING_OFF (These bit fields are mutually exclusive)</p>
	<p><u>Sample enable</u> ADC_SAMP_ON ADC_SAMP_OFF (These bit fields are mutually exclusive)</p>
<i>config2</i>	<p>This contains the bit fields that make up the parameter for the AD1CON2 register. A logical OR is used to combine multiple bit fields together.</p>

<p><u>Voltage Reference</u> ADC_VREF_AVDD_AVSS ADC_VREF_EXT_AVSS ADC_VREF_AVDD_EXT ADC_VREF_EXT_EXT (These bit fields are mutually exclusive)</p>
<p><u>Offset Calibration Mode</u> ADC_OFFSET_CAL_ENABLE ADC_OFFSET_CAL_DISABLE (These bit fields are mutually exclusive)</p>
<p><u>Scan selection</u> ADC_SCAN_ON ADC_SCAN_OFF (These bit fields are mutually exclusive)</p>

## OpenADC10

	<p><u>Number of samples between interrupts</u></p> <p>ADC_SAMPLES_PER_INT_1          ADC_SAMPLES_PER_INT_2          .....          ADC_SAMPLES_PER_INT_15          ADC_SAMPLES_PER_INT_16          (These bit fields are mutually exclusive)</p>
	<p><u>Buffer mode select</u></p> <p>ADC_ALT_BUF_ON          ADC_ALT_BUF_OFF          (These bit fields are mutually exclusive)</p>
	<p><u>Alternate Input Sample mode select</u></p> <p>ADC_ALT_INPUT_ON          ADC_ALT_INPUT_OFF          (These bit fields are mutually exclusive)</p>
<i>config3</i>	<p>This contains the bit fields that make up the parameter for the AD1CON3 register. A logical OR is used to combine multiple bit fields together.</p>
	<p><u>Auto Sample Time bits</u></p> <p>ADC_SAMPLE_TIME_0          ADC_SAMPLE_TIME_1          .....          ADC_SAMPLE_TIME_30          ADC_SAMPLE_TIME_31          (These bit fields are mutually exclusive)</p>
	<p><u>Conversion Clock Source select</u></p> <p>ADC_CONV_CLK_INTERNAL_RC          ADC_CONV_CLK_SYSTEM          (These bit fields are mutually exclusive)</p>
	<p><u>Conversion clock select</u></p> <p>ADC_CONV_CLK_Tcy2          ADC_CONV_CLK_Tcy          ADC_CONV_CLK_3Tcy2          .....          ADC_CONV_CLK_32Tcy          (These bit fields are mutually exclusive)</p>

# 32-BIT LANGUAGE TOOLS LIBRARIES

## OpenADC10

*configport* This contains the bit fields that make up the parameter for the AD1PCFG register. A logical OR is used to combine multiple bit fields together.

```
ENABLE_ALL_ANA
ENABLE_ALL_DIG
ENABLE_AN0_ANA
ENABLE_AN1_ANA
ENABLE_AN2_ANA
.....
ENABLE_AN15_ANA
```

*configscan* This contains the bit fields that make up the parameter for the AD1CSSL register. A logical OR is used to combine multiple bit fields together.

```
SCAN_SCAN_NONE
SCAN_SCAN_ALL
SKIP_SCAN_AN0
SKIP_SCAN_AN1
.....
SKIP_SCAN_AN15
```

**Return Value:** None

**Remarks:** This function configures the ADC for the following parameters: Operating mode, Sleep mode behavior, Data output format, Sample Clk Source, VREF source, No of samples/int, Buffer Fill mode, Alternate input sample mod, Auto sample time, Conv clock source, Conv Clock Select bits, Port Config Control bits. Channel select for manual and alternate sample modes is are not configured by this macro.

**Code Example:**

```
OpenADC10(ADC_MODULE_OFF |
ADC_IDLE_STOP |
ADC_FORMAT_SIGN_FRACT16 |
ADC_CLK_INT0 |
ADC_SAMPLE_INDIVIDUAL |
ADC_AUTO_SAMPLING_ON,
ADC_VREF_AVDD_AVSS |
ADC_SCAN_OFF |
ADC_ALT_INPUT_ON |
ADC_SAMPLES_PER_INT_10,
ADC_SAMPLE_TIME_4 |
ADC_CONV_CLK_PB |
ADC_CONV_CLK_Tcy,
ENABLE_AN1_ANA,
SKIP_SCAN_AN0 |
SKIP_SCAN_AN3 |
SKIP_SCAN_AN4 |
SKIP_SCAN_AN5);
```

## ReadActiveBufferADC10

**Description:** This macro returns the status of the buffer fill bit.

**Include:** plib.h

**Prototype:** ReadActiveBufferADC10();

**Arguments:** None

---

---

## ReadActiveBufferADC10 (Continued)

---

**Remarks:** This macro is intended for use when the ADC output buffer is used in dual buffer mode. A '0' result indicates that buffer locations 0-7 are being written by the ADC module. A '1' result indicates that buffer locations 8-F are being written by the ADC module.

