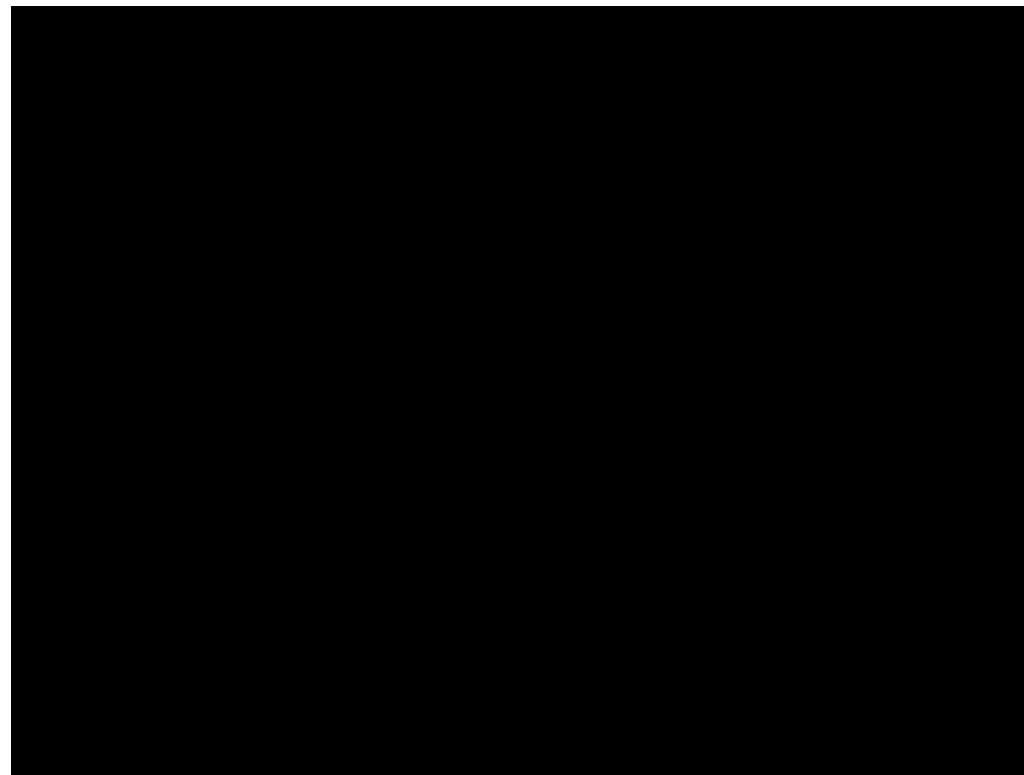


an uncomfortable announcement...

(I assure you, for me, too)



exam one:

1. 20131009

2. everything up to and including timers

Timers IV

ECE 3710

It's a small world, but I
wouldn't want to have
to paint it.

