# **K210**

# FreeRTOS SDK Programming Guide

**Translate by Sipeed** 





# About this manual

This document provides users with programming guidelines based on the FreeRTOS SDK development.

# Corresponding to the sdk version

Kendryte FreeRTOS SDK v0.4.0 (9c7b0e0d23e46e87a2bfd4dd86d1a1f0d3c899e9)

## Release notes

date	version	Release notes
2018-10-12	V0.1.0	initial version

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Chapter 1

# FreeRTOS Expansion

# 1.1 Overview

FreeRTOS is a lightweight real-time operating system. This SDK adds some new features for K210.

# 1.2 Functional description

The FreeRTOS extension has the following features:

- Get the logical processor ID of the current task
- Create a task at a specified logical processor

The K210 contains 2 logical processors with Ids of 0 and 1, respectively.

# 1.3 Api reference

Corresponding header file task.h
Provide users with the following interfaces:

- uxTaskGetProcessorId
- xTaskCreateAtProcessor

# 1.3.1 uxTaskGetProcessorId

#### 1.3.1.1 description

Get the current logical processor ID.

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#### 1.3.1.2 Function prototype

UBaseType\_t uxTaskGetProcessorId(void);

## 1.3.1.3 return value

Current logical processor Id.

# 1.3.2 xTaskCreateAtProcessor

#### 1.3.2.1 description

Create a task at the specified logical processor.

#### 1.3.2.2 Function prototype

BaseType\_t xTaskCreateAtProcessor(UBaseType\_t uxProcessor, TaskFunction\_t pxTaskCode,
 const char \* const pcName, const configSTACK\_DEPTH\_TYPE usStackDepth, void \* const
 pvParameters, UBaseType\_t uxPriority, TaskHandle\_t \* const pxCreatedTask);

#### 1.3.2.3 Parameters

parameter name	description	input Output
uxProcessor	Logical processor Id	Input
pxTaskCode	Task entry point	Input
pcName	mission name	Input
usStackDepth	Stack space	Input
pvParameters	parameter	Input
uxPriority	priority	Input
pxCreatedTask	Created task handle	Input

# 1.3.2.4 Return value

return	value	description
	pdPA	SS
		Succ
	ess ot	her
		fail
	ure	)

# Chapter 2 Device\_List

path	Types of	Remarks
/dev/uart1	UART	
/dev/uart2	UART	
/dev/uart3	UART	
/dev/gpio0	GPIO	High speed gpio
/dev/gpio1	GPIO	
/dev/i2c0	I2C	
/dev/i2c1	I2C	
/dev/i2c2	I2C	
/dev/i2s0	I2S	
/dev/i2s1	I2S	
/dev/i2s2	I2S	
/dev/spi0	SPI	
/dev/spi1	SPI	
/dev/spi3	SPI	
/dev/sccb0	SCCB	
/dev/dvp0	DVP	
/dev/fft0	FFT	
/dev/aes0	AES	
/dev/sha256	SHA256	
/dev/timer0	TIMER	Cannot be used with /dev/pwm0
/dev/timer1	TIMER	Cannot be used with /dev/pwm0
/dev/timer2	TIMER	Cannot be used with /dev/pwm0

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path	Types of	Remark s
/dev/timer3	TIMER	Not /dev/pwm0 is used at availa the same time
/dev/timer4	TIMER	Not /dev/pwm1 is used at availa the same time
/dev/timer5	TIMER	Not /dev/pwml is used at availa the same time ble
/dev/timer6	TIMER	Not /dev/pwml is used at availa the same time ble
/dev/timer7	TIMER	Not /dev/pwml is used at availa the same time ble
/dev/timer8	TIMER	Not /dev/pwm2 is used at availa the same time
/dev/timer9	TIMER	Not /dev/pwm2 is used at availa the same time
/dev/timer10	TIMER	Not /dev/pwm2 is used at availa the same time
/dev/timer11	TIMER	Not /dev/pwm2 is used at availa the same time
/dev/pwm0	PWM	Not /dev/timer[0-3] Use availa at the same time ble
/dev/pwm1	PWM	Not /dev/timer[4-7] Also availa use ble
/dev/pwm2	PWM	Not /dev/timer[8-11] availa Simultaneous use ble
/dev/wdt0	WDT	
/dev/wdt1	WDT	
/dev/rtc0	RTC	

# Chapter 3

# Pin configuration

# 3.1 Overview

The pin configuration includes fpioa and power domain configuration.

# 3.2 Functional description

- Support for io's programmable function selection
- Configuring the power domain

# 3.3 type of data

Corresponding header file pin\_cfg.h

The relevant data types and data structures are defined as follows:

- Fpioa\_function\_t: The function number of the pin.
- Fpioa\_cfg\_item\_t: FPIOA pin configuration.
- Fpioa\_cfg\_t: FPIOA configuration.
- Sysctl\_power\_bank\_t: Power domain number.
- Sysctl\_io\_power\_mode\_t: IO output voltage value.
- Power\_bank\_item\_t: A single power domain configuration.
- Power\_bank\_cfg\_t: Power domain configuration.
- Pin\_cfg\_t: Pin configuration.

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# 3.3.1 fpioa function t

#### 3.3.1.1 description

The function number of the pin.

#### 3.3.1.2 definition

```
typedef enum _fpioa_function
                         = 0 , /*!< JTAG Test Clock */
    FUNC_JTAG_TCLK
                         = 1 , /*!< JTAG Test Data In */
   FUNC_JTAG_TDI
                         = 2, /*! < JTAG Test Mode Select */
   FUNC_JTAG_TMS
                         = 3 , /*!< JTAG Test Data Out */
   F\,U\,N\,C\,\_\,JT\,A\,G\,\_\,T\,D\,O
                         = 4, /*!< SPIO Data 0 */
   FUNC_SPIO_D0
                         = 5 , /*! < SPIO Data 1 */
   FUNC SPIO D1
                         = 6, /*! < SPIO Data 2 */
   FUNC SPIO D2
                        = 7, /*! < SPIO Data 3 */
   FUNC SPIO D3
                        = 8 , /*! < SPIO Data <math>4 */
   FUNC_SPIO_D4
                        = 9 , /*! < SPIO Data 5 */
   FUNC_SPIO_D5
                        = 10, /*! < SPIO Data 6 */
   FUNC_SPIO_D6
   F U N C _ S P I0_ D 7
                        = 11 , /*! < SPIO Data 7 */
                      = 12, /*! SPIO Chip Select 0 */
   FUNC_SPIO_SSO
                       = 13, /*!< SPIO Chip Select 1 */
   FUNC_SPIO_SS1
                       = 14, /*! < SPIO Chip Select 2 */
   FUNC_SPIO_SS2
                        = 15, /*! < SPIO Chip Select 3 */
   FUNC_SPIO_SS3
   FUNC_SPIO_ARB = 16, /*! < SPIO Arbitration */
   FUNC_SPIO_SCLK
                        = 17, /*! < SPIO Serial Clock */
                        = 18, /*! < UART High speed I2S_RECEIVER */
   FUNC UARTHS RX
   FUNC_UARTHS_TX
                         = 19, /*! < UART High speed I2S_TRANSMITTER */
                         = 20, /*! < Reser ved function */
   FUNC_RESV6
   FUNC_RESV7
                         = 21, /*! < Reser ved function */
                        = 22, /*! < Clock SPI1 */
   FUNC_CLK_SPI1
                        = 23 , /*! < Clock I2C1 */
   FUNC_CLK_I2C1
                        = 24, /*! < GPIO High speed 0 */
   FUNC_GPIOHSO
                        = 25, /*! < GPIO High speed 1 */
   FUNC GPIOHS1
                        = 26, /*! < GPIO High speed 2 */
   FUNC GPIOHS2
                       = 27, /*! < GPIO High speed 3 */
   FUNC GPIOHS3
                       = 28, /*! < GPIO High speed 4 */
   FUNC GPIOHS4
   FUNC_GPIOHS5
                       = 29, /*! < GPIO High speed 5 */
                       = 30, /*! < GPIO High speed 6 */
   FUNC_GPIOHS6
                        = 31, /*!< GPIO High speed 7 */
   FUNC_GPIOHS7
                        = 32, /*!< GPIO High speed 8 */
   FUNC_GPIOHS8
                        = 33, /*! GPIO High speed 9 */
   FUNC_GPIOHS9
                        = 34, /*! < GPIO High speed 10 */
   FUNC_GPIOHS10
                        = 35, /*! < GPIO High speed 11 */
   FUNC_GPIOHS11
                        = 36 , /*! < GPIO High speed 12 */
   FUNC_GPIOHS12
                         = 37, /*! < GPIO High speed 13 */
   FUNC_GPIOHS13
                        = 38 , /*! < GPIO High speed 14 */
   FUNC_GPIOHS14
                        = 39, /*! < GPIO High speed 15 */
= 40, /*! < GPIO High speed 16 */
   FUNC_GPIOHS15
   FUNC_GPIOHS16
                        = 41 , /*! < GPIO High speed 17 */
    FUNC_GPIOHS17
```

```
FUNC_GPIOHS18
                      = 42, /*! < GPIO High speed 18 */
                      = 43, /*! < GPIO High speed
FUNC_GPIOHS19
                                                   19 */
                      = 44 , /*! < GPIO High speed
FUNC_GPIOHS20
                                                   20 */
                      = 45, /*! < GPIO High speed 21 */
FUNC_GPIOHS21
                      = 46, /*!< GPIO High speed
FUNC_GPIOHS22
                      = 47, /*! < GPIO High speed 23 */
FUNC_GPIOHS23
                      = 48, /*!< GPIO High speed 24 */
FUNC_GPIOHS24
                      = 49, /*! < GPIO High speed 25 */
FUNC GPIOHS25
                      = 50, /*! < GPIO High speed 26 */
FUNC_GPIOHS26
                      = 51, /*! < GPIO High speed 27 */
FUNC_GPIOHS27
                      = 52, /*! < GPIO High speed 28 */
FUNC_GPIOHS28
                      = 53 , /*! < GPIO High speed 29 */
FUNC_GPIOHS29
                      = 54, /*! < GPIO High speed 30 */
FUNC_GPIOHS30
                      = 55, /*! < GPIO High speed 31 */
FUNC_GPIOHS31
                      = 56 , /*! < GPIO pin 0 */
FUNC_GPI00
FUNC_GPI01
                      = 57, /*! < GPIO pin 1 */
FUNC_GPI02
                      = 58, /*! < GPIO pin 2 */
                      = 59 , /*! < GPIO pin 3 */
FUNC_GPI03
{\tt FUNC\_GPIO4}
                      = 60, /*! < GPIO pin 4 */
FUNC_GPI05
                      = 61, /*! < GPIO pin 5 */
FUNC_GPI06
                      = 62, /*!< GPIO pin 6 */
                      = 63 , /*! < GPIO pin 7 */
FUNC_GPI07
F\,U\,N\,C\,\_\,U\,A\,R\,T\,1\_\,R\,X
                      = 64 , /*! < UART1 I2S_RECEIVER */
F U N C _ U A R T 1_ T X
                      = 65, /*! < UART1 I2S_TRANSMITTER */
                      = 66 , /*! < UART2 I2S_RECEIVER */
FUNC_UART2_RX
                      = 67, /*! < UART2 I2S_TRANSMITTER */
FUNC_UART2_TX
                      = 68, /*! < UART3 I2S_RECEIVER */
FUNC_UART3_RX
                      = 69 , /*! < UART3 I2S_TRANSMITTER */
FUNC UART3 TX
                      = 70, /*! < SPI1 Data 0 */
FUNC_SPI1_D0
                      = 71 , /*! < SPI1 Data 1 */
FUNC_SPI1_D1
                      = 72 , /*! < SPI1 Data 2 */
FUNC_SPI1_D2
                      = 73 , /*! < SPI1 Data 3 */
FUNC_SPI1_D3
                      = 74, /*! < SPI1 Data 4 */
FUNC_SPI1_D4
                      = 75, /*! < SPI1 Data 5 */
FUNC_SPI1_D5
                      = 76, /*!< SPI1 Data 6 */
FUNC_SPI1_D6
                      = 77 , /*! < SPI1 Data 7 */
FUNC_SPI1_D7
F\,U\,N\,C\,\_\,S\,P\,II\_\,S\,S\,0
                      = 78, /*! SPI1 Chip Select 0 */
FUNC_SPI1_SS1
                      = 79, /*! SPI1 Chip Select 1 */
FUNC_SPI1_SS2
                      = 80, /*! < SPI1 Chip Select 2 */
F\,U\,N\,C\,\_\,S\,P\,I1\_\,S\,S\,3
                      = 81, /*! SPI1 Chip Select 3 */
                       = 82, /*! SPI1 Arbitration */
FUNC_SPI1_ARB
                       = 83, /*! SPI1 Serial Clock */
FUNC_SPI1_SCLK
                       = 84, /*! < SPI Slave Data 0 */
FUNC_SPI_SLAVE_D0
                       = 85, /*! < SPI Slave Select */
FUNC_SPI_SLAVE_SS
                      = 86, /*! < SPI Slave Serial Clock */
FUNC_SPI_SLAVE_SCLK
                      = 87, /*! < I2SO Master Clock */
FUNC_I2SO_MCLK
                      = 88, /*! < I2SO Serial Clock(BCLK) */
FUNC_I2SO_SCLK
                      = 89, /*! < I2SO Word Select (LRCLK) */
FUNC_I2SO_WS
                      = 90, /*! < I2SO Serial Data Input 0 */ F
FUNC_I2SO_IN_DO
UNC_I2SO_IN_D1
                      = 91, /*! < I2SO Serial Data Input 1 */ F
                      = 92, /*! < I2SO Serial Data Input 2 */ F
UNC_I2SO_IN_D2
                     = 93, /*!< I2SO Serial Data Input 3 */ F
UNC_I2SO_IN_D3
                      = 94, /*! < I2SO Serial Data Output 0 */
UNC_I2SO_OUT_DO
```

```
= 95 , /*! < I2SO Serial Data Output 1 */
FUNC_I2S0_OUT_D1
                      = 96 , /*! < I2SO Serial Data Output 2 */
FUNC_I2S0_OUT_D2
FUNC_I2SO_OUT_D3
                      = 97 , /*! < I2SO Serial Data Output 3 */
F\,U\,N\,C\,\_\,I2S\,\,1\_\,M\,C\,L\,K
                      = 98, /*!<
                                  I2S1 Master Clock */
FUNC_I2S 1_SCLK
                      = 99 , /*! < I2S1 Serial Clock (BCLK) */
FUNC_I2S1_WS
                      = 100,
                                 /*! < I2S1 Word Select(LRCLK) */
                                 /*!< I2S1 Serial Data Input _0\ */
FUNC_I2S1_IN_DO
                      = 101,
                                 /*!< I2S1
FUNC_I2S1_IN_D1
                      = 102,
                                           Serial Data Input
                                 /*!< I2S1
FUNC_I2S1_IN_D2
                      = 103,
                                            Serial Data Input
                                 /*!< I2S1
FUNC_I2S1_IN_D3
                      = 104,
                                            Serial Data Input 3 */
FUNC_I2S1_OUT_D0
                                 /*!< I2S1
                                           Serial Data Output 0 */
                      = 105,
                                 /*!< I2S1
FUNC_I2S1_OUT_D1
                                           Serial Data Output 1 */
                      = 106.
                                 /*!< I2S1
                                            Serial Data Output 2 */
FUNC_I2S1_OUT_D2
                      = 107.
FUNC_I2S1_OUT_D3
                      = 108,
                                 /*!< I2S1
                                            Serial Data Output 3 */
                                 /*!< I2S2
FUNC I2S 2 MCLK
                      = 109,
                                           Master Clock */
                                 /*! < I2S2 Serial Clock (BCLK) */
FUNC_I2S2_SCLK
                      = 110,
FUNC_I2S 2_W S
                      = 111,
                                 /*! < I2S2 Word Select(LRCLK) */
FUNC_I2S2_IN_DO
                      = 112,
                                 /*!< I2S2 Serial Data Input 0 */
FUNC_I2S2_IN_D1
                      = 113,
                                 /*! < I2S2 Serial Data Input 1 */
                                 /*!< I2S2 Serial Data Input 2 */
FUNC_I2S2_IN_D2
                      = 114,
                                 /*!< I2S2 Serial Data Input 3 */
FUNC_I2S2_IN_D3
                      = 115,
                                 /*! < I2S2 Serial Data Output 0 */
FUNC_I2S2_OUT_D0
                      = 116,
FUNC_I2S2_OUT_D1
                                 /*! < I2S2 Serial Data Output 1 */
                      = 117,
                                 /*! < I2S2 Serial Data Output 2 */
FUNC_I2S2_OUT_D2
                      = 118.
FUNC_I2S2_OUT_D3
                      = 119,
                                 /*! < I2S2 Serial Data Output 3 */
                                 /*! < Reserved function */
FUNC\_RESV0
                      = 120,
F\,U\,N\,C\,\_\,R\,E\,S\,V\,1
                                 /*! < Reserved function */
                      = 121,
FUNC_RESV2
FUNC_RESV3
                      = 122,
                                 /*! < Reserved function */
                                 /*! < Reserved function */
                      = 123,
FUNC_RESV4
                                 /*! < Reserved function */
                      = 124,
FUNC_RESV5
                                 /*! < Reserved function */
                      = 125,
FUNC_I2CO_SCLK
                                 /*! < I2CO Serial Clock */
                      = 126.
                                 /*!< I2C0 Serial Data */
FUNC_I2CO_SDA
                      = 127,
                                 /*!< I2C1 Serial Clock */
FUNC_I2C1_SCLK
                      = 128.
FUNC_I2C1_SDA
                      = 129,
                                 /*!< I2C1 Serial Data */
                                 /*!< I2C2 Serial Clock */
FUNC_I2C2_SCLK
                      = 130,
                     = 131,
                                 /*!< I2C2 Serial Data */
FUNC_I2C2_SDA
                                 /*! < DVP System Clock */
FUNC_CMOS_XCLK
                     = 132,
                                 /*! < DVP System Reset */
FUNC_CMOS_RST
                     = 133,
                                 /*! < DVP Power Down Mode */
FUNC_CMOS_PWDN
                      = 134,
                      = 135,
                                 /*!< DVP Vertical Sync */
FUNC_CMOS_VSYNC
FUNC_CMOS_HREF
                      = 136,
                                 /*! < DVP Horizontal Reference output */
FUNC_CMOS_PCLK
                      = 137,
                                 /*! < Pixel Clock */
FUNC\_CMOS\_D0
                      = 138,
                                 /*!< Data Bit 0 */
FUNC\_CMOS\_D1
                                 /*!< Data Bit 1 */
                      = 139,
                                 /*! < Data Bit 2 */
FUNC\_CMOS\_D2
                      = 140,
FUNC_CMOS_D3
                      = 141,
                                 /*!< Data Bit 3 */
FUNC_CMOS_D4
                      = 142,
                                 /*!< Data Bit 4 */
                                 /*!< Data Bit 5 */
FUNC_CMOS_D5
                      = 143,
FUNC_CMOS_D6
                                 /*!< Data Bit 6 */
                      = 144,
                                 /*! < Data Bit 7 */
FUNC\_CMOS\_D7
                      = 145,
FUNC_SCCB_SCLK
                                 /*! < SCCB Serial Clock */
                      = 146,
FUNC_SCCB_SDA
                      = 147,
                                 /*!< SCCB Serial Data */
```

```
FUNC_UART1_CTS
                     = 148,
                                 /*! < UART1 Clear To Send */
FUNC_UART1_DSR
                      = 149,
                                 /*! < UART1 Data Set Ready */
F U N C _ U A R T 1_ D C D
                     = 150,
                                 /*! < UART1 Data Carrier Detect */
FUNC_UART1_RI
                      = 151,
                                 /*! < UART1 Ring Indicator */
                                 /*! < UART1 Serial Infrared Input */
FUNC_UART1_SIR_IN
                      = 152,
                                 /*! < UART1 Data Terminal Ready */
FUNC_UART1_DTR
                     = 153,
                                 /*! < UART1 Request To Send */
FUNC_UART1_RTS
                      = 154,
                                 /*! < UART1 User-designated Output 2 */
FUNC_UART1_OUT2
                      = 155,
                                 /*!< UART1 User-designated Output 1 */
FUNC_UART1_OUT1
                      = 156.
FUNC_UART1_SIR_OUT
                      = 157.
                                 /*! < UART1 Serial Infrared Output */
FUNC_UART1_BAUD
                      = 158,
                                 /*! < UART1 Transmit Clock Output */
FUNC_UART1_RE
                      = 159,
                                 /*! < UART1 I2S_RECEIVER Output Enable */
FUNC_UART1_DE
                      = 160,
                                 /*! < UART1 Driver Output Enable */
FUNC_UART1_RS485_EN
                                 /*! < UART1 RS485 Enable */
                     = 161.
FUNC_UART2_CTS
                     = 162,
                                 /*! < UART2 Clear To Send */
FUNC_UART2_DSR
                      = 163,
                                 /*! < UART2 Data Set Ready */
FUNC_UART2_DCD
                     = 164,
                                 /*! < UART2 Data Carrier Detect */
                                 /*! < UART2 Ring Indicator */
FUNC_UART2_RI
                      = 165,
                                            Serial Infrared Input */
                      = 166,
                                 /*! < UART2
FUNC_UART2_SIR_IN
FUNC_UART2_DTR
                     = 167.
                                 /*! < UART2
                                            Data Terminal Ready */
FUNC_UART2_RTS
                      = 168,
                                 /*! < UART2
                                            Request To Send */
FUNC_UART2_OUT2
                      = 169,
                                 /*! < UART2
                                            User-designated Output 2 */
                                 /*! < UART2
                                            User-designated Output 1 */
FUNC_UART2_OUT1
                      = 170,
                      = 171,
                                 /*! < UART2
                                            Serial Infrared Output */
FUNC_UART2_SIR_OUT
FUNC_UART2_BAUD
                      = 172,
                                 /*! < UART2 Transmit Clock Output */
                                 FUNC_UART2_RE
                      = 173,
FUNC_UART2_DE
                                 /*! < UART2 Driver Output Enable */
                      = 174,
                     = 175,
                                 /*! < UART2 RS485 Enable */
FUNC_UART2_RS485_EN
F\,U\,N\,C\,_-\,U\,A\,R\,T\,3_-\,C\,T\,S
                      = 176,
                                 /*! < UART3 Clear To Send */
                                 /*! < UART3 Data Set Ready */
F\,U\,N\,C\,_-\,U\,A\,R\,T\,3_-\,D\,S\,R
                      = 177,
FUNC_UART3_DCD
                     = 178,
                                 /*! < UART3 Data Carrier Detect */
FUNC UART3 RI
                      = 179,
                                 /*! < UART3 Ring Indicator */
                                 /*! < UART3 Serial Infrared Input */
FUNC_UART3_SIR_IN
                      = 180,
                                 /*! < UART3 Data Terminal Ready */
FUNC_UART3_DTR
                     = 181.
FUNC_UART3_RTS
                      = 182,
                                 /*! < UART3 Request To Send */
                                 /*! < UART3 User-designated Output 2 */
FUNC_UART3_OUT2
                      = 183,
                                 /*! < UART3 User-designated Output 1 */
FUNC_UART3_OUT1
                      = 184,
                                 /*! < UART3 Serial Infrared Output */
                      = 185,
FUNC_UART3_SIR_OUT
                      = 186,
                                 /*! < UART3 Transmit Clock Output */
FUNC_UART3_BAUD
F\,U\,N\,C\,\_\,U\,A\,R\,T\,3_-\,R\,E
                      = 187.
                                 /*! < UART3 I2S RECEIVER Output Enable */
FUNC_UART3_DE
                      = 188.
                                 /*! < UART3 Driver Output Enable */
FUNC UART3 RS485 EN
                     = 189,
                                 /*! < UART3 RS485 Enable */
FUNC_TIMERO_TOGGLE1
                                 /*! < TIMERO Toggle Output 1 */
                      = 190,
                      = 191,
                                 /*! < TIMERO
                                             Toggle Output 2 */
FUNC_TIMERO_TOGGLE2
FUNC_TIMERO_TOGGLE3
                      = 192,
                                 /*! < TIMERO
                                             Toggle Output 3 */
                                 /*! < TIMERO
FUNC_TIMERO_TOGGLE4
                      = 193,
                                             Toggle Output 4 */
                                 /*! < TIMER1
                                             Toggle Output 1 */
FUNC_TIMER1_TOGGLE1
                      = 194,
                                 /*!< TIMER1
                                             Toggle Output 2 */
FUNC_TIMER1_TOGGLE2
                      = 195,
                                 /*! < TIMER1
{\tt FUNC\_TIMER1\_TOGGLE3}
                                             Toggle Output 3 */
                      = 196,
                                 /*! < TIMER1
{\tt FUNC\_TIMER1\_TOGGLE4}
                                             Toggle Output 4 */
                      = 197.
                                 /*! < TIMER2
                                             Toggle Output 1 */
FUNC_TIMER2_TOGGLE1
                      = 198,
FUNC TIMER2 TOGGLE2
                      = 199,
                                 /*! < TIMER2
                                             Toggle Output 2 */
FUNC_TIMER2_TOGGLE3
                      = 200,
                                 /*! < TIMER2
                                            Toggle Output 3 */
```

