

# F28002x Firmware Development Package

## USER'S GUIDE



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# Table of Contents

<b>Copyright</b>	<b>2</b>
<b>Revision Information</b>	<b>2</b>
<b>1 Introduction</b>	<b>9</b>
1.1 Detailed Revision History	9
<b>2 Getting Started and Troubleshooting</b>	<b>11</b>
2.1 Introduction	11
2.2 Project Creation	11
2.3 Project: Adding Bitfield or Driverlib Support	18
2.4 Troubleshooting	18
<b>3 Interrupt Service Routine Priorities</b>	<b>21</b>
3.1 Interrupt Hardware Priority Overview	21
3.2 PIE Interrupt Priorities	22
3.3 Software Prioritization of Interrupts	23
<b>4 Driver Library Example Applications</b>	<b>27</b>
4.1 ADC ePWM Triggering Multiple SOC	27
4.2 ADC Burst Mode	27
4.3 ADC Burst Mode Oversampling	28
4.4 ADC SOC Oversampling	28
4.5 ADC PPB PWM trip (adc_ppb_pwm_trip)	28
4.6 ADC Open Shorts Detection (adc_open_shorts_detection)	29
4.7 ADC Software Triggering	30
4.8 ADC ePWM Triggering	30
4.9 ADC Temperature Sensor Conversion	31
4.10 ADC Synchronous SOC Software Force (adc_soc_software_sync)	31
4.11 ADC Continuous Triggering (adc_soc_continuous)	31
4.12 ADC Continuous Conversions Read by DMA (adc_soc_continuous_dma)	32
4.13 ADC PPB Offset (adc_ppb_offset)	32
4.14 ADC PPB Limits (adc_ppb_limits)	32
4.15 ADC PPB Delay Capture (adc_ppb_delay)	33
4.16 BGCRC CPU Interrupt Example	33
4.17 BGCRC Example with Watchdog and Lock	33
4.18 CAN External Loopback	34
4.19 CAN External Loopback with Interrupts	34
4.20 CAN External Loopback with DMA	35
4.21 CAN Transmit and Receive Configurations	35
4.22 CAN Error Generation Example	36
4.23 CAN Remote Request Loopback	37
4.24 CAN example that illustrates the usage of Mask registers	37
4.25 CLB Timer Two States	37
4.26 CLB Interrupt Tag	38
4.27 CLB Output Intersect	38
4.28 CLB PUSH PULL	38
4.29 CLB Multi Tile	38
4.30 CLB Glue Logic	39
4.31 CLB AOC Control	39
4.32 CLB AOC Release Control	39
4.33 CLB Combinational Logic	39
4.34 CLB XBARS	39

4.35	CLB AOC Control	40
4.36	CLB Serializer	40
4.37	CLB LFSR	40
4.38	CLB Lock Output Mask	40
4.39	CLB INPUT Pipeline Mode	40
4.40	CLB Clocking and PIPELINE Mode	41
4.41	CLB SPI Data Export	41
4.42	CLB SPI Data Export DMA	41
4.43	CLB Trip Zone Timestamp	41
4.44	CLB GPIO Input Filter	42
4.45	CLB CRC	42
4.46	CLB TDM Serial Port	42
4.47	CLB LED Drivert	43
4.48	CLB Auxiliary PWM	43
4.49	CLB PWM Protection	43
4.50	CLB Signal Generator	44
4.51	CLB State Machine	44
4.52	CLB External Signal AND Gate	44
4.53	CLB Timer	44
4.54	CLB Empty Project	44
4.55	CMPSS Asynchronous Trip	45
4.56	CMPSS Digital Filter Configuration	45
4.57	CPU Register Access	45
4.58	DCC Single shot Clock verification	46
4.59	DCC Single shot Clock measurement	46
4.60	DCC Continuous clock monitoring	46
4.61	DCC Continuous clock monitoring	47
4.62	DCC Detection of clock failure	47
4.63	Empty DCSM Tool Example	48
4.64	DMA GSRAM Transfer (dma_ex1_gsrām_transfer)	48
4.65	DMA GSRAM Transfer (dma_ex2_gsrām_transfer)	48
4.66	eCAP APWM Example	49
4.67	eCAP Capture PWM Example	49
4.68	eCAP APWM Phase-shift Example	49
4.69	eCAP Software Sync Example	49
4.70	Empty Project Example	50
4.71	ePWM Chopper	50
4.72	EPWM Configure Signal	51
4.73	Realization of Monoshot mode	51
4.74	EPWM Action Qualifier (epwm_up_aq)	51
4.75	ePWM Trip Zone	52
4.76	ePWM Up Down Count Action Qualifier	52
4.77	ePWM Synchronization	52
4.78	ePWM Digital Compare	53
4.79	ePWM Digital Compare Event Filter Blanking Window	53
4.80	ePWM Valley Switching	54
4.81	ePWM Digital Compare Edge Filter	55
4.82	ePWM Deadband	55
4.83	ePWM DMA	56
4.84	Frequency Measurement Using eQEP	56
4.85	Position and Speed Measurement Using eQEP	57
4.86	ePWM frequency Measurement Using eQEP via xbar connection	58

4.87	Frequency Measurement Using eQEP via unit timeout interrupt	59
4.88	Motor speed and direction measurement using eQEP via unit timeout interrupt	60
4.89	ERAD Profile Function	61
4.90	ERAD Profile Function	61
4.91	ERAD HWBP Monitor Program Counter	62
4.92	ERAD HWBP Monitor Program Counter	62
4.93	ERAD HWBP Stack Overflow Detection	63
4.94	ERAD HWBP Stack Overflow Detection	63
4.95	ERAD Profiling Interrupts	63
4.96	ERAD Profiling Interrupts	64
4.97	ERAD MEMORY ACCESS RESTRICT	65
4.98	ERAD INTERRUPT ORDER	65
4.99	ERAD AND CLB	66
4.100	ERAD PWM PROTECTION	66
4.101	ERAD - External GPIO triggering NMI	67
4.102	ERAD Profiling Interrupts	67
4.103	ERAD Profile Function	68
4.104	ERAD Stack Overflow	69
4.105	Flash ECC Test Mode	70
4.106	Boot Source Code	70
4.107	Erase Source Code	71
4.108	Live DFU Command Functionality	71
4.109	SCI Boot Mode Routines	71
4.110	Flash Programming Solution using SCI	71
4.111	Verify Source Code	72
4.112	Flash Programming with AutoECC, DataAndECC, DataOnly and EccOnly	72
4.113	Live Firmware Update Example	72
4.114	FSI daisy chain topology, lead device example	74
4.115	FSI daisy chain topology, node device example	75
4.116	FSI Loopback:CPU Control	76
4.117	FSI DMA frame transfers:DMA Control	77
4.118	FSI data transfer by external trigger	77
4.119	FSI data transfers upon CPU Timer event	78
4.120	FSI and SPI communication(fsi_ex6_spi_main_tx)	79
4.121	FSI and SPI communication(fsi_ex7_spi_remote_rx)	79
4.122	FSI P2Point Connection:Rx Side	80
4.123	FSI P2Point Connection:Tx Side	81
4.124	Device GPIO Setup	82
4.125	Device GPIO Toggle	83
4.126	Device GPIO Interrupt	83
4.127	External Interrupt (XINT)	83
4.128	HIC 16-bit Memory Access Example	83
4.129	HIC 8-bit Memory Access Example	84
4.130	HIC 16-bit Memory Access FSI Example	85
4.131	HRCAP Capture and Calibration Example	85
4.132	HRPWM Phase Shift Control in Up-down Counter Mode with SFO	85
4.133	HRPWM Deadband Control with SFO	86
4.134	HRPWM Duty Control with SFO	87
4.135	HRPWM Slider	87
4.136	HRPWM Period Control	87
4.137	HRPWM Duty Control with UPDOWN Mode	88
4.138	HRPWM Slider Test	88

4.139HRPWM Duty Up Count . . . . .	89
4.140HRPWM Period Up-Down Count . . . . .	90
4.141HRPWM Duty Control with AHC Deadband . . . . .	90
4.142I2C Digital Loopback with FIFO Interrupts . . . . .	91
4.143I2C EEPROM . . . . .	92
4.144I2C Digital External Loopback with FIFO Interrupts . . . . .	92
4.145I2C EEPROM . . . . .	93
4.146I2C controller target communication using FIFO interrupts . . . . .	93
4.147I2C EEPROM . . . . .	93
4.148External Interrupts (ExternalInterrupt) . . . . .	94
4.149Multiple interrupt handling of I2C, SCI & SPI Digital Loopback . . . . .	94
4.150CPU Timer Interrupt Software Prioritization . . . . .	96
4.151EPWM Real-Time Interrupt . . . . .	96
4.152F280025C LaunchPad Out of Box Demo Example . . . . .	97
4.153LED Blinky Example with DCSM . . . . .	97
4.154LIN Internal Loopback with Interrupts . . . . .	98
4.155LIN SCI Mode Internal Loopback with Interrupts . . . . .	98
4.156LIN SCI MODE Internal Loopback with DMA . . . . .	99
4.157LIN Internal Loopback without interrupts(polled mode) . . . . .	99
4.158LIN Internal Loopback with Interrupts using Sysconfig . . . . .	99
4.159LIN Incomplete Header Detection . . . . .	100
4.160LIN External Loopback without interrupts(polled mode) . . . . .	100
4.161LIN SCI MODE (Single Buffer) Internal Loopback with DMA . . . . .	101
4.162Low Power Modes: Device Idle Mode and Wakeup using GPIO . . . . .	101
4.163Low Power Modes: Device Idle Mode and Wakeup using Watchdog . . . . .	102
4.164Low Power Modes: Device Standby Mode and Wakeup using GPIO . . . . .	102
4.165Low Power Modes: Device Standby Mode and Wakeup using Watchdog . . . . .	102
4.166Low Power Modes: Halt Mode and Wakeup using GPIO . . . . .	103
4.167Low Power Modes: Halt Mode and Wakeup . . . . .	103
4.168Correctable & Uncorrectable Memory Error Handling . . . . .	104
4.169Empty SysCfg & Driverlib Example . . . . .	105
4.170Tune Baud Rate via UART Example . . . . .	105
4.171SCI FIFO Digital Loop Back . . . . .	105
4.172SCI Digital Loop Back with Interrupts . . . . .	106
4.173SCI Echoback . . . . .	106
4.174stdout redirect example . . . . .	107
4.175SD FATFS Library Example . . . . .	107
4.176SD FATFS Library Example with exFAT Support . . . . .	108
4.177SPI Digital Loopback . . . . .	108
4.178SPI Digital Loopback with FIFO Interrupts . . . . .	108
4.179SPI Digital External Loopback without FIFO Interrupts . . . . .	109
4.180SPI Digital External Loopback with FIFO Interrupts . . . . .	110
4.181SPI Digital Loopback with DMA . . . . .	110
4.182SPI EEPROM . . . . .	111
4.183SPI DMA EEPROM . . . . .	111
4.184Missing clock detection (MCD) . . . . .	112
4.185XCLKOUT (External Clock Output) Configuration . . . . .	112
4.186CPU Timers . . . . .	113
4.187CPU Timers . . . . .	113
4.188GUI based solution for data logging (one direction) . . . . .	113
4.189GUI based solution for data logging (one direction) . . . . .	114
4.190GUI based solution for data logging (one direction) . . . . .	114

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4.191Solution for data logging to bridge device	114
4.192GUI based solution for data logging (one direction)	114
4.193Solution for interpreting communication peripheral messages	115
4.194GUI based solution for data logging (one direction)	115
4.195GUI based solution for data logging (one direction)	115
4.196GUI based solution for data logging (one direction)	115
4.197GUI-based solution for real-time variable plotting	116
4.198Watchdog	116
<b>5 Bit-Field Example Applications</b>	<b>117</b>
5.1 ADC ePWM Triggering	117
5.2 ADC temperature sensor conversion	117
5.3 eCAP APWM Example	117
5.4 Device GPIO Setup	118
5.5 I2C master slave communication using bit-field and without FIFO	118
5.6 I2C master slave communication using bit-field and without FIFO	118
5.7 F280025C LaunchPad Out of Box Demo Example	119
5.8 LED Blinky Example	119
5.9 SCI Echoback	119
5.10 SPI Digital Loop Back	120
5.11 SPI Digital Loop Back with DMA (spi_loopback_dma)	120
5.12 CPU Timers	121
<b>6 Device APIs for examples</b>	<b>123</b>
6.1 Introduction	123
6.2 API Functions	123
<b>IMPORTANT NOTICE</b>	<b>126</b>





# 1 Introduction

The Texas Instruments® F28002x Firmware development package includes a device-specific driver library, a group of example applications that demonstrate key device functionality, and other development files such as linker command files that assist in getting started with a F28002x device.

**The following chapter provides a step by step guide for creating a new project from scratch as well as debugging. It is highly recommended that users new to the F28002x family of devices start by reading this section first.**

The F28002x devices have a set of example applications that users can load and run on their device.

- The driver library example applications can be found in the `~/driverlib/f28002x/examples` directory.
- The bit-field example applications can be found in the `~/device_support/f28002x/examples` directory.

## **F28002x Example Projects**

- Driverlib Example projects tested with: C2000 Compiler v20.2.1.LTS

As users move past evaluation, and get started developing their own application, TI recommends they maintain a similar project directory structure to that used in the example projects. Example projects have a hierarchy as follows:

- Main project directory
  - Project folder
    - \* Project sources (\*.c, \*.h)
    - \* CCS folder (ccs)
      - CCS projectspec file

## 1.1 Detailed Revision History

### **V3.04.00.00**

- Updated Driver Library to v3.04.00.00
- Added LAUNCHXL-F280025C DriverLib Demo Example
- Adding LAUNCHXL-F280025C bit-field Demo Example
- Added ERAD examples ported from F28004x
- Added CLB Type 3 examples
- Updated driverlib examples to support LAUNCHXL-F280025C
- Added new examples for I2C, ADC
- Added Flash linker command file with CRC

### **V3.03.00.00**

- Updated Driver Library to v3.03.00.00

- Added projectspec for driverlib.
- Updated compiler version to 20.2.1.LTS for all driverlib examples
- Updated the examples to use the new pinmap macro names.
- Added Sysconfig pinmux support to all examples
- Added CLB Type2 examples - clb\_ex18 to clb\_ex23
- Added LIN examples
- Added eCAP example to demonstrate generation of phase-shifted APWM outputs-ecap\_ex3\_apwm\_phase\_shift
- Added Example for Baud Tune via SCI - baud\_tune\_via\_uart
- Added ADC Examples - adc\_ex4 to adc\_ex9
- Added FSI Examples - fsi\_ex5 to fsi\_ex8
- Added EPWM Examples - epwm\_ex5, epwm\_ex6
- Added Interrupt Example- interrupt\_ex3\_with\_i2c\_sci\_spi\_loopback
- Added DCSM Tool example- dcsm\_security\_tool
- Updated examples to disable watchdog by default

#### **V3.02.00.00**

- Updated driverlib examples for GPIO, SPI, I2C, SCI to use sysconfig
- Added Temperature sensor example in bitfield format.
- Added DCSM example which will load the OTP Values.

#### **V3.01.00.00**

- Updated Driver Library to v3.01.00.00
- CLB tool enhancements to support for 2 tiles on F28002x
- New driverlib examples: Added CLB examples, pinumx examples with sysconfig support, daisy-chain examples , interrupt-nesting example

#### **v3.00.00.00**

- First Release of C2000Ware 3.00.00 with support only for F28002x

## 2 Getting Started and Troubleshooting

Project Creation .....	11
Project: Adding Bitfield or Driverlib Support .....	18
Troubleshooting .....	18

### 2.1 Introduction

This guide aims to give you, the user, a step by step guide for how to create and debug projects from scratch. This guide will focus on the user of a F28002x controlCARD, but these same ideas should apply to other boards with minimal translation.

### 2.2 Project Creation

A typical F28002x application consists of setting up a CCS project, which involves configuring the build settings, file linking, and adding in any source code.

## CCS Project Creation

1. From the main CCS window select File -> New -> CCS Project. Select your Target as "TMS320F280025C". Name your project and choose a location for it to reside. Click Finish and your project will be created.

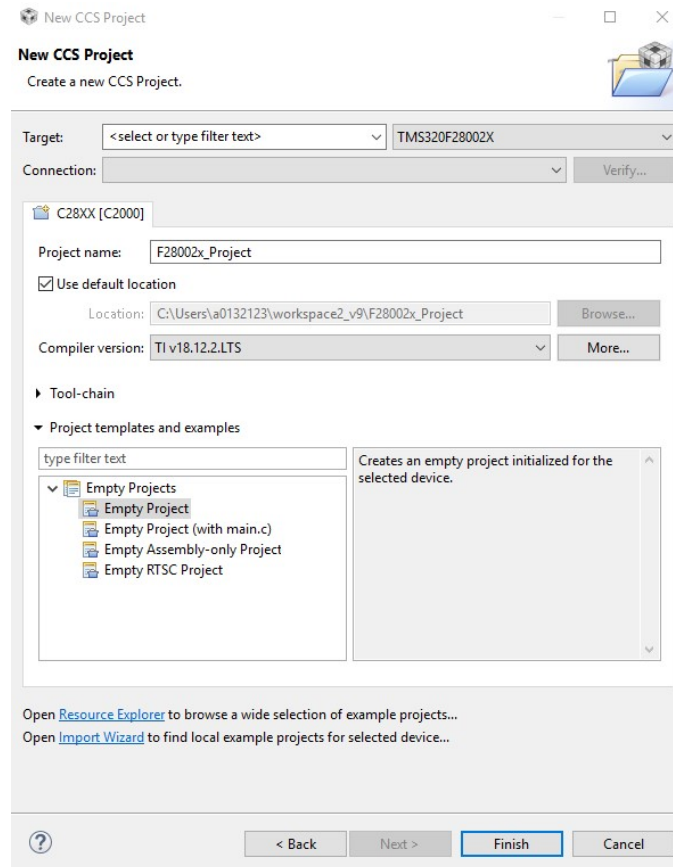


Figure 2.1: Creating a new C28 project

2. Before we can successfully build a project we need to setup some build specific settings. Right click on your project and select Properties. Look at the Processor Options and ensure they match the below image:

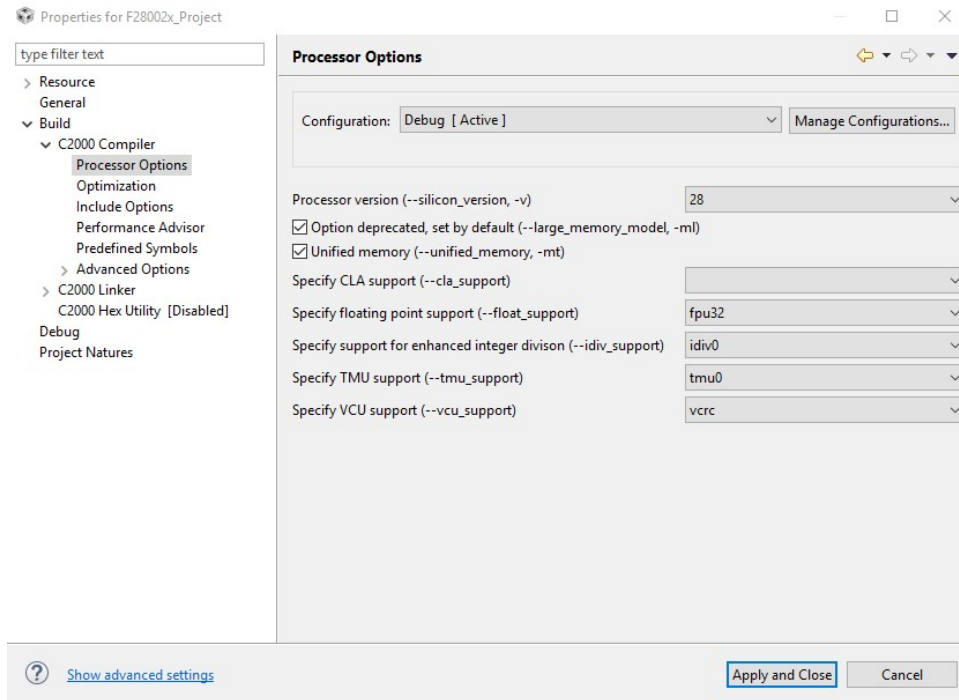


Figure 2.2: Project configuration dialog box

3. In the C2000 Compiler entry look for and select the Include Options. Click on the add directory icon to add a directory to the search path. Click the File System button to browse to the `driverlib\f28002x\driverlib` folder of your C2000Ware installation (typically `C:\ti\c2000\C2000Ware_<version>\driverlib\f28002x\driverlib`). Click ok to add this path, and repeat this same process to add the `device_support\f28002x\common\include` directory.

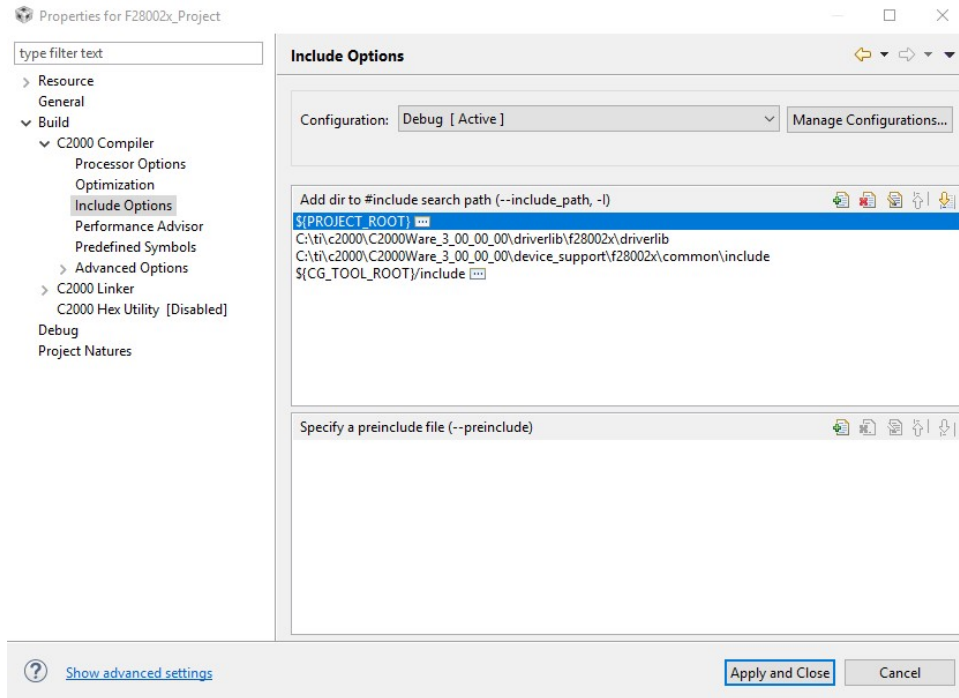


Figure 2.3: Project configuration dialog box

4. Click on the Linker File Search Path. Add the following directory to the search path: `device_support\f28002x\common\cmd`. Then you'll also want to add the following files: `rts2800_fpu32_eabi.lib` and `28002x_generic_ram_lnk.cmd`. Finally, delete `libc.a`, we will use `rts2800_fpu32_eabi.lib` as our run time support library instead. Select ok to close out of the Build Properties.