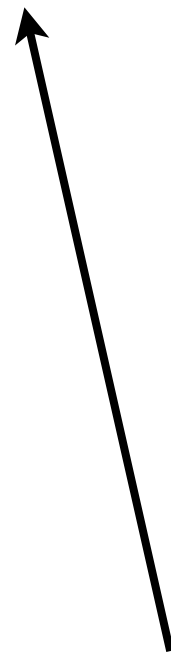
- Steven Wright

this is what
gets counted



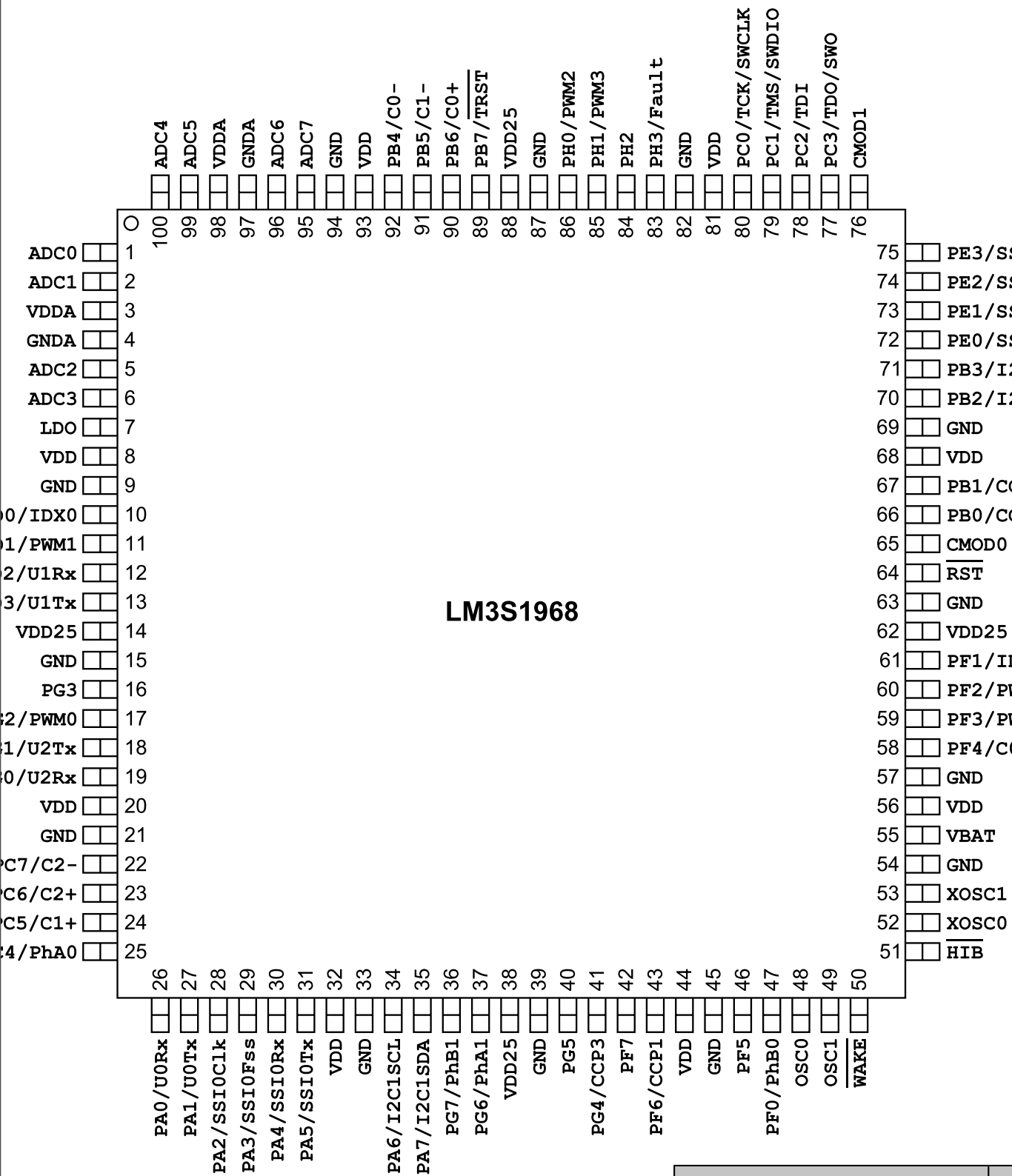
timer (counter) programming:

1. internal (internal clock)
2. external (events)



will use these
interchangeably

Q: which ports to connect external to?



LM3S1968

Timer I.A
Timer 0.A

Timer	16-Bit Up/Down Counter	Even CCP Pin	Odd CCP Pin
Timer 0	TimerA	CCP0	-
	TimerB	-	CCP1
Timer 1	TimerA	CCP2	-
	TimerB	-	CCP3

external timer modes

count mode

when high2low/low2high transitions on
timer port:

1. decrement
2. report timer value

timing mode

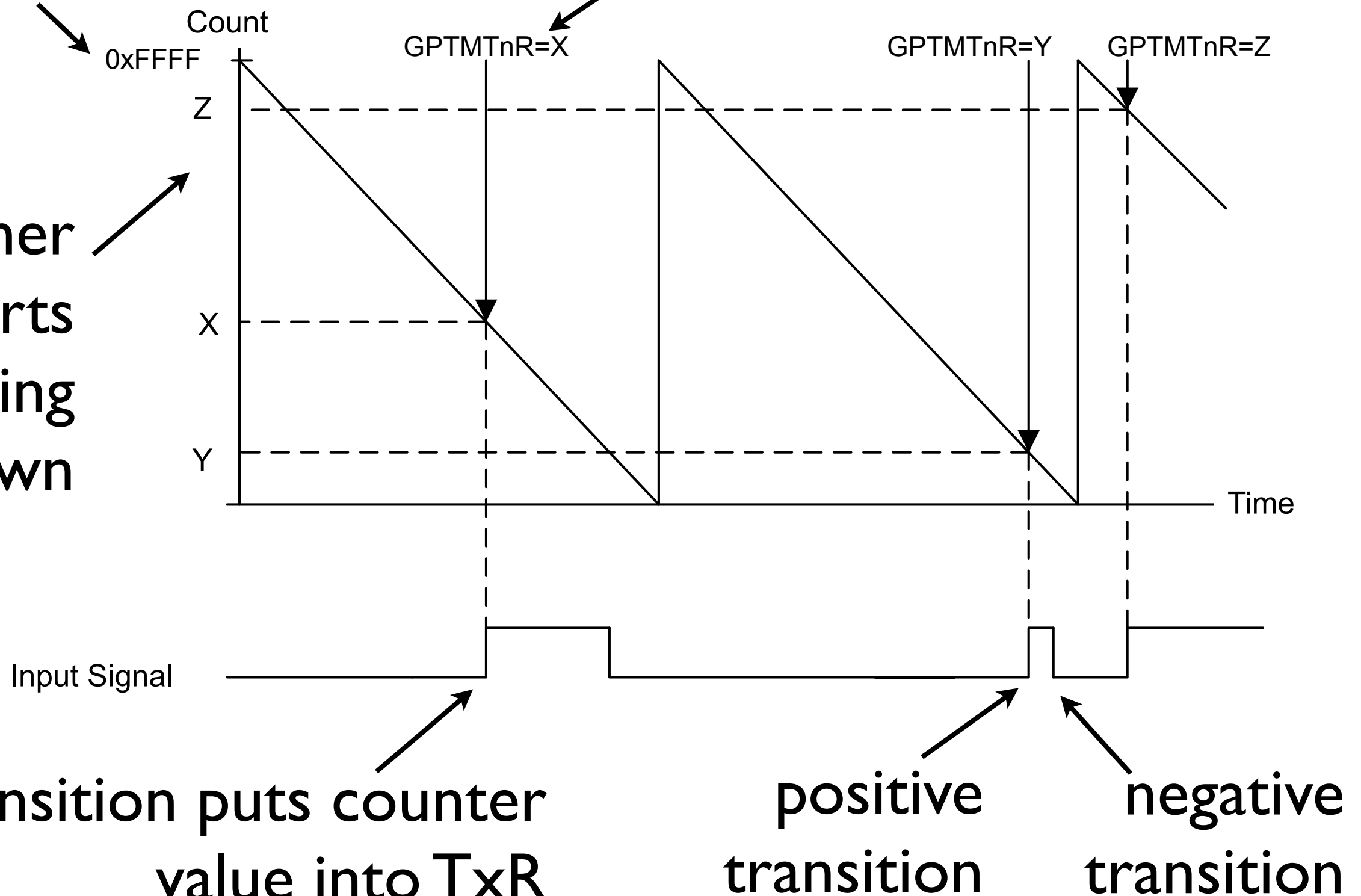
timing mode

1. set initial value

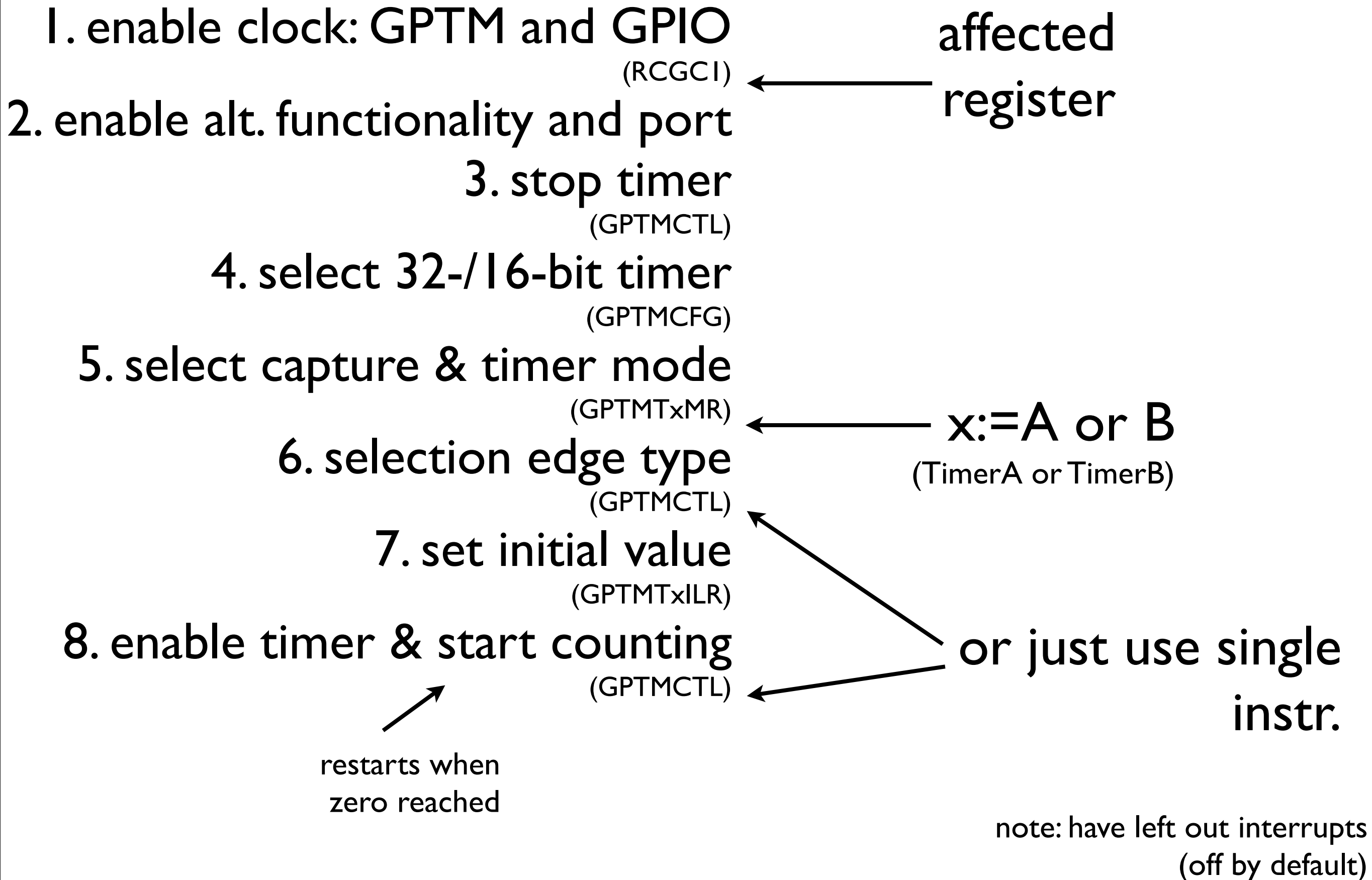
4. CnERIS asserted

2. timer starts counting down

3. transition puts counter value into TxR
(can be rising, falling, both)



GPTM setup (timing):



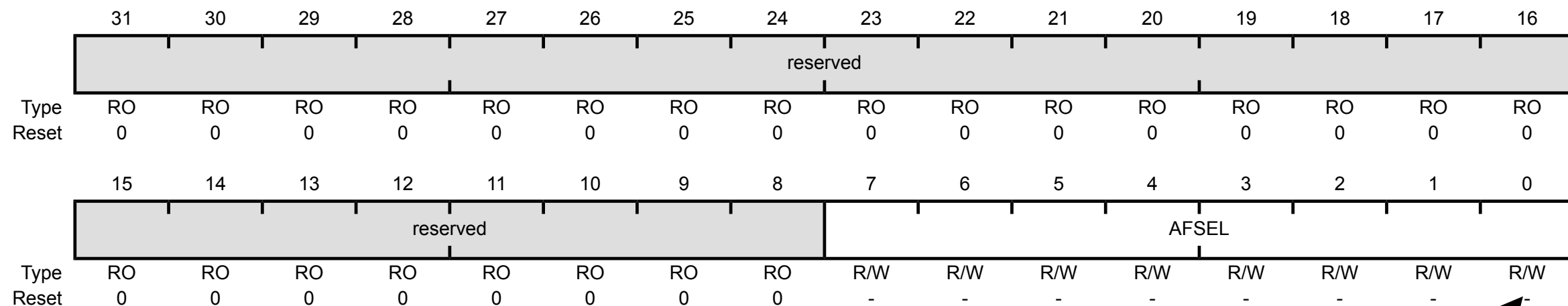
TIMER0, TimerA (TM0A)

2. enable alt func. and pin

```
ldr R1, =PB
;Timer0.A is on pin PB0
mov R0, #0x1