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```
FUNC_TIMER2_TOGGLE4
                        = 201,
                                    /*! < TIMER2 Toggle Output 4 */
FUNC_CLK_SPI2
                        = 202,
                                    /*! < Clock SPI2 */
FUNC_CLK_I2C2
                        = 203,
                                    /*! < Clock I2C2 */
FUNC_INTERNALO
                        = 204,
                                    /*! < Internal function signal 0
                                    /*! < Internal function signal 1
FUNC_INTERNAL1
                        = 205,
                                    /*! < Internal function signal 2
FUNC_INTERNAL2
                        = 206,
                                    /*! < Internal function signal 3
FUNC_INTERNAL3
                        = 207.
                                    /*! < Internal function signal 4
FUNC_INTERNAL4
                        = 208,
FUNC_INTERNAL5
                        = 209,
                                    /*! < Internal function signal 5
{\tt FUNC\_INTERNAL6}
                        = 210.
                                    /*! < Internal function signal 6
FUNC_INTERNAL7
                        = 211,
                                    /*! < Internal function signal 7
FUNC INTERNAL8
                        = 212,
                                    /*! < Internal function signal 8
FUNC_INTERNAL9
                        = 213,
                                    /*! < Internal function signal 9
                        = 214,
                                    /*! < Internal function signal 10
FUNC_INTERNAL10
FUNC_INTERNAL11
                        = 215,
                                    /*! < Internal function signal 11
FUNC_INTERNAL12
                        = 216,
                                    /*! < Internal function signal 12
FUNC_INTERNAL13
                        = 217.
                                    /*! < Internal function signal 13
                                    /*! < Internal function signal 14
FUNC_INTERNAL14
                        = 218,
                        = 219,
                                    /*! < Internal function signal 15
                                                                         */
FUNC_INTERNAL15
FUNC_INTERNAL16
                        = 220,
                                    /*! < Internal function signal 16
FUNC_INTERNAL17
                        = 221,
                                    /*! < Internal function signal 17
FUNC_CONSTANT
                        = 222,
                                    /*! < Constant function */
                                    /*! < Internal function signal 18
FUNC_INTERNAL18
                        = 223,
F\,U\,N\,C\,\_\,D\,E\,B\,U\,G\,0
                        = 224,
                                    /*! < Debug function 0 */
FUNC_DEBUG1
                        = 225,
                                    /*! < Debug function 1 */
                                    /*! < Debug function 2 */
F\,U\,N\,C\,\_\,D\,E\,B\,U\,G\,2
                        = 226,
FUNC_DEBUG3
                                    /*! < Debug function 3 */
                        = 227.
F\,U\,N\,C\,\_\,D\,E\,B\,U\,G\,4
                        = 228,
                                    /*! < Debug function 4 */
FUNC_DEBUG5
                        = 229,
                                    /*! < Debug function 5 */
FUNC_DEBUG6
                                    /*! < Debug function 6 */
                        = 230 .
FUNC_DEBUG7
                        = 231,
                                    /*! < Debug function 7 */
FUNC DEBUG8
                        = 232,
                                    /*! < Debug function 8 */
                                    /*! < Debug function 9 */
FUNC_DEBUG9
                        = 233,
                        = 234,
                                    /*! < Debug function 10 */
FUNC_DEBUG10
FUNC_DEBUG11
                        = 235,
                                    /*! < Debug function 11 */
                                    /*! < Debug function 12 */
FUNC_DEBUG12
                        = 236,
                                    /*! < Debug function 13 */
FUNC_DEBUG13
                        = 237.
                                    /*! < Debug function 14 */
F\,U\,N\,C\,_{-}\,D\,E\,B\,U\,G\,14
                        = 238,
                        = 239,
                                    /*! < Debug function 15 */
FUNC_DEBUG15
\texttt{FUNC\_DEBUG16}
                        = 240,
                                    /*! < Debug function 16 */
\texttt{FUNC\_DEBUG17}
                        = 241,
                                    /*! < Debug function 17 */
                                    /*! < Debug function 18 */
F\,U\,N\,C\,_{-}\,D\,E\,B\,U\,G\,18
                        = 242,
                                    /*! < Debug function 19 */
F\,U\,N\,C\,_{-}\,D\,E\,B\,U\,G\,19
                        = 243,
FUNC_DEBUG20
                        = 244,
                                    /*! < Debug function 20 */
FUNC_DEBUG21
                        = 245,
                                    /*! < Debug function 21 */
                                    /*! < Debug function 22 */
FUNC
       _ D E B U G 22
                        = 246,
FUNC_DEBUG23
                                    /*! < Debug function 23 */
                        = 247,
FUNC_DEBUG24
                                    /*! < Debug function 24 */
                        = 248,
F\,U\,N\,C\,\_\,D\,E\,B\,U\,G\,25
                                    /*! <  Debug function 25 */
                        = 249,
FUNC_DEBUG26
                                    /*! < Debug function 26 */
                        = 250,
FUNC_DEBUG27
                                    /*! < Debug function 27 */
                        = 251.
FUNC DEBUG28
                        = 252,
                                    /*! < Debug function 28 */
FUNC_DEBUG29
                        = 253,
                                    /*! < Debug function 29 */
```