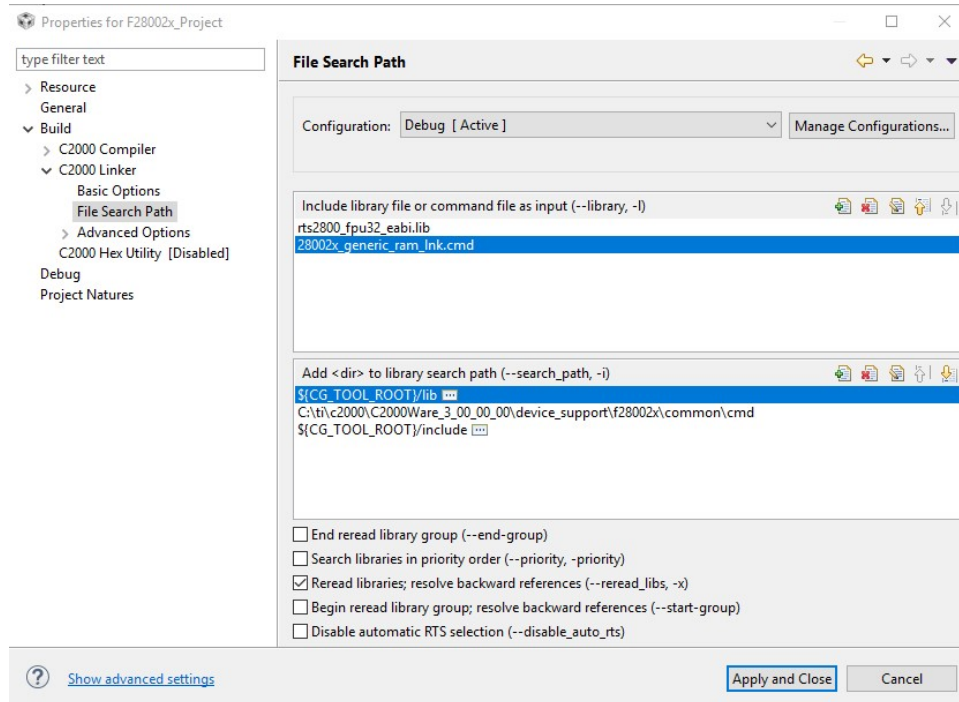


Figure 2.4: Project configuration dialog box

5. In the project explorer, check that no linker command file got added during project setup. If so, remove the linker command file that got added.
6. Next we need to link in a few files which are used by the header files. To do this right click on your project in the workspace and select Add Files. Navigate to the `device_support\f28002x\common\source` directory, and select `device.c`. After you select the file, you'll have the option to copy the file into the project or link it. We recommend you link files like this to the project as you will probably not modify these files. Link in the following file as well:

- `driverlib\f28002x\driverlib\ccs\Debug\driverlib.lib`

At this point your project workspace should look like the following:

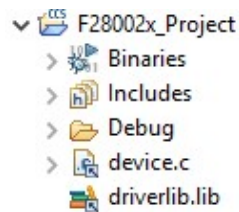


Figure 2.5: Linking files to project



7. Create a new file by right clicking on the project and selecting New -> File. Name this file main.c and copy the following code into it:

```
#include "driverlib.h"
#include "device.h"

void main(void)
{
    // Initialize device clock and peripherals
    Device_init();

    // Initialize GPIO and configure the GPIO pin as a push-pull output
    Device_initGPIO();
    GPIO_setPadConfig(DEVICE_GPIO_PIN_LED1, GPIO_PIN_TYPE_STD);
    GPIO_setDirectionMode(DEVICE_GPIO_PIN_LED1, GPIO_DIR_MODE_OUT);

    // Initialize PIE and clear PIE registers. Disables CPU interrupts.
    Interrupt_initModule();

    // Initialize the PIE vector table with pointers to the shell Interrupt
    // Service Routines (ISR).
    Interrupt_initVectorTable();

    // Enable Global Interrupt (INTM) and realtime interrupt (DBGM)
    EINT;
    ERTM;

    // Loop Forever
    for(;;)
    {
        // Turn on LED
        GPIO_writePin(DEVICE_GPIO_PIN_LED1, 0);

        // Delay for a bit.
        DEVICE_DELAY_US(500000);

        // Turn off LED
        GPIO_writePin(DEVICE_GPIO_PIN_LED1, 1);

        // Delay for a bit.
        DEVICE_DELAY_US(500000);
    }
}
```

8. Save main.c and then attempt to build the project by right clicking on it and selecting Build Project. Assuming the project builds, setup a target configuration file for your device (View -> Target Configurations), and try debugging this project on a F28002x device. When the code runs, you should see the LED blink.

## 2.3 Project: Adding Bitfield or Driverlib Support

F28002x devices support two types of development software, driver library APIs and bitfield structures. Each have their advantages and are implemented to be compatible together within the same user application. This section details how to add driverlib support to a bitfield project as well as how to add bitfield support to a driverlib project.

When combining bit-field and driverlib support, add a pre-defined symbol within the project properties called `"_DUAL_HEADERS"`. This is required to avoid having conflicting definitions (in enums/structs/macros) which share the exact same names in both bit-field and driverlib headers.

### Adding Driverlib Support

1. Add the following include directory path to the project: `driverlib\f28002x\driverlib`
2. Include the following header file in the project main source file:  
`device_support\f28002x\common\include\driverlib.h`
3. Add or link the `driverlib.lib` library to the project. Location of file:  
`driverlib\f28002x\driverlib\ccs\Debug`

### Adding Bitfield Support

1. Add the following include directory path to the project:  
`device_support\f28002x\headers\include`
2. Include the following header file in the project main source file:  
`device_support\f28002x\headers\include\f28002x_device.h`
3. Add or link the `f28002x_globalvariabledefs.c` file to the project. Location of file:  
`device_support\f28002x\headers\source`
4. Add or link the `f28002x_headers_nonbios.cmd` file to the project. Location of file:  
`device_support\f28002x\headers\cmd`

## 2.4 Troubleshooting

There are a number of things that can cause the user trouble while bringing up a debug session the first time. This section will try to provide solutions to the most common problems encountered with the Piccolo devices.

### "I get an error when I try to import the example projects"

This occurs when one imports a project for which he or she doesn't have the code generation tools for or the latest CCS device support update supporting your device. Please ensure that you have at least version 16.9.1.LTS of the C2000 Code Generation Tools and have updated your CCS device support through the CCS "Install New Software" menu under "Help".

### "My F28002x device isn't in the target configuration selection list"

The list of available device for debug is determined based on a number of factors, including drivers and tools chains available on the host system. If your system has previously been used only for development on previous C2000 devices, you may not have the required CCS device files. In CCS click on "Help, Check for updates" and follow the dialog boxes to update your CCS installation.

### "I cannot connect to the target"

This is most often times caused by either a bad target configuration, or simply the emulator being physically disconnected. If you are unable to connect to a target check the following things:

1. Ensure the target configuration is correct for the device you have.
2. Ensure the emulator is plugged in to both the computer and the device to be debugged.
3. Ensure that the target device is powered.

#### **"I cannot load code"**

This is typically caused by an error in the GEL script or improperly linked code. Advanced users may potentially alter GEL files depending on their overall system configuration. If you are having trouble loading code, check the linker command files and maps to ensure that they match the device memory map. If these appear correct, there is a chance there is something wrong in one of your GEL scripts.

#### **"When a core gets an interrupt, it faults"**

Ensure that the interrupt vector table is where the interrupt controller thinks it is. On the core, the interrupt vector table may be mapped to either RAM or flash. Please ensure that your vector table is where the interrupt controller thinks it is.

#### **"When the CPU comes up, it is not fresh out of reset"**

F28002x devices support several boot modes, several of which allow program code to be loaded into and executed out of RAM via one of the device many serial peripherals. If the boot mode pins are in the wrong state at power up, one of these peripheral boot modes may be entered accidentally before the debugger is connected. This leaves the chip in an unclear state with potentially several of the peripherals configured as well as the interrupt vector table setup. If you are seeing strange behavior check to ensure that the "Boot to Flash" or "Boot to RAM" boot mode is selected.



## 3 Interrupt Service Routine Priorities

Interrupt Hardware Priority Overview .....	21
F28002x PIE Interrupt Priorities .....	22
Software Prioritization of Interrupts - The Example .....	23

### 3.1 Interrupt Hardware Priority Overview

With the PIE block enabled, the interrupts are prioritized in hardware by default as follows:

**Global Priority (CPU Interrupt level):**

CPU Interrupt	Hardware Priority
Reset	1(Highest)
INT1	5
INT2	6
INT3	7
INT4	8
INT5	9
INT6	10
INT7	11
...	...
INT12	16
INT13	17
INT14	18
DLOGINT	19(Lowest)
RTOSINT	20
reserved	2
NMI	3
ILLEGAL	-
USER1	-(Software Interrupts)
USER2	-
...	...

CPU Interrupts INT1 - INT14, DLOGINT and RTOSINT are maskable interrupts. These interrupts can be enabled or disabled by the CPU Interrupt enable register (IER).

**Group Priority (PIE Level):**

If the Peripheral Interrupt Expansion (PIE) block is enabled, then CPU interrupts INT1 to INT12 are connected to the PIE. This peripheral expands each of these 12 CPU interrupt into 16 interrupts. Thus the total possible number of available interrupts in the PIE is 192.

Each of the PIE groups has its own interrupt enable register (PIEIERx) to control which of the 16 interrupts (INTx.1 - INTx.16) are enabled and permitted to issue an interrupt.

CPU Interrupt	PIE Group	PIE Interrupts							
		Highest ————— Hardware Priority Within the Group ————— Lowest							
INT1	1	INT1.1	INT1.2	INT1.3	INT1.4	INT1.5	INT1.6	INT1.7	INT1.8
INT2	2	INT2.1	INT2.2	INT2.3	INT2.4	INT2.5	INT2.6	INT2.7	INT2.8
INT3	3	INT3.1	INT3.2	INT3.3	INT3.4	INT3.5	INT3.6	INT3.7	INT3.8
... etc ...									
... etc ...									
INT12	12	INT12.1	INT12.2	INT12.3	INT12.4	INT12.5	INT12.6	INT12.7	INT4.8

Table 3.1: PIE Group Hardware Priority

## 3.2 PIE Interrupt Priorities

The PIE block is organized such that the interrupts are in a logical order. Interrupts that typically require higher priority, are organized higher up in the table and will thus be serviced with a higher priority by default.

The interrupts in a control subsystem can be categorized as follows (ordered highest to lowest priority):

### 1. Non-Periodic, Fast Response

These are interrupts that can happen at any time and when they occur, they must be serviced as quickly as possible. Typically these interrupts monitor an external event.

On the F28002x devices, such interrupts are allocated to the first few interrupts within PIE Group 1 and PIE Group 2. This position gives them the highest priority within the PIE group. In addition, Group 1 is multiplexed into the CPU interrupt INT1. CPU INT1 has the highest hardware priority. PIE Group 2 is multiplexed into the CPU INT2 which is the 2nd highest hardware priority.

### 2. Periodic, Fast Response

These interrupts occur at a known period, and when they do occur, they must be serviced as quickly as possible to minimize latency. The A/D converter is one good example of this. The A/D sample must be processed with minimum latency.

On the F28002x devices, such interrupts are allocated to the group 1 in the PIE table. Group 1 is multiplexed into the CPU INT1. CPU INT1 has the highest hardware priority

### 3. Periodic

These interrupts occur at a known period and must be serviced before the next interrupt. Some of the PWM interrupts are an example of this. Many of the registers are shadowed, so the user has the full period to update the register values.

In the F28002x device's PIE modules, such interrupts are mapped to group 2 - group 5. These groups are multiplexed into CPU INT3 to INT5 (the ePWM and eCAP), which are the next lowest hardware priority.

### 4. Periodic, Buffered

These interrupts occur at periodic events, but are buffered and hence the processor need

only service such interrupts when the buffers are ready to filled/emptied. All of the serial ports (SCI / SPI / I2C / CAN) either have FIFOs or multiple mailboxes such that the CPU has plenty of time to respond to the events without fear of losing data.

In the F28002x device, such interrupts are mapped to INT6, INT8, and INT9, which are the next lowest hardware priority.

### 3.3 Software Prioritization of Interrupts

The user will probably find that the PIE interrupts are organized where they should be for most applications. However, some software prioritization may still be required for some applications.

Recall that the basic software priority scheme on the C28x works as follows:

- **Global Priority**

This priority can be managed by manipulating the CPU IER register. This register controls the 16 maskable CPU interrupts (INT1 - INT16).

- **Group Priority**

This can be managed by manipulating the PIE block interrupt enable registers (PIEIERx). There is one PIEIERx per group and each control the 16-interrupts multiplexed within that group.

The F28 software prioritization of interrupt example demonstrates how to configure the Global priority (via IER) and group priority (via PIEIERx) within an ISR in order to change the interrupt service priority based on user assigned levels. The steps required to do this are:

1. **Set the global priority**

Modify the IER register to allow CPU interrupts with a higher user priority to be serviced.

2. **Set the Group priority**

Modify the appropriate PIEIERx register to allow group interrupts with a higher user set priority to be serviced.

3. **Enable interrupts**

The software prioritized interrupts example provides a method using mask values that are configured during compile time to allow you to manage this easily.

To setup software prioritization for the example, the user must first assign the desired global priority levels and group priority levels.

This is done as follows:

1. *User assigns global priority levels*

INT1PL - INT16PL

These values are used to assign a priority level to each of the 16 interrupts controlled by the CPU IER register. A value of 1 is the highest priority while a value of 16 is the lowest. More than one interrupt can be assigned the same priority level. In this case the default hardware priority would determine which would be serviced first. A priority of 0 is used to indicate that

the interrupt is not used.

2. *User assigns PIE group priority levels*

GxyPL (where x = PIE group number 1 - 12 and y = interrupt number 1 - 16)

These values are used to assign a priority level to each of the 16 interrupts within a PIE group. A value of 1 is the highest priority while a value of 16 is the lowest. More than one interrupt can be assigned the same priority level. In this case the default hardware priority would determine which would be serviced first. A priority of 0 is used to indicate that the interrupt is not used.

Once the user has defined the global and group priority levels, the compiler will generate mask values that can be used to change the IER and PIEIERx registers within each ISR. In this manner the interrupt software prioritization will be changed. The masks that are generated at compile time are:

■ **IER mask values**

MINT1 - MINT16

The user assigned INT1PL - INT16PL values are used at compile time to calculate an IER mask for each CPU interrupt. This mask value will be used within an ISR to allow CPU interrupts with a higher priority to interrupt the current ISR and thus be serviced at a higher priority level.

■ **PIEIERxy mask values**

MGxy (where x = PIE group number 1 - 12 and y = interrupt number 1 - 16)

The assigned group priority levels (GxyPL) are used at compile time to calculate PIEIERx masks for each PIE group. This mask value will be used within an ISR to allow interrupts within the same group that have a higher assigned priority to interrupt the current ISR and thus be serviced at a higher priority level.

### 3.3.1 Using the IER/PIEIER Mask Values

Within an interrupt service routine, the global and group priority can be changed by software to allow other interrupts to be serviced. The procedure for setting an interrupt priority using the mask values created is the following:

1. **Set the global priority**

- Modify IER to allow CPU interrupts from the same PIE group as the current ISR.
- Modify IER to allow CPU interrupts with a higher user defined priority to be serviced.

2. **Set the group priority**

- Save the current PIEIERx value to a temporary register.
- The PIEIER register is then set to allow interrupts with a higher priority within a PIE group to be serviced.

3. **Enable interrupts**

- Enable all PIE interrupt groups by writing all 1's to the PIEACK register
- Enable global interrupts by clearing INTM

4. **Execute ISR.** Interrupts that were enabled in steps 1-3 (those with a higher software priority) will be allowed to interrupt the current ISR and thus be serviced first.



5. Restore the PIEIERx register
6. Exit

### 3.3.2 Example Code

The sample C code below shows an example of an Interrupt service routine for a SPI transmit FIFO. This interrupt is connected to PIE group 6.

```
//
// SPI A Transmit FIFO ISR
//
__interrupt void spiTxFIFOISR(void)
{
    uint16_t i;

    //
    // Send data
    //
    for(i = 0; i < 2; i++)
    {
        SPI_writeDataNonBlocking(SPIA_BASE, sData[i]);
    }

    //
    // Increment data for next cycle
    //
    for(i = 0; i < 2; i++)
    {
        sData[i] = sData[i] + 1;
    }

    //
    // Clear interrupt flag and issue ACK
    //
    SPI_clearInterruptStatus(SPIA_BASE, SPI_INT_TXFF);
    Interrupt_clearACKGroup(INTERRUPT_ACK_GROUP6);
}

/*!
```



## 4 Driver Library Example Applications

These example applications show how to make use of various peripherals of a F28002x device. These applications are intended for demonstration and as a starting point for new applications.

All these examples are setup using the Code Composer Studio (CCS) "projectspec" format. Upon importing the "projectspec", the example project will be generated in the CCS workspace with copies of the source and header files included.

All of these examples reside in the `driverlib/f28002x/examples` subdirectory of the C2000Ware package.

**Example Projects require CCS v9.1.0 or newer**

### 4.0.3 Detailed Description

## 4.1 ADC ePWM Triggering Multiple SOC

This example sets up ePWM1 to periodically trigger a set of conversions on ADCA and ADCC. This example demonstrates multiple ADCs working together to process a batch of conversions using the available parallelism across multiple ADCs.

ADCA Interrupt ISRs are used to read results of both ADCA and ADCC.

#### External Connections

- A0, A1, A2 and C2, C3, C4 pins should be connected to signals to be converted.

#### Watch Variables

- **adcAResult0** - Digital representation of the voltage on pin A0
- **adcAResult1** - Digital representation of the voltage on pin A1
- **adcAResult2** - Digital representation of the voltage on pin A2
- **adcCResult0** - Digital representation of the voltage on pin C2
- **adcCResult1** - Digital representation of the voltage on pin C3
- **adcCResult2** - Digital representation of the voltage on pin C4

## 4.2 ADC Burst Mode

This example sets up ePWM1 to periodically trigger ADCA using burst mode. This allows for different channels to be sampled with each burst.

Each burst triggers 3 conversions. A0 and A1 are part of every burst while the third conversion rotates between A2, A3, and A4. This allows high importance signals to be sampled at high speed while lower priority signals can be sampled at a lower rate.

ADCA Interrupt ISRs are used to read results for ADCA.

#### External Connections

- A0, A1, A2, A3, A4

#### Watch Variables

- **adcAResult0** - Digital representation of the voltage on pin A0
- **adcAResult1** - Digital representation of the voltage on pin A1
- **adcAResult2** - Digital representation of the voltage on pin A2
- **adcAResult3** - Digital representation of the voltage on pin A3
- **adcAResult4** - Digital representation of the voltage on pin A4

## 4.3 ADC Burst Mode Oversampling

This example is an ADC oversampling example implemented with software. The ADC SOC's are configured in burst mode, triggered by the ePWM SOC A event trigger.

#### External Connection

- A2

#### Watch Variables

- **lv\_results** - Array of digital values measured on pin A2 (oversampling is configured by Oversampling\_Amount)

## 4.4 ADC SOC Oversampling

This example sets up ePWM1 to periodically trigger a set of conversions on ADCA including multiple SOC's that all convert A2 to achieve oversampling on A2.

ADCA Interrupt ISRs are used to read results of ADCA.

#### External Connections

- A0, A1, A2 should be connected to signals to be converted.

#### Watch Variables

- **adcAResult0** - Digital representation of the voltage on pin A0
- **adcAResult1** - Digital representation of the voltage on pin A1
- **adcAResult2** - Digital representation of the voltage on pin A2

## 4.5 ADC PPB PWM trip (adc\_ppb\_pwm\_trip)

This example demonstrates EPWM tripping through ADC limit detection PPB block. ADCAINT1 is configured to periodically trigger the ADCA channel 2 post initial software forced trigger. The limit

detection post-processing block(PPB) is configured and if the ADC results are outside of the defined range, the post-processing block will generate an ADCxEVTy event. This event is configured as EPWM trip source through configuring EPWM XBAR and corresponding EPWM's trip zone and digital compare sub-modules. The example showcases

- one-shot
- cycle-by-cycle
- and direct tripping of PWMs through ADCAEVT1 source via Digital compare submodule.

The default limits are 0LSBs and 3600LSBs. With VREFHI set to 3.3V, the PPB will generate a trip event if the input voltage goes above about 2.9V.

#### External Connections

- A2 should be connected to a signal to convert
- Observe the following signals on an oscilloscope
  - ePWM1(GPIO0 - GPIO1)
  - ePWM2(GPIO2 - GPIO3)
  - ePWM3(GPIO4 - GPIO5)
- 

#### Watch Variables

- adcA2Results - digital representation of the voltage on pin A2

## 4.6 ADC Open Shorts Detection (adc\_open\_shorts\_detection)

This example demonstrates the ADC open/shorts detection(ADCOSDETECT) circuit configuration for detecting pin faults in the system. The example enables the open/shorts detection circuit along with mandatory ADC configurations and diagnoses ADCA A0 input pin state before starting normal ADC conversions.

To enable the ADC OSDetect circuit: 1. Configure the ADC for conversion (E.g. channel, SOC, ACQPS, prescaler, trigger etc). The OSDetect functionality is available in 12-bit only. 2. Set up the ADCOSDETECT register for the desired voltage divider connection. Refer device TRM for details on available OSDetect configurations. 3. Initiate a conversion and inspect the conversion result.

#### Note:

Note: The results must be interpreted based on what is driving on the input side and what are the values of Rs and Cp. If the Vs signal can be disconnected from the input pin, the circuit can be used to detect open and shorted input pins.

In the example, ADCA A0 channel is configured and following algorithm is used to check the A0 pin status: Step 1: Configure full scale OSDetect mode & capture ADC results(resultHi) Step 2: Configure zero scale OSDetect mode & capture ADC results(resultLo) Step 3: Disable OSDetect mode and capture ADC results(resultNormal) Step 4: Determine the state of the ADC pin a. If the pin is open, resultLo would be equal to Vreflo and resultHi would be equal to Vrefhi b. If the pin is shorted to Vrefhi, resultLo should be approximately equal to Vrefhi and resultHi should be equal to Vrefhi c. If the pin is shorted to Vreflo, resultLo should be equal to Vreflo and resultHi should be approximately equal to Vreflo d. If the pin is connected to a valid signal, resultLo

should be greater than `osdLoLimit` but less than `resultNormal` while `resultHi` should be less than `osdHiLimit` but greater than `resultNormal`

Input	Full-Scale output	Zero-scale Output	Pin Status
Unknown	VREFHI	VREFLO	Open
VREFHI	VREFHI	VREFLO	approx. VREFHI
Shorted to VREFHI	VREFLO	VREFLO	approx. VREFLO
VREFLO	VREFLO	VREFLO	Shorted to VREFLO
Vn	Vn	Vn	Vn < resultHi < VREFHI
VREFLO	VREFLO	VREFLO	VREFLO < resultLo < Vn
Good			Good

Step 5: `osDetectStatusVal` of value greater than 4 would mean that there is no pin fault. a. If `osDetectStatusVal` == 1, means pin A0 is OPEN b. If `osDetectStatusVal` == 2, means pin A0 is shorted to VREFLO c. If `osDetectStatusVal` == 4, means pin A0 is shorted to VREFHI d. If `osDetectStatusVal` == 8, means pin A0 is in GOOD/VALID state e. Any value of `osDetectStatusVal` > 4, means pin A0 is in VALID state

Following points should be noted while configuring the ADC in OSDETECT mode. 1. The divider resistance tolerances can vary widely, hence this feature should not be used to check for conversion accuracy. 2. Consult the device data manual for implementation and availability of analog input channels. 3. Due to high drive impedance, a S+H duration much longer than the ADC minimum will be needed.

#### External Connections

- A0 pin should be connected to signals to convert

#### Watch Variables

- **`osDetectStatusVal`** : OS detection status of voltage on pin A0
- **`adcAResult0`** : a digital representation of the voltage on pin A0

## 4.7 ADC Software Triggering

This example converts some voltages on ADCA and ADCC based on a software trigger.

The ADCC will not convert until ADCA is complete, so the ADCs will not run asynchronously. However, this is much less efficient than allowing the ADCs to convert synchronously in parallel (for example, by using an ePWM trigger).

#### External Connections

- A0, A1, C2, and C3 should be connected to signals to convert

#### Watch Variables

- **`myADC0Result0`** - Digital representation of the voltage on pin A0
- **`myADC0Result1`** - Digital representation of the voltage on pin A1
- **`myADC1Result0`** - Digital representation of the voltage on pin C2
- **`myADC1Result1`** - Digital representation of the voltage on pin C3

## 4.8 ADC ePWM Triggering

This example sets up ePWM1 to periodically trigger a conversion on ADCA.

**External Connections**

- A0 should be connected to a signal to convert

**Watch Variables**

- **myADC0Results** - A sequence of analog-to-digital conversion samples from pin A0. The time between samples is determined based on the period of the ePWM timer.

## 4.9 ADC Temperature Sensor Conversion

This example sets up the ePWM to periodically trigger the ADC. The ADC converts the internal connection to the temperature sensor, which is then interpreted as a temperature by calling the `ADC_getTemperatureC()` function.

**Watch Variables**

- **sensorSample** - The raw reading from the temperature sensor
- **sensorTemp** - The interpretation of the sensor sample as a temperature in degrees Celsius.

## 4.10 ADC Synchronous SOC Software Force (adc\_soc\_software\_sync)

This example converts some voltages on ADCA and ADCC using input 5 of the input X-BAR as a software force. Input 5 is triggered by toggling GPIO0, but any spare GPIO could be used. This method will ensure that both ADCs start converting at exactly the same time.