**Code Example:**

```
unsigned long int a;  
a = ReadActiveBufferADC10();
```

# 32-BIT LANGUAGE TOOLS LIBRARIES

---

## ReadADC10

---

**Description:** This function reads the specified entry in the ADC result buffer which contains the conversion value.

**Include:** `plib.h`

**Prototype:** `ReadADC10(unsigned long int bufIndex);`

**Arguments:** *bufIndex* This is the ADC buffer number which is to be read.

**Return Value:** The corresponding entry from the ADC result buffer

**Remarks:** This function returns the contents of the ADC Buffer register. User should provide *bufIndex* value between '0' to '15' to ensure a correct read of AD1CBUF0 through AD1CBUFF.

**Code Example:**

```
unsigned long int result;
result = ReadADC10(3);
```

---

## SetChanADC10

---

**Description:** This function sets the positive and negative inputs for the sample multiplexers A and B for manual and alternate sample modes.

**Include:** `plib.h`

**Prototype:** `SetChanADC10(unsigned int channel);`

**Arguments:** *channel* This contains the bit fields that make up the parameter. A logical OR is used to combine multiple bit fields together.

A/D Channel 0 positive input select for Sample A

`ADC_CH0_POS_SAMPLEA_AN0`

`ADC_CH0_POS_SAMPLEA_AN1`

`.....`

`ADC_CH0_POS_SAMPLEA_AN15`

(These bit fields are mutually exclusive)

A/D Channel 0 negative input select for Sample A

`ADC_CH0_NEG_SAMPLEA_AN1`

`ADC_CH0_NEG_SAMPLEA_NVREF`

(These bit fields are mutually exclusive)

A/D Channel 0 positive input select for Sample B

`ADC_CH0_POS_SAMPLEB_AN0`

`ADC_CH0_POS_SAMPLEB_AN1`

`.....`

`ADC_CH0_POS_SAMPLEB_AN15`

(These bit fields are mutually exclusive)

A/D Channel 0 negative input select for Sample B

`ADC_CH0_NEG_SAMPLEB_AN1`

`ADC_CH0_NEG_SAMPLEB_NVREF`

(These bit fields are mutually exclusive)

**Return Value:** None

**Remarks:** This function configures the inputs for sample multiplexers A and B by writing to ADCHS register. This macro is intended for use when configuring the positive inputs when not using scan mode. This macro can be used to configure the negative input for the ADC in all modes of operation.



### Code Example:

### Code Example:

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---

## 20.3 Example of Use

```
// Master header file for all peripheral library includes
#include <plib.h>

unsigned int channel4;// conversion result as read from result buffer
unsigned int channel5;// conversion result as read from result buffer
unsigned int offset; // points to the base of the idle buffer

main()
{
    // configure and enable the ADC
    CloseADC10();// ensure the ADC is off before setting the configuration

    // define setup parameters for OpenADC10
    #define PARAM1  ADC_MODULE_ON | ADC_FORMAT_INTG | ADC_CLK_AUTO |
ADC_AUTO_SAMPLING_ON

    #define PARAM2  ADC_VREF_AVDD_AVSS | ADC_OFFSET_CAL_DISABLE | ADC_SCAN_OFF
| ADC_SAMPLES_PER_INT_2 | ADC_ALT_BUF_ON | ADC_ALT_INPUT_ON

    #define PARAM3  ADC_CONV_CLK_INTERNAL_RC | ADC_SAMPLE_TIME_12

    #define PARAM4SKIP_SCAN_ALL

    #define PARAM5ENABLE_AN4_ANA | ENABLE_AN5_ANA

    // configure to sample AN4 & AN5
    SetChanADC10( ADC_CH0_NEG_SAMPLEA_NVREF | ADC_CH0_POS_SAMPLEA_AN4 |
        ADC_CH0_NEG_SAMPLEB_NVREF | ADC_CH0_POS_SAMPLEB_AN5);

    // configure ADC and enable it
    OpenADC10( PARAM1, PARAM2, PARAM3, PARAM4, PARAM5 );

    // Now enable the ADC logic
    EnableADC10();

    // the results of the conversions are available in channel4 and channel5
    while (1)
    {
        // determine which buffer is idle and create an offset
        offset = 8 * ((~ReadActiveBufferADC10() & 0x01));

        // read the result of channel 4 conversion in the idle buffer
        channel4 = ReadADC10(offset);

        // read the result of channel 5 conversion in the idle buffer
        channel5 = ReadADC10(offset + 1);
    }
}
```