```
FUNC_DEBUG30 = 254,  /*!< Debug function 30 */
FUNC_DEBUG31 = 255,  /*!< Debug function 31 */
FUNC_MAX = 256,  /*!< Function numbers */
} fpioa_function_t;</pre>
```

## 3.3.1.3 member

Member name	description
FUNC_JTAG_TCLK	Jtag clock interface
FUNC_JTAG_TDI	Jtag data input
interface func_jtag_t	ms Jtag controls
the conversion of the	e tap state machine
func_jtag_tdo	Jtag data output
interface	
FUNC_SPI0_D0	SpiO data line O
FUNC_SPI0_D1	SpiO data line 1
FUNC_SPI0_D2	SpiO data line 2
FUNC_SPI0_D3	SpiO data line 3
FUNC_SPI0_D4	SpiO data line 4
FUNC_SPI0_D5	SpiO data line 5
FUNC_SPI0_D6	SpiO data line 6
FUNC_SPI0_D7	Spi0 data line 7
FUNC_SPI0_SS0	SpiO chip select signal O
FUNC_SPI0_SS1	SpiO chip select signal 1
FUNC_SPI0_SS2	SpiO chip select signal 2
FUNC_SPI0_SS3	SpiO chip select signal 3
FUNC_SPIO_ARB	SpiO arbitration signal
FUNC_SPI0_SCLK	SpiO clock
FUNC_UARTHS_RX	Uart high speed receiving data interface
FUNC_UARTHS_TX	Uart high speed send data interface
FUNC_RESV6	Reserved function
FUNC_RESV7	Reserved function
FUNC_CLK_SPI1	Spil clock
FUNC_CLK_I2C1	I2c1 clock
FUNC_GPIOHS0	High speed gpio0
FUNC_GPIOHS1	High speed gpio1
FUNC_GPIOHS2	High speed gpio2
FUNC_GPIOHS3	High speed gpio3
FUNC_GPIOHS4	High speed gpio4

Member name	description
FUNC_GPIOHS5	High speed gpio5
FUNC_GPIOHS6	High speed gpio6
FUNC_GPIOHS7	High speed gpio7
FUNC_GPIOHS8	High speed gpio8
FUNC_GPIOHS9	High speed gpio9
FUNC_GPIOHS10	High speed gpio10
FUNC_GPIOHS11	High speed gpiol1
FUNC_GPIOHS12	High speed gpio12
FUNC_GPIOHS13	High speed gpio13
FUNC_GPIOHS14	High speed gpio14
FUNC_GPIOHS15	High speed gpio15
FUNC_GPIOHS16	High speed gpio16
FUNC_GPIOHS17	High speed gpio17
FUNC_GPIOHS18	High speed gpio18
FUNC_GPIOHS19	High speed gpio19
FUNC_GPIOHS20	High speed gpio20
FUNC_GPIOHS21	High speed gpio21
FUNC_GPIOHS22	High speed gpio22
FUNC_GPIOHS23	High speed gpio23
FUNC_GPIOHS24	High speed gpio24
FUNC_GPIOHS25	High speed gpio25
FUNC_GPIOHS26	High speed gpio26
FUNC_GPIOHS27	High speed gpio27
FUNC_GPIOHS28	High speed gpio28
FUNC_GPIOHS29	High speed gpio29
FUNC_GPIOHS30	High speed gpio30
FUNC_GPIOHS31	High speed gpio31
FUNC_GPIO0	GPIO0
FUNC_GPIO1	GPIO1
FUNC_GPIO2	GPIO2
FUNC_GPIO3	GPIO3
FUNC_GPIO4	GPIO4
FUNC_GPIO5	GPIO5
FUNC_GPIO6	GPIO6
FUNC_GPIO7	GPIO7

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Member name	description
FUNC_UART1_RX	Uart1 receive data interfac
FUNC_UART1_TX	Uart1 send data interface
FUNC_UART2_RX	Uart2 receive data interfac
FUNC_UART2_TX	Uart2 send data interface
FUNC_UART3_RX	Uart3 receive data interfac
FUNC_UART3_TX	Uart3 send data interface
FUNC_SPI1_D0	Spil data line 0
FUNC_SPI1_D1	Spil data line 1
FUNC_SPI1_D2	Spil data line 2
FUNC_SPI1_D3	Spil data line 3
FUNC_SPI1_D4	Spil data line 4
FUNC_SPI1_D5	Spil data line 5
FUNC_SPI1_D6	Spil data line 6
FUNC_SPI1_D7	Spil data line 7
FUNC_SPI1_SS0	Spi1 chip select signal 0
FUNC_SPI1_SS1	Spi1 chip select signal 1
FUNC_SPI1_SS2	Spil chip select signal 2
FUNC_SPI1_SS3	Spi1 chip select signal 3
FUNC_SPI1_ARB	Spil arbitration signal
FUNC_SPI1_SCLK	Spil clock
Func_spi_slave_d0 sp	i slave mode data
line O func_spi_sla	ave_ss spi slave
mode chip s	select signal
func_spi_slave_sclk	spi slave mode
clock	
FUNC_I2SO_MCLK	I2s0 master clock
(system clock) func_:	i2s0_sclkI2s0 serial
clock (bit clock) fur	nc_i2s0_ws I2s0
frame clock	
FUNC_I2SO_IN_D0	
	nc_i2s0_in_d1 I2s0
=	lata interface 1
func_i2s0_in_d2	
	nc_i2s0_in_d3 I2s0
•	lata interface 3
	s0 serial output data
	s0_out_d1 i2s0 serial
	ce 1 func_i2s0_out_d2 t data interface 2
_	sO serial output data
	s1_mclk I2s1 master

Member name	description
FUNC_I2S1_SCLK	I2s1 serial clock (bit clock)
FUNC_I2S1_WS	I2s1 frame clock
FUNC_I2S1_IN_D0	I2s1 serial input
data interface 0 fur	nc_i2s1_in_d1
serial input	lata interface 1
func_i2s1_in_d2	I2s1 serial input
data interface 2 fur	nc_i2s1_in_d3
serial input d	lata interface 3
func_i2s1_out_d0 i2	sl serial output data
<pre>interface 0 func_i2</pre>	s1_out_d1 i2s1 serial
output data interfa	ce 1 func_i2s1_out_d2
i2s1 serial outpu	t data interface 2
func_i2s1_out_d3 i2	sl serial output data
interface 3 func_i2s	s2_mclk I2s2 master
clock (system cl	ock) func_i2s2_sc1k
	I2s2 serial clock
	s2_ws I2s2 frame
clock	
	I2s2 serial input
	nc_i2s2_in_d1 I2s2
	ata interface 1
	I2s2 serial input
	nc_i2s2_in_d3 I2s2
_	lata interface 3
	s2 serial output data
_	s2_out_d1 i2s2 seria1 ce 1 func_i2s2_out_d2
	t data interface 2
	s2 serial output data
interface 3	32 Scriar Output data
FUNC_RESV0	Reserved function
FUNC RESV1	Reserved function
FUNC_RESV2	Reserved function
FUNC RESV3	Reserved function
FUNC_RESV4	Reserved function
FUNC_RESV5	Reserved function
FUNC_I2CO_SCLK	I2c0 serial clock
FUNC_I2CO_SDA	I2c0 serial data interface
FUNC_I2C1_SCLK	I2c1 serial clock
FUNC_I2C1_SDA	I2c1 serial data interface
FUNC_I2C2_SCLK	I2c2 serial clock
FUNC_I2C2_SDA	I2c2 serial data interface
FUNC_CMOS_XCLK	Dvp system clock
FUNC_CMOS_RST	Dvp system reset signal
101.0_01.100_101	p

Member name	description
FUNC_CMOS_PWDN	Dvp enable signal
FUNC_CMOS_VSYNC	Dvp field sync
FUNC_CMOS_HREF	Dvp line reference signal
FUNC_CMOS_PCLK	Pixel clock
FUNC_CMOS_D0	Pixel data 0
FUNC_CMOS_D1	Pixel data 1
FUNC_CMOS_D2	Pixel data 2
FUNC_CMOS_D3	Pixel data 3
FUNC_CMOS_D4	Pixel data 4
FUNC_CMOS_D5	Pixel data 5
FUNC_CMOS_D6	Pixel data 6
FUNC_CMOS_D7	Pixel data 7
FUNC_SCCB_SCLK	Sccb clock
FUNC_SCCB_SDA	Sccb serial data
signal func_uart1_cts	
send signal func_uart	
device preparation sig	
1	Uart1 data carrier
detection func_uart1_	_ri Uarti
ringing indication	Hentl appiel infrared
	Uart1 serial infrared
input signal func_uar	signal func_uart1_rts
terminar preparation	Uart1 sends request
sional func uart1 out	2Uart1 user specified
output signal 2 func_	
user specified output	
	Uart1 serial infrared
output signal func_ua	
	- Uart1 receive enable
	Uart1 send enable
FUNC_UART1_RS485_EN	
	Uart2 clears the
send signal func_uart	
device preparation sig	
	Uart2 data carrier
detection func_uart2_	_ri Uart2
ringing indication	
Func_uart2_sir_in ua	art2 serial infrared
input signal func_uar	rt2_dtr Uart2 data
terminal preparation	signal func_uart2_rts
	Uart2 sends a
request signal	

Member name	description
FUNC_UART2_OUT2	Uart2 user specified
output signal 2 func_ua	art2_out1 Uart2 user
specified output signal	1 func_uart2_sir_out
	Uart2 serial infrared
output signal func_uart	2_baud Uart2 clock
FUNC_UART2_RE	Uart2 receive enable
FUNC_UART2_DE	Uart2 send enable
FUNC_UART2_RS485_EN	Uart2 enable rs485
FUNC_UART3_CTS	Clear send signal
FUNC_UART3_DSR	Data device
preparation signal fund	e_uart3_dcd
	Uart3 data carrier
detection func_uart3_ri	Uart3 ringing
indication	
FUNC_UART3_SIR_IN	
input signal func_uart3	_
terminal preparation si	
1	Uart3 sends request
signal func_uart3_out2 output signal 2 func_ua	
specified output signal	_
specified output Signal	Uart3 serial infrared
output signal func_uart	
FUNC UART3 RE	Uart3 receive enable
FUNC_UART3_DE	Uart3 send enable
func_uart3_rs485_en	
rs485 func_timer0_toggl	
output signal 1 func_ti	
	TimerO output
signal 2 func_timerO_to	oggle3 TimerO
output signal 3 func_ti	mer0_toggle4
	TimerO output
signal 4 func_timer1_to	
output signal 1 func_ti	_
	Timer1 output
signal 2 func_timer1_to	
output signal 3 func_ti	
-:1 4 f +:	Timer1 output
signal 4 func_timer2_to	==
output signal 1 func_ti	Timer2_togg1e2 Timer2 output
signal 2 func_timer2_to	
output signal 3 func_ti	
110per 210mer 0 1mmo_01	Timer2 output
signal 4 func_clk_spi2	
FUNC CLK I2C2	I2c2 clock
1 0110_0DIX_1202	1101 0100M

Member name	description
FUNC_INTERNAL0	Internal function 0
FUNC_INTERNAL1	Internal function 1
FUNC_INTERNAL2	Internal function 2
FUNC_INTERNAL3	Internal function 3
FUNC_INTERNAL4	Internal function 4
FUNC_INTERNAL5	Internal function 5
FUNC_INTERNAL6	Internal function 6
FUNC_INTERNAL7	Internal function 7
FUNC_INTERNAL8	Internal function 8
FUNC_INTERNAL9	Internal function 9
FUNC_INTERNAL10	Internal function 10
FUNC_INTERNAL11	Internal function 11
FUNC_INTERNAL12	Internal function 12
FUNC_INTERNAL13	Internal function 13
FUNC_INTERNAL14	Internal function 14
FUNC_INTERNAL15	Internal function 15
FUNC_INTERNAL16	Internal function 16
FUNC_INTERNAL17	Internal function 17
FUNC_CONSTANT	constant
FUNC_INTERNAL18	Internal function 18
FUNC_DEBUG0	Debug function 0
FUNC_DEBUG1	Debug function 1
FUNC_DEBUG2	Debugging function 2
FUNC_DEBUG3	Debugging function 3
FUNC_DEBUG4	Debugging function 4
FUNC_DEBUG5	Debugging function 5
FUNC_DEBUG6	Debugging function 6
FUNC_DEBUG7	Debugging function 7
FUNC_DEBUG8	Debugging function 8
FUNC_DEBUG9	Debugging function 9
FUNC_DEBUG10	Debugging function 10
FUNC_DEBUG11	Debugging function 11
FUNC_DEBUG12	Debugging function 12
FUNC_DEBUG13	Debugging function 13
FUNC_DEBUG14	Debugging function 14

Member name	description
FUNC_DEBUG15	Debugging function 15
FUNC_DEBUG16	Debugging function 16
FUNC_DEBUG17	Debugging function 17
FUNC_DEBUG18	Debugging function 18
FUNC_DEBUG19	Debugging function 19
FUNC_DEBUG20	Debugging function 20
FUNC_DEBUG21	Debugging function 21
FUNC_DEBUG22	Debugging function 22
FUNC_DEBUG23	Debugging function 23
FUNC_DEBUG24	Debugging function 24
FUNC_DEBUG25	Debugging function 25
FUNC_DEBUG26	Debugging function 26
FUNC_DEBUG27	Debugging function 27
FUNC_DEBUG28	Debugging function 28
FUNC_DEBUG29	Debugging function 29
FUNC_DEBUG30	Debugging function 30
FUNC_DEBUG31	Debugging function 31

# 3.3.2 fpioa\_cfg\_item\_t

# 3.3.2.1 description

Fpioa pin configuration.

# 3.3.2.2 definition

```
typedef struct _fpioa_cfg_item
{
    int number;
    fpioa_function_t function;
} fpioa_cfg_item_t;
```

# 3.3.2.3 Members

Member name	description
number	Pin
function	number
	function
	number

# 3.3.3 fpioa\_cfg\_t

# 3.3.3.1 description Fpioa configuration.

#### 3.3.3.2 definition

```
typedef struct _fpioa_ cfg
{
    uint32_t version ;
    uint32_t functions_count;
    fpioa_cfg_item_t functions[];
} fpioa_cfg_t;
```

#### 3.3.3.3 member

Member name	description
version	Configuration version, must be set to fpioa_cfg_version
functions_count	Number of function configurations
functions	Feature configuration list

# 3.3.4 sysctl\_power\_bank\_t

```
3.3.4.1 Desc
ribe the
power domain
```

number.

# 3.3.4.2 definition

```
typedef enum _sy sctl_power_ ban k
{
    SYSCTL_POWER_BANKO,
    SYSCTL_POWER_BANK1,
    SYSCTL_POWER_BANK2,
    SYSCTL_POWER_BANK3,
    SYSCTL_POWER_BANK4,
    SYSCTL_POWER_BANK5,
    SYSCTL_POWER_BANK6,
    SYSCTL_POWER_BANK7,
    SYSCTL_POWER_BANK7,
    SYSCTL_POWER_BANK_MAX,
} sysctl_power_ ban k_t;
```

## 3.3.4.3 member

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Member name	description
SYSCTL_POWER_BANK0	Power domain 0, control io0-io5
SYSCTL_POWER_BANK1	Power domain 0, control io6-io11
SYSCTL_POWER_BANK2	Power domain 0, control io12-io17
SYSCTL_POWER_BANK3	Power domain 0, control io18-io23
SYSCTL_POWER_BANK4	Power domain 0, control io24-io29
SYSCTL_POWER_BANK5	Power domain 0, control io30-io35
SYSCTL_POWER_BANK6	Power domain 0, control io36-io41
SYSCTL_POWER_BANK7	Power domain 0, control io42-io47

# 3.3.5 sysctl\_io\_power\_mode\_t

## 3.3.5.1 description

Io Output voltage value.

#### 3.3.5.2 definition

```
typedef enum _sy sctl_io_power_mode
{
    SYSCTL_POWER_V33,
    SYSCTL_POWER_V18
} sy sctl_io _ p o w er_mode_t;
```

#### 3.3.5.3 member

```
Member name description

SYSCTL_POWER_V33 Set to 3.3v

SYSCTL_POWER_V18 Set to 1.8v
```

# 3.3.6 power\_bank\_item\_t

# 3.3.6.1 description

Single power domain configuration.

#### 3.3.6.2 definition

```
typedef struct _power_bank_item
{
    sy sctl_ p o w er_ b an k_t pow er_ bank;
    sysctl_io_power_mode_t io_power_mode;
}
```

```
} power_bank_item_t;
```

## 3.3.6.3 member

Member name	description
power_bank	Power domain number
iopowermode	Io output voltage value

# 3.3.7 power\_bank\_cfg\_t

```
3.3.7.1 Desc
ribe the
power domain
configuratio
n.
```

## 3.3.7.2 definition