str R0, [R1, #0x420] ;alt. func.
str R0, [R1, #0x51C] ;pin
```

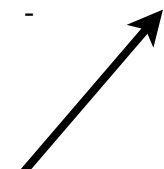
GPIOAFSEL

Offset 0x420
Type R/W, reset -



- 0 TimerA is disabled.
- 1 TimerA is enabled and begins counting or the capture logic is enabled based on the **GPTMCFG** register.

set to 1



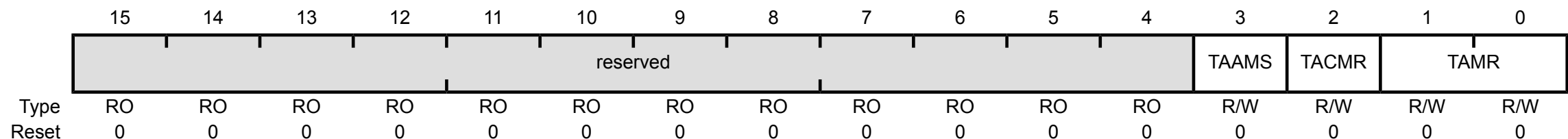
TIMER0, TimerA (TM0A)

5. select capture & timer mode

```
ldr R1, =TM0
mov R0, #0x7 ; 0b111
str R0, [R1, #0x4]
```