**External Connections**

- A2, A3, C2, C3 pins should be connected to signals to convert

**Watch Variables**

- **myADC0Result0** : a digital representation of the voltage on pin A2
- **myADC0Result1** : a digital representation of the voltage on pin A3
- **myADC1Result0** : a digital representation of the voltage on pin C2
- **myADC1Result1** : a digital representation of the voltage on pin C3

## 4.11 ADC Continuous Triggering (adc\_soc\_continuous)

This example sets up the ADC to convert continuously, achieving maximum sampling rate.

**External Connections**

- A0 pin should be connected to signal to convert

#### Watch Variables

- **adcAResults** - A sequence of analog-to-digital conversion samples from pin A0. The time between samples is the minimum possible based on the ADC speed.

## 4.12 ADC Continuous Conversions Read by DMA (adc\_soc\_continuous\_dma)

This example sets up two ADC channels to convert simultaneously. The results will be transferred by the DMA into a buffer in RAM.

#### External Connections

- A3 & C3 pins should be connected to signals to convert

#### Watch Variables

- **myADC0DataBuffer** : a digital representation of the voltage on pin A3
- **myADC1DataBuffer** : a digital representation of the voltage on pin C3

## 4.13 ADC PPB Offset (adc\_ppb\_offset)

This example software triggers the ADC. Some SOC's have automatic offset adjustment applied by the post-processing block. After the program runs, the memory will contain ADC & post-processing block(PPB) results.

#### External Connections

- A2, C2 pins should be connected to signals to convert

#### Watch Variables

- **myADC0Result** : a digital representation of the voltage on pin A2
- **myADC0PPBResult** : a digital representation of the voltage on pin A2, minus 100 LSBs of automatically added offset
- **myADC1Result** : a digital representation of the voltage on pin C2
- **myADC1PPBResult** : a digital representation of the voltage on pin C2 plus 100 LSBs of automatically added offset

## 4.14 ADC PPB Limits (adc\_ppb\_limits)

This example sets up the ePWM to periodically trigger the ADC. If the results are outside of the defined range, the post-processing block will generate an interrupt.

The default limits are 1000LSBs and 3000LSBs. With VREFHI set to 3.3V, the PPB will generate an interrupt if the input voltage goes above about 2.4V or below about 0.8V.



**External Connections**

- A0 should be connected to a signal to convert

**Watch Variables**

- None

## 4.15 ADC PPB Delay Capture (adc\_ppb\_delay)

This example demonstrates delay capture using the post-processing block.

Two asynchronous ADC triggers are setup:

- ePWM1, with period 2048, triggering SOC0 to convert on pin A0
- ePWM2, with period 9999, triggering SOC1 to convert on pin A2

Each conversion generates an ISR at the end of the conversion. In the ISR for SOC0, a conversion counter is incremented and the PPB is checked to determine if the sample was delayed.

After the program runs, the memory will contain:

- **conversion** : the sequence of conversions using SOC0 that were delayed
- **delay** : the corresponding delay of each of the delayed conversions

## 4.16 BGCRC CPU Interrupt Example

This example demonstrates how to configure and trigger BGCRC from the CPU. BGCRC module is configured for 1 KB of GS0 RAM which is programmed with a known data. The pre-computed CRC value is used as the golden CRC value. Interrupt is generated once the computation is done and checks if no error flags are raised. Calculation uses the 32-bit polynomial 0x04C11DB7 and seed value 0x00000000.

**External Connections**

- None.

**Watch Variables**

- pass - This should be 1.
- runStatus - BGCRC running status. This will be BGCRC\_ACTIVE if the module is running, BGCRC\_IDLE if the module is idle

## 4.17 BGCRC Example with Watchdog and Lock

This example demonstrates how to configure and trigger BGCRC from the CPU. It also showcases how to configure the CRC watchdog and lock the registers after configuring the module. The watch-

dog is used as a diagnostic to check memory test completion within the expected time window. An error signal is generated if the test does not complete in the specified time window.

The module is configured for 1kB of GS0 RAM which is programmed with random data. The golden CRC value for comparison is computed using software method. Interrupt is generated once the computation is done and checks if no error flags are raised. The NMI is enabled and is triggered if an error is detected.

#### **External Connections**

- None.

#### **Watch Variables**

- pass
- bgcrcDone

## **4.18 CAN External Loopback**

This example shows the basic setup of CAN in order to transmit and receive messages on the CAN bus. The CAN peripheral is configured to transmit messages with a specific CAN ID. A message is then transmitted once per second, using a simple delay loop for timing. The message that is sent is a 2 byte message that contains an incrementing pattern.

This example sets up the CAN controller in External Loopback test mode. Data transmitted is visible on the CANTXA pin and is received internally back to the CAN Core. Please refer to details of the External Loopback Test Mode in the CAN Chapter in the Technical Reference Manual. Refer to [Programming Examples and Debug Strategies for the DCAN Module]([www.ti.com/lit/SPRACE5](http://www.ti.com/lit/SPRACE5)) for useful information about this example

#### **External Connections**

- None.

#### **Watch Variables**

- msgCount - A counter for the number of successful messages received
- txMsgData - An array with the data being sent
- rxMsgData - An array with the data that was received

## **4.19 CAN External Loopback with Interrupts**

This example shows the basic setup of CAN in order to transmit and receive messages on the CAN bus. The CAN peripheral is configured to transmit messages with a specific CAN ID. A message is then transmitted once per second, using a simple delay loop for timing. The message that is sent is a 4 byte message that contains an incrementing pattern. A CAN interrupt handler is used to confirm message transmission and count the number of messages that have been sent.

This example sets up the CAN controller in External Loopback test mode. Data transmitted is visible on the CANTXA pin and is received internally back to the CAN Core. Please refer to details

of the External Loopback Test Mode in the CAN Chapter in the Technical Reference Manual. Refer to [Programming Examples and Debug Strategies for the DCAN Module]([www.ti.com/lit/SPRACE5](http://www.ti.com/lit/SPRACE5)) for useful information about this example

#### External Connections

- None.

#### Watch Variables

- txMsgCount - A counter for the number of messages sent
- rxMsgCount - A counter for the number of messages received
- txMsgData - An array with the data being sent
- rxMsgData - An array with the data that was received
- errorFlag - A flag that indicates an error has occurred

## 4.20 CAN External Loopback with DMA

This example sets up the CAN module to transmit and receive messages on the CAN bus. The CAN module is set to transmit a 4 byte message internally. An interrupt is used to assert the DMA request line which then triggers the DMA to transfer the received data from the CAN interface register to the receive buffer array. A data check is performed once the transfer is complete.

This example sets up the CAN controller in External Loopback test mode. Data transmitted is visible on the CANTXA pin and is received internally back to the CAN Core. Please refer to details of the External Loopback Test Mode in the CAN Chapter in the Technical Reference Manual. Please refer to the appnote Programming Examples and Debug Strategies for the DCAN Module ([www.ti.com/lit/SPRACE5](http://www.ti.com/lit/SPRACE5)) for useful information about this example

#### External Connections

- None.

#### Watch Variables

- txMsgCount - A counter for the number of messages sent
- rxMsgCount - A counter for the number of messages received
- txMsgData - An array with the data being sent
- rxMsgData - An array with the data that was received

## 4.21 CAN Transmit and Receive Configurations

This example shows the basic setup of CAN in order to transmit or receive messages on the CAN bus with a specific Message ID. The CAN Controller is configured according to the selection of the define.

When the TRANSMIT define is selected, the CAN Controller acts as a Transmitter and sends data to the second CAN Controller connected externally. If TRANSMIT is not defined the CAN Controller

acts as a Receiver and waits for message to be transmitted by the External CAN Controller. Refer to [Programming Examples and Debug Strategies for the DCAN Module]([www.ti.com/lit/SPRACE5](http://www.ti.com/lit/SPRACE5)) for useful information about this example

**Note:**

CAN modules on the device need to be connected to via CAN transceivers.

**Hardware Required**

- A C2000 board with CAN transceiver.

**External Connections**

- ControlCARD CANA is on DEVICE\_GPIO\_PIN\_CANTXA (CANTXA)
- and DEVICE\_GPIO\_PIN\_CANRXA (CANRXA)

**Watch Variables Transmit**

- MSGCOUNT - Adjust to set the number of messages
- txMsgCount - A counter for the number of messages sent
- txMsgData - An array with the data being sent
- errorFlag - A flag that indicates an error has occurred
- rxMsgCount - Has the initial value as No. of Messages to be received and decrements with each message.

## 4.22 CAN Error Generation Example

This example demonstrates the ways of handling CAN Error conditions It generates the CAN Packets and sends them over GPIO It is looped back externally to be received in CAN module The CAN Interrupt service routine reads the Error status and demonstrates how different Error conditions can be detected

Change ERR\_CFG define to the different Error Scenarios and run the example. The corresponding Error Flag will be set in status variable of canISR() routine. Uses a CPU Timer(Timer 0) for periodic timer interrupt of CANBITRATE uSec On the Timer interrupt it sends the required CAN Frame type with the specified error conditions

**Note:**

CAN modules on the device need to be connected to via CAN transceivers.

Please refer to the application note titled "Configurable Error Generator for Controller Area Network" at [Configurable Error Generator for Controller Area Network](<https://www.ti.com/lit/pdf/spracq3>) for further details on this example

**External Connections**

- ControlCARD GPIOTX\_PIN should be connected to
- DEVICE\_GPIO\_PIN\_CANRXA(CANRXA)

**Watch Variables Transmit**

- status - variable in canISR for checking error Status

## 4.23 CAN Remote Request Loopback

This example shows the basic setup of CAN in order to transmit a remote frame and get a response for the remote frame and store it in a receive Object. The CAN peripheral is configured to transmit remote request frame and a remote answer frame messages with a specific CAN ID. Message object 3 is configured to transmit a remote request. Message object 2 is configured as a remote answer object with filter mask such that it accepts remote frame with any message ID and transmit's remote answer with message ID 7 and data length 8. Message object 1 is configured as a received object with filter message ID 7 so as to store the remote answer data transmitted by message object 2.

This example sets up the CAN controller in External Loopback test mode. Data transmitted is visible on the CANTXA pin and is received internally back to the CAN Core. Please refer to details of the External Loopback Test Mode in the CAN Chapter in the Technical Reference Manual.

### External Connections

- None.

### Watch Variables

- txMsgData - An array with the data being sent
- rxMsgData - An array with the data that was received

## 4.24 CAN example that illustrates the usage of Mask registers

This example initializes CAN module A for Reception. When a frame with a matching filter criterion is received, the data will be copied in mailbox 1 and LED will be toggled a few times and the code gets ready for the next frame. If a message of any other MSGID is received, an ACK will be provided Completion of reception is determined by polling CAN\_NDAT\_21 register. No interrupts are used. Refer to [Programming Examples and Debug Strategies for the DCAN Module]([www.ti.com/lit/SPRACE5](http://www.ti.com/lit/SPRACE5)) for useful information about this example

### Hardware Required

- An external CAN node that transmits to CAN-A on the C2000 MCU

### Watch Variables

- rxMsgCount - A counter for the number of messages received
- rxMsgData - An array with the data that was received

## 4.25 CLB Timer Two States

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, the timer is setup the same as the previous example. The difference is the use of the FSM submodule to toggle the output of the CLB which is then exported to a GPIO. The FSM module acts as a single bit memory block. Interrupts are setup in the same format as the previous example. The interrupt delay of the CLB can be seen by comparing the output of the CLB and the GPIO toggled in the ISR.

## 4.26 CLB Interrupt Tag

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, a timer is setup with two different match values. These two events are used by the HLC submodule to generate interrupts. The interrupt TAG is used to differentiate between the interrupt generated due to the match1 event of the CLB counter and the match2 event of the CLB counter.

## 4.27 CLB Output Intersect

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, the CLB module is set up the same as the external\_AND\_gate example. However, instead of the output being exported to the GPIO using Output X-BAR, the output is exported to the GPIO by replacing the output of ePWM1. This is done by configuring the GPIO for EPWM1A output, followed by enabling output intersection.

## 4.28 CLB PUSH PULL

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, the use of the PUSH-PULL interface is shown. Multiple COUNTER submodules, HLC submodule, FSM submodules, and OUTLUT submodules are used. The PUSH-PULL interface is used alongside the GP register to update the COUNTER submodules' event frequencies.

## 4.29 CLB Multi Tile

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the output of a CLB TILE is passed to the input of another CLB TILE. The output of the second CLB TILE is then exported to a GPIO, showcasing how two CLB TILES can be used in series.

## **4.30 CLB Glue Logic**

For the detailed description of this example, please refer to : 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the user is walked through how to migrate custom logic from an FPGA/CPLD to C2000's microcontrollers.

## **4.31 CLB AOC Control**

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the Asynchronous Output Conditioning block is used to asynchronously AND gate the input signals to the CLB. This module is only available for CLB types 2 and up.

## **4.32 CLB AOC Release Control**

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the Asynchronous Output Conditioning block is used to asynchronously set/release the input signals to the CLB. This module is only available for CLB types 2 and up.

## **4.33 CLB Combinational Logic**

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

The objective of this example is to prevent simultaneous high or low outputs on a PWM pair. PWM modules 1 and 2 are configured to generate identical waveforms based on a fixed frequency up-count mode.

## **4.34 CLB XBARs**

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the CLB INPUTXBAR and CLB OUTPUTXBAR are used to take input signals from GPIOs into the CLB TILES and take output signal from the TILE to GPIOs. The availability of these XBARs are device dependent.

## 4.35 CLB AOC Control

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the clock prescaler of the CLB module is used to divide down the CLB clock and use it as an input to the TILE logic. Also the HLC module is used to generate NMI interrupts. This module is only available for CLB types 2 and up.

## 4.36 CLB Serializer

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the CLB COUNTER is used in serializer mode to act as a shift register. This module is only available for CLB types 2 and up.

## 4.37 CLB LFSR

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the CLB COUNTER module is used in Linear Feedback Shift Register (LFSR) mode. This module is only available for CLB types 2 and up.

## 4.38 CLB Lock Output Mask

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the lock output mask feature of the CLB is used to lock the selected output signal override settings. This module is only available for CLB types 3 and up.

## 4.39 CLB INPUT Pipeline Mode

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the CLB Input Pipeline mode is enable to delay the input signal by a clock cycle. This module is only available for CLB types 3 and up.



## 4.40 CLB Clocking and PIPELINE Mode

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the CLB pipeline mode is enable and affects the behavior of the CLB COUNTERs and HLC. This module is only available for CLB types 3 and up.

## 4.41 CLB SPI Data Export

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the high speed data export feature of the CLB is used and one of the HLC registers is exported out of the CLB module using the SPI RX buffer. This module is only available for CLB types 3 and up.

## 4.42 CLB SPI Data Export DMA

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example the high speed data export feature of the CLB is used and one of the HLC registers is exported out of the CLB module using the SPI RX buffer. The data received in the SPI RX buffer is transferred to memory using DMA. This module is only available for CLB types 3 and up.

## 4.43 CLB Trip Zone Timestamp

This example displays how to timestamp interrupts generated by the CLB. An interrupt is generated when ePWM1 is tripped.

ePWM1 is configured to be interrupted by TZ1 and TZ2, both one shot trip sources.

The CLB is configured as follows:

- COUNTER0 and COUNTER1 continually count when the program begins.
- COUNTER0 timestamps TZ1 and COUNTER1 timestamps TZ2.
- COUNTER2 increments once when COUNTER0/COUNTER1 overflows using LUT2.
- FSM0/1 are configured to sync counters and stop COUNTER0/1 when an interrupt is received.
- TZ1 (GPIO12) and TZ2 (GPIO13) are routed as inputs through CLBxBAR.
- BOUNDARY.boundaryInput0 denotes TZ1. On rising edge, HLC issues an interrupt with tag 12.
- BOUDNARY.in1 denotes TZ2. On rising edge, HLC issues an interrupt with tag 13.
- BOUNDARY.boundaryInput7 serves as a simultaneous enable for COUNTER0/1 to begin counting.

TZ1 is tripped when GPIO12 is connected to GND. TZ2 is tripped when GPIO13 is connected to GND. When an interrupt occurs, the interrupt handler determines the initial trip source and stores this value in a variable 'initialTripZone'.

View these variables in Debug Expressions tab:

initialTripZone: stores the first TZ to have been tripped tz1Counter64bit: stores the counter value at the instant that TZ1 is tripped. tz2Counter64bit: stores the counter value at the instant that TZ2 is tripped.

## 4.44 CLB GPIO Input Filter

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

This example demonstrates use of finite state machines (FSMs) and counters to implement a simple glitch filter which might, for example, be applied to an incoming GPIO signal to remove unwanted short duration pulses.

## 4.45 CLB CRC

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, the CLB module is used to perform the cyclic redundancy check (C.R.C.) with twelve messages in bits checked with ten different CRC polynomials.

First element passed in is message length, second is the message stored in input\_data

This example is only available for CLB types 2 and up.

The known values in the output\_data are compared with expected values from the CLB-based CRC calculation. A total of 120 messages are verified, and the number of matching messages are displayed in passCount

Variables to add to Watch Expressions in debug view: passCount - number of messages that match between generated and known CRC values failCount - number of messages that fail the CRC value verification

#####

## 4.46 CLB TDM Serial Port

For the detailed description of this example, please refer to: How to Implement Custom Serial Interfaces Using the Configurable Logic Block (CLB) Application Note (SPRAD62).

In this example a single CLB tile is used to input a TDM stream and generate a TDM output stream. The CLB generates a CPU interrupt when four 32-bit words are received. The CPU can load four 32-bit values to the CLB FIFO for transmission. The CLB and CPU are configured to run at their maximum speed.

This example is only available on C2000 MCU devices with CLB types 2 and up.

**External Connections**

TDM Input Signal GPIO pin FSYNC\_IN GPIO00 BCLK\_IN GPIO01 DATA1\_IN GPIO02

TDM Output Signal GPIO pin FSYNC\_OUT GPIO04 BCLK\_OUT GPIO05 DATA1\_OUT GPIO06

## 4.47 CLB LED Drivert

For the detailed description of this example, please refer to: How to Implement Custom Serial Interfaces Using the Configurable Logic Block (CLB) Application Note (SPRAD62).

In this example two CLB tiles are used to communicate with an LP5891-Q1 LED driver. One CCSI bus is used to transmit data using the CCSI bus protocol, while a second tile is used to receive data from the CCSI bus. The C28x CPU communicates with the CLB logic through a hardware-abstraction layer (HAL). This example also utilizes a PWM to generate the required CCSI clocks, and a timer to generate periodic sync events to the LED driver.

This example is only available on C2000 MCU devices with CLB types 2 and up.

**External Connections**

CCSI Input Signal GPIO pin LED Driver CLB\_SIN\_1 GPIO10 SOUT

CCSI Output Signal GPIO pin LED Driver CLB\_SOUT\_1 GPIO11 SIN CLB\_SCLK\_1 GPIO01 SCLK

## 4.48 CLB Auxilary PWM

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

This example configures a CLB tile as an auxiliary PWM generator. The example uses combinatorial logic (LUTs), state machines (FSMs), counters, and the high level controller (HLC) to demonstrate the PWM output generation capabilities using CLB.

## 4.49 CLB PWM Protection

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

This example extends the features of example 1 to ensure an active high complementary pair PWM configuration always operates with a minimum value of dead-band irrespective of how the generating PWM module is configured. The example illustrates the configuration of four separate PWM tiles to implement PWM protection on four PWM modules. The outputs of PWM modules 1 to 4 are operated on by CLB tiles 1 to 4, respectively.

## 4.50 CLB Signal Generator

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

This example uses CLB1 to generate a rectangular wave and CLB2 to check the rectangular wave generated by CLB1 doesn't exceed the defined duty cycle and period limits.

## 4.51 CLB State Machine

For the detailed description of this example, please refer to: C2000Ware\_PATH With the C2000 CLB.pdf This application report describes the process of creating this CLB example and can be used as guidance on designing custom logic with the CLB. This example uses all submodules inside a CLB TILE in order to implement a complete system.

## 4.52 CLB External Signal AND Gate

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, two external signals from two GPIOs are passed through the Input X-BAR and the CLB X-BAR to the CLB TILE. Inside the CLB module these two signals are ANDED. The output of the AND gate is then exported to a GPIO, using Output X-BAR.

## 4.53 CLB Timer

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

In this example, a COUNTER module is used to create timed events. The use of the GP Register is shown. Through setting/clearing the bits in the GP register, the timer is started, stopped or changes direction. The output of the timer event (1-clock cycle) is exported to a GPIO. Interrupts are generated from the timer event using the HLC module. A GPIO is also toggled inside the CLB ISR. The indirect CLB register access is used to update the timer's event match value and the active counter register to modify the frequency of the timer.

## 4.54 CLB Empty Project

For the detailed description of this example, please refer to: 'C2000Ware\_PATH Tool Users Guide.pdf'

## 4.55 CMPSS Asynchronous Trip

This example enables the CMPSS1 COMPH comparator and feeds the asynchronous CTRIPOUTH signal to the GPIO14/OUTPUTXBAR3 pin and CTRIPH to GPIO13/EPWM7B.

CMPSS is configured to generate trip signals to trip the EPWM signals. CMPIN1P is used to give positive input and internal DAC is configured to provide the negative input. Internal DAC is configured to provide a signal at VDD/2. An EPWM signal is generated at GPIO13 and is configured to be tripped by CTRIPOUTH.

When a low input(VSS) is provided to CMPIN1P,

- Trip signal(GPIO14) output is low
- PWM7B(GPIO13) gives a PWM signal

When a high input(higher than VDD/2) is provided to CMPIN1P,

- Trip signal(GPIO14) output turns high
- PWM7B(GPIO13) gets tripped and outputs as high

### External Connections

- Give input on CMPIN1P (The pin is shared with ADCINA2)
- Outputs can be observed on GPIO14 and GPIO13 using an oscilloscope

### Watch Variables

- None

## 4.56 CMPSS Digital Filter Configuration

This example enables the CMPSS1 COMPH comparator and feeds the output through the digital filter to the GPIO14/OUTPUTXBAR3 pin.

CMPIN1P is used to give positive input and internal DAC is configured to provide the negative input. Internal DAC is configured to provide a signal at VDD/2.

When a low input(VSS) is provided to CMPIN1P,

- GPIO14 output is low

When a high input(higher than VDD/2) is provided to CMPIN1P,

- GPIO14 output turns high

## 4.57 CPU Register Access

This example demonstrates functions which can be used to access CPU register contents using C-Callable assembly APIs .

## 4.58 DCC Single shot Clock verification

This program uses the XTAL clock as a reference clock to verify the frequency of the PLLRAW clock.

The Dual-Clock Comparator Module 0 is used for the clock verification. The clocksource0 is the reference clock (Fclk0 = 20Mhz) and the clocksource1 is the clock that needs to be verified (Fclk1 = 100Mhz). Seed is the value that gets loaded into the Counter.

Please refer to the TRM for details on counter seed values to be set.

### External Connections

- None

### Watch Variables

- **status/result** - Status of the PLLRAW clock verification

## 4.59 DCC Single shot Clock measurement

This program demonstrates Single Shot measurement of the INTOSC2 clock post trim using XTAL as the reference clock.

The Dual-Clock Comparator Module 0 is used for the clock measurement. The clocksource0 is the reference clock (Fclk0 = 20Mhz) and the clocksource1 is the clock that needs to be measured (Fclk1 = 10Mhz). Since the frequency of the clock1 needs to be measured an initial seed is set to the max value of the counter.

Please refer to the TRM for details on counter seed values to be set.

### External Connections

- None

### Watch Variables

- **result** - Status if the INTOSC2 clock measurement completed successfully.
- **meas\_freq1** - measured clock frequency, in this case for INTOSC2.

## 4.60 DCC Continuous clock monitoring

This program demonstrates continuous monitoring of PLL Clock in the system using INTOSC2 as the reference clock. This would trigger an interrupt on any error, causing the decrement/ reload of counters to stop.

The Dual-Clock Comparator Module 0 is used for the clock monitoring. The clocksource0 is the reference clock (Fclk0 = 10Mhz) and the clocksource1 is the clock that needs to be monitored (Fclk1 = 100Mhz). The clock0 and clock1 seed are set to achieve a window of 300us. Seed is the value that gets loaded into the Counter. For the sake of demo a slight variance is given to clock1 seed value to generate an error on continuous monitoring.

Please refer to the TRM for details on counter seed values to be set. Note : When running in flash configuration it is good to do a reset & restart after loading the example to remove any stale flags/states.