```
typedef struct _pow er_ bank_cfg
{
    uint32_t version;
    uint32_t p ow er_ bank s_ cou nt; po w
    er_ b an k_item_t pow er_ banks [];
} pow er_ b ank_ cfg_t;
```

# 3.3.7.3 member

Member name	description
version	Configuration version, must be set to fpioa_cfg_version
powerbankscount	Number of power domain configurations
power_banks	Power domain configuration list

# 3.3.8 pin\_cfg\_t

```
3.3.8.1 Desc
ribe the pin
configuratio
```

## 3.3.8.2 definition

```
typedef struct _pin_cfg
{
    uint32_t version;
    bool set_ sp i0 _ d vp_ data;
```

```
} pin_cfg_t;
```

# 3.3.8.3 member

Member name	description
version	Configuration version, must be set to fpioa_cfg_version
setspi0dvp_data	Whether to set ${\rm spi0d0\text{-}d7}\ d{\rm vpd0\text{-}d7}$ for ${\rm spi0}\ or\ d{\rm vp}\ d{\rm ata}$
input	

# 3.3.9 Example

Chapter 4

# | |System<u>control</u>

# 4.1 Overview

The system control module provides configuration functions for the operating system.

# 4.2 Functional description

The system control module has the following features:

- Set cpu frequency
- Install a custom driver

# 4.3 Api reference

Corresponding header file hal.h Provide users with the following interfaces:

- system\_set\_cpu\_frequency
- system\_install\_custom\_driver

# 4.3.1 system\_set\_cpu\_frequency

#### 4.3.1.1 description

Set the cpu frequency.

#### 4.3.1.2 Function prototype

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## uint32\_t system\_set\_cpu\_frequency(uint32\_t frequency);

## 4.3.1.3 parameter

parameter	name	description input Output
frequency	Frequency to be set	(Hz) input

#### 4.3.1.4 return value

The actual frequency (Hz) after setting.

# 4.3.2 system\_install\_custom\_driver

#### 4.3.2.1 description

Install a custom driver.

## 4.3.2.2 Function prototype

void system\_install\_custom\_driver(const char \*name, const custom\_driver\_t \*driver);

## 4.3.2.3 parameter

parameter	name	description	input Output
name	Specify the path to ac	cess the device	Input
driver	Custom driver impleme	ntation Input	

# 4.3.2.4 The return value is none.

# 4.3.3 Example

```
/* Set the CPU frequency to 400 MHz */
system_set_cpu_frequency(400000000);
```

# 4.4 type of data

The relevant data types and data structures are defined as follows:

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- Driver\_base\_t: The driver implements the base class.
- Custom\_driver\_t: Custom driver implementation.

# 4.4.1 driver\_base\_t

```
4.4.1.1 Descri
```

be the driver implementation

base class.

#### 4.4.1.2 definition

```
typedef struct _ driver_ base
{
    void *userdata;
    void (*install)(void *userdata);
    int (*open)(void *userdata);
    void (*close)(void *userdata);
} driver_base_t;
```

#### 4.4.1.3 member

Member name description

userdata User data

install Called during installation

open Called when opened close Called when closed

# 4.4.2 custom\_driver\_t

#### 4.4.2.1 description

Custom drive implementation.

# 4.4.2.2 definition

```
typedef struct _custom_driver
{
    driver_base_t base;
    int (*io_control)(uint32_t control_code, const uint8_t *write_buffer, size_t
        write_len, uint8_t *read_buffer, size_t read_len, void *userdata);
} custom_driver_t;
```

# 4.4.2.3 member

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Member name description

base Driver implementation base class

 $io\_control$  Called when control information is received

Chapter 5

# Programmable interrupt controller (PIC)

## 5.1 Overview

Any external interrupt source can be individually assigned to an external interrupt on each CPU. This provides great flexibility to adapt to different application needs.

# 5.2 Functional description

The pic module has the following features:

- Enable or disable interrupts
- Set interrupt handler
- Configure interrupt priority

# 5.3 Api reference

Corresponding header file hal.h Provide users with the following interfaces:

- pic\_set\_irq\_enable
- pic\_set\_irq\_handler
- pic\_set\_irq\_priority

# 5.3.1 pic\_set\_irq\_enable

# 5.3.1.1 description

Set whether irq is enabled.

#### 5.3.1.2 Function prototype

void pic\_set\_irq\_enable(uint32\_t irq, bool enable);

#### 5.3.1.3 parameter

parameter name	description	input Output
irq	Irq number Input	
enable	Whether to enable In	put

## 5.3.1.4 The

return value

is none.

# 5.3.2 pic\_set\_irq\_handler

# 5.3.2.1 description

Set up the irq handler.

# 5.3.2.2 Function prototype

void pic\_set\_irq\_handler(uint32\_t irq, pic\_irq\_handler\_t handler, void \*userdata);

## 5.3.2.3 parameter

parameter i	name	description	input Output
irq	Irq number	Input	
handler	Handler	Input	
userdata	Handler user data	Input	

# 5.3.2.4 The

return value

is none.

# 5.3.3 pic\_set\_irq\_priority

# 5.3.3.1 description Set the irq priority.

#### 5.3.3.2 Function prototype

void pic\_set\_irq\_priority(uint32\_t irq, uint32\_t priority);

## 5.3.3.3 Parameters

parameter name	descripti on	input Output
irq	Irq	Inpu
priority	number	t
	priority	inpu
		t

#### 5.3.3.4 Return value

no.

# 5.4 type of data

The relevant data types and data structures are defined as follows:

• Pic\_irq\_handler\_t: IRQ handler.

# 5.4.1 pic\_irq\_handler\_t

# 5.4.1.1 description

Irq handler.

#### 5.4.1.2 definition

typedef void (\*pic\_irq\_handler\_t)(void \*userdata);

# 5.4.1.3 parameter

parameter	name	description	input Output
	userdata	User data Input	

Chapter 6

# Direct storage access(DMA)

## 6.1 Overview

Direct Memory Access (DMA) is used to provide high-speed data transfer between peripherals and memory and between memory and memory. CPU efficiency can be improved by quickly moving data through DMA without any CPU operation.

# 6.2 Functional description

The dma module has the following features:

- Automatically select an idle dma channel for transmission
- Automatically select software or hardware handshake protocol based on source and destination addresses
- Supports element sizes of 1, 2, 4, and 8 bytes, source and destination sizes do not have to be consistent
- Asynchronous or synchronous transfer function
- Loop transmission function, often used to refresh scenes such as screen or audio recording and playback

# 6.3 Api reference

Corresponding header file hal.h

Provide users with the following interfaces:

- · dma\_open\_free
- dma\_close
- dma\_set\_request\_source
- dma\_transmit\_async

- dma\_transmit
- dma\_loop\_async

# 6.3.1 dma\_open\_free

6.3.1.1 description

Open an available dma device.

6.3.1.2 Function prototype

handle\_t dm a\_ open\_ free ();

6.3.1.3 return value Dma device handle.

- 6.3.2 dma\_close
- 6.3.2.1 description

  Turn off the dma device.
- 6.3.2.2 Function prototype

void dma\_close(handle\_t file);

6.3.2.3 parameter

parameter name description input Output
file Dma device handle Input

6.3.2.4 The return value is none.

- 6.3.3 dma\_set\_request\_source
- 6.3.3.1 description
  Set the dma request source.
- 6.3.3.2 Function prototype

void dma\_set\_request\_source(handle\_t file, uint32\_t request);

# 6.3.3.3 parameter

parameter	name	description	input Output
file	Dma	device handle	Input
request	Request	source number	Input

6.3.3.4 The return value is none.

# 6.3.4 dma\_transmit\_async

# 6.3.4.1 description

Perform dma asynchronous transfer.

#### 6.3.4.2 Function prototype

void dma\_transmit\_async(handle\_t file, const volatile void \*src, volatile void \*dest,
 int src\_inc, int dest\_inc, size\_t element\_size, size\_t count, size\_t burst\_size, S
 emaphoreHandle\_t completion\_event);

# 6.3.4.3 parameter

parameter name	description	input Output
file	Dma device handle	Input
src	source address	Input
dest	target address	Output
src_inc	Whether the source	address is increasing Input
dest_inc	Whether the target	address is increasing Input
element_size	Element size (byte	s) Input
count	Number of elements	Input
burst_size	Burst transmission	n quantity Input
completion_event	Transfer completion	n event Input

6.3.4.4 The return value is none.

# 6.3.5 dma\_transmit

#### 6.3.5.1 description

Perform dma synchronous transmission.

#### 6.3.5.2 Function prototype

# 6.3.5.3 parameter

parameter name	description	input Output
file src dest src_inc dest_inc element_size count burst_size	Dma device handle source address target address Whether the source address is incremented by the target address, whether it is self- incrementing element size (bytes)	Output  Inpu t inpu t, outp ut, inpu t, inpu t, inpu t,
	Burst transmission quantity	inpu t

#### 6.3.5.4 return value

no.

# 6.3.6 dma\_loop\_async

# 6.3.6.1 description

Perform dma asynchronous loop transfer.

#### 6.3.6.2 Function prototype

void dm a\_loop\_async(handle\_t file, const volatile void \*\* srcs, size\_t src\_num, volatile void \*\*
 dests, size\_t dest\_num, int src\_inc, int dest\_inc, size\_t element\_size, size\_t count, size\_t
 burst\_size, d m a\_ stag e\_ co m p letion \_ h and ler\_t stage\_ com pletion\_handler, void \* stage\_
 com pletion\_handler\_data, S em aph oreH and le\_t completion\_event, int \*stop\_signal);

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#### 6.3.6.3 parameter

parameter name	description	input Output
file	Dma device handle	Input
srcs	Source address list	Input
src_num	Number of source addresses	Input
dests	Destination address list	Output
dest_num	Number of destination addresses	Input
src_inc	Whether the source address is increasing	Input
dest_inc	Whether the target address is increasing	Input
element_size	Element size (bytes)	Input
count	Number of elements	Input
burst_size	Burst transmission quantity	Input
stage_completion_handler	Stage completion handler	Input
stage_completion_handler_data	Stage completion handler user data	Input
completion_event	Transfer completion event	Input
stop_signal	Stop signal	Input

Note: Phase completion refers to the completion of the transfer of a single source to the target count element.

# 6.3.6.4 The return value is none.

# 6.3.7 Example

```
int src[256] = { [0 ... 255] = 1 };
int dest[256];
handle_t dma = dm a_ open_ free ();
dma_transmit(dma, src, dest, true, true, sizeof(int), 256, 4);
assert(dest[0] == src[0]);
dm a_close ( dma );
```

# 6.4 type of data

The relevant data types and data structures are defined as follows:

• Dma\_stage\_completion\_handler\_t: The DMA stage completes the handler.

# 6.4.1 dma\_stage\_completion\_handler\_t

# 6.4.1.1 description

The dma stage completes the handler.

# 6.4.1.2 definition

typedef void (\*dma\_stage\_completion\_handler\_t)(void \*userdata);

# 6.4.1.3 parameter

parameter	name	description	input Output
	userdata	User data Input	_

Chapter 7

# standa<u>rd IO</u>

# 7.1 Overview

The standard io module is the basic interface for accessing peripherals.

# 7.2 Functional description

The standard io module has the following features:

- Find peripherals based on path
- Unified read and write and control interface

# 7.3 Api reference

Corresponding header file devices.h Provide users with the following interfaces:

- io\_open
- io\_close
- io\_read
- · io\_write
- · io\_control

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# 7.3.1 io\_open

7.3.1.1 Description Open a device.

# 7.3.1.2 Function prototype

```
handle_t io_open ( const char * name );
```

# 7.3.1.3 parameter

parameter name	description		input	Output
name	Device path	Input	_	

#### 7.3.1.4 return value

return value		description	
	0	fail	ure
ot	her	Device	handle

# 7.3.2 io\_close

7.3.2.1 Description Turns off a device.

# 7.3.2.2 Function prototype

```
int io_close(handle_t file);
```

# 7.3.2.3 parameter

parameter name	description	input Output
file	Device handle	Input

# 7.3.2.4 return value

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return value	desc ript ion
0	succ
other	ess
	fail
	ure

# 7.3.3 io\_read

# 7.3.3.1 Description

Read from the device.

# 7.3.3.2 Function prototype

int io\_read(handle\_t file, uint8\_t \*buffer, size\_t len);

# 7.3.3.3 parameter

parameter	name	description	input Output
file	Device handle	Input	
buffer	Target buffer	Output	
len	Maximum number of	bytes read	Input

#### 7.3.3.4 return value

The number of bytes actually read.

# 7.3.4 io\_write

#### 7.3.4.1 Desc

ription

Write to the

device.

# 7.3.4.2 Function prototype

int io\_write(handle\_t file, const uint8\_t \*buffer, size\_t len);

#### 7.3.4.3 parameter

parameter name	descri	ption input Output
file	Device handle	Input
buffer	Source buffer	Input

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paramete	er name	description	input Output
len	The number of byt	es to write	Input

# 7.3.4.4 return value

return	value	description
10	en	success
0	ther	failure

# 7.3.5 io\_control

# 7.3.5.1 description

Send control information to the device.

# 7.3.5.2 Function prototype

int io\_control(handle\_t file, uint32\_t control\_code, const uint8\_t \*write\_buffer, size\_t
 write\_len, uint8\_t \*read\_buffer, size\_t read\_len);

# 7.3.5.3 Parameters

parameter name	description	input Output
file control_code write_buffer write_len read_buffer read_len	Device handle control code source buffer Number of bytes to write to the target	Inpu t inpu t, inpu t, inpu t t
	buffer	and
	Maximum number of bytes read	outp ut

# 7.3.5.4 Return value

The number of bytes actually read.

# 7.3.6 Example

```
handle_t uart = io_open("/dev/uart1");
io_write(uart, "hello\n", 6);
io_close( uart );
```

# Chapter 8

# Univer<u>sal asynchronous transceiver</u> (UART)

# 8.1 Overview

Embedded applications typically require a simple method that consumes less system resources to transfer data. Universal Asynchronous Transceiver (uart)

To meet these requirements, it has the flexibility to perform full-duplex data exchange with external devices.

# 8.2 Functional description

The uart module has the following features:

- Configuring wart parameters
- Automatically collect data into the buffer

# 8.3 Api reference

Corresponding header file devices.h
Provide users with the following interfaces:

· uart\_config

# 8.3.1 uart\_config

#### 8.3.1.1 description

Configure the uart device.

#### 8.3.1.2 Function prototype

void uart\_config(handle\_t file, uint32\_t baud\_rate, uint32\_t databits, uart\_stopbits\_t
 stopbits, uart\_parity\_t parity);

# 8.3.1.3 parameter

parameter name	е		descri	ptioni	nput Output
file	Uart	device	handle		Input
baud_r	ate	Baud ra	ate	Input	
databits	Data	bits	(5-8)		Input
stopbi	ts	Stop b	it	Input	
parity		Check I	Digit	Input	

8.3.1.4 The return value is none.

# 8.3.2 Example

```
handle_t uart = io_open ("/dev / uart1 ");

uint8_t b = 1;
/* Write 1 byte * /
io_write(uart, &b, 1);
/* Read 1 byte * /
while (io_read(uart, &b, 1) != 1);
```

# 8.4 type of data

The relevant data types and data structures are defined as follows:

- Uart\_stopbits\_t: UART stop bit.
- Uart\_parity\_t: UART check digit.

# 8.4.1 uart\_stopbits\_t

8.4.1.1 description Uart stop bit.

#### 8.4.1.2 definition

```
typedef enum _ uart_ stopbits
{
    UART_STOP_1 ,
    UART_STOP_1_5 ,
    UART_STOP_2
} uart_stopbits_t ;
```

#### 8.4.1.3 member

Member name	description		
UART_STOP_1	1 stop bit		
UART_STOP_1_5	1.5 stop bits		
UART_STOP_2	2 stop bits		

# 8.4.2 uart\_parity\_t

8.4.2.1 description Uart check digit.

#### 8.4.2.2 definition