GPTMTxMR

Timer0 base: 0x4003.0000
Timer1 base: 0x4003.1000
Timer2 base: 0x4003.2000
Timer3 base: 0x4003.3000
Offset 0x004
Type R/W, reset 0x0000.0000



Value Description
0 Edge-Count mode
1 Edge-Time mode

set to 1

Value Description
0x0 Reserved
0x1 One-Shot Timer mode
0x2 Periodic Timer mode
0x3 Capture mode

set to 3

TIMER0, TimerA (TM0A)

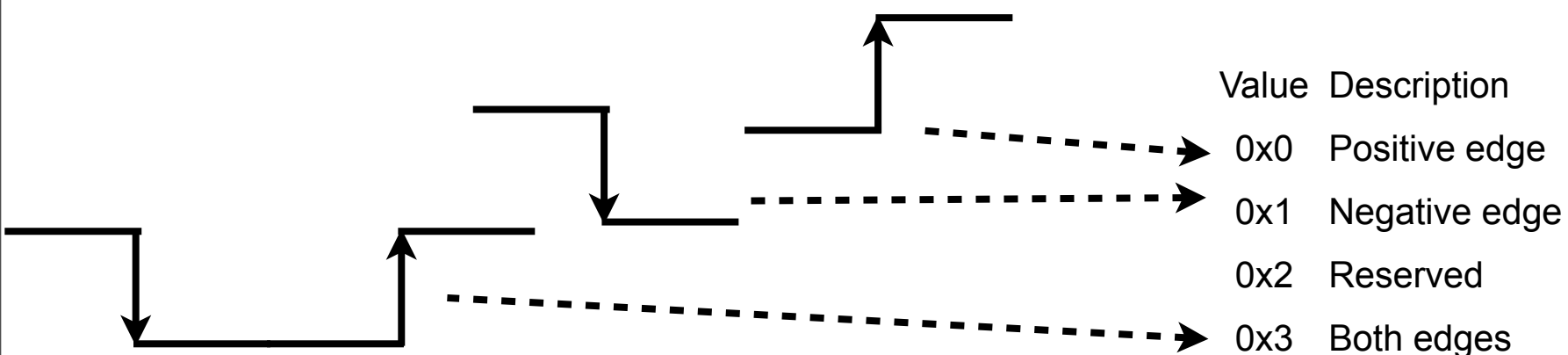
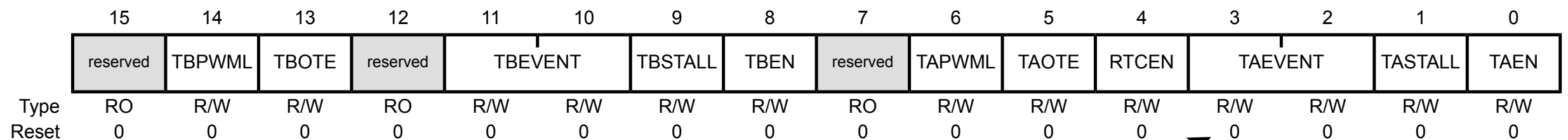
6. selection edge type

```
ldr R1, =TM0
mov R0, #0x4 ; 0b0100
str R0, [R1, #0xC]
```

GPTMCTL

Timer0 base: 0x4003.0000
Timer1 base: 0x4003.1000
Timer2 base: 0x4003.2000
Timer3 base: 0x4003.3000
Offset 0x00C
Type R/W, reset 0x0000.0000

starting here



set to 1

TIMER0, TimerA (TM0A)

8. enable timer & start counting

```
ldr R1,=TM0 ;rmw cycle
ldr R0,[R1,#0xC] ;read
orr R0,#0x1 ;modify
str R0,[R1,#0xC] ;write
```

GPTMCTL

Timer0 base: 0x4003.0000
Timer1 base: 0x4003.1000
Timer2 base: 0x4003.2000
Timer3 base: 0x4003.3000
Offset 0x00C
Type R/W, reset 0x0000.0000

	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
	reserved	TBPWML	TBOTE	reserved	TBEVENT	TBSTALL	TBEN	reserved	TAPWML	TAOTE	RTCEN	TAEVENT	TASTALL	TAEN		
Type	RO	R/W	R/W	RO	R/W	R/W	R/W	R/W	RO	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Reset	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0

need read-modify-write
cycle to preserve

set to 1

note:

CnERIS of GPTMRIS asserted after
transition



to clear: write one to CnECINT of
GPTMICR

and now for *count* mode:



still with me?