---

---

## 21.0 COMPARATOR FUNCTIONS

The PIC32MX has analog comparators with multiple configuration options. The comparator library functions are available to allow high-level control of the comparators. The following macros are available:

CMP1Close(), CMP2Close() - Disables the comparators interrupt and turns off both comparators.

CMP1ConfigInt(), CMP2ConfigInt() - Configures the interrupt for the comparator.

CMP1Open(), CMP2Open() - Configures the comparator inputs, and event generation.

CMP1Read(), CMP2Read() - Reads the status of the comparator output bit.

### 21.1 Individual Functions

There are no functions to support this module, refer to the macro section

### 21.2 Individual Macros

---

#### CMP1Close()

#### CMP2Close()

---

<b>Description:</b>	This macro disables the Comparator module.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>CMP1Close();</code> <code>CMP2Close();</code>
<b>Arguments:</b>	<i>None</i>
<b>Return Value:</b>	<i>None</i>
<b>Remarks:</b>	This function turns the CMP module off and disables the interrupt.
<b>Code Example:</b>	<code>CMP1Close();</code>

---

---

#### CMP1Open()

#### CMP2Open()

---

<b>Description:</b>	This macro configures and turns on the comparator module.
<b>Include:</b>	<code>plib.h</code>
<b>Prototype:</b>	<code>CMP1Open(unsigned long int config);</code> <code>CMP2Open(unsigned long int config);</code>
<b>Arguments:</b>	<i>config</i> This contains the input select parameter to be written into the CVRCON register as defined below:  <u>CMP Mode Select</u> <code>CMP_ENABLE</code> <code>CMP_DISABLE</code> (These bit fields are mutually exclusive)

---

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---

## CMP1Open()

## CMP2Open() (Continued) (Continued)

---

### CMP Operation In Idle

CMP\_RUN\_IN\_IDLE

CMP\_HALT\_IN\_IDLE

(These bit fields are mutually exclusive)

### CMP Output Control

CMP\_OUTPUT\_ENABLE

CMP\_OUTPUT\_DISABLE

(These bit fields are mutually exclusive)

### CMP Polarity Select

CMP\_OUTPUT\_INVERT

CMP\_OUTPUT\_NONINVERT

(These bit fields are mutually exclusive)

### CMP Interrupt Event Select

CMP\_EVENT\_NONE

CMP\_EVENT\_LOW\_TO\_HIGH

CMP\_EVENT\_HIGH\_TO\_LOW

CMP\_EVENT\_CHANGE

(These bit fields are mutually exclusive)

### CMP1 Positive Input Select

CMP\_POS\_INPUT\_C1IN\_POS

CMP\_POS\_INPUT\_CVREF

(Only use these bit fields for CMP1)

(These bit fields are mutually exclusive)

### CMP2 Positive Input Select

CMP\_POS\_INPUT\_C2IN\_POS0

CMP\_POS\_INPUT\_CVREF

(Only use these bit fields for CMP2)

(These bit fields are mutually exclusive)

### CMP1 Negative Input Select

CMP1\_NEG\_INPUT\_C1IN\_NEG

CMP1\_NEG\_INPUT\_C1IN\_POS

CMP1\_NEG\_INPUT\_C2IN\_POS

CMP1\_NEG\_INPUT\_IVREF

(Only use these bit fields for CMP1)

(These bit fields are mutually exclusive)

### CMP2 Negative Input Select

CMP2\_NEG\_INPUT\_C2IN\_NEG

CMP2\_NEG\_INPUT\_C2IN\_POS

CMP2\_NEG\_INPUT\_C1IN\_POS

CMP2\_NEG\_INPUT\_IVREF

(Only use these bit fields for CMP2)

(These bit fields are mutually exclusive)

### Return Value:

None

### Remarks:

The Stop in Idle function is common to both comparators. Therefore both comparators will have their Idle mode behavior set by the last CMxOpen macro used.