```
typedef enum _uart_parity
{
    UART_PARITY_NONE,
    UART_PARITY_ODD,
    UART_PARITY_EVEN
} uart_parity_t;
```

# 8.4.2.3 Members

Member name	description
UART_PARITY_NONE UART_PARITY_ODD UART_PARITY_EVEN	No parity check
	parity check

Chapter 9

# Genera<u>l purpose input/output (GPIO</u>)

# 9.1 Overview

The chip has 32 high-speed gpio and 8 universal gpio.

# 9.2 Functional description

The gpio module has the following features:

- Configurable up and down drive mode
- Support for rising edge, falling edge and double edge trigger

# 9.3 Api reference

Corresponding header file devices.  $\boldsymbol{h}$ 

Provide users with the following interfaces:

- gpio\_get\_pin\_count
- gpio\_set\_drive\_mode
- gpio\_set\_pin\_edge
- gpio\_set\_on\_\changed
- gpio\_get\_pin\_value
- gpio\_set\_pin\_value

# 9.3.1 gpio\_get\_pin\_count

# 9.3.1.1 description

Get the number of gpio pins.

#### 9.3.1.2 Function prototype

uint32\_t gpio\_get\_pin\_co un t ( handle\_t file);

#### 9.3.1.3 parameter

parameter	name		description	input Output
file	Gpio	controller	handle	Input

# 9.3.1.4 The

number of
return value
pins.

# 9.3.2 gpio\_set\_drive\_mode

# 9.3.2.1 description

Set the gpio pin drive mode.

#### 9.3.2.2 Function prototype

void gpio\_set\_drive\_mode(handle\_t file, uint32\_t pin, gpio\_drive\_mode\_t mode);

#### 9.3.2.3 Parameters

parameter name	description	input Output
file	Gpio controller	Inpu
pin	handle pin	t
mode	number	inpu
	Drive mode	t

# 9.3.2.4 Return value

no.

# 9. 3. 3 gpio\_set\_pin\_edge

# 9.3.3.1 description

Set the gpio pin edge trigger mode.

Note: /dev/gpiol is not supported at this time.

# 9.3.3.2 Function prototype

void gpio\_set\_pin\_edge(handle\_t file, uint32\_t pin, gpio\_pin\_edge\_t edge);

#### 9.3.3.3 parameter

parameter	name	description	input Output
file	Gpio controller	handle	Input
pin	Pin number	Input	
edge	Edge trigger mode	Input	

#### 9.3.3.4 The

return

value is

none.

# 9. 3. 4 gpio\_set\_on\_changed

# 9.3.4.1 description

Set the gpio pin edge trigger handler.

Note: /dev/gpiol is not supported at this time.

# 9.3.4.2 Function prototype

void gpio\_set\_on\_changed(handle\_t file, uint32\_t pin, gpio\_on\_changed\_t callback, void
\*userdata);

#### 9.3.4.3 Parameters

parameter name	description	input Output
file	Gpio controller	Inpu
pin	handle pin	t
callback	number	inpu
	Handler	t

parameter	name	description	input Output
userdata	Handler user data	Input	

# 9.3.4.4 Return

value None.

# 9. 3. 5 gpio\_get\_pin\_value

# 9.3.5.1 description

Get the value of the gpio pin.

# 9.3.5.2 Function prototype

gpio\_pin\_value\_t gpio\_get\_pin\_value(handle\_t file, uint32\_t pin);

#### 9.3.5.3 Parameters

parameter name	description	input Output
file	Gpio controller	Inpu
pin	handle pin	t
	number	inpu
		t

#### 9.3.5.4 Return value

The value of the gpio pin.

# 9. 3. 6 gpio\_set\_pin\_value

# 9.3.6.1 description

Set the value of the gpio pin.

# 9.3.6.2 Function prototype

void gpio\_set\_pin\_value(handle\_t file, uint32\_t pin, gpio\_pin\_value\_t value);

# 9.3.6.3 parameter

parameter	name		description	input Output
file	Gpio	controller	handle	Input

parameter name	description	input Output
pin	Pin number	Input
value	The value to set	Input

#### 9.3.6.4 Return value

no.

# 9.3.7 Example

```
handle_t gpio = io_open("/dev/gpio0");

gpio_set_drive_mode(gpio, 0, GPIO_DM_OUTPUT);

gpio_set_pin_value(gpio_0_GPIO_PV_LOW):
```

# 9.4 type of data

The relevant data types and data structures are defined as follows:

- Gpio\_drive\_mode\_t: GPIO drive mode.
- Gpio\_pin\_edge\_t: GPIO edge trigger mode.
- Gpio\_pin\_value\_t: GPIO value.
- Gpio\_on\_changed\_t: GPIO edge trigger handler.

# 9. 4. 1 gpio\_drive\_mode\_t

# 9.4.1.1 description

Gpio drive mode.

# 9.4.1.2 definition

```
typedef enum _gpio_drive_mode
{
    GPIO_ DM_
    INPUT , GPIO_DM_INP
    UT_PULL_DOWN, GPIO_D
    M_INPUT_PULL_UP, GPIO
```

#### 9.4.1.3 member

Member name description
GPIO\_DM\_INPUT Input
GPIO\_DM\_INPUT\_PULL\_DOWN Input drop down
GPIO\_DM\_INPUT\_PULL\_UP Input pull up
GPIO\_DM\_OUTPUT Output

# 9. 4. 2 gpio\_pin\_edge\_t

9.4.2.1 description

Gpio edge trigger mode.

# 9.4.2.2 definition

```
typedef enum _gpio_pin_edge
{
    GPIO_
    PE_NONE,
    GPIO_PE_
    FALLING,
```

#### 9.4.2.3 member

```
Member name description

GPIO_PE_NONE Do not trigger

GPIO_PE_FALLING Falling edge trigger

GPIO_PE_RISING Rising edge trigger

GPIO_PE_BOTH Double edge trigger
```

# 9. 4. 3 gpio\_pin\_value\_t

# 9.4.3.1 description Gpio value.

# 9.4.3.2 definition

```
typedef enum _gpio_pin_value
{
    GPIO_PV_L
    OW , GPIO_P
    V HIGH
```

# 9.4.3.3 member

Member name description
GPIO\_PV\_LOW low
GPIO\_PV\_HIGH high

# 9.4.4 gpio\_on\_changed\_t

# 9.4.4.1 description

The gpio edge trigger handler.

# 9.4.4.2 definition

typedef void (\*gpio\_on\_changed\_t)(uint32\_t pin, void \*userdata);

# 9.4.4.3 Parameters

parameter name	descripti on	input Output
pin userdata	Pin	Inpu
	number	t
	user	inpu
	data	t

Chapter 10

# Integrate<u>d circuit built-in bus (i2c</u>)

# 10.1 Overview

The i2c bus is used to communicate with multiple external devices. Multiple external devices can share an i2c bus.

# 10.2 Functional description

The i2c module has the following features:

- Independent i2c device package peripheral related parameters
- Automatic processing of multi-device bus contention
- Support slave mode

# 10.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- i2c get device
- i2c\_dev\_set\_clock\_rate
- i2c\_dev\_transfer\_sequential
- i2c\_config\_as\_slave
- i2c slave set clock rate

# 10. 3. 1 i2c\_get\_device

#### 10.3.1.1 description

Register and open an i2c device.

# 10.3.1.2 Function prototype

handle\_t i2c\_get\_device(handle\_t file, **const char** \*name, uint32\_t slave\_address, uint32\_t ad dress\_width);

#### 10.3.1.3 parameter

parameter name	description	input Output
file	I2c controller handle	Input
name	Specify the path to ac	cess the device Input
slave_address	Slave address	Input
address_width	Slave address width	Input

# 10.3.1.4 return value

I2c device handle.

# 10. 3. 2 i2c\_dev\_set\_clock\_rate

# 10.3.2.1 description

Configure the clock rate of the i2c device.

# 10.3.2.2 Function prototype

double i2c\_dev\_set\_clock\_rate(handle\_t file, double clock\_rate);

#### 10.3.2.3 Parameters

parameter name	description	input Output
file clock_rate	I2c device	Inpu
	handle	t
	expected clock	inpu
	rate	t

#### 10.3.2.4 Return value

The actual rate after setting.

# 10. 3. 3 i2c\_dev\_transfer\_sequential

# 10.3.3.1 description

Read and write to the i2c device first.

# 10.3.3.2 Function prototype

#### 10.3.3.3 parameter

parameter name	description	input Output
file	I2c device handle	Input
write_buffer	Source buffer	Input
write_len	The number of bytes to write	Input
read_buffer	Target buffer	Output
read_len	Maximum number of bytes read	Input

# 10.3.3.4 return value

The number of bytes actually read.

# 10. 3. 4 i2c\_config\_as\_slave

#### 10.3.4.1 description

Configure the i2c controller to be in slave mode.

# 10.3.4.2 Function prototype

**void** i2c\_config\_as\_slave(handle\_t file, uint32\_t slave\_address, uint32\_t address\_width, i2c\_slave\_handler t \*handler);

# 10.3.4.3 parameter

parameter name	description	input	Output
file	I2c controller	handle	Input

parameter na	me description	input Output
slave_address	Slave address	Inpu
address_width	Slave device	t
handler	address width	inpu
	from device	t
	handler	

10.3.4.4 return value

no.

# 10.3.5 spi\_dev\_set\_clock\_rate

#### 10.3.5.1 description

Configure the clock rate for the i2c slave mode.

# 10.3.5.2 Function prototype

```
double i2c_slave_set_clock_rate(handle_t file, double clock_rate);
```

#### 10.3.5.3 Parameters

parameter name	description	input Output
file clock_rate	I2c controller	Inpu
	handle	t
	expected clock	inpu
	rate	t

# 10.3.5.4 Return value

The actual rate after setting.

# 10.3.6 Example

```
handle_t i2c = io_open("/dev/i2c0");

/* i2c Peripheral address is 0x32, 7-bit address, rate 200K */
handle_t dev0 = i2c_get_device(i2c, "/dev/i2c0/dev0", 0x32, 7); i2c_dev_se
t_clock_rate(dev0, 200000);

uint8_t reg = 0;
uint8_t data_buf[2] = { 0x00,0x01 }; data_
buf[0] = reg;

/* Write 0x01 to the 0 register */
io_write(dev0, data_buf, 2);
```

# 10.4 type of data

The relevant data types and data structures are defined as follows:

- I2c\_event\_t: I2C event.
- I2c\_slave\_handler\_t: I2C slave handler.

# 10. 4. 1 i2c\_event\_t

10.4.1.1 description

I2c event.

#### 10.4.1.2 definition

#### 10.4.1.3 member

```
Member name description

I2C_EV_START Received Start signal
I2C_EV_RESTART Received a Restart signal
I2C_EV_STOP Received a Stop signal
```

# 10. 4. 2 i2c\_slave\_handler\_t

#### 10.4.2.1 description

I2c slave device handler.

#### 10.4.2.2 definition

```
typedef struct _i2c_slave_handler
{
    void (*on_receive)(uint32_t data); uint32_t (*
        on_transmit)();
    void (*on_event)(i2c_event_t event);
} i2c_slave_handler t;
```

# 10.4.2.3 member

Member name	description
on_receive	Called when data is received
on_transmit	Called when data needs to be sent
on_event	Called when an event occurs

Chapter 11

# Integrate<u>d circuit built-in audio bu</u>s (i2s)

# 11.1 Overview

The i2s standard bus defines three types of signals: the clock signal bck, the channel selection signal ws, and the serial data signal sd.a basic

The i2s data bus has one master and one slave. The roles of the master and slave remain unchanged during the communication process. The i2s module includes separate transmit and receive channels for excellent communication performance.

# 11.2 Functional description

The i2s module has the following features:

- Automatically configure the device according to the audio format (supports 16, 24, 32 bit depth, 44100 sample rate, 1 4 channels)
- Configurable for playback or recording mode
- Automatically manage audio buffers

# 11.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- i2s\_config\_as\_render
- i2s\_config\_as\_capture
- i2s\_get\_buffer
- i2s\_release\_buffer
- i2s\_start
- i2s\_stop

# 11. 3. 1 i2s\_config\_as\_render

#### 11.3.1.1 description

Configure the i2s controller to output mode.

# 11.3.1.2 Function prototype

# 11.3.1.3 parameter

parameter name	description	input Output
file format	I2s controller	Inpu
delay_ms	handle audio	t
align_mode	format	inpu
channels_mask	Buffer	t
	length	inpu
	alignment	t
	mode	inpu
	Channel mask	t

#### 11.3.1.4 return value

no.

# 11. 3. 2 i2s config as capture

#### 11.3.2.1 description

Configure the i2s controller to capture mode.

# 11.3.2.2 Function prototype

void i2s\_config\_as\_capture(handle\_t file, const audio\_format\_t \*format, size\_t delay\_ms
, i2s\_align\_mode\_t align\_mode, size\_t channels\_mask);

# 11.3.2.3 Parameters

parameter name	description	input Output
file format	I2s controller	Inpu
delay_ms	handle audio	t
	format	inpu
	Buffer length	t

parameter name	description	input Output
align_mode	Align mode	Input
channels_mask	Channel mask	Input

11.3.2.4 Return

value is none.

# 11. 3. 3 i2s\_get\_buffer

# 11.3.3.1 description

Get the audio buffer.

# 11.3.3.2 Function prototype

void i2s\_get\_buffer(handle\_t file, uint8\_t \*\*buffer, size\_t \*frames);

#### 11.3.3.3 parameter

parameter	name	description	input Output
file	I2s controller	handle Input	
buffer	Buffer	Output	
frames	Number of buffe	r frames	Output

11. 3. 3. 4 The

return

value is

none.

# 11. 3. 4 i2s\_release\_buffer

11.3.4.1 description

Release the audio buffer.

# 11.3.4.2 Function prototype

void i2s\_release\_buffer(handle\_t file, size\_t frames);

# 11.3.4.3 parameter

parameter	name	description	input Output
file	I2s controller handle	Input	
frames	Confirm the number of f	frames that have	been read or written
	Input		

11. 3. 4. 4 The

return

value is

none.

11. 3. 5 i2s\_start

11.3.5.1 description

Start playing or recording.

# 11.3.5.2 Function prototype

# void i2s\_start(handle\_t file);

#### 11.3.5.3 parameter

parameter	name		descr	iption	input	Output
file	I2s	controller	handle	Input		

11.3.5.4 The

return

value is

none.

11. 3. 6 i2s\_stop

11.3.6.1 description

Stop playing or recording.

# 11.3.6.2 Function prototype

# void i2s\_stop(handle\_t file);

#### 11.3.6.3 parameter

parameter	name		descr	iption	input	Output
file	I2s	controller	handle	Input		

```
11.3.6.4 The return value is none.
```

#### 11.3.7 Example

# 11.4 type of data

The relevant data types and data structures are defined as follows:

```
• Audio_format_type_t: The audio format type.
```

- Audio\_format\_t: Audio format.
- I2s\_align\_mode\_t: I2S alignment mode.

# 11. 4. 1 audio\_format\_type\_t

```
ribe the audio format type.
```

#### 11.4.1.2 definition

```
typedef enum _audio_format_type
{
    AUDIO_FMT_
    PCM
```

#### 11.4.1.3 member

Member name description
AUDIO\_FMT\_PCM PCM

# 11. 4. 2 audio\_format\_t

11.4.2.1 Desc ribe the audio format.

# 11.4.2.2 definition