#### External Connections

- None

#### Watch Variables

- **status/result** - Status of the PLLRAW clock monitoring
- **cnt0** - Counter0 Value measure when error is generated
- **cnt1** - Counter1 Value measure when error is generated
- **valid** - Valid0 Value measure when error is generated

## 4.61 DCC Continuous clock monitoring

This program demonstrates continuous monitoring of PLL Clock in the system using INTOSC2 as the reference clock. This would trigger an interrupt on any error, causing the decrement/ reload of counters to stop. The Dual-Clock Comparator Module 0 is used for the clock monitoring. The clocksource0 is the reference clock (Fclk0 = 10Mhz) and the clocksource1 is the clock that needs to be monitored (Fclk1 = 100Mhz). The clock0 and clock1 seed are set automatically by the error tolerances defined in the sysconfig file included this project. For the sake of demo an un-realistic tolerance is assumed to generate an error on continuous monitoring.

Please refer to the TRM for details on counter seed values to be set. Note : When running in flash configuration it is good to do a reset & restart after loading the example to remove any stale flags/states.

#### External Connections

- None

#### Watch Variables

- **status/result** - Status of the PLLRAW clock monitoring
- **cnt0** - Counter0 Value measure when error is generated
- **cnt1** - Counter1 Value measure when error is generated
- **valid** - Valid0 Value measure when error is generated

## 4.62 DCC Detection of clock failure

This program demonstrates clock failure detection on continuous monitoring of the PLL Clock in the system using XTAL as the osc clock source. Once the oscillator clock fails, it would trigger a DCC error interrupt, causing the decrement/ reload of counters to stop. In this examples, the clock failure is simulated by turning off the XTAL oscillator. Once the ISR is serviced, the osc source is changed to INTOSC1 and the PLL is turned off.

The Dual-Clock Comparator Module 0 is used for the clock monitoring. The clocksource0 is the reference clock (Fclk0 = 20Mhz) and the clocksource1 is the clock that needs to be monitored (Fclk1 = 100Mhz). Seed is the value that gets loaded into the Counter.

**Note:**

In the current example, the XTAL is expected to be a Resonator running in Crystal mode which is later switched off to simulate the clock failure. If an SE Crystal is used, you will need to physically disconnect the clock on the board.

Please refer to the TRM for details on counter seed values to be set. Note : When running in flash configuration it is good to do a reset & restart after loading the example to remove any stale flags/states.

**External Connections**

- None

**Watch Variables**

- **status/result** - Status of the clock failure detection

## 4.63 Empty DCSM Tool Example

## 4.64 DMA GSRAM Transfer (dma\_ex1\_gsram\_transfer)

This example uses one DMA channel to transfer data from a buffer in RAMGS0 to a buffer in RAMGS0. The example sets the DMA channel PERINTFRC bit repeatedly until the transfer of 16 bursts (where each burst is 8 16-bit words) has been completed. When the whole transfer is complete, it will trigger the DMA interrupt.

**Note:**

: This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**Watch Variables**

- **sData** - Data to send
- **rData** - Received data

## 4.65 DMA GSRAM Transfer (dma\_ex2\_gsram\_transfer)

This example uses one DMA channel to transfer data from a buffer in RAMGS0 to a buffer in RAMGS0. The example sets the DMA channel PERINTFRC bit repeatedly until the transfer of 16 bursts (where each burst is 8 16-bit words) has been completed. When the whole transfer is complete, it will trigger the DMA interrupt.

**Watch Variables**



- **sData** - Data to send
- **rData** - Received data

## 4.66 eCAP APWM Example

This program sets up the eCAP module in APWM mode. The PWM waveform will come out on GPIO5. The frequency of PWM is configured to vary between 5Hz and 10Hz using the shadow registers to load the next period/compare values.

## 4.67 eCAP Capture PWM Example

This example configures ePWM3A for:

- Up count mode
- Period starts at 500 and goes up to 8000
- Toggle output on PRD

eCAP1 is configured to capture the time between rising and falling edge of the ePWM3A output.

### External Connections

- eCAP1 is on GPIO16
- ePWM3A is on GPIO4
- Connect GPIO4 to GPIO16.

### Watch Variables

- **ecap1PassCount** - Successful captures.
- **ecap1IntCount** - Interrupt counts.

## 4.68 eCAP APWM Phase-shift Example

This program sets up the eCAP1 and eCAP2 modules in APWM mode to generate the two phase-shifted PWM outputs of same duty and frequency value. The frequency, duty and phase values can be programmed of choice by updating the defined macros. By default 10 KHz frequency, 50% duty and 30% phase shift values are used. eCAP2 output leads the eCAP1 output by 30%. GPIO5 and GPIO6 are used as eCAP1/2 outputs and can be probed using analyzer/CRO to observe the waveforms.

## 4.69 eCAP Software Sync Example

This example configures ePWM3A for:

- Up count mode
- Period starts at 500 and goes up to 8000
- Toggle output on PRD

eCAP1, eCAP2 and eCAP3 are configured to capture the time between rising and falling edge of the ePWM3A output.

#### External Connections

- eCAP1, eCAP2, eCAP3 are on GPIO16
- ePWM3A is on GPIO4
- Connect GPIO4 to GPIO16.

#### Watch Variables

- **ecapPassCount** - Successful captures.
- **ecap3IntCount** - Interrupt counts.

## 4.70 Empty Project Example

This example is an empty project setup for Driverlib development.

## 4.71 ePWM Chopper

This example configures ePWM1, ePWM2, ePWM3 and ePWM4 as follows

- ePWM1 with Chopper disabled (Reference)
- ePWM2 with chopper enabled at 1/8 duty cycle
- ePWM3 with chopper enabled at 6/8 duty cycle
- ePWM4 with chopper enabled at 1/2 duty cycle with One-Shot Pulse enabled

#### External Connections

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO2 EPWM2A
- GPIO3 EPWM2B
- GPIO4 EPWM3A
- GPIO5 EPWM3B
- GPIO6 EPWM4A
- GPIO7 EPWM4B

#### Watch Variables

- None.

## 4.72 EPWM Configure Signal

This example configures ePWM1, ePWM2, ePWM3 to produce signal of desired frequency and duty. It also configures phase between the configured modules.

Signal of 10kHz with duty of 0.5 is configured on ePWMxA & ePWMxB with ePWMxB inverted. Also, phase of 120 degree is configured between ePWM1 to ePWM3 signals.

During the test, monitor ePWM1, ePWM2, and/or ePWM3 outputs on an oscilloscope.

- ePWM1A is on GPIO0
- ePWM1B is on GPIO1
- ePWM2A is on GPIO2
- ePWM2B is on GPIO3
- ePWM3A is on GPIO4
- ePWM3B is on GPIO5

## 4.73 Realization of Monoshot mode

This example showcases how to generate monoshot PWM output based on external trigger i.e. generating just a single pulse output on receipt of an external trigger. And the next pulse will be generated only when the next trigger comes. The example utilizes external synchronization and T1 action qualifier event features to achieve the desired output.

ePWM1 is used to generate the monoshot output and ePWM2 is used as an external trigger for that. No external connections are required as ePWM2A is fed as the trigger using Input X-BAR automatically.

ePWM1 is configured to generate a single pulse of 0.5us when received an external trigger. This is achieved by enabling the phase synchronization feature and configuring EPWMxSYNCl as EXTSYNCIN1. And this EPWMxSYNCl is also configured as T1 event of action qualifier to set output HIGH while "CTR = PRD" action is used to set output LOW.

ePWM2 is configured to generate a 100 KHz signal with a duty of 1% (to simulate a rising edge trigger) which is routed to EXTSYNCIN1 using Input XBAR.

Observe GPIO0 (EPWM1A : Monoshot Output) and GPIO2(EPWM2 : External Trigger) on oscilloscope.

**NOTE :** In the following example, the ePWM timer is still running in a continuous mode rather than a one-shot mode thus for more reliable implementation, refer to CLB based one shot PWM implementation demonstrated in "clb\_ex17\_one\_shot\_pwm" example

## 4.74 EPWM Action Qualifier (epwm\_up\_aq)

This example configures ePWM1, ePWM2, ePWM3 to produce an waveform with independent modulation on EPWMxA and EPWMxB.

The compare values CMPA and CMPB are modified within the ePWM's ISR.

The TB counter is in up count mode for this example.

View the EPWM1A/B(GPIO0 & GPIO1), EPWM2A/B(GPIO2 & GPIO3) and EPWM3A/B(GPIO4 & GPIO5) waveforms via an oscilloscope.

## 4.75 ePWM Trip Zone

This example configures ePWM1 and ePWM2 as follows

- ePWM1 has TZ1 as one shot trip source
- ePWM2 has TZ1 as cycle by cycle trip source

Initially tie TZ1 high. During the test, monitor ePWM1 or ePWM2 outputs on a scope. Pull TZ1 low to see the effect.

### External Connections

- ePWM1A is on GPIO0
- ePWM2A is on GPIO2
- TZ1 is on GPIO12

This example also makes use of the Input X-BAR. GPIO12 (the external trigger) is routed to the input X-BAR, from which it is routed to TZ1.

The TZ-Event is defined such that ePWM1A will undergo a One-Shot Trip and ePWM2A will undergo a Cycle-By-Cycle Trip.

## 4.76 ePWM Up Down Count Action Qualifier

This example configures ePWM1, ePWM2, ePWM3 to produce a waveform with independent modulation on ePWMxA and ePWMxB.

The compare values CMPA and CMPB are modified within the ePWM's ISR.

The TB counter is in up/down count mode for this example.

View the ePWM1A/B(GPIO0 & GPIO1), ePWM2A/B(GPIO2 & GPIO3) and ePWM3A/B(GPIO4 & GPIO5) waveforms on oscilloscope.

## 4.77 ePWM Synchronization

This example configures ePWM1, ePWM2, ePWM3 and ePWM4 as follows

- ePWM1 without phase shift as sync source
- ePWM2 with phase shift of 300 TBCLKs
- ePWM3 with phase shift of 600 TBCLKs
- ePWM4 with phase shift of 900 TBCLKs

**External Connections**

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO2 EPWM2A
- GPIO3 EPWM2B
- GPIO4 EPWM3A
- GPIO5 EPWM3B
- GPIO6 EPWM4A
- GPIO7 EPWM4B

**Watch Variables**

- None.

## 4.78 ePWM Digital Compare

This example configures ePWM1 as follows

- ePWM1 with DCAEVT1 forcing the ePWM output LOW
- GPIO25 is used as the input to the INPUT XBAR INPUT1
- INPUT1 (from INPUT XBAR) is used as the source for DCAEVT1
- GPIO25's PULL-UP resistor is enabled, in order to test the trip, PULL this pin to GND

**External Connections**

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO25 TZ1, pull this pin low to trip the ePWM

**Watch Variables**

- None.

## 4.79 ePWM Digital Compare Event Filter Blanking Window

This example configures ePWM1 as follows

- ePWM1 with DCAEVT1 forcing the ePWM output LOW
- GPIO25 is used as the input to the INPUT XBAR INPUT1
- INPUT1 (from INPUT XBAR) is used as the source for DCAEVT1
- GPIO25's PULL-UP resistor is enabled, in order to test the trip, PULL this pin to GND
- ePWM1 with DCBEVT1 forcing the ePWM output LOW

- GPIO25 is used as the input to the INPUT XBAR INPUT1
- INPUT1 (from INPUT XBAR) is used as the source for DCAEVT1
- GPIO25's PULL-UP resistor is enabled, in order to test the trip, PULL this pin to GND
- DCBEVT1 uses the filtered version of DCBEVT1
- The DCFILT signal uses the blanking window to ignore the DCBEVT1 for the duration of DC Blanking window

#### External Connections

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO25 TRIPIN1, pull this pin low to trip the ePWM

#### Watch Variables

- None.

## 4.80 ePWM Valley Switching

This example configures ePWM1 as follows

- ePWM1 with DCAEVT1 forcing the ePWM output LOW
- GPIO25 is used as the input to the INPUT XBAR INPUT1
- INPUT1 (from INPUT XBAR) is used as the source for DCAEVT1
- GPIO25 is set to output and toggled in the main loop to trip the PWM
- ePWM1 with DCBEVT1 forcing the ePWM output LOW
- GPIO25 is used as the input to the INPUT XBAR INPUT1
- INPUT1 (from INPUT XBAR) is used as the source for DCAEVT1
- GPIO25 is set to output and toggled in the main loop to trip the PWM
- DCBEVT1 uses the filtered version of DCBEVT1
- The DCFILT signal uses the valley switching module to delay the
- DCFILT signal by a software defined DELAY value.

#### External Connections

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO25 TRIPIN1 (Output Pin, toggled through software)

#### Watch Variables

- None.

## 4.81 ePWM Digital Compare Edge Filter

This example configures ePWM1 as follows

- ePWM1 with DCBEVT2 forcing the ePWM output LOW as a CBC source
- GPIO25 is used as the input to the INPUT XBAR INPUT1
- INPUT1 (from INPUT XBAR) is used as the source for DCBEVT2
- GPIO25 is set to output and toggled in the main loop to trip the PWM
- The DCBEVT2 is the source for DCFILT
- The DCFILT will count edges of the DCBEVT2 and generate a signal to trip the ePWM on the 4th edge of DCBEVT2

### External Connections

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO25 TRIPIN1 (Output Pin, toggled through software)

### Watch Variables

- None.

## 4.82 ePWM Deadband

This example configures ePWM1 through ePWM6 as follows

- ePWM1 with Deadband disabled (Reference)
- ePWM2 with Deadband Active High
- ePWM3 with Deadband Active Low
- ePWM4 with Deadband Active High Complimentary
- ePWM5 with Deadband Active Low Complimentary
- ePWM6 with Deadband Output Swap (switch A and B outputs)

### External Connections

- GPIO0 EPWM1A
- GPIO1 EPWM1B
- GPIO2 EPWM2A
- GPIO3 EPWM2B
- GPIO4 EPWM3A
- GPIO5 EPWM3B
- GPIO6 EPWM4A
- GPIO7 EPWM4B
- GPIO8 EPWM5A

- GPIO9 EPWM5B
- GPIO10 EPWM6A
- GPIO11 EPWM6B

#### Watch Variables

- None.

## 4.83 ePWM DMA

This example configures ePWM1 and DMA as follows:

- ePWM1 is set up to generate PWM waveforms
- DMA5 is set up to update the CMPAHR, CMPA, CMPBHR and CMPB every period with the next value in the configuration array. This allows the user to create a DMA enabled fifo for all the CMPx and CMPxHR registers to generate unconventional PWM waveforms.
- DMA6 is set up to update the TBPHSHR, TBPHS, TBPRDHR and TBPRD every period with the next value in the configuration array.
- Other registers such as AQCTL can be controlled through the DMA as well by following the same procedure. (Not used in this example)

#### External Connections

- GPIO0 EPWM1A
- GPIO1 EPWM1B

#### Watch Variables

- None.

## 4.84 Frequency Measurement Using eQEP

This example will calculate the frequency of an input signal using the eQEP module. ePWM1A is configured to generate this input signal with a frequency of 5 kHz. It will interrupt once every period and call the frequency calculation function. This example uses the IQMath library to simplify high-precision calculations.

In addition to the main example file, the following files must be included in this project:

- **eqep\_ex1\_calculation.c** - contains frequency calculation function
- **eqep\_ex1\_calculation.h** - includes initialization values for frequency structure

The configuration for this example is as follows

- Maximum frequency is configured to 10KHz (baseFreq)
- Minimum frequency is assumed at 50Hz for capture pre-scalar selection



**SPEED\_FR:** High Frequency Measurement is obtained by counting the external input pulses for 10ms (unit timer set to 100Hz).

$$SPEED\_FR = \frac{Count\ Delta}{10ms}$$

**SPEED\_PR:** Low Frequency Measurement is obtained by measuring time period of input edges. Time measurement is averaged over 64 edges for better results and the capture unit performs the time measurement using pre-scaled SYSCCLK.

Note that the pre-scaler for capture unit clock is selected such that the capture timer does not overflow at the required minimum frequency. This example runs indefinitely until the user stops it.

For more information about the frequency calculation see the comments at the beginning of eqep\_ex1\_calculation.c and the XLS file provided with the project, eqep\_ex1\_calculation.xls.

For External connections, Control Card settings are used by default. To use launchpad pins for eQEP1A select them in SysConfig. **External Connections** for Control Card

- Connect GPIO25/eQEP1A to GPIO0/ePWM1A

**External Connections** for LaunchPad

- Connect GPIO40/eQEP1A to GPIO0/ePWM1A

**Watch Variables**

- **freq.freqHzFR** - Frequency measurement using position counter/unit time out
- **freq.freqHzPR** - Frequency measurement using capture unit

## 4.85 Position and Speed Measurement Using eQEP

This example provides position and speed measurement using the capture unit and speed measurement using unit time out of the eQEP module. ePWM1 and a GPIO are configured to generate simulated eQEP signals. The ePWM module will interrupt once every period and call the position/speed calculation function. This example uses the IQMath library to simplify high-precision calculations.

In addition to the main example file, the following files must be included in this project:

- **eqep\_ex2\_calculation.c** - contains position/speed calculation function
- **eqep\_ex2\_calculation.h** - includes initialization values for position/speed structure

The configuration for this example is as follows

- Maximum speed is configured to 6000rpm (baseRPM)
- Minimum speed is assumed at 10rpm for capture pre-scalar selection
- Pole pair is configured to 2 (polePairs)
- Encoder resolution is configured to 4000 counts/revolution (mechScaler)
- Which means:  $4000 / 4 = 1000$  line/revolution quadrature encoder (simulated by ePWM1)

- ePWM1 (simulating QEP encoder signals) is configured for a 5kHz frequency or 300 rpm (= 4 \* 5000 cnts/sec \* 60 sec/min) / 4000 cnts/rev)

**SPEEDRPM\_FR:** High Speed Measurement is obtained by counting the QEP input pulses for 10ms (unit timer set to 100Hz).

**SPEEDRPM\_FR** = (Position Delta / 10ms) \* 60 rpm

**SPEEDRPM\_PR:** Low Speed Measurement is obtained by measuring time period of QEP edges. Time measurement is averaged over 64 edges for better results and the capture unit performs the time measurement using pre-scaled SYSCLK.

Note that the pre-scaler for capture unit clock is selected such that the capture timer does not overflow at the required minimum frequency. This example runs indefinitely until the user stops it.

For more information about the position/speed calculation see the comments at the beginning of eqep\_ex2\_calculation.c and the XLS file provided with the project, eqep\_ex2\_calculation.xls.

### External Connections

For External connections, Control Card settings are used by default. To use launchpad pins for output select them in SysConfig.

- On controlCARD, Connect GPIO25/eQEP1A to GPIO0/ePWM1A (simulates eQEP Phase A signal)
- On controlCARD, Connect GPIO29/eQEP1B to GPIO1/ePWM1B (simulates eQEP Phase B signal)
- On controlCARD, Connect GPIO23/eQEP1I to GPIO2 (simulates eQEP Index Signal)
- On LaunchPad, Connect GPIO40/eQEP1A to GPIO10/ePWM6A (simulates eQEP Phase A signal)
- On LaunchPad, Connect GPIO41/eQEP1B to GPIO11/ePWM6B (simulates eQEP Phase B signal)
- On LaunchPad, Connect GPIO59/eQEP1I to GPIO8 (simulates eQEP Index Signal)

### Watch Variables

- **posSpeed.speedRPMFR** - Speed meas. in rpm using QEP position counter
- **posSpeed.speedRPMPR** - Speed meas. in rpm using capture unit
- **posSpeed.thetaMech** - Motor mechanical angle (Q15)
- **posSpeed.thetaElec** - Motor electrical angle (Q15)

## 4.86 ePWM frequency Measurement Using eQEP via xbar connection

This example will calculate the frequency of an PWM signal using the eQEP module. ePWM1A is configured to generate this input signal with a frequency of 5 kHz. This ePWM signal is connected to input of eQEP using Input CrossBar and EPWM XBAR. ePWM module will interrupt once every period and call the frequency calculation function. This example uses the IQMath library to simplify high-precision calculations.

In addition to the main example file, the following files must be included in this project:

- **eqep\_ex1\_calculation.c** - contains frequency calculation function
- **eqep\_ex1\_calculation.h** - includes initialization values for frequency structure

The configuration for this example is as follows

- Maximum frequency is configured to 10KHz (baseFreq)
- Minimum frequency is assumed at 50Hz for capture pre-scalar selection
- GPIO0 is connected to output of INPUT\_XBAR1
- INPUT\_XBAR1 is connected to output of PWMXBAR at TRIP4
- eQEPA source is configured as PWMXBAR.1 output (TRIP4)

**SPEED\_FR:** High Frequency Measurement is obtained by counting the external input pulses for 10ms (unit timer set to 100Hz).

$$SPEED\_FR = \frac{Count\ Delta}{10ms}$$

**SPEED\_PR:** Low Frequency Measurement is obtained by measuring time period of input edges. Time measurement is averaged over 64 edges for better results and the capture unit performs the time measurement using pre-scaled SYSCCLK.

Note that the pre-scalar for capture unit clock is selected such that the capture timer does not overflow at the required minimum frequency. This example runs indefinitely until the user stops it.

For more information about the frequency calculation see the comments at the beginning of eqep\_ex1\_calculation.c and the XLS file provided with the project, eqep\_ex1\_calculation.xls.

#### Watch Variables

- **freq.freqHzFR** - Frequency measurement using position counter/unit time out
- **freq.freqHzPR** - Frequency measurement using capture unit

## 4.87 Frequency Measurement Using eQEP via unit timeout interrupt

This example will calculate the frequency of an input signal using the eQEP module. ePWM1A is configured to generate this input signal with a frequency of 5 kHz. EQEP unit timeout is set which will generate an interrupt every **UNIT\_PERIOD** microseconds and frequency calculation occurs continuously

The configuration for this example is as follows

- PWM frequency is specified as 5000Hz
- UNIT\_PERIOD is specified as 10000 us
- Min frequency is  $(1/(2*10ms))$  i.e 50Hz
- Highest frequency can be  $(2^{32})/(2*10ms)$
- Resolution of frequency measurement is 50hz

**freq** : Frequency Measurement is obtained by counting the external input pulses for UNIT\_PERIOD (unit timer set to 10 ms).

For External connections, Control Card settings are used by default. To use launchpad pins for eQEP1A select them in SysConfig.

**External Connections** for Control Card

- Connect GPIO25/eQEP1A to GPIO0/ePWM1A

**External Connections** for LaunchPad

- Connect GPIO40/eQEP1A to GPIO10/ePWM6A

**Watch Variables**

- **freq** - Frequency measurement using position counter/unit time out
- **pass** - If measured frequency matches with PWM frequency then pass = 1 else 0

## 4.88 Motor speed and direction measurement using eQEP via unit timeout interrupt

This example can be used to sense the speed and direction of motor using eQEP in quadrature encoder mode. ePWM1A is configured to simulate motor encoder signals with frequency of 5 kHz on both A and B pins with 90 degree phase shift (so as to run this example without motor). EQEP unit timeout is set which will generate an interrupt every **UNIT\_PERIOD** microseconds and speed calculation occurs continuously based on the direction of motor

The configuration for this example is as follows

- PWM frequency is specified as 5000Hz
- UNIT\_PERIOD is specified as 10000 us
- Simulated quadrature signal frequency is 20000Hz ( $4 * 5000$ )
- Encoder holes assumed as 1000
- Thus Simulated motor speed is 300rpm ( $5000 * (60 / 1000)$ )

**freq** : Simulated quadrature signal frequency measured by counting the external input pulses for UNIT\_PERIOD (unit timer set to 10 ms). **speed** : Measure motor speed in rpm **dir** : Indicates clockwise (1) or anticlockwise (-1)

**External Connections** (if motor encoder signals are simulated by ePWM)

For External connections, Control Card settings are used by default. To use launchpad pins for output select them in SysConfig.