### Code Example:

```
CMP1Open(CMP_ENABLE | CMP_HALT_IN_IDLE |  
CMP_OUTPUT_ENABLE | CMP_OUTPUT_INVERT |  
CMP_EVENT_LOW_TO_HIGH | CMP_POS_INPUT_CVREF |  
CMP_NEG_INPUT_C1IN_NEG);
```

---

## CMP1IntConfig() CMP2Intconfig()

---

**Description:** This function configures comparator interrupt priority and sub-priority values.

**Include:** `plib.h`

**Prototype:** `CMP1IntConfig();`  
`CMP2IntConfig();`

**Arguments:** `config` This contains the input select parameter to configure interrupt setting.: A bit-wise OR is used to combine multiple bit fields together.

**Return Value:**

CMP Interrupt Control  
`CMP_INT_ENABLE`  
`CMP_INT_DISABLE`  
(These bit fields are mutually exclusive)  
`CMP_INT_SUB_PRIORITY0`  
`CMP_INT_SUB_PRIORITY1`  
`CMP_INT_SUB_PRIORITY2`  
`CMP_INT_SUB_PRIORITY3`  
(These bit fields are mutually exclusive)

CMP Interrupt Priority  
`CMP_INT_PRIORITY0`  
`CMP_INT_PRIORITY1`  
`CMP_INT_PRIORITY2`  
`CMP_INT_PRIORITY3`  
`CMP_INT_PRIORITY4`  
`CMP_INT_PRIORITY5`  
`CMP_INT_PRIORITY6`  
`CMP_INT_PRIORITY7`  
(These bit fields are mutually exclusive)

**Remarks:**

**Code Example:**

```
unsigned long int result;  
result = CMP1IntConfig(CMP_INT_ENABLE |  
CMP_INT_PRIORITY3 | CMP_INT_SUB_PRIORITY2);
```

---

## CMP1Read() CMP2Read()

---

**Description:** This function reads the status of the comparator output bit.

**Include:** `plib.h`

**Prototype:** `CMP1Read();`  
`CMP2Read();`

**Arguments:** `None`

**Return Value:** `None`

**Remarks:**

**Code Example:**

```
unsigned long int result;  
result = CMP1Read();
```

## 21.3 Example of Use

```
#include <plib.h>

int main(void)
{
    unsigned int status;

    // Configure comparator 1
    CMP1Open( CMP_ENABLE | CMP_OUTPUT_NONINVERT | CMP_EVENT_NONE |
              CMP_POS_INPUT_C1IN_POS | CMP1_NEG_INPUT_C1IN_NEG );

    while ( 1 )
    {
        status = CMP1Read(); //get the current status of the comparator
    }

    CMP1Close(); // note: not executed

    return 0;
}
```

---

---

## 22.0 CVREF FUNCTIONS

The PIC32MX has comparator voltage reference with multiple configuration options. The CVREF library functions are available to allow high-level control of the module. The following macros are available:

CVREFClose() - Disables the CVREF module and disable the output pin.

CVREFOpen() - Enables the CVREF module. Sets the output voltage, configure the output range, and configures the output to a pin.

### 22.1 Individual Functions

There are no functions to support this module, refer to the macro section

### 22.2 Individual Macros

---

#### CVREFClose()

---

<b>Description:</b>	This macro disables the CVREF module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	CVREFClose();
<b>Arguments:</b>	None
<b>Return Value:</b>	None
<b>Remarks:</b>	This function turns the CVREF module off and disables the output.
<b>Code Example:</b>	CVREFClose();

---

#### CVREFOpen()

---

<b>Description:</b>	This macro configures and turns on the CVREF module.
<b>Include:</b>	plib.h
<b>Prototype:</b>	void CVREFOpen(unsigned int <i>config</i> );
<b>Arguments:</b>	<i>config</i> This contains the bit fields that make up the parameter. A logical OR is used to combine multiple bit fields together.