```
typedef struct _audio_format
{
    audio_format_type_t type;
    uint32_t bits_per_sample;
    uint32_t sample_rate; uint32_t
    channels;
```

# 11.4.2.3 member

 Member name	description
type bits_per_sample	Audio format
sample_rate	type
channels	sampling
	depth
	Sampling Rate
	Number of channels

# 11.4.3 i2s\_align\_mode\_t

# 11.4.3.1 description

I2s alignment mode.

# 11.4.3.2 definition

# 11.4.3.3 member

Member name	description
I2S_AM_STANDARD	Standard mode
I2S_AM_RIGHT	Align right
I2S AM LEFT	Align left

Chapter 12

# Serial peripheral interface (spi)

# 12.1 Overview

Spi is a high speed, full duplex, synchronous communication bus.

# 12.2 Functional description

The spi module has the following features:

- Independent spi device package peripheral related parameters
- Automatic processing of multi-device bus contention
- Support standard, two-wire, four-wire, eight-wire mode
- Supports write-before-read and full-duplex read and write
- Supports sending a series of identical data frames, often used for clearing screens, filling storage sectors, etc.

# 12.3 Api reference

Corresponding header file devices. h

Provide users with the following interfaces:

- spi\_get\_device
- spi\_dev\_config\_non\_standard
- spi\_dev\_set\_clock\_rate
- spi\_dev\_transfer\_full\_duplex
- spi\_dev\_transfer\_sequential
- spi\_dev\_fill

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# 12. 3. 1 spi\_get\_device

#### 12.3.1.1 description

Register and open a spi device.

# 12.3.1.2 Function prototype

handle\_t spi\_get\_device(handle\_t file, **const char** \*name, spi\_mode mode, spi\_fra me\_format frame\_format, uint32\_t chip\_select\_mask, uint32\_t data\_bit\_length
).

# 12.3.1.3 Parameters

parameter name	description	input Output
file	Spi controller handle	Input
name	Specify the path to access the device	Input
mode	Spi mode	Input
frame_format	Frame format	Input
chip_select_mask	Chip select mask	Input
data_bit_length	Data bit length	Input

# 12.3.1.4 Return value

Sp device handle.

# 12. 3. 2 spi\_dev\_config\_non\_standard

#### 12.3.2.1 description

Configure non-standard frame format parameters for the spi device.

# 12.3.2.2 Function prototype

**void** spi\_dev\_config\_non\_standard(handle\_t file, uint32\_t instruction\_length, uint32\_t address\_length, uint32\_t wait\_cycles, spi\_inst\_addr\_trans\_mode t trans\_mode);

# 12.3.2.3 parameter

parameter name	description	input Output
file	Spi device handle	Input

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parameter name	description	input Output
instruction_length	Instructio	Inpu
address_length	n length	t
wait_cycles trans_mode	address	inpu
	length	t
	waiting	inpu
	period	t
	Command and address transfer mode	

12.3.2.4 return value

no.

# 12.3.3 spi\_dev\_set\_clock\_rate

#### 12.3.3.1 description

Configure the clock rate of the spi device.

# 12.3.3.2 Function prototype

double spi\_dev\_set\_clock\_rate(handle\_t file, double clock\_rate);

# 12.3.3.3 parameter

parameter i	name	descrip	otion	input	Output
file	Spi device handl	le In	put		
clock_rate	Expected clock ra	te In	put		

# 12.3.3.4 return value

The actual rate after setting.

# 12.3.4 spi dev transfer full duplex

#### 12.3.4.1 description

Full-duplex transmission of spi devices.

Note: Only standard frame formats are supported.

# 12.3.4.2 Function prototype

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#### 12.3.4.3 Parameters

parameter name	description	input Output
file write_buffer	Spi device	Inpu
write_len	handle	t
read_buffer	source	inpu
read_len	buffer	t,
	Number of	inpu
	bytes to write	t
	to the target	and
	buffer	outp
	Maximum number of bytes read	ut

#### 12.3.4.4 Return value

The number of bytes actually read.

# 12.3.5 spi\_dev\_transfer\_sequential

# 12.3.5.1 description

Write the spi device first and then read it.

Note: Only standard frame formats are supported.

# 12.3.5.2 Function prototype

# 12.3.5.3 parameter

parameter name	description	input Output
file	Spi device handle	Input
write_buffer	Source buffer	Input
write_len	The number of bytes to write	Input
read_buffer	Target buffer	Output
read_len	Maximum number of bytes read	Input

# 12.3.5.4 return value

The number of bytes actually read.

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## 12.3.6 spi\_dev\_fill

## 12.3.6.1 description

Fill the spi device with a string of identical frames.

Note: Only standard frame formats are supported.

## 12.3.6.2 Function prototype

**void** spi\_dev\_fill(handle\_t file, uint32\_t instruction, uint32\_t address, uint32\_t value, size\_t count);

#### 12.3.6.3 parameter

parameter name	description	input Output
file	Spi device handle	Input
instruction	Instruction (ignored in s	tandard frame format) input
address	Address (ignored in stand	ard frame format) input
value	Frame data	Output
count	Number of frames	Input

## 12. 3. 6. 4 The

return

value is

none.

## 12.3.7 Example

```
handle_t spi = io_open("/dev/spi0");

/* dev0 works in MODEO mode Standard SPI mode Single-send 8-bit data using chip select 0 */
handle_t dev0 = spi_get_device(spi, "/dev/spi0/dev0", SPI_MODE_0, SPI_FF_STANDARD, 0b1, 8);
uint8_t data_buf[] = { 0x06, 0x01, 0x02, 0x04, 0, 1, 2, 3 };

/* Send instruction 0 x06 Send 0, 1, 2, 3 four bytes of data to address 0 x010204 * /
io_write(dev0, data_buf, SizeOf(data_buf));

/* Send instruction 0 x06 Address 0 x010204 Receive four bytes of data */
spi_dev_transfer_sequential(dev0, data_buf, 4, data_buf, 4);
```

## 12.4 type of data

The relevant data types and data structures are defined as follows:

• Spi\_mode\_t: SPI mode.

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- Spi\_frame\_format\_t: SPI frame format.
- Spi\_inst\_addr\_trans\_mode\_t: Transmission mode of the SPI instruction and address.

## 12. 4. 1 spi\_mode\_t

12.4.1.1 description

Spi mode.

## 12.4.1.2 definition

```
typedef enum _spi_mode
{
    SPI_MODE_
    0     ,
    SPI_MODE_
    1     ,
```

## 12.4.1.3 member

```
Member name description

SPI_MODE_ Spi mode
0 Spi mode
1 Spi mode
1 Spi mode
2 SPI_MODE_ Spi mode
2 SPI_MODE_ Spi mode
2 SPI_MODE_ Spi mode
3
```

## 12.4.2 spi\_frame\_format\_t

## 12.4.2.1 description

Spi frame format.

#### 12.4.2.2 definition

```
typedef enum _spi_frame_format {
    SPI_FF_
    STANDARD,
    SPI_FF_DUAL,
    SPI_FF_QUAD,
```

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## 12.4.2.3 member

Member name	description
SPI_FF_STANDARD	standard
SPI_FF_DUAL	Double line
SPI_FF_QUAD	Four lines
SPI_FF_OCTAL	Eight lines (not supported by /dev/spi3)

## 12.4.3 spi\_inst\_addr\_trans\_mode\_t

## 12.4.3.1 description

The transmission mode of the spi instruction and address.

## 12.4.3.2 definition

```
typedef enum _spi_inst_addr_trans_mode
{
    SPI _ A IT M_ ST AN DA
    RD , SPI_AITM_ADDR_ST
    ANDARD, SPI_AITM_AS_
    EDAME_FORMAT
```

## 12.4.3.3 member

Member name	description	
SPI_AITM_STANDARD	Use standard frame format	
SPI_AITM_ADDR_STANDARI address uses the standard fr	The instruction uses the configured variance format	alue and the
SPI_AITM_AS_FRAME_FORM	IAT Use configured values	

# Digital camera interface (dvp)

## 13.1 Overview

Dvp is a camera interface module that supports forwarding camera input image data to the ai module or memory.

## 13.2 Functional description

The dvp module has the following features:

- 2 video data output ports for RGB565 and RGB24Planar
- Support for dropping frames that do not need to be processed

## 13.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- dvp\_config
- dvp\_enable\_frame
- dvp\_get\_output\_num
- dvp\_set\_signal
- dvp\_set\_output\_enable
- dvp\_set\_output\_attributes
- dvp\_set\_frame\_event\_enable
- dvp\_set\_on\_frame\_event

## 13. 3. 1 dvp\_config

13.3.1.1 Descri be the configuration of the dvp device.

## 13.3.1.2 Function prototype

void dvp\_config(handle\_t file, uint32\_t width, uint32\_t height, bool auto\_enable);

#### 13.3.1.3 parameter

parameter name	description	input Output	
file	Dvp device hand	lle Input	
width	Frame width	Input	
height	Frame height	Input	
auto_enable	Automatically ena	able frame processing	Input

13. 3. 1. 4 The

return

value is

none.

## 13. 3. 2 dvp\_enable\_frame

## 13.3.2.1 description

Enable processing of the current frame.

## 13.3.2.2 Function prototype

## void dvp\_enable\_frame(handle\_t file);

## 13.3.2.3 parameter

parameter	name		desc	ription	input Output
file	Dvp	device	handle	Input	

## 13. 3. 2. 4 The

return

value is

none.

## 13. 3. 3 dvp\_get\_output\_num

#### 13.3.3.1 description

Get the number of outputs of the dvp device.

## 13.3.3.2 Function prototype

uint32\_t dvp\_get\_output\_num(handle\_t file);

#### 13.3.3.3 parameter

parameter	name		desc	ription	input	Output
file	Dvp	device	handle	Input		

#### 13.3.3.4 Retu

rns the

number of

output.

## 13. 3. 4 dvp\_set\_signal

## 13.3.4.1 description

Set the dvp signal status.

## 13.3.4.2 Function prototype

void dvp\_set\_signal(handle\_t file, dvp\_signal\_type\_t type, bool value);

#### 13.3.4.3 Parameters

parameter name	description	input Output
file	Dvp device	Inpu
type	handle	t
value	signal type	inpu
	Status value	t

#### 13.3.4.4 Return value

## 13. 3. 5 dvp\_set\_output\_enable

#### 13.3.5.1 description

Set whether dvp output is enabled.

## 13.3.5.2 Function prototype

void dvp\_set\_output\_enable(handle\_t file, uint32\_t index, bool enable);

#### 13.3.5.3 parameter

parameter	name de	scription	input Output
file	Dvp device hand	e Input	
index	Output index In	put	
enable	Whether to enable	Input	

## 13. 3. 5. 4 The

return

value is

none.

## 13. 3. 6 dvp set output attributes

#### 13.3.6.1 description

Set the dvp output characteristics.

## 13.3.6.2 Function prototype

void dvp\_set\_output\_attributes(handle\_t file, uint32\_t index, video\_format\_t format,
 void \*output\_buffer);

#### 13.3.6.3 Parameters

parameter name	description	input Output
file index	Dvp device	Inpu
format	handle	t
output_buffer	output index	inpu
	Video format	t
	Output buffer	and
		outp
		ut

#### 13.3.6.4 Return

value None.

## 13. 3. 7 dvp\_set\_frame\_event\_enable

## 13.3.7.1 description

Sets whether dvp frame events are enabled.

## 13.3.7.2 Function prototype

**void** dvp\_set\_frame\_event\_enable(handle\_t file, dvp\_frame\_event\_t event, bool enable);

#### 13.3.7.3 parameter

parameter	name descri	iption	input Output
file	Dvp device handle	Input	
event	Frame event Input		
enable	Whether to enable	Input	

## 13. 3. 7. 4 The

return

value is

none.

## 13. 3. 8 dvp\_set\_on\_frame\_event

## 13.3.8.1 description

Set the dvp frame event handler.

## 13.3.8.2 Function prototype

void dvp\_set\_on\_frame\_event(handle\_t file, dvp\_on\_frame\_event\_t handler, void \*userdata
);

#### 13.3.8.3 Parameters

parameter name	description	input Output
file handler	Dvp device	Inpu
userdata	handle	t
	handler	inpu
	Handler user data	t

#### 13.3.8.4 Return

value None.

## 13.3.9 Example

# 13.4 type of data

The relevant data types and data structures are defined as follows:

- Video\_format\_t: Video format.
- Dvp\_frame\_event\_t: DVP frame event.
- Dvp\_signal\_type\_t: DVP signal type.
- Dvp\_on\_frame\_event\_t: DVP frame event handler.

## 13. 4. 1 video format t

#### 13.4.1.1 Des

cribe the

video

format.

#### 13.4.1.2 definition

```
typedef enum _video_format
{
    VIDEO_ FMT_
    RGB565, VIDEO_FMT
    RGR24_PLANAR
```

#### 13.4.1.3 member

Member name	description
VIDEO_FMT_RGB565	RGB565
VIDEO_FMT_RGB24_PLA	NAR
	RGB24 Planar

## 13. 4. 2 dvp\_frame\_event\_t

13.4.2.1 description

Dvp frame event.

## 13.4.2.2 definition

```
typedef enum _video_frame_event {
    VIDEO_FE_
    BEGIN, VIDEO_
FF_FND
```

## 13.4.2.3 member

Member name description
VIDEO\_FE\_BEGIN Frame start
VIDEO\_FE\_END End of frame

## 13. 4. 3 dvp\_signal\_type\_t

13.4.3.1 description

Dvp signal type.

## 13.4.3.2 definition

```
typedef enum _dvp_signal_type
{
    DVP_SIG_POWER_DOWN,
    DVP_SIG_RESET
} dvp_signal_type_t;
```

#### 13.4.3.3 Members

Member name description

DVP\_SIG\_POWER\_DO Powe

WN DVP\_SIG\_RESET r

down
rese

## 13. 4. 4 dvp\_on\_frame\_event\_t

## 13.4.4.1 description

The handler when the timer is triggered.

## 13.4.4.2 definition

typedef void (\*dvp\_on\_frame\_event\_t)(dvp\_frame\_event\_t event, void \*userdata);

### 13.4.4.3 parameter

parameter	name	description	input Output
	userdata	User data Input	_

# Serial camera control bus (sccb)

## 14.1 Overview

Sccb is a serial camera control bus.

# 14.2 Functional description

The sccb module has the following features:

- Independent sccb device package peripheral related parameters
- Automatic processing of multi-device bus contention

## 14.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- sccb\_get\_device
- sccb\_dev\_read\_byte
- sccb\_dev\_write\_byte

## 14. 3. 1 sccb\_get\_device

## 14.3.1.1 description

Register and open an sccb device.

## 14.3.1.2 Function prototype

handle\_t sccb\_get\_device(handle\_t file, **const char** \*name, size\_t slave\_address, size\_t reg\_addre ss\_width);

## 14.3.1.3 Parameters

parameter name	description	input Output
file	Sccb controller handle	Inpu
name	Specify the path	t
slave_address reg address width	from the device to	inpu
reg_address_widan	access the device	t
	Register address	inpu
	width	t

14.3.1.4 Return value
Sccb device handle.

## 14. 3. 2 sccb\_dev\_read\_byte

## 14.3.2.1 description

Read a byte from the scbb device.

## 14.3.2.2 Function prototype

uint8\_t sccb\_dev\_read\_byte(handle\_t file, uint16\_t reg\_address);

#### 14.3.2.3 parameter

parameter name	description	input Output
file	Sccb device	handle Input
reg_address	Register addr	ress Input

## 14.3.2.4 Retu

rns the

byte read

by the

value.

## 14. 3. 3 sccb\_dev\_write\_byte

## 14.3.3.1 description

Write a byte to the sccc device.

## 14.3.3.2 Function prototype

void sccb\_dev\_write\_byte(handle\_t file, uint16\_t reg\_address, uint8\_t value);

#### 14.3.3.3 parameter

parameter name	description	input Output	
file	Sccb device h	nandle Input	
reg_address	Register addre	ss Input	
value	The byte to be	written I	nput

## 14. 3. 3. 4 The

return

value is

none.

## 14.3.4 Example

