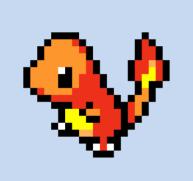
Xilinx Zynq FPGA TI DSP MCU 기반의 프로그래밍 및 회로 설계 전문가

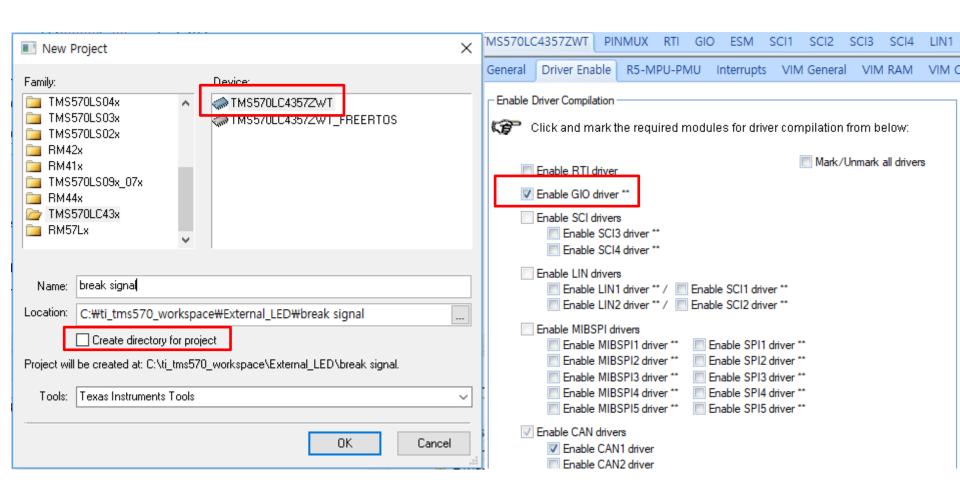


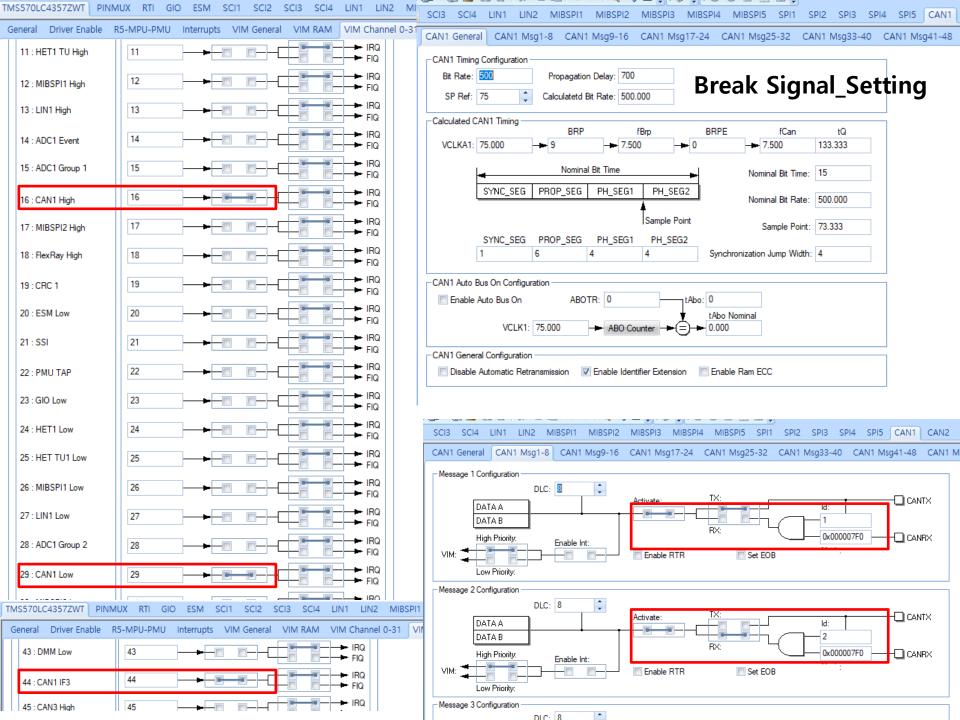
<u>강사 이상훈</u> gcccompil3r@gmail.com

<u>학생 김민호</u> minking12@naver.com



## **Break Signal\_Setting**





```
#include < HL_can.h >
                                                                   else
#include <HL_gio.h>
#include <HL_reg_can.h>
                                                                                if (!ex_data == 0)
#include <HL reg gio.h>
#include <stdio.h>
                                                                                    for (e = 1; e < 5; e++)
#include < math.h>
int a, d, e, f, g, ex_data, cur_data;
                                                                                       g = g + (re[e]) * pow(10, 4 - e);
char data_flag = 0;
                                                                                       //printf("rx =%d\foralln", g);
char tr[5] = \{ 0, \};
char re[5] = \{0, \};
                                                                                cur data = q;
void delay(int time)
                                                                                q = 0;
                                                                                printf("cur_data = %d\n", cur_data);
  int i;
  for (i = 0; i < time; i++)
                                                                                f = ex data - cur data;
                                                                                 printf("f = %dWn", f);
                                                                                if (f < 0)
int main()
                                                                                    printf("bigger than ex_data₩n");
  giolnit();
                                                                                    gioSetBit(gioPORTB, 0, 1);
  canInit();
  while (1)
                                                                                else if(f > 0)
     delay(1000000);
                                                                                    gioSetBit(gioPORTB, 0, 0);
     for (a = 0; a < 5; a++)
                                                                                f = 0:
                                                                                ex_data = cur_data;
        canTransmit(canREG1, canMESSAGE BOX1, &tr[a]);
                                                                                cur_data = 0;
     delay(10000000);
     if (canIsRxMessageArrived(canREG1, canMESSAGE_BOX2))
        for (a = 0; a < 5; a++)
           canGetData(canREG1, canMESSAGE BOX2, &re[a]);
        if (data_flag == 0)
           for (a = 1; a < 5; a++)
              d = d + (re[a]) * pow(10, 4 - a);
           ex data = d;
           printf("ex_data = %d\n", ex_data);
                                                                                                             Break Signal_Setting
           data_flag = 1;
```