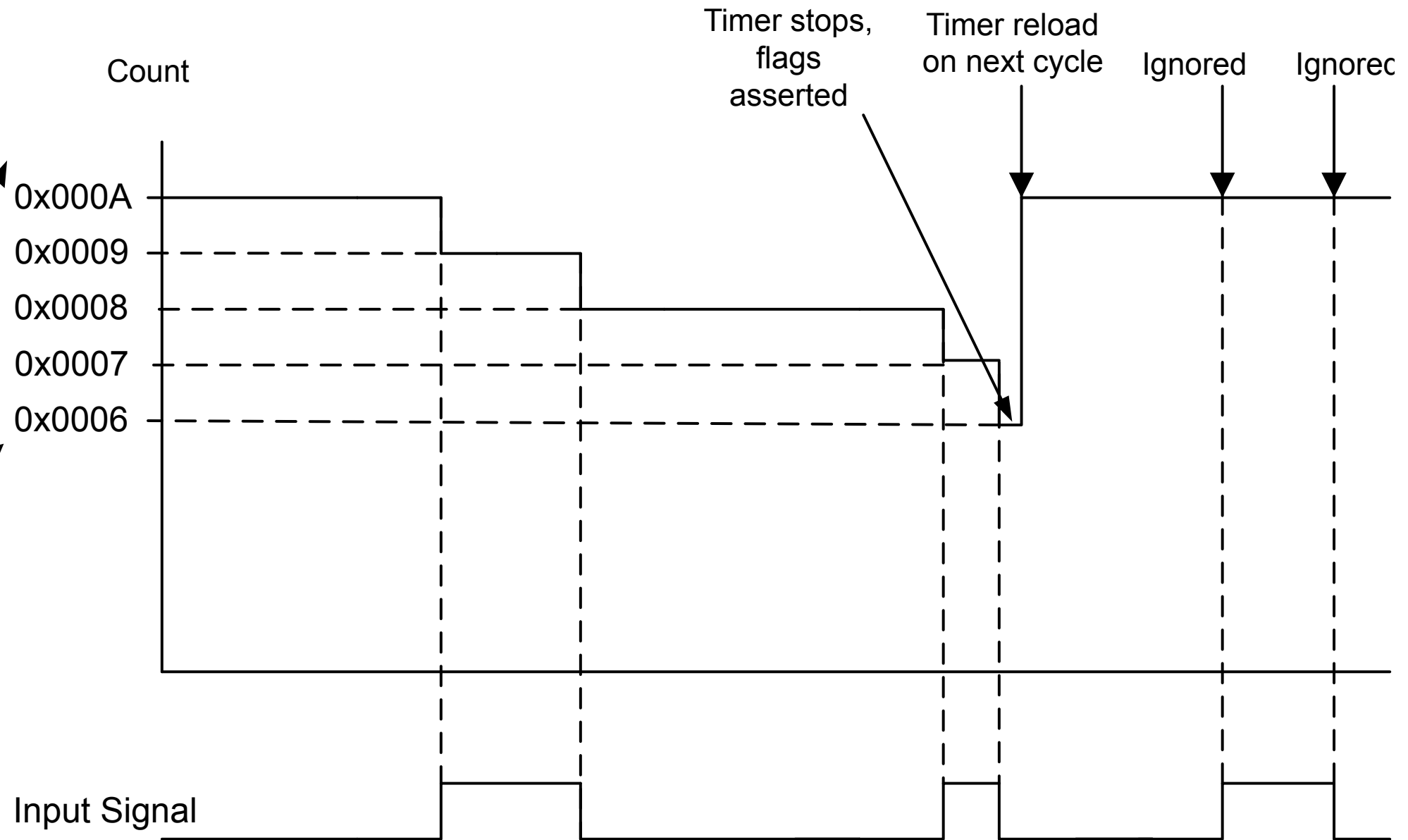
count mode

1. set initial value

2. set final value

3. transition decrements counter
(can be rising, falling, both)

4. timer stops at final value



no effect

GPTM setup (count):

- 1. enable clock: GPTM and GPIO
(RCGCI)
- 2. enable alt. functionality and port
- 3. stop timer
(GPTMCTL)
- 4. select 32-/16-bit timer
(GPTMCFG)
- 5. select capture & count mode
(GPTMTxMR)
- 6. selection edge type
(GPTMCTL)
- 7. set initial value
(GPTMTxILR)
- 8. set final value
(GPTMTnMATCHR)
- 9. enable timer & start counting
(GPTMCTL)

affected
register

x:=A or B
(TimerA or TimerB)

stops when final value reached
(must be restarted)

CnMRIS of
GPTMRIS asserted
(must be reset)