- On controlCARD, Connect GPIO25/eQEP1A to GPIO0/ePWM1A
- On controlCARD, Connect GPIO29/eQEP1B to GPIO1/ePWM1B
- On LaunchPad, Connect GPIO40/eQEP1A to GPIO10/ePWM6A (simulates eQEP Phase A signal)

- On LaunchPad, Connect GPIO41/eQEP1B to GPIO11/ePWM6B (simulates eQEP Phase B signal)

With motor

- Comment in "MOTOR" includes For External connections, Control Card settings are used by default. To use launchpad pins for output select them in SysConfig.
- On controlCARD, Connect GPIO25/eQEP1A to encoder A output
- On controlCARD, Connect GPIO29/eQEP1B to encoder B output

#### Watch Variables

- **freq** : Simulated motor frequency measurement is obtained by counting the external input pulses for UNIT\_PERIOD (unit timer set to 10 ms).
- **speed** : Measure motor speed in rpm
- **dir** : Indicates clockwise (1) or anticlockwise (-1)
- **pass** - If measured quadrature frequency matches with i.e. input quadrature frequency (4 \* PWM frequency) then pass = 1 else fail = 1 (\*\* only when "MOTOR" is commented out)

## 4.89 ERAD Profile Function

This example uses BUSCOMP1, BUSCOMP2 and COUNTER1 of the ERAD module to profile a function (delayFunction). It calculates the CPU cycles taken between the start address of the function to the end address of the function

Two dummy variable are written to inside the function - startCount and endCount. BUSCOMP3, BUSCOMP4 and COUNTER2 are used to profile the time taken between the access to startCount variable till the access to endCount variable.

Both the counters are setup to operate in START-STOP mode and count the number of CPU cycles spend between the respective bus comparator events.

#### Watch Variables

- cycles\_Function - the maximum number of cycles between the start of function to the end of function
- cycles\_Data - the maximum number of cycles taken between accessing startCount variable to endCount variable

#### External Connections

None

## 4.90 ERAD Profile Function

This example uses BUSCOMP1, BUSCOMP2 and COUNTER1 of the ERAD module to profile a function (delayFunction). It calculates the CPU cycles taken between the start address of the function to the end address of the function

Two dummy variable are written to inside the function - startCount and endCount. BUSCOMP3, BUSCOMP4 and COUNTER2 are used to profile the time taken between the access to startCount variable till the access to endCount variable.

Both the counters are setup to operate in START-STOP mode and count the number of CPU cycles spend between the respective bus comparator events.

#### **Watch Variables**

- cycles\_Function - the maximum number of cycles between the start of function to the end of function
- cycles\_Data - the maximum number of cycles taken between accessing startCount variable to endCount variable

#### **External Connections**

None

## **4.91 ERAD HWBP Monitor Program Counter**

In this example, the function delayFunction is called multiple times. The function does read and writes to the global variables startCount and endCount.

The BUSCOMP1 and COUNTER1 is used to count the number of times the function delayFunction was invoked. BUSCOMP2 is used to generate an interrupt when there is read access to the start-Count variable and BUSCOMP3 is used to generate an interrupt when there is a write access to the endCount variable

#### **Watch Variables**

- funcCount - number of times the function delayFunction was invoked
- isrCount - number of times the ISR was invoked

#### **External Connections**

- None

## **4.92 ERAD HWBP Monitor Program Counter**

In this example, the function delayFunction is called multiple times. The function does read and writes to the global variables startCount and endCount.

The BUSCOMP1 and COUNTER1 is used to count the number of times the function delayFunction was invoked. BUSCOMP2 is used to generate an interrupt when there is read access to the start-Count variable and BUSCOMP3 is used to generate an interrupt when there is a write access to the endCount variable

#### **Watch Variables**

- funcCount - number of times the function delayFunction was invoked
- isrCount - number of times the ISR was invoked

**External Connections**

- None

## 4.93 ERAD HWBP Stack Overflow Detection

This example uses BUSCOMP1 to monitor the stack. The Bus comparator is set to monitor the data write access bus and generate an RTOS interrupt CPU when a write is detected to end of the STACK within a threshold.

**Watch Variables**

- functionCallCount - the number of times the recursive function overflowing the STACK is called.
- x indicates that the ISR has been entered

**External Connections**

None

## 4.94 ERAD HWBP Stack Overflow Detection

This example uses BUSCOMP1 to monitor the stack. The Bus comparator is set to monitor the data write access bus and generate an RTOS interrupt CPU when a write is detected to end of the STACK within a threshold.

**Watch Variables**

- functionCallCount - the number of times the recursive function overflowing the STACK is called.
- x indicates that the ISR has been entered

**External Connections**

None

## 4.95 ERAD Profiling Interrupts

This example shows how an ISR can be profiled by ERAD. The CPU timer generates interrupts periodically. We set up the counters to count the CPU cycles elapsed while executing the ISR, to count the number of interrupts, the number of ISR executions and the CPU cycles elapsed between the interrupt and the execution of the ISR.

This example uses 2 bus comparators and 4 counters:

- BUSCOMP\_1 : PC = start address of cpuTimer1ISR
- BUSCOMP\_2 : PC = address of cpuTimer1IntCount variable access. This specifies the end address of the code of interest.

- COUNTER\_1 : Used to count the cpuTimer1ISR execution cycles. Configured in start-stop mode with start event as BUSCOMP\_1 and stop event as BUSCOMP\_2
- COUNTER\_2 : Used to count the number of times the system event TIMER1\_TINT1 has occurred. Configured in rising-edge count mode with counting input as system event TIMER1\_TINT1
- COUNTER\_3 : Used to count the number of times cputimer2ISR executes. Configured in rising-edge count mode with counting input as BUSCOMP\_1
- COUNTER\_4 : Used to count the latency from the system event TIMER1\_TINT1 to cpuTimer1ISR entry. Configured in start-stop mode with start event as TIMER1\_TINT1 and stop event as BUSCOMP\_1

We configure the COUNTER1 to generate an interrupt once it reaches a threshold value.

#### External Connections

- None

#### Profiling Output

- Current ISR cycle count (COUNTER\_1)
- Interrupt occurrence count (COUNTER\_2)
- ISR execution count (COUNTER\_3)
- ISR entry delay cycle count (maximum value of COUNTER\_4)
- x - To show that the ISR executed

## 4.96 ERAD Profiling Interrupts

This example shows how an ISR can be profiled by ERAD. The CPU timer generates interrupts periodically. We set up the counters to count the CPU cycles elapsed while executing the ISR, to count the number of interrupts, the number of ISR executions and the CPU cycles elapsed between the interrupt and the execution of the ISR.

This example uses 2 bus comparators and 4 counters:

- BUSCOMP\_1 : PC = start address of cpuTimer1ISR
- BUSCOMP\_2 : PC = address of cpuTimer1IntCount variable access. This specifies the end address of the code of interest.
- COUNTER\_1 : Used to count the cpuTimer1ISR execution cycles. Configured in start-stop mode with start event as BUSCOMP\_1 and stop event as BUSCOMP\_2
- COUNTER\_2 : Used to count the number of times the system event TIMER1\_TINT1 has occurred. Configured in rising-edge count mode with counting input as system event TIMER1\_TINT1
- COUNTER\_3 : Used to count the number of times cputimer2ISR executes. Configured in rising-edge count mode with counting input as BUSCOMP\_1
- COUNTER\_4 : Used to count the latency from the system event TIMER1\_TINT1 to cpuTimer1ISR entry. Configured in start-stop mode with start event as TIMER1\_TINT1 and stop event as BUSCOMP\_1



We configure the COUNTER1 to generate an interrupt once it reaches a threshold value.

#### External Connections

- None

#### Profiling Output

- Current ISR cycle count (COUNTER\_1)
- Interrupt occurrence count (COUNTER\_2)
- ISR execution count (COUNTER\_3)
- ISR entry delay cycle count (maximum value of COUNTER\_4)
- x - To show that the ISR executed

FILE: erad\_ex5\_restricted\_write\_detect.c

TITLE: erad\_ex5\_restrictedwrite\_detect

## 4.97 ERAD MEMORY ACCESS RESTRICT

This example uses BUSCOMP1 to monitor the Data Write Address Bus. It monitors the bus and generates an RTOS interrupt if a certain region of memory is accessed by the PC. The user may disable the Bus Comparator to access that region.

Use the COM port (Baud=9600) to try to write to the restricted area.

#### Watch Variables

- x : stores the number of times the region of memory is accessed

#### External Connections

- None

#####

FILE: erad\_ex6\_interrupt\_order.c

TITLE: ERAD INTERRUPT ORDER

## 4.98 ERAD INTERRUPT ORDER

This example uses a COUNTER to monitor the sequence of ISRs executed. An interrupt is generated if the ISRs executed are not in the expected order. The expected order is CPUTimer0 ,then CPUTimer1 and then CPUTimer2

The counter is configured in Start-Stop Mode to count the number of times CPUTimer2 interrupt occurs between the CPUTimer0 interrupt and CPUTimer1 ISRs. Ideally, this count should be zero if the interrupts are occurring in the expected order. we configure a threshold value of 1 to generate an RTOS interrupt. This indicates that the CPUTimer2 interrupt has come out of order.

For demonstration purposes, this example disables CPUTimer1 to simulate this error.

**Watch Variables**

- cpuTimer0IntCount: Number of executions of ISR0
- cpuTimer1IntCount: Number of executions of ISR1
- cpuTimer2IntCount: Number of executions of ISR2

**External Connections**

- None

## 4.99 ERAD AND CLB

This example uses 4 BUS COMPARATORS of ERAD along with the CLB. One bus comparator monitors a write to x, another one monitors a write to y. The other two monitor a write of 0x1 and 0x0. By using the LUTs in the CLB1 tile, we can monitor a write of 0x1 to x or 0x0 to x. These are used to change the state of FSM2 in the CLB1 tile. If y is accessed before writing a 0x1 to x, an interrupt is generated and y is changed to 0x0 again. The LED2 indicates when access to y is allowed(it is off at this point) The LED1 indicates if an invalid access is attempted. A COUNTER in ERAD is used to count the number of access attempts to y.

**Watch Variables**

- y
- x
- a - counts the number of access attempts to y

**External Connections**

None

## 4.100 ERAD PWM PROTECTION

This example uses a BUS COMPARATOR and the CLB to detect the event when the delay between the interrupt and the ISR execution is longer than expected. The PWM output is also tripped in this case.

**Watch Variables**

- adcAResults stores the results of the conversions from the ADC

**External Connections**

- Monitor the PWM output (GPIO0)

## 4.101 ERAD - External GPIO triggering NMI

In this example, a GPIO is triggered externally. The ERAD Counter module is used to count the number of rising edges on the GPIO and an NMI is triggered on reaching the set reference count value.

### Watch Variables

- nmiCount - number of times the NMI is serviced.

### External Connections

- GPIO0 - trigger source

## 4.102 ERAD Profiling Interrupts

This example configures CPU Timer0, 1, and 2 to be profiled using the ERAD module. Included is a JavaScript file, `profile_interrupts.js`, which is used with the scripting console to program ERAD registers and view profiling data.

To properly use the provided ERAD script, the following variables must be set in the scripting environment prior to launching the ERAD script:

- `var PROJ_NAME = "erad_debugger_ex1_profileinterrupts"`
- `var PROJ_WKSPC_LOC = "<proj_workspace_path>"`
- `var PROJ_CONFIG = "<name of active configuration [CPU1_FLASH|CPU1_RAM]>"`

To run the ERAD script, use the following command in the scripting console:

- `loadJSFile("<proj_workspace_path>\\erad_debugger_ex1_profileinterrupts\\erad_ex1_profile_interrupts.js");`

The included JavaScript file, `erad_ex1_profile_interrupts.js`, uses Debug Server Scripting (DSS) features. For information on using the DSS, please visit: [http://software-dl.ti.com/ccs/esd/documents/users\\_guide/sdto\\_dss\\_handbook.html](http://software-dl.ti.com/ccs/esd/documents/users_guide/sdto_dss_handbook.html)

Note that the script must be run after loading and running the .out on the C28x core. Only CPU timer 2 ISR is profiled in this example.

This example uses 2 HW breakpoints and 4 counters:

- HWBP\_1 : PC = start address of `cpuTimer2ISR`
- HWBP\_2 : PC = end address of `cpuTimer2ISR`
- CTM\_1 : Used to count the `cpuTimer2ISR` execution cycles. Configured in start-stop mode with start event as HWBP\_1 and stop event as HWBP\_2
- CTM\_2 : Used to count the number of times the system event `TIMER2_TINT2` has occurred. Configured in rising-edge count mode with counting input as system event `TIMER2_TINT2 (INP_SEL[25])`
- CTM\_3 : Used to count the number of times `cputimer2ISR` executes. Configured in rising-edge count mode with counting input as HWBP\_1 (`INP_SEL[0]`)

- CTM\_4 : Used to count the latency from the system event TIMER2\_TINT2 to cpuTimer2ISR entry. Configured in start-stop mode with start event as TIMER2\_TINT2 and stop event as HWBP\_1

#### External Connections

- None

#### Watch Variables

- cpuTimer0IntCount
- cpuTimer1IntCount
- cpuTimer2IntCount

#### Profiling Script Output

- Current ISR cycle count (CTM\_1)
- Max ISR cycle count (maximum value of CTM\_1)
- Interrupt occurrence count (CTM\_2)
- ISR execution count (CTM\_3)
- ISR entry delay cycle count (maximum value of CTM\_4)

Note that the large difference between Interrupt occurrence count (CTM\_2) and ISR execution count (CTM\_3) is because the ISR takes more number of cycles than the actual interrupt period. ISR entry delay cycle count will also be higher due to the same reason.

## 4.103 ERAD Profile Function

This example contains a basic FIR calculation and sorting algorithm to help demonstrate the function profiling capability of the ERAD peripheral. A number of FIR sums are calculated within a loop and are then sorted using the insertion sort algorithm. Cycle counts of both the FIR calculations and the sorting algorithm are output to the screen through the scripting console. In this example, it can be seen that sorting the data takes up a majority of the CPU cycles executed in this program.

To properly use the provided ERAD script, the following variables must be set in the scripting environment prior to launching the ERAD script:

- var PROJ\_NAME = "erad\_debugger\_ex2\_profilefunction"
- var PROJ\_WKSPC\_LOC = "<proj\_workspace\_path>"
- var PROJ\_CONFIG = "<name of active configuration [CPU1\_FLASH|CPU1\_RAM]>"

To run the ERAD script, use the following command in the scripting console:

- loadJSFile("<proj\_workspace\_path>\\erad\_debugger\_ex2\_profilefunction\\erad\_ex2\_profile\_function.js", 0);

Note that the script must be run after loading and running the .out on the C28x core.

The included JavaScript file, `erad_ex2_profile_function.js`, uses Debug Server Scripting (DSS) features. For information on using the DSS, please visit: [http://software-dl.ti.com/ccs/esd/documents/users\\_guide/sdto\\_dss\\_handbook.html](http://software-dl.ti.com/ccs/esd/documents/users_guide/sdto_dss_handbook.html)

This example uses 4 HW breakpoints and 2 counters:

- HWBP\_1 : PC = start address of `performFIR`
- HWBP\_2 : PC = end address of `performFIR`
- HWBP\_3 : PC = start address of `sortMax`
- HWBP\_4 : PC = end address of `sortMax`
- CTM\_1 : Used to count the `performFIR` execution cycles. Configured in start-stop mode with start event as HWBP\_1 and stop event as HWBP\_2
- CTM\_2 : Used to count the `sortMax` execution cycles. Configured in start-stop mode with start event as HWBP\_3 and stop event as HWBP\_4

### External Connections

- None.

### Watch Variables

- `FIR_iterationCounter` - A counter for the number of times FIR calculation and sorting was performed

### Profiling Script Output

- Current FIR cycle count (`CTM_1`)
- Max FIR cycle count (maximum value of `CTM_1`)
- Current sorting function cycle count (`CTM_2`)
- Max sorting function cycle count (maximum value of `CTM_2`)

Note that the the counters are reset after the stop event. The counter value remains 0 till the next start event occurs. The javascript continuously reads the counter value in a `while(1)` and hence the current counter may return 0.

## 4.104 ERAD Stack Overflow

This example shows the basic setup of CAN in order to transmit and receive messages on the CAN bus. The CAN peripheral is configured to transmit messages with a specific CAN ID. A message is then transmitted once per second, using a simple delay loop for timing. The message that is sent is a 2 byte message that contains an incrementing pattern.

This example sets up the CAN controller in External Loopback test mode. Data transmitted is visible on the CANTXA pin and is received internally back to the CAN Core.

A buffer is created to store message history up to 50 messages for the duration of the program. A logic error is intentionally made to allow the buffer to overflow, eventually causing a stack overflow. The included JavaScript file, `stack_overflow.js`, programs ERAD registers in order to detect the stack overflow and halt the CPU once the illegal write is made. The illegal write is made after 507 messages are received.

To properly use the provided ERAD script, the following variables must be set in the scripting environment prior to launching the ERAD script:

- `var PROJ_NAME = "erad_debugger_ex3_stackoverflow"`
- `var PROJ_WKSPC_LOC = <proj_workspace_path>`

To run the ERAD script, use the following command in the scripting console:

- `loadJSFile("<proj_workspace_path>\\erad_debugger_ex3_stackoverflow\\erad_ex3_stack_overflow.js", 0);`

Note that the script must be run after loading and running the .out on the C28x core.

The included JavaScript file, `erad_ex3_stack_overflow.js`, uses Debug Server Scripting (DSS) features. For information on using the DSS, please visit: [http://software-dl.ti.com/ccs/esd/documents/users\\_guide/sdto\\_dss\\_handbook.html](http://software-dl.ti.com/ccs/esd/documents/users_guide/sdto_dss_handbook.html)

This example uses 1 HW watchpoint :

- `HWBP_1` : Data Write Address Bus = Stack end address + 1

#### External Connections

- None.

#### Watch Variables

- `msgCount` - A counter for the number of successful messages received
- `txMsgData` - An array with the data being sent
- `rxMsgData` - An array with the data that was received
- `msgHistoryBuff` - An array meant to store the last 50 messages received

#### Profiling Script Output

- "STACK OVERFLOW detected. Halting CPU." will be printed in the scripting console when a stack overflow occurs (that is, when the watchpoint is hit)

## 4.105 Flash ECC Test Mode

This example demonstrates ECC Test mode.

## 4.106 Boot Source Code

Functions:

`void copyData(void) uint32_t getLongData(void) void readReservedFn(void)`

## 4.107 Erase Source Code

Functions:

## 4.108 Live DFU Command Functionality

For the BANK0 build configuration, the following steps are taken when the kernel receives the Live DFU command: 1. Read an SCI Boot hex formatted file until information related to each block of data remains 2. Read and store the revision values of bank 0 from flash (B0\_REV\_ADD: 0x82006) 3. Erase sectors 2-15 of bank 0 4. Write 64 bits of 'START' value to 0x82000 (B0\_START\_ADD) to indicate that erasing is done and programming/verifying is about to start 5. Program and verify bank 1 by receiving the SCI boot hex formatted file one block of data at a time, writing each byte to flash, and verifying each byte (the data should not be linked to an address that is less than 0x82008 (B0\_RESERVED)) 6. Decrement the revision value of bank 1 7. Write the 'KEY' value to 0x82004 (B0\_KEY\_ADD) and the revision value of bank 1 to 0x80006 (B0\_REV\_ADD) 8. Configure the watchdog for a reset and enable the watchdog in order for a reset to occur

Bank selection logic (bankSelect) is the entry point for the BANK0 build configurations; it is also the first thing to run after a reset occurs. Bank selection logic branches to the most recently programmed bank or to the kernel setup when no banks have been programmed using the Live DFU command. When no banks have been programmed using the Live DFU command, a program must be loaded to bank 1 by using the Live DFU command.

Bank selection logic is located at 0x80000; therefore the device must be configured to boot to flash at 0x80000 for correct functionality.

When running BANK0 configurations, a breakpoint may need to be placed at the beginning of bankSelect if CCS debug tools are needed. The breakpoint may be removed afterwards to prevent the program from stopping after each update.

## 4.109 SCI Boot Mode Routines

Functions:

```
uint32_t sciBoot(void) void sciaInit(void) uint32_t sciaGetWordData(void)
```

## 4.110 Flash Programming Solution using SCI

In this example, we set up a UART connection with a host using SCI, receive commands for CPU1 to perform which then sends ACK, NAK, and status packets back to the host after receiving and completing the tasks. This kernel has the ability to program, verify, unlock, reset, and run an application. Each command either expects no data from the command packet or specific data relative to the command.

In this example, we set up a UART connection with a host using SCI, receive an application for CPU01 in -sci8 ascii format to run on the device and program it into Flash.

Functions:

```
uint32_t sciBoot(void) void scialnit(void) uint32_t sciaGetWordData(void)
```

## 4.111 Verify Source Code

```
#####
```

## 4.112 Flash Programming with AutoECC, DataAndECC, DataOnly and EccOnly

This example demonstrates how to program Flash using API's following options 1. AutoEcc generation 2. DataOnly and EccOnly 3. DataAndECC

### External Connections

- None.

### Watch Variables

- None.

## 4.113 Live Firmware Update Example

This example demonstrates how to perform a live firmware update with use of the Live Device Firmware Update (Live DFU or LDFU) command; it is to be used with the Serial Flash Programmer as well as the SCI Flash Kernel.

In the example, an SCI autobaud lock is performed and the byte used for autobaud lock is echoed back. Two interrupts are initialized and enabled: SCI Rx FIFO interrupt and CPU Timer 0 interrupt. The CPU Timer 0 interrupt occurs every 1 second; the interrupt service routine (ISR) for CPU Timer 0 toggles an LED based on the build configuration that is running. LED1 is toggled for the BANK0\_FLASH build configuration and LED2 is toggled for the BANK1\_FLASH and configuration. The SCI Rx FIFO interrupt is set for a FIFO interrupt level of 10 bytes. The number of bytes in a packet from the Serial Flash Programmer (when using the LDFU command) is 10. When a command is sent to the device from the Serial Flash Programmer, the SCI Rx FIFO ISR receives a command from the 10 byte packet in the FIFO. If the command matches the Live Device Firmware Update (Live DFU) command, then the code branches to the Live DFU function located inside of the SCI Flash Kernel for the corresponding bank.

The project contains the following build configuration:

- **BANK0\_FLASH**: Links the program sections to the appropriate locations in Bank 0 of flash and uses the Flash API library that links the Flash API functions to flash. The 'codestart' section is linked to the alternative flash entry point for Bank 0 (0x8EFF0) and the rest of the sections are linked to 0x082008 or above. Bank 0 configurations of the flash kernel reserve sector 0, sector 1, and the first 128 bits of sector 2 of Bank 0; therefore, sections must be linked to 0x082008 or higher. After building the configuration, the C2000 Hex Utility will output the program in



the appropriate SCI boot hex format for the flash kernel and serial flash programmer in a file named 'flashapi\_ex2\_liveFirmwareUpdateBANK0FLASH.txt'.

To use the example, make sure line 867 is commented in the Serial Flash Programmer project in order to be able to load the kernel through CCS. Configure the device to boot to flash at 0x80000 and follow the steps below:

1. Place the output files of the C2000 Hex Utility tool for the build configurations to be used (one for each bank) in the 'hex' directory of the Serial Flash Programmer project.
2. Load LDFU build configurations of the SCI Flash Kernel (one for each bank) to flash through CCS. If a debug session is launched in order to load a build configuration of the flash kernel to flash, go to Tools -> On-Chip Flash -> Erase Settings in order to ensure that 'Necessary Sectors Only (for Program Load)' is selected. This allows only the sectors where the flash kernel is linked to be erased when it is loaded. If 'Entire Flash' was selected, ensure that both build configurations are in flash.
3. Run the bank 0 build configuration of the flash kernel in CCS, ensuring that the bank 1 build configuration is not erased.
4. In the Serial Flash Programmer project, make sure the command arguments of the debug properties (Debug -> serial\_flash\_programmer Properties -> Debugging -> Command Arguments) contains the path to the hex formatted file of the bank 1 configuration of this example. Refer to the 'README.txt' file in the Serial Flash Programmer project to understand the command arguments of the debug properties. Verify that the correct COM port is selected.
5. Run the Serial Flash Programmer project. A menu should appear inside a terminal.
6. In the terminal, enter '8' to send the Live DFLU command. The bank 1 build configuration of the example will start loading to the device and each byte that is sent will show in the terminal. Keep the terminal open until the file is done being loaded to the device, indicated by an "Application load successful!" message. Once the program is done loading, the bank 1 build configuration of the example will be running on the device.
7. Exit the terminal and edit the command line arguments of the Serial Flash Programmer's debug properties so that it contains the path to the hex formatted file for the bank 0 build configuration of this example.
8. Run the Serial Flash Programmer again in order to perform an autobaud lock and view the menu in the terminal. LED2 should be blinking to indicate that code is running on bank 1.
8. Enter '8' in the terminal to send the Live DFLU command to the device. The bank 0 build configuration of the example will start loading to the device. Again, each byte that is sent will be shown in the terminal; the end of the loading is marked by an "Application load successful!" message. When the program is done loading, the bank 0 build configuration of this example should be running on the device.
9. Exit the terminal and edit the command arguments of Serial Flash Programmer's debug properties so that it includes the path to the hex formatted file of the bank 1 configuration of this example.
10. Run the Serial Flash Programmer to perform an autobaud lock and view the menu. LED1 should be blinking to indicate that code is running on bank 0.
11. Restart from step 6.