<u>CVREF Mode Select</u>
--------------------------

CVREF_ENABLE CVREF_DISABLE (These bit fields are mutually exclusive)
--

<u>CVREF Output Control</u>
-----------------------------

CVREF_OUTPUT_ENABLE CVREF_OUTPUT_DISABLE (These bit fields are mutually exclusive)
--

<u>CVREF Range Select</u>
---------------------------

CVREF_RANGE_HIGH CVREF_RANGE_LOW (These bit fields are mutually exclusive)
--

<u>CVREF Reference Source Select</u>
--------------------------------------

CVREF_SOURCE_AVDD CVREF_SOURCE_VREF (These bit fields are mutually exclusive)
---

## CVREFOpen() (Continued)

	<u>CVREF Output Voltage Select</u> CVREF_STEP_0 CVREF_STEP_1 CVREF_STEP_2 CVREF_STEP_3 CVREF_STEP_4 CVREF_STEP_5 CVREF_STEP_6 CVREF_STEP_7 CVREF_STEP_8 CVREF_STEP_9 CVREF_STEP_10 CVREF_STEP_11 CVREF_STEP_12 CVREF_STEP_13 CVREF_STEP_14 CVREF_STEP_15 (These bit fields are mutually exclusive)
--	---

**Return Value:** None

**Remarks:**

**Code Example:** `CVREFOpen(CVREF_ENABLE | CVREF_OUTPUT_ENABLE  
CVREF_RANGE_HIGH | CVREF_SOURCE_AVDD |  
CVREF_STEP_15);`



---

## 22.3 Example of Use

```
// Master header file for all peripheral library includes
#include <plib.h>

// this program generates an approximation of a triangle wave

main()
{
    unsigned int step;
    unsigned int loop;
    unsigned int ramp;

    while(1)
    {
        for ( loop =0; loop <= 15; loop ++)
        {
            for ( ramp = 0; ramp <= 31; ramp ++)
            {
                if ( ramp <= 15 )
                {
                    // ramp up
                    step = ramp;
                }
                else
                {
                    // ramp down
                    step = 31 - ramp;
                }

                CVREFOpen( CVREF_ENABLE | CVREF_OUTPUT_ENABLE | CVREF_RANGE_HIGH
| CVREF_SOURCE_AVDD | step );
            }
            CVREFClose(); // Disable CVREF (not executed)
        }
    }
}
```



---

---

## 23.0 WDT FUNCTIONS

This section contains a list of individual functions for the WatchDog Timer and an example of use of the functions. Functions may be implemented as macros.

### 23.1 Individual Functions

There are no functions to support this module, refer to the macro section

### 23.2 Individual Macros

---

#### DisableWDT()

---

**Description:** This function disables the WDT.

**Include:** `plib.h`

**Arguments:** *None*

**Prototype:** `void DisableWDT(void);`

**Return Value:** *None*

**Remarks:** The WDT can only be disabled in software if it was not enabled by the WDT fuse.

**Code Example:** `DisableWDT();`

---

#### EnableWDT()

---

**Description:** This function enables the WDT.

**Include:** `plib.h`

**Prototype:** `void EnableWDT(void);`

**Arguments:** *Mode* This contains the bit fields that make up the parameter.

**Return Value:** *None*

**Remarks:** This function can be used to enable the wdt module.

**Code Example:** `EnableWDT();`

---

#### ClearWDT()

---

**Description:** This function resets the WDT timer.

**Include:** `plib.h`

**Arguments:** *None*

**Prototype:** `void ClearWDT(void);`

**Return Value:** *None*

**Remarks:** This function has no effect if the WDT is not enabled.

**Code Example:** `ClearWDT();`

---

## ClearEventWDT()

---

**Description:** This function clears the WDT event bit.

**Include:** `plib.h`

**Arguments:** *None*

**Prototype:** `void ClearEventWDT(void);`

**Return Value:** *None*

**Remarks:** This function allows the WDT event bit to be reset after the startup code has determined the source of the device reset.

**Code Example:** `ClearEventWDT();`

---

## ReadEventWDT()

---

**Description:** This function reads the status of the WDT event bit.

**Include:** `plib.h`

**Arguments:** *None*

**Prototype:** `unsigned int ReadEventWDT(void);`

**Return Value:** The status of the WDT event bit

**Remarks:**

**Code Example:** `unsigned int eventBitWDT;  
eventBitWDT = ReadEventWDT();`

---

## ReadPostscalerWDT()

---

**Description:** This function reads the value of the WDT postscaler

**Include:** `plib.h`

**Arguments:** *None*

**Prototype:** `unsigned int ReadPostscalerWDT(void);`

**Return Value:** The value of the WDT Postscaler

**Remarks:**

**Code Example:** `unsigned int postscalerValue;  
postscalerValue = ReadPostscalerWDT();`