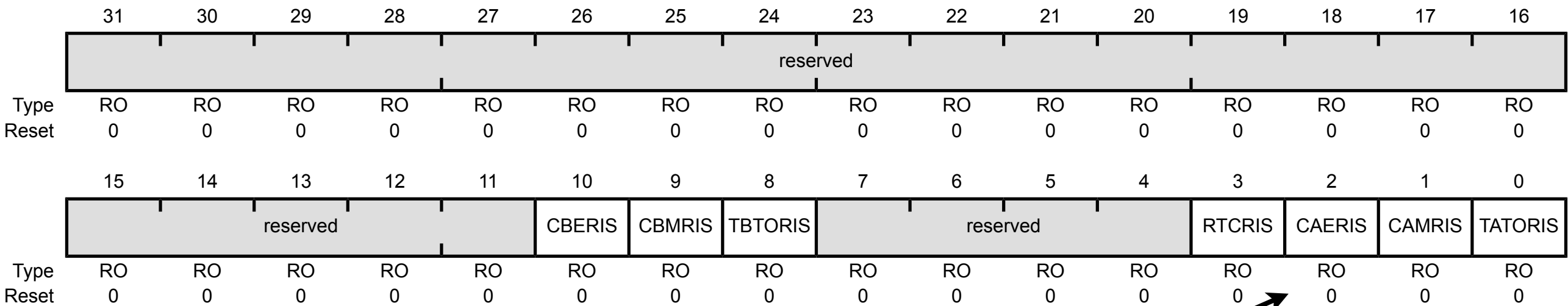
note: have left out interrupts
(off by default)

upon expiration

bits asserted for...

GPTM Raw Interrupt Status (GPTMRIS)

Timer0 base: 0x4003.0000
Timer1 base: 0x4003.1000
Timer2 base: 0x4003.2000
Timer3 base: 0x4003.3000
Offset 0x01C
Type RO, reset 0x0000.0000



timing mode

count mode

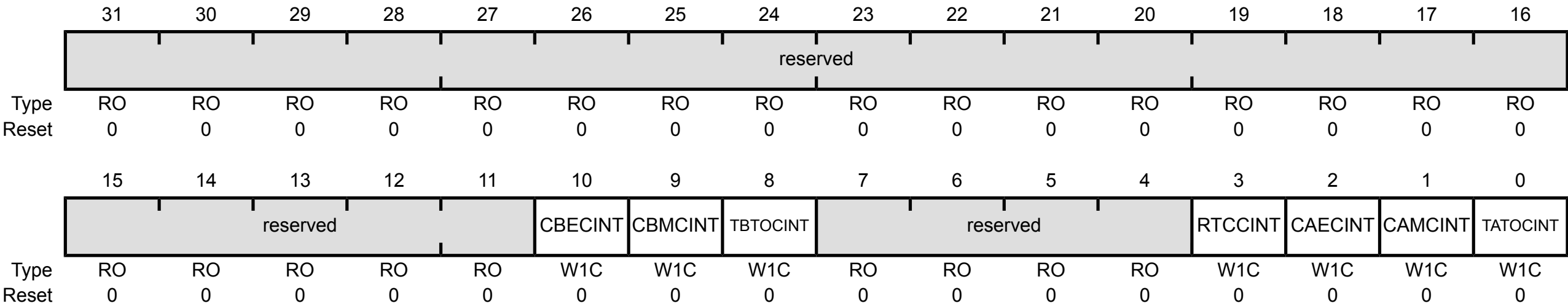
timer mode

upon expiration

assert to clear...

GPTM Interrupt Clear (GPTMICR)

Timer0 base: 0x4003.0000
Timer1 base: 0x4003.1000
Timer2 base: 0x4003.2000
Timer3 base: 0x4003.3000
Offset 0x024
Type W1C, reset 0x0000.0000



timing mode

count mode

timer mode

ex: read sensor

scenario: over the course of 10ms, a thermostat outputs temp
by number of high-to-low transitions



(e.g. 10 transitions = 10 degrees F)

to save power: the thermostat begins outputting temp
when it receives low-to-high transition



(connected to uC on PD.0)

ex: read sensor

we need:

1. display temp on LEDs connected to PA (binary temp display)
2. tell thermostat to output temp (PD.0)
3. capture transitions from thermostat (PB.0)

ex: read sensor

```
; assume PA/PD.0 as output
; PB.0 as timer in count mode
ldr R1,=TM0
ldr R3,=PA_DATA_R
ldr R5,=PD0_DATA_B
mov R2,#0x64 ;range of sensor is 0--100 C
mov R4,#0x1 ;for writing one
mov R6,#0x0 ;for writing zero
```