If BANK1\_FLASH and BANK0\_FLASH build configurations are used for the example, then the corresponding build configurations of the flash kernel must be loaded to flash: BANK1\_LDFU and BANK0\_LDFU respectively.

### External Connections

- Connect GPIO28 (SCI Rx) and GPIO29 (SCI Tx) to a COM port of the computer running the Serial Flash Programmer project

### Watch Variables

- None

## 4.114 FSI daisy chain topology, lead device example

`fsi_ex16_daisy_handshake_lead` is for the lead device in the daisy-chain loop, `fsi_ex16_daisy_handshake_node` for the other N-1 devices (N>=2).

In the code, there are different settings provided: `[define FSI_DMA_ENABLE 0]` represents FSI communication using CPU control. `[define FSI_DMA_ENABLE 1]` represents FSI communication using DMA control, enabling FSIRX to trigger a DMA event and move the RX FSI data to the TX FSI buffer

In a real scenario two separate devices may power up in arbitrary order and there is a need to establish a clean communication link which ensures that receiver side is flushed to properly interpret the start of a new valid frame.

The node devices in the daisy chain topology respond to the handshake sequence and forwards the information to the next device in the chain.

After above synchronization steps, FSI Rx can be configured as per use case i.e. `nWords`, lane width, enabling events, etc and start the infinite transfers. More details on establishing the communication link can be found in the device TRM.

User can edit some of configuration parameters as per use case, similar to other examples.

**nWords** - Number of words per transfer may be from 1 -16 **nLanes** - Choice to select single or double lane for frame transfers **txUserData** - User data to be sent with Data frame **txDataFrameTag** - Frame tag used for Data transfers **txPingFrameTag** - Frame tag used for Ping transfers **txPingTimeRefCntr** - Tx Ping timer reference counter **rxWdTimeoutRefCntr** - Rx Watchdog timeout reference counter

### External Connections

For the FSI daisy-chain topology external connections are required to be made between the devices in the chain. Each devices FSI TX pins need to be connected to the FSI RX pins of the next device in the chain (or ring). See below for external connections to include and GPIOs used:

External Connections Required:

- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0
- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

### Watch Variables

- **dataFrameCntr** Number of Data frames received back
- **error** Non zero for transmit/receive data mismatch

## 4.115 FSI daisy chain topology, node device example

`fsi_ex16_daisy_handshake_lead` is for the lead device in the daisy-chain loop, `fsi_ex16_daisy_handshake_node` for the other N-1 devices (N>=2).

In the code, there are different settings provided: `[define FSI_DMA_ENABLE 0]` represents FSI communication using CPU control. `[define FSI_DMA_ENABLE 1]` represents FSI communication using DMA control, enabling FSIRX to trigger a DMA event and move the RX FSI data to the TX FSI buffer

In a real scenario two separate devices may power up in arbitrary order and there is a need to establish a clean communication link which ensures that receiver side is flushed to properly interpret the start of a new valid frame.

The node devices in the daisy chain topology respond to the handshake sequence and forwards the information to the next device in the chain.

After above synchronization steps, FSI Rx can be configured as per use case i.e. `nWords`, lane width, enabling events, etc and start the infinite transfers. More details on establishing the communication link can be found in the device TRM.

User can edit some of configuration parameters as per use case, similar to other examples.

**nWords** - Number of words per transfer may be from 1 -16 **nLanes** - Choice to select single or double lane for frame transfers **txUserData** - User data to be sent with Data frame **txDataFrameTag** - Frame tag used for Data transfers **txPingFrameTag** - Frame tag used for Ping transfers **txPingTimeRefCntr** - Tx Ping timer reference counter **rxWdTimeoutRefCntr** - Rx Watchdog timeout reference counter

### External Connections

For the FSI daisy-chain topology external connections are required to be made between the devices in the chain. Each devices FSI TX pins need to be connected to the FSI RX pins of the next device in the chain (or ring). See below for external connections to include and GPIOs used:

External Connections Required:

- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0
- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

### Watch Variables

- **dataFrameCntr** Number of Data frames received back
- **error** Non zero for transmit/receive data mismatch

## 4.116 FSI Loopback:CPU Control

Example sets up infinite data frame transfers where trigger happens through **CPU**. Automatic(Hw triggered) Ping frame transmission is also setup along with data.

User can edit some of configuration parameters as per usecase. These are as below. Default values can be referred in code where these globals are defined

- **nWords** - Number of words per transfer may be from 1 -16
- **nLanes** - Choice to select single or double lane for frame transfers
- **fsiClock** - FSI Clock used for transfers
- **txUserData** - User data to be sent with Data frame
- **txDataFrameTag** - Frame tag used for Data transfers
- **txPingFrameTag** - Frame tag used for Ping transfers
- **txPingTimeRefCntr** - Tx Ping timer reference counter
- **rxWdTimeoutRefCntr** - Rx Watchdog timeout reference counter

For any errors during transfers i.e. **error** events such as Frame Overrun, Underrun, Watchdog timeout and CRC/EOF/TYPE errors, execution will stop immediately and status variables can be looked into for more details. Execution will also stop for any mismatch between received data and sent ones and also if transfers takes unusually long time(detected through software counters - txTimeOutCntr and rxTimeOutCntr)

### External Connections

For FSI internal loopback (EXTERNAL\_FSI\_ENABLE == 0), no external connections needed

For FSI external loopback (EXTERNAL\_FSI\_ENABLE == 1), external connections are required. The FSI TX pins should be connected to the FSI RX pins of the same device. See below for external connections to include and GPIOs used:

External Connections Required between FSI TX and RX of the same device:

- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0
- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

### Watch Variables

- **dataFrameCntr** Number of Data frame transfered
- **error** Non zero for transmit/receive data mismatch

## 4.117 FSI DMA frame transfers:DMA Control

Example sets up infinite data frame transfers where DMA trigger happens once through CPU and then DMA takes control to transfer data iteratively. This example demonstrates the FSI feature about triggering DMA events which in turn can copy data and trigger next transfer.

Two DMA channels are setup for FSI Tx operation and two for Rx. Four areas in GSx memories are also setup as source and sink for data and tag values of frame under transmission.

Automatic(Hw triggered) Ping frame transmission is also setup along with data.

If there are any comparison failures during transfers or any error event occurs, execution will stop.

User Configurations: If "Software Frame Size" is modified in FSI TX or FSI RX Sysconfig, change: DMA CH0 "Destination Wrap Size" DMA CH0 "Burst Size" DMA CH2 "Source Wrap Size" DMA CH2 "Burst Size" FSI TX/RX "Software Frame Size"

### Note:

: This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

### External Connections

For FSI internal loopback (default setting), no external connections needed

For FSI external loopback (disable "Loopback Mode" in FSI RX Sysconfig), external connections are required. Refer to SysConfig for external connections (GPIO pin numbers) specific to each device.

### Watch Variables

- **countDMAtransfers** Number of Data frame transferred
- **error** Non zero for transmit/receive data mismatch

## 4.118 FSI data transfer by external trigger

FSI frame transfer can be triggered by external sources. It can connect up to 32 trigger sources but as of now, only 16 ePWMx-SOCy(x-1:8, y-A:B) are supported. FSI supports external trigger for both PING and DATA frame transfers and in this example we demonstrate how to setup infinite DATA transfers using selectable ePWM-SOC as a trigger source. The TB counter for ePWM operation is in up/down count mode for this example.

Automatic(Hw triggered) Ping frame transmission is also setup along with data.

If there are any comparison failures during transfers or any of error event occurs, execution will stop.

### External Connections

For FSI internal loopback (EXTERNAL\_FSI\_ENABLE == 0), no external connections needed

For FSI external loopback (EXTERNAL\_FSI\_ENABLE == 1), external connections are required. The FSI TX pins should be connected to the respective FSI RX pins of the same device. See below for external connections to include and GPIOs used:

External Connections Required between FSI TX and RX of the same device:

- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0
- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

#### Watch Variables

- **dataFrameCntr** Number of Data frame transfered
- **error** Non zero for transmit/receive data mismatch

## 4.119 FSI data transfers upon CPU Timer event

Example sets up infinite data frame transfers where trigger comes from ISR handling the periodic CPU Timer event. Automatic(Hw triggered) Ping frame transmission is also setup along with data.

CPU Timer0 is chosen for setting up periodic timer events. User can choose any other Timer-1/Timer-2 as well.

Automatic(Hw triggered) Ping frame transmission is also setup along with data.

If there are any comparison failures during transfers or any of error event occurs, execution will stop.

#### External Connections

For FSI internal loopback (EXTERNAL\_FSI\_ENABLE == 0), no external connections needed

For FSI external loopback (EXTERNAL\_FSI\_ENABLE == 1), external connections are required. The FSI TX pins should be connected to the respective FSI RX pins of the same device. See below for external connections to include and GPIOs used:

External Connections Required between FSI TX and RX of the same device:

- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0

- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

**Watch Variables**

- **dataFrameCntr** Number of Data frame transfered
- **error** Non zero for transmit/receive data mismatch

## 4.120 FSI and SPI communication(fsi\_ex6\_spi\_main\_tx)

FSI supports SPI compatibility mode to talk to the devices not having FSI but SPI module. Example sets up infinite data frame transfers where FSI acts like main Tx and SPI as remote Rx. API to decode FSI frame received at SPI end is implemented and checks are made to ensure received details(frame tag/type, userdata, data) match with transfered frame.

If there are any comparison failures during transfers or any of error event occurs, execution will stop.

**External Connections**

For FSI <-> SPI communication, make below connections in GPIO settings

- GPIO\_27 -> GPIO\_3 :: To connect FSITX\_CLK with SPICLK\_A
- GPIO\_26 -> GPIO\_2 :: To connect FSITX\_TX0 with SPIPICO\_A
- GPIO\_25 -> GPIO\_0 :: To connect FSITX\_TX1 with SPIPT\_EA

**Watch Variables**

- **dataFrameCntr** Number of Data frame transfered
- **error** Non zero for transmit/receive data mismatch

## 4.121 FSI and SPI communication(fsi\_ex7\_spi\_remote\_rx)

FSI supports SPI compatibility mode to talk to the devices not having FSI but SPI module. Example sets up infinite data frame transfers where FSI acts like remote Rx and SPI as main Rx. API to build the FSI frame at SPI end before transfer is implemented in SW and checks are made to ensure received details(frame tag/type, userdata, data) on FSI Rx match with transferred data.

If there are any comparison failures during transfers or any of error event occurs, execution will stop.

**External Connections**

For FSI(Rx) <-> SPI(Tx) communication, make connections in GPIO settings

There is no requirement for a chip select signal to be used when connected to the FSIRX. This is because the FSIRX will respond to any incoming clock edge.

- GPIO\_13 -> GPIO\_3 :: To connect FSIRXCLK with SPICLK\_A
- GPIO\_12 -> GPIO\_2 :: To connect FSIRX0 with SPIPICOA

#### Watch Variables

- **dataFrameCnt** Number of Data frame transferred
- **error** Non zero for transmit/receive data mismatch

## 4.122 FSI P2Point Connection:Rx Side

Example sets up FSI receiving device in a point to point connection to the FSI transmitting device. Example code to set up FSI transmit device is implemented in a separate file.

In a real scenario two separate devices may power up in arbitrary order and there is a need to establish a clean communication link which ensures that receiver side is flushed to properly interpret the start of a new valid frame.

There is no true concept of a main or a remote node in the FSI protocol, but to simplify the data flow and connection we can consider transmitting device as main and receiving side as remote. Transmitting side will be driver of initialization sequence.

Handshake mechanism which must take place before actual data transmission can be usecase specific; points described below can be taken as an example on how to implement the handshake from receiving side -

- Setup the receiver interrupts to detect PING type frame reception
- Begin the first PING loop + Wait for receiver interrupt + If the FSI Rx has received a PING frame with **FSI\_FRAME\_TAG0**, come out of loop. Otherwise iterate the loop again.
- Begin the second PING loop + Send the Flush sequence + Send the PING frame with tag + Wait for receiver interrupt + If the FSI Rx has received a PING frame with **FSI\_FRAME\_TAG1**, come out of loop. Otherwise iterate the loop again.
  - Now, the receiver side has received the acknowledged PING frame(tag1), so it is ready for normal operation further.

After above synchronization steps, FSI Rx can be configured as per usecase i.e. nWords, lane width, enabling events etc and start the infinite transfers. More details on establishing the communication link can be found in device TRM.

User can edit some of configuration parameters as per usecase, similar to other examples.

**nWords** - Number of words per transfer may be from 1 -16 **nLanes** - Choice to select single or double lane for frame transfers **fsiClock** - FSI Clock used for transfers **txUserData** - User data to be sent with Data frame **txDataFrameTag** - Frame tag used for Data transfers **txPingFrameTag** - Frame tag used for Ping transfers **txPingTimeRefCnt** - Tx Ping timer reference counter **rxWdTimeoutRefCnt** - Rx Watchdog timeout reference counter

#### External Connections

For FSI external P2P connection, external connections are required to be made between two devices. Device 1's FSI TX and RX pins need to be connected to device 2's FSI RX and TX pins respectively. See below for external connections to make and GPIOs used:

External connections required between independent RX and TX devices:



- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0
- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

#### Watch Variables

- **dataFrameCntr** Number of Data frame received
- **error** Non zero for transmit/receive data mismatch

## 4.123 FSI P2Point Connection:Tx Side

Example sets up FSI transmitting device in a point to point connection to the FSI receiving device. Example code to set up FSI receiving device is implemented in a separate file.

In a real scenario two separate devices may power up in arbitrary order and there is a need to establish a clean communication link which ensures that receiver side is flushed to properly interpret the start of a new valid frame.

There is no true concept of a main or a remote node in the FSI protocol, but to simplify the data flow and connection we can consider transmitting device as main and receiving side as remote. Transmitting side will be driver of initialization sequence.

Handshake mechanism which must take place before actual data transmission can be usecase specific; points described below can be taken as an example on how to implement the handshake from transmitting side -

- Setup the receiver interrupts to detect PING type frame reception
- Begin the PING loop + Send the Flush sequence + Send a PING frame with the frame tag **FSI\_FRAME\_TAG0** + Wait for some time(determined by application) + If the FSI Rx has received a PING frame with **FSI\_FRAME\_TAG1**, come out of loop. Otherwise iterate the loop again
  - Send a PING frame with the frame tag **FSI\_FRAME\_TAG1**

After above synchronization steps, FSI Tx can be configured as per usecase i.e. **nWords**, lane width, enabling events etc and start the infinite transfers. More details on establishing the communication link can be found in device TRM.

User can edit some of configuration parameters as per usecase, similar to other examples.

**nWords** - Number of words per transfer may be from 1 -16 **nLanes** - Choice to select single or double lane for frame transfers **fsiClock** - FSI Clock used for transfers **txUserData** - User data

to be sent with Data frame **txDataFrameTag** - Frame tag used for Data transfers **txPingFrameTag** - Frame tag used for Ping transfers **txPingTimeRefCntr** - Tx Ping timer reference counter **rxWdTimeoutRefCntr** - Rx Watchdog timeout reference counter

### External Connections

For FSI external P2P connection, external connections are required to be made between two devices. Device 1's FSI TX and RX pins need to be connected to device 2's FSI RX and TX pins respectively. See below for external connections to make and GPIOs used:

External connections required between independent RX and TX devices:

- FSIRX\_CLK to FSITX\_CLK
- FSIRX\_RX0 to FSITX\_TX0
- FSIRX\_RX1 to FSITX\_TX1

ControlCard FSI Header GPIOs:

- GPIO\_27 -> FSITX\_CLK
- GPIO\_26 -> FSITX\_TX0
- GPIO\_25 -> FSITX\_TX1
- GPIO\_13 -> FSIRX\_CLK
- GPIO\_12 -> FSIRX\_RX0
- GPIO\_11 -> FSIRX\_RX1

### Watch Variables

- **dataFrameCntr** Number of Data frame transmitted
- **error** Non zero for transmit/receive data mismatch

## 4.124 Device GPIO Setup

Configures the device GPIO into two different configurations This code is verbose to illustrate how the GPIO could be setup. In a real application, lines of code can be combined for improved code size and efficiency.

This example only sets-up the GPIO. Nothing is actually done with the pins after setup.

### In general:

- All pullup resistors are enabled. For ePWMs this may not be desired.
- Input qual for communication ports (CAN, SPI, SCI, I2C) is asynchronous
- Input qual for Trip pins (TZ) is asynchronous
- Input qual for eCAP and eQEP signals is synch to SYSCLKOUT
- Input qual for some I/O's and \_\_interrupts may have a sampling window

## 4.125 Device GPIO Toggle

Configures the device GPIO through the sysconfig file. The GPIO pin is toggled in the infinite loop. In order to migrate the project within syscfg to any device, click the switch button under the device view and select your corresponding device to migrate, saving the project will auto-migrate your project settings.

**Note:**

: This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

## 4.126 Device GPIO Interrupt

Configures the device GPIOs through the sysconfig file. One GPIO output pin, and one GPIO input pin is configured. The example then configures the GPIO input pin to be the source of an external interrupt which toggles the GPIO output pin.

## 4.127 External Interrupt (XINT)

In this example AIO pins are configured as digital inputs. Two other GPIO signals (connected externally to AIO pins) are toggled in software to trigger external interrupt through AIO224 and AIO225 (AIO224 assigned to XINT1 and AIO225 assigned to XINT2). The user is required to externally connect these signals for the program to work properly. Each interrupt is fired in sequence: XINT1 first and then XINT2.

GPIO34 will go high outside of the interrupts and low within the interrupts. This signal can be monitored on a scope.

**External Connections**

- Connect GPIO30 to AIO224. AIO224 will be assigned to XINT1
- Connect GPIO31 to AIO225. AIO225 will be assigned to XINT2
- GPIO34 can be monitored on an oscilloscope

**Watch Variables**

- xint1Count for the number of times through XINT1 interrupt
- xint2Count for the number of times through XINT2 interrupt
- loopCount for the number of times through the idle loop

## 4.128 HIC 16-bit Memory Access Example

Example sets up Host Interface Controller Module in 16-bit mode the data memory of device is accessed by the **External** Host.

This example is validated on an TI Internal Validation Platform will not run in F28002x Control Card. The example initializes the GPIOs for 16 bit Memory access mode with separate Read and Write Control Pins, Extended Wait, and nRDY pin. The example demonstrates the following sequences:

1. Sending a message to the Host using Device to Host buffer, Passing a token which triggers an interrupt at the Host.
2. Waits for the Host to clear the interrupt.
3. Then waits for a message from Host which contains the code 0x1 in buffer index 0 and index 1 contains the Base address to be configured.
4. Configures the base address for Page 0.
5. Sends a message to Host after that is configured.
6. After this step the external host can use the address 0-0xFF to access the Base address region in System memory.

#### **External Connections**

This is tested on TI Internal validation platform hence no connection needed on Control card. This has been tested with F2838x EMIF interface.

#### **Watch Variables**

None

## **4.129 HIC 8-bit Memory Access Example**

Example sets up Host Interface Controller Module in 8-bit mode the data memory of device is accessed by the External Host.

- This follows example configuration for pin constrained applications described in the Application note titled Application guide for peripheral expansion using HIC (SPRACR2). - This example is validated on an TI Internal Validation Platform will not run in F28002x Control Card. This is to be run with a corresponding Host side code `emif_ex8_8bit_asram_hic_adc` is run on F2838x based host first and then this example is run.
- The example initializes the HIC for 8 bit Memory access mode with Single Read and Write Control Pin.
- DMA is configured to do transfer of the ADC result from ADCRESULT0-15 to HIC D2H buffer.
- The example configures CPUTIMER0 to generate an event every second on which the ADC SOC0-15 start conversion.
- The timer is enabled on receiving HIC\_START\_TOKEN on the H2D Token from the host.
- The end of ADC\_SOC15 will generate a DMA event.
- The DMA ISR signals the host with HIC\_DATA\_TOKEN to signal data write.
- The Host is interrupted with HIC\_INT on ADC End of conversion event.
- The DMA Channel is stopped after HIC\_TEST\_NUM\_SAMPLES samples are collected. This example can be used as a reference to implement Communication between Host and HIC with minimal number of pins. Please refer to device TRM and application note titled 'Application guide for peripheral expansion using HIC' (SPRACR2) for further details about Host interface Controller applications.

#### **External Connections**

This is tested on TI Internal validation platform hence no connection needed on Control card. This has been tested with F2838x EMIF interface with `emif_ex8_8bit_asram_hic_adc` example. Analog channel A7 has been used as Analog Input to Sample.

#### **Watch Variables**

numDMAInterrupts

## 4.130 HIC 16-bit Memory Access FSI Example

Example sets up Host Interface Controller Module in 16-bit mode the FSI Memory region of device is accessed by the External Host. This follows example configuration for performance critical applications described in the Application note titled "Application guide for peripheral expansion using HIC"(SPRACR2).

emif\_ex7\_16bit\_asram\_hic\_fsi is to be run on the host before running this example on F28002x side.

This example is validated on an TI Internal Validation Platform will not run in F28002x Control Card 1. The example initializes the GPIOs for 16 bit HIC Memory access mode with separate Read and Write Control Pins, Extended Wait, and nRDY pin 2. Configures the base address for Region 0 to access FSI Tx Memory region 3. Sets up the FSI module in Loopback mode 4. The EVTTRIG interface of HIC is enabled to route FSI Rx events to the Host through the HIC\_INT 5. Sending a message to the Host using Device to Host buffer, Passing a token 6. This sets up the FSI direct bridge over HIC. The host can then access the FSI registers over HIC

### External Connections

This is tested on TI Internal validation platform hence no connection needed on Control card. This has been tested with F2838x EMIF interface.

### Watch Variables

None - Use the Host to access FSI region

## 4.131 HRCAP Capture and Calibration Example

This example configures an ECAP to use HRCAP functionality to capture time between edges on input GPIO2.

### External Connections

The user must provide a signal to GPIO2. XCLKOUT has been configured to an output GPIO and can be externally jumped to serve this purpose. See Sysconfig file for XCLKOUT GPIO selected.

### Watch Variables

- onTime1, onTime2
- offTime1, offTime2
- period1, period2

## 4.132 HRPWM Phase Shift Control in Up-down Counter Mode with SFO

This example modifies the MEP control registers to show rising and falling edge displacement for high-resolution phase shift with ePWM in Up-down count mode due to the HRPWM control extension of the respective ePWM module.

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example only uses 2 EPWMs. If all the EPWMs modules are being used then all the 3 HRPWMCAL modules should be calibrated. Here only one is being calibrated. For more details you can refer to the bitfield example C2000Ware. This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

#### **External Connections**

- Monitor ePWM1A and ePWM2A pins on a high resolution oscilloscope. Monitor HR phase shift between PWM1A and PWM2A within one TBCLK.

## **4.133 HRPWM Deadband Control with SFO**

This example modifies the MEP control registers to show edge displacement for high-resolution deadband control with ePWM in Up down count mode due to the HRPWM control extension of the respective ePWM module.

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example only uses 2 EPWMs. If all the EPWMs modules are being used then all the 3 HRPWMCAL modules should be calibrated. Here only one is being calibrated. For more details you can refer to the bitfield example C2000Ware. This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

#### **External Connections**

- Monitor ePWM1/2 A/B pins on an oscilloscope. Both ePWM1 and ePWM2 are in active high complementary mode but only ePWM2 has deadband hr enabled.
- Compare ePWM1A and ePWM2A to see how RED HR is applied on ePWM2A.
- Compare ePWM1B and ePWM2B to see how FED HR is applied on the original signal to see an effective RED HR (due to inversion) on the inverted signal.

## 4.134 HRPWM Duty Control with SFO

This example modifies the MEP control registers to show edge displacement for high-resolution period with ePWM in Up count mode due to the HRPWM control extension of the respective ePWM module.

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

### External Connections

- Monitor ePWM1/2/3/4 A/B pins on an oscilloscope.

## 4.135 HRPWM Slider

This example modifies the MEP control registers to show edge displacement due to HRPWM. Control blocks of the respective ePWM module channel A and B will have fine edge movement due to HRPWM logic.