```
handle_t sccb = io_open("/dev/sccb0");
handle_t dev0 = sccb_get_device(sccb, "/dev/sccb0/dev0", 0x60, 8);
sccb_dev_write_byte(dev0, 0xFF, 0);
```

<u>Cha</u> pter 15			
	•		
L.			
Timer			

## 15.1 Overview

The timer provides high-precision timing.

# 15.2 Functional description

The timer module has the following features:

- Enable or disable the timer
- Configure the timer trigger interval
- Configuring the timer trigger handler

## 15.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- timer\_set\_interval
- timer\_set\_on\_tick
- timer\_set\_enable

## 15. 3. 1 timer\_set\_interval

#### 15.3.1.1 description

Set the timer trigger interval.

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## 15.3.1.2 Function prototype

size\_t timer\_set\_interval(handle\_t file, size\_t nanoseconds);

#### 15.3.1.3 Parameters

parameter name	description	input Output
file nanoseconds	Timer device	Inpu
	handle	t
	interval	inpu
	(nanoseconds)	t

## 15.3.1.4 Return value

Actual trigger interval (nanoseconds).

## 15. 3. 2 timer\_set\_on\_tick

## 15.3.2.1 description

Set the handler when the timer fires.

## 15.3.2.2 Function prototype

void timer\_set\_on\_tick(handle\_t file, timer\_on\_tick\_t on\_tick, void \*userdata);

## 15.3.2.3 parameter

parameter	name	description	input Output
file	Timer device hand	dle Input	
on_tick	Handler	Input	
userdata	Handler user data	Input	

#### 15. 3. 2. 4 The

return

value is

none.

## 15. 3. 3 timer set enable

## 15.3.3.1 description

Set whether timer is enabled.

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## 15.3.3.2 Function prototype

```
void timer_set_enable(handle_t file, bool enable);
```

#### 15.3.3.3 parameter

parameter	name	description	input Output
file	Timer device	handle Input	
enable	Whether to enab	ole Input	

```
15.3.3.4 The return value is none.
```

## 15.3.4 Example

## 15.4 type of data

The relevant data types and data structures are defined as follows:

• Timer\_on\_tick\_t: The handler when TIMER is triggered.

## 15. 4. 1 timer\_on\_tick\_t

## 15.4.1.1 description

The handler when the timer is triggered.

## 15.4.1.2 definition

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typedef void (\*timer\_on\_tick\_t)(void \*userdata);

15.4.1.3 parameter

parameter name description input Output
userdata User data Input

# Pulse width modulator (pwm)

## 16.1 Overview

Pwm is used to control the duty cycle of the pulse output.

# 16.2 Functional description

The pwm module has the following features:

- Configure the pwm output frequency
- Configure the output duty cycle of each pin of pwm

## 16.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- pwm\_get\_pin\_count
- pwm\_set\_frequency
- pwm\_set\_active\_duty\_cycle\_percentage
- pwm\_set\_enable

## 16. 3. 1 pwm\_get\_pin\_count

## 16.3.1.1 description

Get the number of pwm pins.

## 16.3.1.2 Function prototype

## uint32\_t pwm\_get\_pin\_count(handle\_t file);

#### 16.3.1.3 parameter

parameter	name		des	cript	ion	input	Output
file	Pwm	device	handl	e Iı	nput		

#### 16.3.1.4 return value

The number of pwm pins.

## 16. 3. 2 pwm\_set\_frequency

16.3.2.1 Description Sets the pwm frequency.

## 16.3.2.2 Function prototype

double pwm\_set\_frequency(handle\_t file, double frequency);

## 16.3.2.3 Parameters

parameter name	description	input Output
file frequency	Pwm device	Inpu
	Expected	t
	frequency (Hz)	inpu
		t

#### 16.3.2.4 Return value

The actual frequency (Hz) after setting.

## 16. 3. 3 pwm\_set\_active\_duty\_cycle\_percentage

## 16.3.3.1 description

Set the pwm pin duty cycle.

## 16.3.3.2 Function prototype

#### 16.3.3.3 Parameters

parameter name	description	input Output
file	Pwm device	Inpu
pin	handle pin	t
duty_cycle_percentage	number	inpu
	Expected duty cycle	t

#### 16.3.3.4 Return value

The actual duty cycle after setting.

## 16. 3. 4 pwm\_set\_enable

#### 16.3.4.1 description

Set whether the pwm pin is enabled.

## 16.3.4.2 Function prototype

## **void** pwm\_set\_enable(handle\_t file, uint32\_t pin, bool enable);

#### 16.3.4.3 Parameters

parameter name	description	input Output
file pin	Pwm device	Inpu
enable	handle pin	t
	number	inpu
	Whether to	•
	enable	t

#### 16.3.4.4 Return value

The actual duty cycle after setting.

## 16.3.5 Example

```
/* pwm0 pin0 outputs 200 KHZ square wave with duty
cycle of 0.5 / handle_ t pwm = io_ open ( " / dev /
pwm0 "); pwm _ set _ frequency ( pwm , 200000); pwm
_ set _ active _ duty _ cycle _ percentage ( pwm ,
```

pwm\_set\_enable(pwm, 0, true);

# Watchdog <u>timer (wdt)</u>

## 17.1 Overview

Wdt provides recovery when the system is in error or not responding.

## 17.2 Functional description

The wdt module has the following features:

- Configuration timeout
- Manual restart timing
- Configured to reset or enter interrupt after timeout
- Clear the interrupt after entering the interrupt to cancel the reset, otherwise wait for the second timeout after reset

## 17.3 Api reference

Corresponding header file devices.h

Provide users with the following interfaces:

- wdt\_set\_response\_mode
- wdt\_set\_timeout
- wdt\_set\_on\_timeout
- wdt\_restart\_counter
- wdt\_set\_enable

## 17. 3. 1 wdt\_set\_response\_mode

#### 17.3.1.1 description

Set the wdt response mode.

## 17.3.1.2 Function prototype

void wdt\_set\_response\_mode(handle\_t file, wdt\_response\_mode\_t mode);

#### 17.3.1.3 parameter

parameter	name	descr	iption	input Output
file	Wdt devi	ce handle	Input	
mode	Response	mode Input		

#### 17. 3. 1. 4 The

return

value is

none.

## 17. 3. 2 wdt\_set\_timeout

## 17.3.2.1 description

Set the wdt timeout.

## 17.3.2.2 Function prototype

size\_t wdt\_set\_timeout(handle\_t file, size\_t nanoseconds);

#### 17.3.2.3 parameter

parameter name	edescription	input	Output
file	Wdt device hand	le Input	
nanoseconds	Expected timeout	(nanoseconds)	input

## 17.3.2.4 return value

The actual timeout (nanoseconds) after setting.

## 17. 3. 3 wdt\_set\_on\_timeout

17.3.3.1 description

Set the wdt timeout handler.

## 17.3.3.2 Function prototype

void wdt\_set\_on\_timeout(handle\_t file, wdt\_on\_timeout\_t handler, void \*userdata);

#### 17.3.3.3 parameter

parameter n	name	description	input Output
file	Wdt device handle	e Input	
handler	Handler	Input	
userdata	Handler user data	Input	

17. 3. 3. 4 The

return

value is

none.

## 17. 3. 4 wdt\_restart\_counter

17.3.4.1 description

Cause wdt to restart counting.

## 17.3.4.2 Function prototype

## void wdt\_restart\_counter(handle\_t file);

#### 17.3.4.3 parameter

parameter name		desc	description		Output	
file	Wdt	device	handle	Input		

17. 3. 4. 4 The

return

value is

none.

## 17. 3. 5 wdt\_set\_enable

```
17.3.5.1 description
Set whether wdt is enabled.
```

## 17.3.5.2 Function prototype

```
void wdt_set_enable(handle_t file, bool enable);
```

#### 17.3.5.3 parameter

parameter	name	description	input Output
file	Wdt device ha	ndle Input	-
enable	Whether to enal	ble Input	-

## 17. 3. 5. 4 The

return

value is

none.

## 17.3.6 Example

```
/* After 2 seconds, enter the watchdog interrupt function to print the imeout, and then reset it in 2 seconds.

void on_timeout(void *unused)
{
    printf("Timeout\n");
}
handle_t wdt = io_open("/dev/wdt0");
wdt_set_response_mode(wdt, WDT_RESP_INTERRUP
T); wdt_set_timeout(wdt, 2e9);
```

## 17.4 type of data

The relevant data types and data structures are defined as follows:

- Wdt\_response\_mode\_t: WDT response mode.
- Wdt\_on\_timeout\_t: WDT timeout handler.

## 17. 4. 1 wdt\_response\_mode\_t

## 17.4.1.1 description

Wdt response mode.

## 17.4.1.2 definition

```
typedef enum _wdt_response_mode
{
    WDT_ RESP_
    RESET , WDT_RES
    P_INTERRIPT
```

## 17.4.1.3 member

Member name	description
WDT_RESP_RESET	Reset system after timeout
WDT_RESP_INTERRUP	T Enter the interrupt after timeout, reset the
system again after tim	eout

## 17. 4. 2 wdt\_on\_timeout\_t

## 17.4.2.1 description

Wdt timeout handler.

## 17.4.2.2 definition

```
typedef int (*wdt_on_timeout_t)(void *userdata);
```

#### 17.4.2.3 parameter

parameter	name	name description	
	userdata	User data Input	

#### 17.4.2.4 return value

return	value	description			
	0	The system will reset if the interrupt is not cleared.			

return	value	description	_				
	1	Clear interrupt,	system	does	not	reset	

# Fast Four<u>ier Transform Accelerator</u> (fft)

## 18.1 Overview

The fft module is hardware-based to implement the base 2 time-division acceleration of fft.

## 18.2 Functional description

The module currently supports 64-point, 128-point, 256-point, and 512-point FFTs as well as IFFT. Inside the FFT, there are two SRAMs with a size of 512 \* 32 bits. After the configuration is completed, the FFT sends a TX request to the DMA, and the DMA sent the data is placed in one of the SRAMs until the current FFT operation is satisfied. The amount of data starts and the FFT operation begins. The butterfly unit reads the data from the SRAM containing the valid data. After the operation ends, the data is written to another SRAM, and the next butterfly operation is performed from the SRAM just written. The data is read out, and after the operation is completed, another SRAM is written, and thus iteratively repeats until the entire FFT operation is completed.

## 18.3 Api reference

Corresponding header file fft.h
Provide users with the following interfaces:

• fft\_complex\_uint16

## 18. 3. 1 fft complex uint16

18.3.1.1 description Fft operation.

## 18.3.1.2 Function prototype

#### 18.3.1.3 parameter

parameter name	description input Output				
shift	Fft module 16-bit register causes data overflow Input				
	$(-32768^{\sim}32767)$ , the FFT transform has 9 layers,				
	shift determines which layer needs to be				
	shifted (such as $0x1ff$ means that 9 layers are				
	all shifted; 0x03 means the first layer and the				
	second layer do shift operations), Prevent				
	spillage. If it is shifted, the transformed				
	amplitude is not the amplitude of the normal				
	FFT transform. For the corresponding				
	relationship, refer to the fft_test test demo				
	program. Contains examples of solving frequency				
	points, phases, and amplitudes				
direction	Fft positive or inverse Input				
input	The input data sequence, in the format rri, the real				
	and imaginary parts				
	Inpu				
	t is 16 bit				
point_num	The number of data points to be calculated can only be				
512/256/128/64.	Input				
output	The result after the operation. The format is rri ,				
	the precision of the real and imaginary parts The				
	output is 16 bit				

## 18.3.2 Example

```
#define FFT_N
                                                                                                                                                           512U
#define FFT_FORWARD_SHIFT
                                                                                                                                                           0x0U
#define FFT_BACKWARD_SHIFT
                                                                                                                                                          0x1ffU
#define PI
                                                                                                                                                           3.14159265358979323846
for (i = 0; i < FFT_N; i++)
                      tempf1 [0] = 0.3 * cosf (2 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI * i / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 <math>[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI + I / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI / FFT_N + PI / FFT_N + PI / 3) * 256; tempf1 \\[1] = 0.1 * cosf (16 * PI / FFT_N + PI / FFT_N +
                      2*PI*i/FFT_N - PI/9)*256;
                      tempf1 [2] = 0.5 * cosf((19 * 2 * PI * i / FFT_N) + PI / 6) * 256; data_hard[i].real = (int16_
                      t)(tempf1[0] + tempf1[1] + tempf1[2] + 10); data_hard[i].imag = (int16_t)0;
for (int i = 0; i < FFT_N / 2; ++i)
                      input_data = (fft_data_t *)&buffer_input[i]; input_data->R1 = data_har
                      d[2 * i].real; input_data->I1 = data_hard[2 * i].imag; input_data->
                      R2 = data_hard[2 * i + 1].real;
```

```
input_data -> I2 = data_hard[2 * i + 1].imag;
fft\_complex\_uint16 (FFT\_FORWARD\_SHIFT\ , FFT\_DIR\_FORWARD\ , buffer\_input\ , FFT\_N\ , buffer\_output);
for (i = 0; i < FFT_N / 2; i++)
     output_data = (fft_data_t*)&buffer_output[i]; data_hard[2 * i].imag
     = output_data->I1 ; data_hard[2 * i].real = output_data->
     R1; data_hard[2 * i + 1].imag = output_data->I2; data_hard[2
     * i + 1].real = output_data->R2;
for (int i = 0; i < FFT_N / 2; ++i)
     input_data = (fft_data_t *)&buffer_input[i]; input_data->R1 = data_har
     d[2 * i].real; input_data->I1 = data_hard[2 * i].imag; input_data->
     R2 = data_hard[2 * i + 1].real; input_data->I2 = data_hard[2 * i + 1].
fft_complex_uint16(FFT_BACKWARD_SHIFT, FFT_DIR_BACKWARD, buffer_input, FFT_N, buffer_output);
for (i = 0; i < FFT_N / 2; i++)
     output_data = (fft_data_t*)&buffer_output[i]; data_hard[2 * i].imag
     = output_data->I1 ; data_hard[2 * i].real = output_data->
     R1; data_hard[2 * i + 1].imag = output_data->I2; data_hard[2
     * i + 1].real = output_data->R2;
```

## 18.4 type of data

The relevant data types and data structures are defined as follows:

- fft data t:fft Operates the incoming data format.
- fft\_direction\_t:fft operation mode.

## 18. 4. 1 fft\_data\_t

#### 18.4.1.1 description

Fft computes the incoming data format.

#### 18.4.1.2 definition

```
typedef struct tag_fft_data
{
   int16_t I1;
```

```
int16_ t R1 ;
int16_ t I2 ;
int16_t R2;
} fft_data_t;
```

## 18.4.1.3 member

Member	name description
I1	The imaginary part of the first data
R1	The real part of the first data
I2	The imaginary part of the second data
R2	The real part of the second data

## 18. 4. 2 fft\_direction\_t

18.4.2.1 description Fft operation mode

#### 18.4.2.2 definition

```
fypedef enum tag_fft_direction
{
    FFT_DIR_
    BACKWARD, FFT_
    DIR_FORWARD,
```

## 18.4.2.3 member

Member name description

FFT\_DIR\_BACKWARD Fft inverse transform FFT\_DIR\_FORWARD Fft positive transform

# Secure Hash Algorithm Accelerator (sha256)

## 19.1 Overview

The sha256 module uses hardware to implement the time division operation acceleration of sha256.

# 19.2 Functional description

• Support for sha-256 calculations

## 19.3 Api reference

Corresponding header file sha256.h
Provide users with the following interfaces:

• sha256\_hard\_calculate

## 19. 3. 1 sha256\_hard\_calculate

19.3.1.1 description Shabrating the data

## 19.3.1.2 Function prototype

void sha256\_hard\_calculate(const uint8\_t \*input, size\_t input\_len, uint8\_t \*output);

19.3.1.3 parameter

parameter name	description	input Output
input	Data to be calculated by sha256	Input
input_len	Waiting for sha256 to calculate the length of the data	Input
output	To store the result of the SHA256 calculation, ensure that the size of the incoming buffer is 32 bytes.	Output

## 19.3.2 Example