GETTEMP

```
ldr R0,[R1,#0xC] ;1. reload timer by stopping it
and R0,#0xFE ; just turn off, preserve all else
strb R0,[R1,#0xC] ; modify first byte, only
orr R0,#0x1 ;2. restart timer
str R0,[R1,#0xC]
str R4,[R5] ;3. tell thermostat to send temp (12h)
bl DELAY10ms ; wait 10ms
ldr R0,[R1,#0x48] ;4. current value of counter (100-temp)
str R6,[R5] ;5. go low so have low2high for sensor
```

ex: read sensor

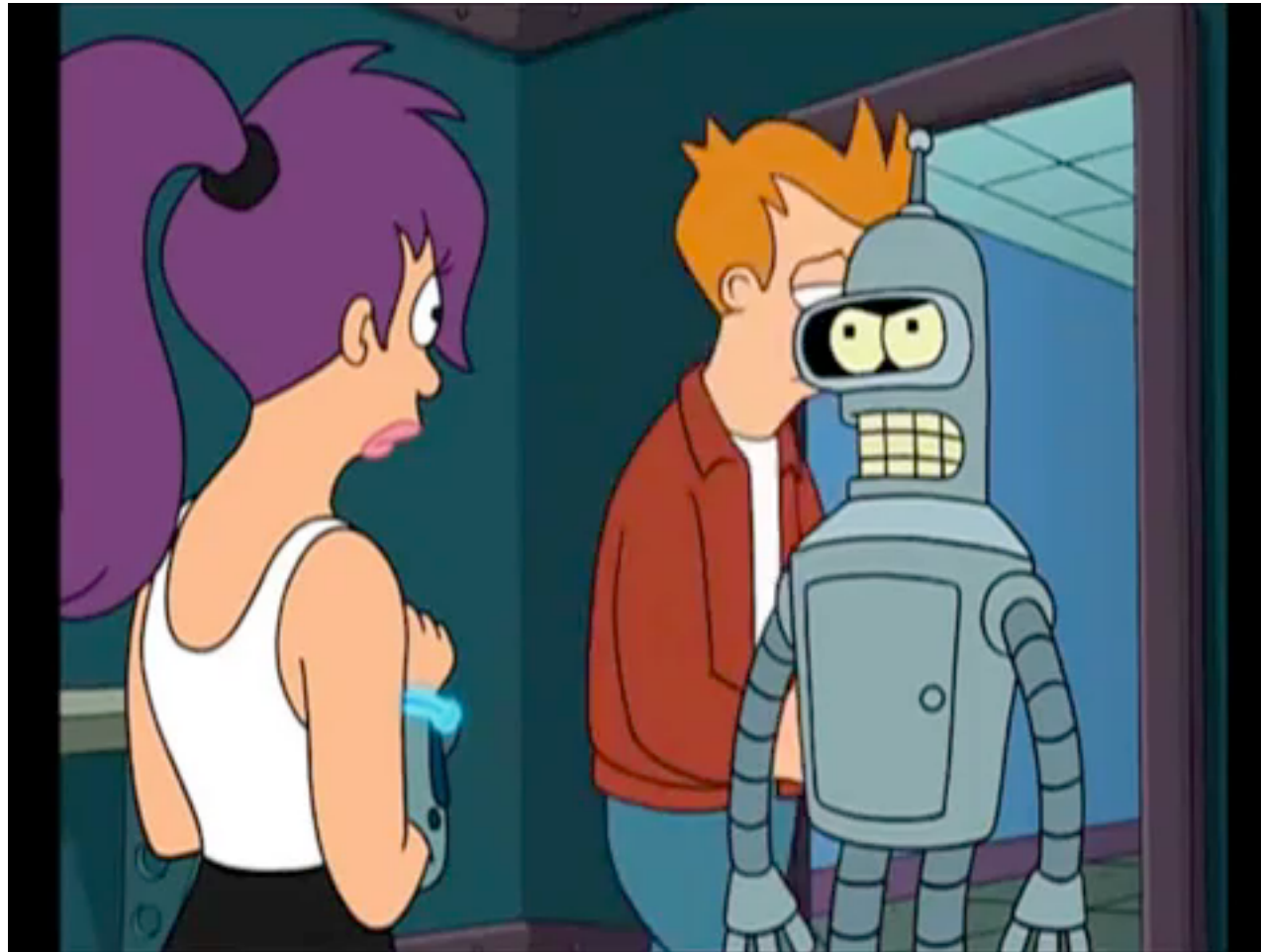
```
; assume PA/PD.0 as output
; PB.0 as timer in count mode
ldr R1,=TM0
ldr R3,=PA_DATA_R
ldr R5,=PD0_DATA_B
mov R2,#0x64 ;range of sensor is 0--100 C
mov R4,#0x1 ;for writing one
mov R6,#0x0 ;for writing zero
```

GETTEMP

```
...
ldr R0,[R1,#0x48] ;4. current value of counter (100-temp)
str R6,[R5] ;5. go low so have low2high for sensor
sub R0,R2,R0 ;6. output temp
; e.g. temp = 10: count=100-10=90
; => temp = 100-count
str R0,[R3] ; send temp to LEDs
b GETTEMP ;7. do it again
```

timers:

remember, it won't always be so bad...



Bender = professor (writing exam)?