Monitor ePWM1 A/B pins on an oscilloscope.

## 4.136 HRPWM Period Control

This example modifies the MEP control registers to show edge displacement for high-resolution period with ePWM in Up-Down count mode due to the HRPWM control extension of the respective ePWM module.

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

#### **External Connections**

- Monitor ePWM1/2/3/4 A/B pins on an oscilloscope.

## **4.137 HRPWM Duty Control with UPDOWN Mode**

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

#### **External Connections**

- Monitor ePWM1/2/3/4 A/B pins on an oscilloscope.

## **4.138 HRPWM Slider Test**

This example modifies the MEP control registers to show edge displacement due to HRPWM. Control blocks of the respective ePWM module channel A and B will have fine edge movement due



to HRPWM logic. Load the `hrpwm_slider.gel` file. Select the `HRPWM_eval` from the GEL menu. A FineDuty slider graphics will show up in CCS. Load the program and run. Use the Slider to and observe the EPWM edge displacement for each slider step change. This explains the MEP control on the EPwmxA channels.

Monitor ePWM1 & ePWM2 A/B pins on an oscilloscope.

## 4.139 HRPWM Duty Up Count

This example modifies the MEP control registers to show edge displacement for high-resolution period with ePWM in Up count mode due to the HRPWM control extension of the respective ePWM module.

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

To run this example:

1. Run this example at maximum SYSCLKOUT
2. Activate Real time mode
3. Run the code

### External Connections

- Monitor ePWM1/2 A/B pins on an oscilloscope.

### Watch Variables

- status - Example run status
- updateFine - Set to 1 use HRPWM capabilities and observe in fine MEP steps(default) Set to 0 to disable HRPWM capabilities and observe in coarse SYSCLKOUT cycle steps

## 4.140 HRPWM Period Up-Down Count

This example modifies the MEP control registers to show edge displacement for high-resolution period with ePWM in Up-Down count mode due to the HRPWM control extension of the respective ePWM module.

This example calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- updates MEP\_ScaleFactor dynamically when HRPWM is in use
- updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- returns 1 when complete for the specified channel
- returns 0 if not complete for the specified channel

This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

To run this example:

1. Run this example at maximum SYSCLKOUT
2. Activate Real time mode
3. Run the code

### External Connections

- Monitor ePWM1/2 A/B pins on an oscilloscope.

### Watch Variables

- updateFine - Set to 1 use HRPWM capabilities and observe in fine MEP steps(default) Set to 0 to disable HRPWM capabilities and observe in coarse SYSCLKOUT cycle steps

## 4.141 HRPWM Duty Control with AHC Deadband

This example implements High-Resolution EPWM duty control capability. The example begins with a basic Active-High Complementary (AHC) output on channels A and B of the EPWM module(s) by using the Dead Band submodule to apply rising and falling edge delays on channel A and B respectively. High-Resolution duty control is then applied on both A/B channels of the EPWM module(s). HR duty control is implemented by applying the CMPAHR (for channel A) and CMPBHR (for channel B) values to control both edges of both EPWM channel outputs with finer granularity. The duty cycle of the EPWM module(s) are updated with calculations performed in main(). This example also calls the following TI's MEP Scale Factor Optimizer (SFO) software library V8 functions:

**int SFO();**

- Updates MEP\_ScaleFactor dynamically when HRPWM is in use
- Updates HRMSTEP register (exists only in EPwm1Regs register space) with MEP\_ScaleFactor value
- Returns 2 if error: MEP\_ScaleFactor is greater than maximum value of 255 (Auto-conversion may not function properly under this condition)
- Returns 1 when complete for the specified channel
- Returns 0 if not complete for the specified channel

This example is intended to explain the HRPWM capabilities. The code can be optimized for code efficiency. Refer to TI's Digital power application examples and TI Digital Power Supply software libraries for details.

#### External Connections

- Monitor ePWM1/2/3/4 A/B pins on an oscilloscope.

## 4.142 I2C Digital Loopback with FIFO Interrupts

This program uses the internal loopback test mode of the I2C module. Both the TX and RX I2C FIFOs and their interrupts are used. The pinmux and I2C initialization is done through the sysconfig file.

A stream of data is sent and then compared to the received stream. The sent data looks like this:

```
0000 0001
0001 0002
0002 0003
....
00FE 00FF
00FF 0000
etc..
```

This pattern is repeated forever.

#### Note:

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

#### External Connections

- None

#### Watch Variables

- **sData** - Data to send
- **rData** - Received data
- **rDataPoint** - Used to keep track of the last position in the receive stream for error checking

## 4.143 I2C EEPROM

This program will write 1-14 words to EEPROM and read them back. The data written and the EEPROM address written to are contained in the message structure, `i2cMsgOut`. The data read back will be contained in the message structure `i2cMsgIn`.

### External Connections

- Connect external I2C EEPROM at address 0x50
- Connect `DEVICE_GPIO_PIN_SDAA` on to external EEPROM SDA (serial data) pin
- Connect `DEVICE_GPIO_PIN_SCLA` on to external EEPROM SCL (serial clock) pin

### Watch Variables

- **`i2cMsgOut`** - Message containing data to write to EEPROM
- **`i2cMsgIn`** - Message containing data read from EEPROM

## 4.144 I2C Digital External Loopback with FIFO Interrupts

This program uses the I2CA and I2CB modules for achieving external loopback. The I2CA TX FIFO and the I2CB RX FIFO are used along with their interrupts.

A stream of data is sent on I2CA and then compared to the received stream on I2CB. The sent data looks like this:

```
0000 0001
0001 0002
0002 0003
....
00FE 00FF
00FF 0000
etc..
```

This pattern is repeated forever.

### External Connections

- Connect `SCLA(DEVICE_GPIO_PIN_SCLA)` to `SCLB (DEVICE_GPIO_PIN_SCLB)`
- and `SDAA(DEVICE_GPIO_PIN_SDAA)` to `SDAB (DEVICE_GPIO_PIN_SDAB)`
- Connect `DEVICE_GPIO_PIN_LED1` to an LED used to depict data transfers.

### Watch Variables

- **`sData`** - Data to send
- **`rData`** - Received data
- **`rDataPoint`** - Used to keep track of the last position in the receive stream for error checking

## 4.145 I2C EEPROM

This program will shows how to perform different EEPROM write and read commands using I2C polling method EEPROM used for this example is AT24C256

### External Connections

- Connect external I2C EEPROM at address 0x50 ————— Signal | I2CA | EEPROM ————— SCL | DEVICE\_GPIO\_PIN\_SCL\_A | SCL SDA | DEVICE\_GPIO\_PIN\_SDAA | SDA Make sure to connect GND pins if EEPROM and C2000 device are in different board. —————

## 4.146 I2C controller target communication using FIFO interrupts

This program shows how to use I2CA and I2CB modules in both controller and target configuration This example uses I2C FIFO interrupts and doesn't using polling

Example1: I2CA as controller Transmitter and I2CB working target Receiver Example2: I2CA as controller Receiver and I2CB working target Transmitter Example3: I2CB as controller Transmitter and I2CA working target Receiver Example4: I2CB as controller Receiver and I2CA working target Transmitter

**External Connections** on launchpad should be made as shown below

————— Signal | I2CA | I2CB ————— SCL | DE-  
VICE\_GPIO\_PIN\_SCL\_A | DEVICE\_GPIO\_PIN\_SCLB SDA | DEVICE\_GPIO\_PIN\_SDAA |  
DEVICE\_GPIO\_PIN\_SDAB —————

**Watch Variables** in memory window

- I2CA\_TXdata
- I2CA\_RXdata
- I2CB\_TXdata
- I2CB\_RXdata stream for error checking

#####

## 4.147 I2C EEPROM

This program will shows how to perform different EEPROM write and read commands using I2C interrupts EEPROM used for this example is AT24C256

### External Connections

- Connect external I2C EEPROM at address 0x50 ————— Signal | I2CA | EEPROM ————— SCL | DEVICE\_GPIO\_PIN\_SCL\_A | SCL SDA | DE-  
VICE\_GPIO\_PIN\_SDAA | SDA Make sure to connect GND pins if EEPROM and C2000 device

are in different board. \_\_\_\_\_ Example 1: EEPROM Byte Write Example 2: EEPROM Byte Read Example 3: EEPROM word (16-bit) write Example 4: EEPROM word (16-bit) read Example 5: EEPROM Page write Example 6: EEPROM word Paged read

#### Watch Variables

- **TX\_MsgBuffer** - Message buffer which stores the data to be transmitted
- **RX\_MsgBuffer** - Message buffer which stores the data to be received

#####

## 4.148 External Interrupts (ExternalInterrupt)

This program sets up GPIO0 as XINT1 and GPIO1 as XINT2. Two other GPIO signals are used to trigger the interrupt (GPIO10 triggers XINT1 and GPIO11 triggers XINT2). The user is required to externally connect these signals for the program to work properly.

XINT1 input is synced to SYSCLKOUT.

XINT2 has a long qualification - 6 samples at 510\*SYSCLKOUT each.

GPIO16 will go high outside of the interrupts and low within the interrupts. This signal can be monitored on a scope.

Each interrupt is fired in sequence - XINT1 first and then XINT2

#### External Connections

- Connect GPIO10 to GPIO0. GPIO0 will be assigned to XINT1
- Connect GPIO11 to GPIO1. GPIO1 will be assigned to XINT2

Monitor GPIO16 with an oscilloscope. GPIO16 will be high outside of the ISRs and low within each ISR.

#### Watch Variables

- xint1Count for the number of times through XINT1 interrupt
- xint2Count for the number of times through XINT2 interrupt
- loopCount for the number of times through the idle loop

## 4.149 Multiple interrupt handling of I2C, SCI & SPI Digital Loopback

This program is used to demonstrate how to handle multiple interrupts when using multiple communication peripherals like I2C, SCI & SPI Digital Loopback all in a single example. The data transfers would be done with FIFO Interrupts.

It uses the internal loopback test mode of these modules. Both the TX and RX FIFOs and their interrupts are used. Other than boot mode pin configuration, no other hardware configuration is required.

A stream of data is sent and then compared to the received stream. The sent data looks like this for I2C and SCI:

0000 0001  
0001 0002  
0002 0003  
....  
00FE 00FF  
00FF 0000  
etc..

The sent data looks like this for SPI:

0000 0001  
0001 0002  
0002 0003  
....  
FFFE FFFF  
FFFF 0000  
etc..

This pattern is repeated forever.

### External Connections

- None

### Watch Variables

- **sDataI2cA** - Data to send through I2C
- **rDataI2cA** - Received I2C data
- **rDataPoint** - Used to keep track of the last position in the receive I2C stream for error checking
- **sDataSpiA** - Data to send through SPI
- **rDataSpiA** - Received SPI data
- **rDataPointSpiA** - Used to keep track of the last position in the receive SPI stream for error checking
- **sDataSciA** - SCI Data being sent
- **rDataSciA** - SCI Data received
- **rDataPointA** - Keep track of where we are in the SCI data stream. This is used to check the incoming data

## 4.150 CPU Timer Interrupt Software Prioritization

This examples demonstrates the software prioritization of interrupts through CPU Timer Interrupts. Software prioritization of interrupts is achieved by enabling interrupt nesting.

In this device, hardware priorities for CPU Timer 0, 1 and 2 are set as timer 0 being highest priority and timer 2 being lowest priority. This example configures CPU Timer0, 1, and 2 priority in software with timer 2 priority being highest and timer 0 being lowest in software and prints a trace for the order of execution.

For most applications, the hardware prioritizing of the interrupts is sufficient. For applications that need custom prioritizing, this example illustrates how this can be done through software. User specific priorities can be configured in `sw_prioritized_isr_level.h` header file.

To enable interrupt nesting, following sequence needs to followed in ISRs. **Step 1:** Set the global priority: Modify the IER register to allow CPU interrupts with a higher user priority to be serviced. Note: at this time IER has already been saved on the stack. **Step 2:** Set the group priority: (optional) Modify the appropriate PIEIERx register to allow group interrupts with a higher user set priority to be serviced. Do NOT clear PIEIER register bits from another group other than that being serviced by this ISR. Doing so can cause erroneous interrupts to occur. **Step 3:** Enable interrupts: There are three steps to do this: a. Clear the PIEACK bits b. Wait at least one cycle c. Clear the INTM bit. **Step 4:** Run the main part of the ISR **Step 5:** Set INTM to disable interrupts. **Step 6:** Restore PIEIERx (optional depending on step 2) **Step 7:** Return from ISR

Refer to below link on more details on Interrupt nesting in C28x devices: [C2000Ware>.html](http://www.ti.com/lit/zip/c2000ware/html)

### External Connections

- None

### Watch Variables

- `tracelSR` - shows the order in which ISRs are executed.

## 4.151 EPWM Real-Time Interrupt

This example configures the ePWM1 Timer and increments a counter each time the ISR is executed. ePWM interrupt can be configured as time critical to demonstrate real-time mode functionality and real-time interrupt capability.

The example uses 2 LEDs - LED1 is toggled in the main loop and LED2 is toggled in the EPWM Timer Interrupt. `FREE_SOFT` bits and `DBGIER.INT3` bit must be set to enable ePWM1 interrupt to be time critical and operational in real time mode after halt command

How to run the example?

- Add the watch variables as mentioned below and enable Continuous Refresh.
- Enable real-time mode (Run->Advanced->Enable Silicon Real-time Mode)
- Initially, the `DBGIER` register is set to 0 and the EPWM emulation mode is set to `EPWM_EMULATION_STOP_AFTER_NEXT_TB` (`FREE_SOFT = 0`)
- When the application is running, you will find both LEDs toggling and the watch variables `EPwm1TimerIntCount`, `EPwm1Regs.TBCTR` getting updated.



- When the application is halted, both LEDs stop toggling and the watch variables remain constant. EPWM counter is stopped on debugger halt.
- To enable EPWM counter run during debugger halt, set emulation mode as EPWM\_EMULATION\_FREE\_RUN (FREE\_SOFT = 2). You will find EPwm1Regs.TBCTR is running, but EPwm1TimerIntCount remains constant. This means, the EPWM counter is running, but the ISRs are not getting serviced.
- To enable real-time interrupts, set DBGIER.INT3 = 1 (EPWM1 interrupt is part of PIE Group 3). You will find that the EPwm1TimerIntCount is incrementing and the LED starts toggling. The EPWM ISR is getting serviced even during a debugger halt.

For more details, watch this video : [C2000 Real-Time Features](<https://training.ti.com/c2000-real-time-features>)

#### **External Connections**

- None

#### **Watch Variables**

- EPwm1TimerIntCount - EPWM1 ISR counter
- EPwm1Regs.TBCTR.TBCTR - EPWM1 Time Base counter
- EPwm1Regs.TBCTL.FREE\_SOFT - Set this to 2 to enable free run
- DBGIER.INT3 - Set to 1 to enable real time interrupt

## **4.152 F280025C LaunchPad Out of Box Demo Example**

This program is the demo program that comes pre-loaded on the F280025C LaunchPad development kit. The program starts by flashing the two user LEDs. After a few seconds the LEDs stop flashing and the device starts sampling ADCINA6 once a second. If the sample is greater than midscale the red LED on the board is lit, while if it is lower the green LED is lit. Sample data is also displayed in a serial terminal via the board's back channel UART. You may view this data by configuring a serial terminal to the correct COM port at 115200 Baud 8-N-1.

#### **External Connections**

- Connect to COM port at 115200 Baud 8-N-1 for serial data
- Connect signal to ADCINA6 to change LED based on value

#### **Watch Variables**

- None.

## **4.153 LED Blinky Example with DCSM**

This example demonstrates how to blink a LED and program the DCSM OTP.

#### **External Connections**

- None.

**Watch Variables**

- None.

## 4.154 LIN Internal Loopback with Interrupts

This example configures the LIN module in commander mode for internal loopback with interrupts. The module is setup to perform 8 data transmissions with different transmit IDs and varying transmit data. Upon reception of an ID header, an interrupt is triggered on line 0 and an interrupt service routine (ISR) is called. The received data is then checked for accuracy.

**Note:**

The example can be adjusted to use interrupt line 1 instead of line 0 by un-commenting "LIN\_setInterruptLevel1()"

**External Connections**

- None.

**Watch Variables**

- txData - An array with the data being sent
- rxData - An array with the data that was received
- result - The example completion status (PASS = 0xABCD, FAIL = 0xFFFF)
- level0Count - The number of line 0 interrupts
- level1Count - The number of line 1 interrupts

## 4.155 LIN SCI Mode Internal Loopback with Interrupts

This example configures the LIN module in SCI mode for internal loopback with interrupts. The LIN module performs as a SCI with a set character and frame length in a non-multi-buffer mode. The module is setup to continuously transmit a character, wait to receive that character, and repeat.

**External Connections**

- None.

**Watch Variables**

- rxCount - The number of RX interrupts
- transmitChar - The character being transmitted
- receivedChar - The character received

## 4.156 LIN SCI MODE Internal Loopback with DMA

This example configures the LIN module in SCI mode for internal loopback with the use of the DMA. The LIN module performs as SCI with a set character and frame length in multi-buffer mode. When the transmit buffers in the LINTD0 and LINTD1 registers have enough space, the DMA will transfer data from global variable sData into those transmit registers. Once the received buffers in the LINRD0 and LINRD1 registers contain data, the DMA will transfer the data into the global variable rdata.

When all data has been placed into rData, a check of the validity of the data will be performed in one of the DMA channels' ISRs.

### External Connections

- None

### Watch Variables

- **sData** - Data to send
- **rData** - Received data

## 4.157 LIN Internal Loopback without interrupts(polled mode)

This example configures the LIN module in commander mode for internal loopback without interrupts. The module is setup to perform 8 data transmissions with different transmit IDs and varying transmit data. Waits for reception of an ID header. The received data is then checked for accuracy.

### External Connections

- None.

### Watch Variables

- txData - An array with the data being sent
- rxData - An array with the data that was received
- result - The example completion status (PASS = 0xABCD, FAIL = 0xFFFF)

## 4.158 LIN Internal Loopback with Interrupts using Sysconfig

This example is similar to ex1 but using syscfg tool to configure the LIN Module parameters. The file lin\_ex5\_syscfg.syscfg can be updated using the GUI tool to update the configuration parameters. This example configures the LIN module in commander mode for internal loopback with interrupts. The module is setup to perform 8 data transmissions with different transmit IDs and varying transmit data. Upon reception of an ID header, an interrupt is triggered on line 0 and an interrupt service routine (ISR) is called. The received data is then checked for accuracy.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**External Connections**

- None.

**Watch Variables**

- txData - An array with the data being sent
- rxData - An array with the data that was received
- result - The example completion status (PASS = 0xABCD, FAIL = 0xFFFF)
- level0Count - The number of line 0 interrupts

## 4.159 LIN Incomplete Header Detection

This example demonstrates how an error in the header field of a LIN frame can be detected. It configures the LIN module in responder mode and waits till new frame is received. It configures an external interrupt to trigger by a falling edge in the LIN Rx pin confirming start of frame. In the ISR of XINT, a timer is configured to trigger after max time consumed by reception of a complete LIN frame. If a LIN frame is successfully received the timer is disabled before getting triggered in the LIN ISR else the timer ISR is called which indicates an error in header frame.

**External Connections**

- LINATX/RX to host node via transceiver.

**Watch Variables**

- linHeaderError - Number of times header error was detected
- rxData - An array with the data that was received if successful reception
- xint1Count - Number of timer XINT triggered

## 4.160 LIN External Loopback without interrupts(polled mode)

This example configures the LINA module in commander mode and LINB module in responder mode. Commander transmits 8 byte data to the responder with a matching ID configured in responder Receive ID. The received data is then checked for accuracy.

**External Connections**

- Connect LINA TX/RX with LINB TX/RX via transceiver.

**Watch Variables**

- txData - An array with the data being sent
- rxData - An array with the data that was received
- result - The example completion status (PASS = 0xABCD, FAIL = 0xFFFF)

## 4.161 LIN SCI MODE (Single Buffer) Internal Loopback with DMA

This example configures the LIN module in SCI mode for internal loopback with the use of the DMA. The LIN module performs as SCI with a set character and frame length in single-buffer compatibility mode. When the transmit buffer i.e. the SCITD register is free, the DMA will transfer data from global variable sData into this register. Once the received buffer, i.e. the SCIRD register contains data, the DMA will transfer the data into the global variable rdata.

When all data has been placed into rData, a check of the validity of the data will be performed in one of the DMA channels' ISRs.

### External Connections

- None

### Watch Variables

- sData - Data to send
- rData - Received data

## 4.162 Low Power Modes: Device Idle Mode and Wakeup using GPIO

This example puts the device into IDLE mode and then wakes up the device from IDLE using XINT1 which triggers on a falling edge of GPIO0.

The GPIO0 pin must be pulled from high to low by an external agent for wakeup. GPIO0 is configured as an XINT1 pin to trigger an XINT1 interrupt upon detection of a falling edge.

Initially, pull GPIO0 high externally. To wake device from IDLE mode by triggering an XINT1 interrupt, pull GPIO0 low (falling edge). The wakeup process begins as soon as GPIO0 is held low for the time indicated in the device datasheet.

GPIO1 is pulled high before entering the IDLE mode and is pulled low when in the external interrupt ISR.

### External Connections

- GPIO0 needs to be pulled low to wake up the device.
- On device wakeup, the GPIO1 will be low and LED1 will start blinking

## 4.163 Low Power Modes: Device Idle Mode and Wakeup using Watchdog

This example puts the device into IDLE mode and then wakes up the device from IDLE using watchdog timer.

The device wakes up from the IDLE mode when the watchdog timer overflows, triggering an interrupt. A pre scalar is set for the watchdog timer to change the counter overflow time.

GPIO1 is pulled high before entering the IDLE mode and is pulled low when in the wakeup ISR.

### External Connections

- On device wakeup, the GPIO1 will be low and LED1 will start blinking

## 4.164 Low Power Modes: Device Standby Mode and Wakeup using GPIO

This example puts the device into STANDBY mode. If the lowest possible current consumption in STANDBY mode is desired, the JTAG connector must be removed from the device board while the device is in STANDBY mode.

This example puts the device into STANDBY mode and then wakes up the device from STANDBY using an LPM wakeup pin.

The pin GPIO0 is configured as the LPM wakeup pin to trigger a WAKEINT interrupt upon detection of a low pulse. Initially, pull GPIO0 high externally. To wake device from STANDBY mode, pull GPIO0 low for at least (2+QUALSTDBY), OSCLKS, then pull it high again.

The example then wakes up the device from STANDBY using GPIO0. GPIO0 wakes the device from STANDBY mode when a low pulse (signal goes high->low->high) is detected on the pin. This pin must be pulsed by an external agent for wakeup.

GPIO1 is pulled high before entering the STANDBY mode and is pulled low when in the wakeup ISR.

### External Connections

- GPIO0 needs to be pulled low to wake up the device.
- On device wakeup, the GPIO1 will be low and LED1 will start blinking

## 4.165 Low Power Modes: Device Standby Mode and Wakeup using Watchdog

This example puts the device into STANDBY mode. If the lowest possible current consumption in STANDBY mode is desired, the JTAG connector must be removed from the device board while the device is in STANDBY mode.

This example puts the device into STANDBY mode then wakes up the device from STANDBY using watchdog timer.

The device wakes up from the STANDBY mode when the watchdog timer overflows triggering an interrupt. In the ISR, the GPIO1 is pulled low. the GPIO1 is toggled to indicate the device is out of STANDBY mode. A pre scalar is set for the watchdog timer to change the counter overflow time.

GPIO1 is pulled high before entering the STANDBY mode and is pulled low when in the wakeup ISR.

#### **External Connections**

- On device wakeup, the GPIO1 will be low and LED1 will start blinking

## **4.166 Low Power Modes: Halt Mode and Wakeup using GPIO**

This example puts the device into HALT mode. If the lowest possible current consumption in HALT mode is desired, the JTAG connector must be removed from the device board while the device is in HALT mode.

For applications that require minimal power consumption during HALT mode, application software should power off the XTAL prior to entering HALT by setting the XTALCR.OSCOFF bit or by using the driverlib function `SysCtl_turnOffOsc(SYSCTL_OSCSRC_XTAL);`. If the OSCCLK source is configured to be XTAL, the application should first switch the OSSCLK source to INTOSC1 or INTOSC2 prior to setting XTALCR.OSCOFF.

This example puts the device into HALT mode and then wakes up the device from HALT using an LPM wakeup pin.