```
uint8_t hash[32];
sha256 hard calculate((uint8 t *)"abc", 3, hash);
```

# Advanced <u>crypto accelerator</u> (aes)

## 20.1 Overview

The aes module is hardware-based to implement the time-division acceleration of aes.

# 20.2 Functional description

The k210 has built-in aes (Advanced Encryption Accelerator), which can greatly improve the speed of aes operation compared to software. The aes accelerator supports multiple encryption/decryption modes (ecb, cbc, gcm) and multiple length keys (128, 192, 256).

## 20.3 Api reference

Corresponding header file aes.h  $\,$ 

Provide users with the following interfaces:

- aes\_ecb128\_hard\_encrypt
- aes\_ecb128\_hard\_decrypt
- aes\_ecb192\_hard\_encrypt
- aes\_ecb192\_hard\_decrypt
- aes\_ecb256\_hard\_encrypt
- aes\_ecb256\_hard\_decrypt
- aes\_cbc128\_hard\_encrypt
- aes\_cbc128\_hard\_decrypt
- aes\_cbc192\_hard\_encrypt
- aes\_cbc192\_hard\_decrypt
- aes cbc256 hard encrypt

- aes\_cbc256\_hard\_decrypt
- aes\_gcm128\_hard\_encrypt
- aes\_gcm128\_hard\_decrypt
- aes\_gcm192\_hard\_encrypt
- aes\_gcm192\_hard\_decrypt
- aes\_gcm256\_hard\_encrypt
- aes\_gcm256\_hard\_decrypt

# 20. 3. 1 aes\_ecb128\_hard\_encrypt

# 20.3.1.1 description

Aes-ecb-128 encryption operation

#### 20.3.1.2 Function prototype

#### 20.3.1.3 parameter

parameter name	description	input Output
input_key	Aes-ecb-128 encrypted key	Input
input_data	Aes-ecb-128 plaintext data to be encrypted	Input
input_len	Aes-ecb-128 Length of plaintext data to be encrypted	Input
output_data	The result of the AES-ECB-128 encryption operation is stored in this buffer.	Output

#### 20.3.1.4 The

return value is

none.

# 20. 3. 2 aes\_ecb128\_hard\_decrypt

#### 20.3.2.1 description

Aes-ecb-128 decryption operation

#### 20.3.2.2 Function prototype

void aes\_ecb128\_hard\_decrypt(uint8\_t \*input\_key , uint8\_t \*input\_data , size\_t input\_len , uint8\_t \*
 output\_data)

# 20.3.2.3 parameter

parameter name	description	input Output
input_key input_data input_len output_data	Aes-ecb-128 decrypted key Aes-ecb-128 ciphertext data to be decrypted Aes-ecb-128 Length of ciphertext data to be decrypted The result of the AES-ECB-128 decryption operation is stored in this buffer.	Inpu t inpu t and outp

20.3.2.4 return value

no.

# 20. 3. 3 aes\_ecb192\_hard\_encrypt

#### 20.3.3.1 description

Aes-ecb-192 encryption operation

# 20.3.3.2 Function prototype

void aes\_ecb192\_hard\_encrypt(uint8\_t \*input\_key , uint8\_t \*input\_data , size\_t input\_len , uint8\_t \*
 output\_data)

# 20.3.3.3 parameter

parameter name	description	input Output
input_key input_data input_len output_data	Aes-ecb-192 encrypted key Aes-ecb-192 plaintext data to be encrypted Aes-ecb-192 Length of plaintext data to be encrypted The result of AES-ECB-192 encryption operation is stored in this buffer.	Inpu t inpu t and outp ut

20.3.3.4 return value

no.

# 20. 3. 4 aes\_ecb192\_hard\_decrypt

## 20.3.4.1 description

Aes-ecb-192 decryption operation

#### 20.3.4.2 Function prototype

void aes\_ecb192\_hard\_decrypt(uint8\_t \*input\_key , uint8\_t \*input\_data , size\_t input\_len , uint8\_t \*
 output\_data)

# 20.3.4.3 parameter

parameter name	description	input Output
input_key input_data	data	Inpu t.
input_len		inpu
output_data		t and
		outp
		ut

20.3.4.4 return value

no.

# 20. 3. 5 aes\_ecb256\_hard\_encrypt

#### 20.3.5.1 description

Aes-ecb-256 encryption operation

#### 20.3.5.2 Function prototype

void aes\_ecb256\_hard\_encrypt(uint8\_t \*input\_key , uint8\_t \*input\_data , size\_t input\_len , uint8\_t \*
 output\_data)

# 20.3.5.3 parameter

parameter name	description	input Output
input_key	Aes-ecb-256 encrypted key	Input
input_data	Aes-ecb-256 plaintext data to be encrypted	Input
input_len	Aes-ecb-256 Length of plaintext data to be encrypted	Input
output_data	The result of the AES-ECB-256 encryption operation is stored in this buffer.	Output

20.3.5.4 The return value is none.

# 20. 3. 6 aes\_ecb256\_hard\_decrypt

#### 20.3.6.1 description

Aes-ecb-256 decryption operation

#### 20.3.6.2 Function prototype

void aes\_ecb256\_hard\_decrypt(uint8\_t \*input\_key , uint8\_t \*input\_data , size\_t input\_len , uint8\_t \*
 output\_data)

## 20.3.6.3 parameter

parameter name	description	input Output
input_key	Aes-ecb-256 decrypted key Aes-ecb-256 ciphertext data to be decrypted	Inpu
input_data	Aes-ecb-256 Length of ciphertext data to be	t
input_len		inpu
output_data	The result of the AES-ECB-256 decryption operation is stored in this buffer.	t
	•	and
		outp
		ut

#### 20.3.6.4 return value

no.

# 20. 3. 7 aes\_cbc128\_hard\_encrypt

#### 20.3.7.1 description

Aes-cbc-128 encryption operation

#### 20.3.7.2 Function prototype

## 20.3.7.3 Parameters

parameter name	description	input Output
context	Aes-cbc-128 Encrypted computed structure containing encryption key and offset vector	Input
input_data	Aes-cbc-128 plaintext data to be encrypted	Input
input_len	Aes-cbc-128 Length of plaintext data to be encrypted	Input

parameter name	e description	input Output
output_data buffer.	The result of AES-CBC-128 encryption operation is Output	s stored in this

20.3.7.4 Return

value None.

# 20. 3. 8 aes\_cbc128\_hard\_decrypt

20.3.8.1 description

Aes-cbc-128 decryption operation

#### 20.3.8.2 Function prototype

void aes\_cbc128\_hard\_decrypt(cbc\_context\_t \*context, uint8\_t \*input\_data, size\_t input\_len, uint8\_t
\*output\_data)

## 20.3.8.3 Parameters

parameter name	description	input Output
context	Aes-cbc-128 decrypts the computed structure, including the decryption key and offset vector	Input
input_data	Aes-cbc-128 ciphertext data to be decrypted	Input
input_len	Aes-cbc-128 Length of ciphertext data to be decrypted	Input
output_data	The result of the AES-CBC-128 decryption operation is stored in this buffer.	Output

20.3.8.4 Return

value None.

# 20. 3. 9 aes\_cbc192\_hard\_encrypt

20.3.9.1 description

Aes-cbc-192 encryption operation

#### 20.3.9.2 Function prototype

#### 20.3.9.3 parameter

parameter name	description	input Output
context	Aes-cbc-192 Encrypted computed structure containing encryption key and offset vector	Input
input_data	Aes-cbc-192 plaintext data to be encrypted	Input
input_len	Aes-cbc-192 Length of plaintext data to be encrypted	Input
output_data	The result of AES-CBC-192 encryption operation is stored in this buffer.	Output

20.3.9.4 The return value is none.

# 20. 3. 10 aes\_cbc192\_hard\_decrypt

20.3.10.1 description

Aes-cbc-192 decryption operation

#### 20.3.10.2 Function prototype

# 20.3.10.3 parameter

parameter name	description	input Output
context	Aes-cbc-192 Decrypted computed structure containing decryption key and offset vector	Input
input_data	Aes-cbc-192 ciphertext data to be decrypted	Input
input_len	Aes-cbc-192 Length of ciphertext data to be decrypted	Input
output_data	The result of the AES-CBC-192 decryption operation is stored in this buffer.	Output

20.3.10.4 The return value is none.

# 20. 3. 11 aes\_cbc256\_hard\_encrypt

20.3.11.1 description

Aes-cbc-256 encryption operation

#### 20.3.11.2 Function prototype

void aes\_cbc256\_hard\_encrypt(cbc\_context\_t\*context, uint8\_t\*input\_data, size\_t input\_len, uint8\_t\*output\_data)

#### 20.3.11.3 parameter

parameter name	description	input Output
context	Aes-cbc-256 Encrypted computed structure containing encryption key and offset vector	Input
input_data	Aes-cbc-256 plaintext data to be encrypted	Input
input_len	Aes-cbc-256 Length of plaintext data to be encrypted	Input
output_data	The result of the AES-CBC-256 encryption operation is stored in this buffer.	Output

20.3.11.4 The return value is none.

# 20. 3. 12 aes\_cbc256\_hard\_decrypt

# 20.3.12.1 description Aes-cbc-256 decryption operation

# 20.3.12.2 Function prototype

void aes\_cbc256\_hard\_decrypt(uint8\_t \*input\_key , uint8\_t \*input\_data , size\_t input\_len , uint8\_t \*
 output\_data)

# 20.3.12.3 parameter

parameter name	description	input Output
context	Aes-cbc-256 Decrypted computed structure containing decryption key and offset vector	Input
input_data	Aes-cbc-256 ciphertext data to be decrypted	Input
input_len	Aes-cbc-256 Length of ciphertext data to be decrypted	Input
output_data	The result of the AES-CBC-256 decryption operation is stored in this buffer.	Output

20.3.12.4 The return value is none.

# 20. 3. 13 aes\_gcm128\_hard\_encrypt

#### 20.3.13.1 description

Aes-gcm-128 encryption operation

#### 20.3.13.2 Function prototype

#### 20.3.13.3 parameter

parameter na Output	me description	input
context	AES-GCM-128 Encrypted computed structure containing encrypt	tion
key/offset	vector/aad/aad length	Input
input_data	Aes-gcm-128 plaintext data to be encrypted	Input
input_len	Aes-gcm-128 Length of plaintext data to be encrypted	Input
output_data buffer.	The result of the AES-GCM-128 encryption operation is store $\mbox{\it Output}$	ed in this
gcm_tag	The tag after AES-GCM-128 encryption operation is stored in	this buffer
	Output	

# 20.3.13.4 The

return value is

none.

# 20. 3. 14 aes\_gcm128\_hard\_decrypt

#### 20.3.14.1 description

Aes-gcm-128 decryption operation

#### 20.3.14.2 Function prototype

#### 20.3.14.3 parameter

parameter nam Output	me description	input
context key/offset	AES-GCM-128 decrypts the computed structure, including the vector/aad/aad length	decryption Input
input_data	Aes-gcm-128 ciphertext data to be decrypted	Input
input_len	Aes-gcm-128 Length of ciphertext data to be decrypted	Input

parameter name	description	input Output
output_data	The result of the AES-GCM-128 decryption operation is stored in this buffer.	Output
gcm_tag	The tag after the decryption operation of AES-GCM- 128 is stored in this buffer.	Output

20.3.14.4 The

return value is

none.

# 20. 3. 15 aes\_gcm192\_hard\_encrypt

20.3.15.1 description

Aes-gcm-192 encryption operation

#### 20.3.15.2 Function prototype

# 20.3.15.3 parameter

parameter nam Output	ne description	input
context	AES-GCM-192 Encrypted computed structure containing encryptic	on
key/offset v	vector/aad/aad length	Input
input_data	Aes-gcm-192 plaintext data to be encrypted	Input
input_len	Aes-gcm-192 Length of plaintext data to be encrypted	Input
output_data buffer.	The result of the AES-GCM-192 encryption operation is stored $\ensuremath{\text{Output}}$	in this
gcm_tag	The AES-GCM-192 encryption operation tag is stored in this bu	ıffer.
	Output	

20.3.15.4 The

return value is

none.

# 20. 3. 16 aes\_gcm192\_hard\_decrypt

20.3.16.1 description

Aes-gcm-192 decryption operation

# 20.3.16.2 Function prototype

#### 20.3.16.3 parameter

parameter name Output	e description	input
context key/offset v	AES-GCM-192 decrypts the computed structure, including the dector/aad/aad length	ecryption Input
input_data	Aes-gcm-192 ciphertext data to be decrypted	Input
input_len	Aes-gcm-192 Length of ciphertext data to be decrypted	Input
output_data buffer.	The result of the AES-GCM-192 decryption operation is stored $\mathtt{Output}$	in this
gcm_tag	AES-GCM-192 decrypted operation of the tag stored in this bu	ffer
	Output	

20.3.16.4 The return value is

none.

# 20. 3. 17 aes\_gcm256\_hard\_encrypt

20.3.17.1 description

Aes-gcm-256 encryption operation

# 20.3.17.2 Function prototype

## 20.3.17.3 parameter

parameter nam Output	e description	input
context	AES-GCM-256 Encrypted computed structure containing encryptic	on
key/offset v	vector/aad/aad length	Input
input_data	Aes-gcm-256 plaintext data to be encrypted	Input
input_len	Aes-gcm-256 Length of plaintext data to be encrypted	Input
output_data	The result of AES-GCM-256 encryption operation is stored in to $\alpha$	his buffer.
gcm_tag	The tag after AES-GCM-256 encryption operation is stored in $\boldsymbol{t}$	his buffer.
	Output	

20.3.17.4 The

return value is

none.

# 20. 3. 18 aes\_gcm256\_hard\_decrypt

#### 20.3.18.1 description

Aes-gcm-256 decryption operation

# 20.3.18.2 Function prototype

#### 20.3.18.3 parameter

parameter nam Output	e description	input
context	AES-GCM-256 decrypted computed structure containing decryptic	on
key/offset v	ector/aad/aad length	Input
input_data	Aes-gcm-256 ciphertext data to be decrypted	Input
input_len	Aes-gcm-256 Length of ciphertext data to be decrypted	Input
output_data buffer.	The result of the AES-GCM-256 decryption operation is stored $\ensuremath{\text{Output}}$	in this
gcm_tag	The tag after the AES-GCM-256 decryption operation is stored $$	in this
buffer.	Output	

#### 20.3.18.4 The

return value is

none.

# 20.3.19 Example

```
cbc_context_t cbc_context; cbc_cont
ext.input_key = cbc_key; cbc_contex
t.iv = cbc_iv;
aes_cbc128_hard_encrypt(&cbc_context, aes_input_data, 16L, aes_output_data); memcpy
(aes_input_data, aes_output_data, 16L);
```

# 20.4 type of data

The relevant data types and data structures are defined as follows:

• aes\_cipher\_mode\_t:aes The way to encrypt/decrypt.

# 20. 4. 1 aes\_cipher\_mode\_t

# 20.4.1.1 description

Aes The way to encrypt/decrypt.

# 20.4.1.2 definition

```
typedef enum _aes_cipher_mode
{
    AES_ECB = 0,
    AES_CBC = 1,
    AES_ GCM = 2, A
    ES_CIPHER_MAX
} aes_cipher_mode_t;
```

#### 20.4.1.3 Members

Member name	description
AES_EC B AES_CB C AES_GC M	Ecb encryption/decryption Cbc encryption/decryption Gcm encryption/decryption