The pin GPIO0 is configured as the LPM wakeup pin to trigger a WAKEINT interrupt upon detection of a low pulse. The GPIO0 pin must be pulled from high to low by an external agent for wakeup.

GPIO1 is pulled high before entering the STANDBY mode and is pulled low when in the wakeup ISR.

#### **External Connections**

- On device wakeup, the GPIO1 will be low and LED1 will start blinking

## **4.167 Low Power Modes: Halt Mode and Wakeup**

This example puts the device into HALT mode. If the lowest possible current consumption in HALT mode is desired, the JTAG connector must be removed from the device board while the device is in HALT mode.

For applications that require minimal power consumption during HALT mode, application software should power off the XTAL prior to entering HALT by setting the XTALCR.OSCOFF bit or by using the driverlib function `SysCtl_turnOffOsc(SYSCTL_OSCSRC_XTAL);`. If the OSCCLK source is configured to be XTAL, the application should first switch the OSSCLK source to INTOSC1 or INTOSC2 prior to setting XTALCR.OSCOFF.

This example puts the device into HALT mode and then wakes up the device from HALT using an LPM wakeup pin.

The pin GPIO0 is configured as the LPM wakeup pin to trigger a WAKEINT interrupt upon detection of a low pulse. The GPIO0 pin must be pulled from high to low by an external agent for wakeup.

In this example, the watchdog timer is clocked, and is configured to produce watchdog reset as a timeout mechanism.

GPIO1 is pulled high before entering the STANDBY mode and is pulled low when in the wakeup ISR.

#### External Connections

- On device wakeup, the GPIO1 will be low and LED1 will start blinking

## 4.168 Correctable & Uncorrectable Memory Error Handling

This example demonstrates error handling in case of various erroneous memory read/write operations. Error handling in case of CPU read/write violations, correctable & uncorrectable memory errors has been demonstrated.

Test functions used in this example

- generateMasterCPUWrViolation -
  - This test configures Memconfig to block CPU writes to GS0 RAM. A write attempt to this memory location by CPU causes RAM\_ACC\_VIOL Interrupt
- generateParityMemUncorrError
  - This test induces parity error in GS0 RAM. A read from the corrupted memory location causes NMI
- generateECCMemCorrError
  - This test induces single bit ECC error in GS0 RAM. A read from the corrupted memory location causes INT\_RAM\_CORR\_ERR Interrupt
- generateECCMemUncorrError
  - This test induces double bit ECC error in GS0 RAM. A read from the corrupted memory location causes NMI
- forceNonMasterDMAReadViolation
  - This forces a DMA access violation using MemCfg\_forceViolationInterrupt API. This causes RAM\_ACC\_VIOL Interrupt

#### External Connections

- None

#### Watch Variables

- **testStatusGlobal** - Equivalent to **TEST\_PASS** if test finished correctly, else the value is set to **TEST\_FAIL**
- **errCountGlobal** - Error counter



## 4.169 Empty SysCfg & Driverlib Example

This example is an empty project setup for SysConfig and Driverlib development.

## 4.170 Tune Baud Rate via UART Example

This example demonstrates the process of tuning the UART/SCI baud rate of a C2000 device based on the UART input from another device. As UART does not have a clock signal, reliable communication requires baud rates to be reasonably matched. This example addresses cases where a clock mismatch between devices is greater than is acceptable for communications, requiring baud compensation between boards. As reliable communication only requires matching the EFFECTIVE baud rate, it does not matter which of the two boards executes the tuning (the board with the less-accurate clock source does not need to be the one to tune; as long as one of the two devices tunes to the other, then proper communication can be established).

To tune the baud rate of this device, SCI data (of the desired baud rate) must be sent to this device. The input SCI baud rate must be within the  $\pm$  MARGINPERCENT of the TARGETBAUD chosen below. These two variables are defined below, and should be chosen based on the application requirements. Higher MARGINPERCENT will allow more data to be considered "correct" in noisy conditions, and may decrease accuracy. The TARGETBAUD is what was expected to be the baud rate, but due to clock differences, needs to be tuned for better communication robustness with the other device.

NOTE: Lower baud rates have more granularity in register options, and therefore tuning is more affective at these speeds.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**External Connections** for Control Card

- SCIA\_RX/eCAP1 is on GPIO9, connect to incoming SCI communications
- SCIA\_TX is on GPIO8, for observation externally

**Watch Variables**

- **avgBaud** - Baud rate that was detected and set after tuning

## 4.171 SCI FIFO Digital Loop Back

This program uses the internal loop back test mode of the peripheral. Other than boot mode pin configuration, no other hardware configuration is required. The pinmux and SCI modules are configured through the sysconfig file.

This test uses the loopback test mode of the SCI module to send characters starting with 0x00 through 0xFF. The test will send a character and then check the receive buffer for a correct match.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**Watch Variables**

- **loopCount** - Number of characters sent
- **errorCount** - Number of errors detected
- **sendChar** - Character sent
- **receivedChar** - Character received

## 4.172 SCI Digital Loop Back with Interrupts

This test uses the internal loop back test mode of the peripheral. Other than boot mode pin configuration, no other hardware configuration is required. Both interrupts and the SCI FIFOs are used.

A stream of data is sent and then compared to the received stream. The SCI-A sent data looks like this:

00 01

01 02

02 03

....

FE FF

FF 00

etc..

The pattern is repeated forever.

**Watch Variables**

- **sDataA** - Data being sent
- **rDataA** - Data received
- **rDataPointA** - Keep track of where we are in the data stream. This is used to check the incoming data

## 4.173 SCI Echoback

This test receives and echo-backs data through the SCI-A port.

A terminal such as 'putty' can be used to view the data from the SCI and to send information to the SCI. Characters received by the SCI port are sent back to the host.

**Running the Application** Open a COM port with the following settings using a terminal:

- Find correct COM port

- Bits per second = 9600
- Data Bits = 8
- Parity = None
- Stop Bits = 1
- Hardware Control = None

The program will print out a greeting and then ask you to enter a character which it will echo back to the terminal.

**Watch Variables**

- loopCounter - the number of characters sent

**External Connections**

Connect the USB cable from Control card J1:A to PC

## 4.174 stdout redirect example

This test transmits data through the SCI-A port to a terminal

A terminal such as 'putty' can be used to view the data from the SCI. Characters received by the SCI port are sent back to the host.

**Running the Application** Open a COM port with the following settings using a terminal:

- Find correct COM port
- Bits per second = 9600
- Data Bits = 8
- Parity = None
- Stop Bits = 1
- Hardware Control = None

The program will print out three sentences: one to the SCIA, one to CCS, and a final one to SCIA.

**External Connections**

Connect the SCI-A port to a PC via a transceiver and cable.

- DEVICE\_GPIO\_PIN\_SCIRXDA is SCI\_A-RXD (Connect to Pin3, PC-TX, of serial DB9 cable)
- DEVICE\_GPIO\_PIN\_SCITXDA is SCI\_A-TXD (Connect to Pin2, PC-RX, of serial DB9 cable)

## 4.175 SD FATFS Library Example

This example demonstrates how to use the FATFS library.

**External Connections**

- Connect the SPI signals identified in the SysConfig to an SD CARD.

#### Watch Variables

- None.

## 4.176 SD FATFS Library Example with exFAT Support

This example demonstrates how to use the FATFS library with exFAT support.

#### External Connections

- Connect the SPI signals identified in the SysConfig to an SD CARD.

#### Watch Variables

- None.

## 4.177 SPI Digital Loopback

This program uses the internal loopback test mode of the SPI module. This is a very basic loopback that does not use the FIFOs or interrupts. A stream of data is sent and then compared to the received stream. The pinmux and SPI modules are configured through the sysconfig file.

The sent data looks like this:

0000 0001 0002 0003 0004 0005 0006 0007 .... FFFE FFFF 0000

This pattern is repeated forever.

#### Note:

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

#### External Connections

- None

#### Watch Variables

- **sData** - Data to send
- **rData** - Received data

## 4.178 SPI Digital Loopback with FIFO Interrupts

This program uses the internal loopback test mode of the SPI module. Both the SPI FIFOs and their interrupts are used.

A stream of data is sent and then compared to the received stream. The sent data looks like this:

0000 0001

0001 0002

0002 0003

....

FFFE FFFF

FFFF 0000

etc..

This pattern is repeated forever.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**External Connections**

- None

**Watch Variables**

- **sData** - Data to send
- **rData** - Received data
- **rDataPoint** - Used to keep track of the last position in the receive stream for error checking

## 4.179 SPI Digital External Loopback without FIFO Interrupts

This program uses the external loopback between two SPI modules. Both the SPI FIFOs and interrupts are not used in this example. SPIA is configured as a peripheral and SPI B is configured as controller. This example demonstrates full duplex communication where both controller and peripheral transmits and receives data simultaneously.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**External Connections**

Refer to SysConfig for external connections (GPIO pin numbers) specific to each device

**Watch Variables**

- **TxData\_SPIA** - Data send from SPIA (peripheral)
- **TxData\_SPIB** - Data send from SPIB (controller)
- **RxData\_SPIA** - Data received by SPIA (peripheral)
- **RxData\_SPIB** - Data received by SPIB (controller)

## 4.180 SPI Digital External Loopback with FIFO Interrupts

This program uses the external loopback between two SPI modules. Both the SPI FIFOs and their interrupts are used. SPIA is configured as a peripheral and receives data from SPI B which is configured as a controller.

A stream of data is sent and then compared to the received stream. The sent data looks like this:

```
0000 0001
0001 0002
0002 0003
....
FFFE FFFF
FFFF 0000
etc..
```

This pattern is repeated forever.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**External Connections**

Refer to SysConfig for external connections (GPIO pin numbers) specific to each device

**Watch Variables**

- **sData** - Data to send
- **rData** - Received data
- **rDataPoint** - Used to keep track of the last position in the receive stream for error checking

## 4.181 SPI Digital Loopback with DMA

This program uses the internal loopback test mode of the SPI module. Both DMA interrupts and the SPI FIFOs are used. When the SPI transmit FIFO has enough space (as indicated by its FIFO level interrupt signal), the DMA will transfer data from global variable sData into the FIFO. This will be transmitted to the receive FIFO via the internal loopback.

When enough data has been placed in the receive FIFO (as indicated by its FIFO level interrupt signal), the DMA will transfer the data from the FIFO into global variable rData.

When all data has been placed into rData, a check of the validity of the data will be performed in one of the DMA channels' ISRs.

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

**External Connections**

- None

**Watch Variables**

- **sData** - Data to send
- **rData** - Received data

## 4.182 SPI EEPROM

This program will write 8 bytes to EEPROM and read them back. The device communicates with the EEPROM via SPI and specific opcodes. This example is written to work with the SPI Serial EEPROM AT25128/256. Note: SPI character length is configured to 8 bits in SysConfig, and not changed throughout the execution of the program. Runtime updation of character length when CS pin is not controlled by the SPI module can lead to unpredictable behaviour

**External Connections**

- Connect external SPI EEPROM
- Connect GPIO08 (PICO) to external EEPROM SI pin
- Connect GPIO10 (POCI) to external EEPROM SO pin
- Connect GPIO09 (CLK) to external EEPROM SCK pin
- Connect GPIO11 (CS) to external EEPROM CS pin
- Connect the external EEPROM VCC and GND pins

**Watch Variables**

- writeBuffer - Data that is written to external EEPROM
- readBuffer - Data that is read back from EEPROM
- error - Error count

## 4.183 SPI DMA EEPROM

This program will write 8 bytes to EEPROM and read them back. The device communicates with the EEPROM via SPI using DMA and specific opcodes. This example is written to work with the SPI Serial EEPROM AT25128/256. Note: SPI character length is configured to 8 bits in SysConfig, and not changed throughout the execution of the program. Runtime updation of character length when CS pin is not controlled by the SPI module can lead to unpredictable behaviour

**External Connections**

- Connect external SPI EEPROM
- Connect GPIO08 (PICO) to external EEPROM SI pin
- Connect GPIO10 (POCI) to external EEPROM SO pin
- Connect GPIO09 (CLK) to external EEPROM SCK pin

- Connect GPIO11 (CS) to external EEPROM CS pin
- Connect the external EEPROM VCC and GND pins

**Watch Variables**

- writeBuffer - Data that is written to external EEPROM
- SPI\_DMA\_Handle.RXdata - Data that is read back from EEPROM when number of received bytes is less than 4
- SPI\_DMA\_Handle.pSPIRXDMA->pbuffer - Start address of received data from EEPROM
- error - Error count

## 4.184 Missing clock detection (MCD)

This example demonstrates the missing clock detection functionality and the way to handle it. Once the MCD is simulated by disconnecting the OSCCLK to the MCD module an NMI would be generated. This NMI determines that an MCD was generated due to a clock failure which is handled in the ISR.

Before an MCD the clock frequency would be as per device initialization (100Mhz). Post MCD the frequency would move to 10Mhz or INTOSC1.

The example also shows how we can lock the PLL after missing clock, detection, by first explicitly switching the clock source to INTOSC1, resetting the missing clock detect circuit and then re-locking the PLL. Post a re-lock the clock frequency would be 100Mhz but using the INTOSC1 as clock source.

**External Connections**

- None.

**Watch Variables**

- **fail** - Indicates that a missing clock was either not detected or was not handled correctly.
- **mcd\_clkfail\_isr** - Indicates that the missing clock failure caused an NMI to be triggered and called an the ISR to handle it.
- **mcd\_detect** - Indicates that a missing clock was detected.
- **result** - Status of a successful handling of missing clock detection

## 4.185 XCLKOUT (External Clock Output) Configuration

This example demonstrates how to configure the XCLKOUT pin for observing internal clocks through an external pin, for debugging and testing purposes.

In this example, we are using INTOSC1 as the XCLKOUT clock source and configuring the divider as 8. Expected frequency of XCLKOUT = (INTOSC1 freq)/8 = 10/8 = 1.25MHz

View the XCLKOUT on GPIO16 using an oscilloscope.



## 4.186 CPU Timers

This example configures CPU Timer0, 1, and 2 and increments a counter each time the timer asserts an interrupt. In order to migrate the project within syscfg to any device, click the switch button under the device view and select your corresponding device to migrate, saving the project will auto-migrate your project settings.

### External Connections

- None

### Watch Variables

- cpuTimer0IntCount
- cpuTimer1IntCount
- cpuTimer2IntCount

## 4.187 CPU Timers

This example configures CPU Timer0, 1, and 2 and increments a counter each time the timer asserts an interrupt.

### Note:

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

### External Connections

- None

### Watch Variables

- cpuTimer0IntCount
- cpuTimer1IntCount
- cpuTimer2IntCount

## 4.188 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable datalogging on our C28x devices. To enable this example, make sure to go to Build -> Variables and set GUI\_SUPPORT to value of 1. This will create the GUI in CCS which can be opened under View -> GUI Composer -> Applications -> transfer\_ex1\_customlog\_export\_sci

In this example, we are using SCI to export data out of the device. If you're using a launchpad, you can enable board components to select the correct SCI base to visualize the data through the COM port.

## 4.189 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable datalogging on our C28x devices. To enable this example, make sure to go to Build -> Variables and set GUI\_SUPPORT to value of 1. This will create the GUI in CCS which can be opened under View -> GUI Composer -> Applications -> transfer\_ex2\_customlog\_export\_sci\_buffer In this example, we are using SCI to export data out of the device. Before exporting, we write to an internal buffer before exporting out of device. If you're using a launchpad, you can enable board components to select the correct SCI base to visualize the data through the COM port.

## 4.190 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable datalogging on our C28x devices. To enable this example, make sure to go to Build -> Variables and set GUI\_SUPPORT to value of 1. This will create the GUI in CCS which can be opened under View -> GUI Composer -> Applications -> transfer\_ex3\_customlog\_export\_sci\_logArrays

In this example, we are using SCI to export data out of the device. We export a few arrays to show case this example. If you're using a launchpad, you can enable board components to select the correct SCI base to visualize the data through the COM port.

## 4.191 Solution for data logging to bridge device

This example can be loaded for a bridge device that is taking in FSI and outputting SCI. For this example, you can use the already built-in XDS UART or SCI to USB on a LaunchPAD or controlCARD to view the output. This example works in conjunction with the transfer\_ex4\_customlog\_export\_fsi example. Flash the bridge device with this application code, and run the transfer\_ex4\_customlog\_export\_fsi example from another device.

In this example, we are using SCI to export data out of the device while receiving FSI as the input. If you're using a LaunchPAD, you can enable board components to select the correct SCI base to visualize the data through the COM port. Open a serial terminal with the correct port selected to view the data coming out of the bridge device.

## 4.192 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable data logging on C28x devices. This example works in conjunction with the transfer\_ex4\_bridge\_sci example.

In this example, we are using FSI to export data out of the device in JSON format. This example was made to run If you're using a LaunchPAD, you can enable board components to select the correct FSI base to visualize the data through the COM port.

## 4.193 Solution for interpreting communication peripheral messages

This example can be loaded for a bridge device that is taking in FSI and outputting SCI. For this example, you can use the already built-in XDS UART or SCI to USB on a launchpad or controlCARD to view the output. This example works in conjunction with the `transfer_ex5_raw_fsi_tx` example. Flash the bridge device with this application code, and run the `transfer_ex5_raw_fsi_tx` example from another device.

If you're using a LaunchPAD, you can enable board components to select the correct FSI header. Please ensure the project variable `GUI_SUPPORT` is set to 1. ! View -> GUI Composer -> Applications -> `transfer_ex5_comslogger_export_sci`

## 4.194 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable data logging on our C28x devices.

In this example, we are using FSI to export data out of the device. This will export raw FSI frames in no packaged format. This example can be used with `transfer_ex5_comslogger_rtlog_export_sci` example to view the FSI frames via SCI. If you're using a launchpad, you can enable board components to select the correct FSI base to visualize the data through the COM port.

## 4.195 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable datalogging on our C28x devices.

This example works in conjunction with `transfer_rtlog` and receives incoming FSI packets. The FSI packets then go through SCI to the PC. Please make sure to input the correct path in the "Message Decode `rt_log.json`" SysConfig parameter. This file is an output from the `transfer_ex6_rtlog` project under `{path_to_ccsproject}\build_configuration\`. This `.json` file will provide the GUI what variables are coming to the communication logger device to then output on the GUI. Please ensure `GUI_SUPPORT` is set to 1.

View -> GUI Composer -> Applications -> `comslogger_ex6_rtlog_export_sci`

## 4.196 GUI based solution for data logging (one direction)

This example demonstrates how to use SysConfig to enable datalogging on our C28x devices.

In this example, we are using FSI to export data out of the device. If you're using a launchpad, you can enable board components to select the correct FSI base then refer to `transfer_ex6_comslogger_rtlog_export_sci` to visualize the data through a COM port. This project works in conjunction with `transfer_ex6_comslogger_rtlog_export_sci`. This project generates a file named `loggger/rt_log.json` that is used for the `transfer_ex6_comslogger_rtlog_export_sci` project. This file provides the metadata to know how to display the incoming data coming from the FSI frame to the GUI. The GUI tab named RT Logger will show the data in a table format.

## 4.197 GUI-based solution for real-time variable plotting

This example demonstrates how to use SysConfig to enable real-time plotting of application variables in a virtual oscilloscope GUI

For this example, you can use the already built-in XDS UART or SCI to USB on a launchpad or controlCARD to view the output.

In this example, we are using SCI to export data out of the device and plot this data in the MCU Signal Sight virtual oscilloscope tool. If you're using a LaunchPad or control CARD, you can enable board components to select the correct SCI GPIOs in Sysconfig under: MCU Signal Sight >> Exporter >> SCI Transfer Communication Link >> PinMux

1. Set GUI\_SUPPORT to 1 in Project Properties >> Variables 2. Build the project 3. In CCS click Help >> Reload Window 4. Launch the project and run 5. In CCS click View >> Plugins >> myMCUSignalSight0 to launch the GUI 6. Toggle on all channels and set the trigger mode to auto to plot the waveforms!

**Note:**

This example project has support for migration across our C2000 device families. If you are wanting to build this project from launchpad or controlCARD, please specify in the .syscfg file the board you're using. At any time you can select another device to migrate this example.

## 4.198 Watchdog

This example shows how to service the watchdog or generate a wakeup interrupt using the watchdog. By default the example will generate a Wake interrupt. To service the watchdog and not generate the interrupt, uncomment the SysCtl\_serviceWatchdog() line in the main for loop.

**External Connections**

- None.

**Watch Variables**

- wakeCount - The number of times entered into the watchdog ISR
- loopCount - The number of loops performed while not in ISR

## 5 Bit-Field Example Applications

These example applications show how to make use of various peripherals of a F28002x device. These applications are intended for demonstration and as a starting point for new applications.

All these examples are setup using the Code Composer Studio (CCS) "projectspec" format. Upon importing the "projectspec", the example project will be generated in the CCS workspace with copies of the source and header files included.

All of these examples reside in the `device_support/f28002x/examples` subdirectory of the C2000Ware package.

**Example Projects require CCS v9.1.0 or newer**

### 5.1 ADC ePWM Triggering

This example sets up ePWM1 to periodically trigger a conversion on ADCA.

#### External Connections

- A1 should be connected to a signal to convert

#### Watch Variables

- **adcAResults** - A sequence of analog-to-digital conversion samples from pin A1. The time between samples is determined based on the period of the ePWM timer.

### 5.2 ADC temperature sensor conversion

This example sets up the ePWM to periodically trigger the ADC. The ADC converts the internal connection to the temperature sensor, which is then interpreted as a temperature by calling the `GetTemperatureC` function.

After the program runs, the memory will contain:

- **sensorSample** : The raw reading from the temperature sensor.
- **sensorTemp** : The interpretation of the sensor sample as a temperature in degrees Celsius.

### 5.3 eCAP APWM Example

This program sets up the eCAP module in APWM mode. The PWM waveform will come out on GPIO5. The frequency of PWM is configured to vary between 5Hz and 10Hz using the shadow registers to load the next period/compare values.

## 5.4 Device GPIO Setup

Configures the F28002X GPIO into two different configurations. This code is verbose to illustrate how the GPIO could be setup. In a real application, lines of code can be combined for improved code size and efficiency. This example only sets-up the GPIO. Nothing is actually done with the pins after setup.

## 5.5 I2C master slave communication using bit-field and without FIFO

This program shows how to use I2CA in master configuration. This example uses polling and does not use interrupts or FIFO

**Requires** two Control Cards - one configured as Master and other as Slave

**Master** will run the binary generated from "i2c\_ex1\_master.projectspec"

**Slave** will run the binary generated from "i2c\_ex1\_slave.projectspec"

**External Connections** on Control Cards should be made as shown below

_____	Signal	I2CA on Board1	I2CA on Board 2	—
_____	SCL	GPIO_PIN_SCL_A	GPIO_PIN_SCL_A	SDA
GPIO_PIN_SDAA	GPIO_PIN_SDAA GND	GND	GND	_____

Example1: Master Transmitter and Slave Receiver Example2: Master Receiver and Slave Transmitter Example3: Master Transmitter and Slave Receiver followed by Master Receiver and Slave Transmitter Example4: Master Receiver and Slave Transmitter followed by Master Transmitter and Slave Receiver

**Watch Variables** in memory window

- I2CA\_TXdata
- I2CA\_RXdata

## 5.6 I2C master slave communication using bit-field and without FIFO

This program shows how to use I2CA in slave configuration. This example uses I2C interrupts and doesn't use FIFO.

**Requires** two Control Cards - one configured as Master and other as Slave

**Master** will run the binary generated from "i2c\_ex1\_master.projectspec"

**Slave** will run the binary generated from "i2c\_ex1\_slave.projectspec"

**External Connections** on Control Cards should be made as shown below

			Signal		I2CA on Board1		I2CA on Board 2	
			SCL		GPIO_PIN_SCL_A		GPIO_PIN_SCL_A	SDA
GPIO_PIN_SDAA		GPIO_PIN_SDAA	GND		GND		GND	

**Watch Variables** in memory window

- I2CA\_TXdata
- I2CA\_RXdata

## 5.7 F280025C LaunchPad Out of Box Demo Example

This program is the demo program that comes pre-loaded on the F280025C LaunchPad development kit. The program starts by flashing the two user LEDs. After a few seconds the LEDs stop flashing and the device starts sampling ADCINA6 once a second. If the sample is greater than midscale the red LED on the board is lit, while if it is lower a green LED is lit. Sample data is also displayed in a serial terminal via the board's back channel UART. You may view this data by configuring a serial terminal to the correct COM port at 115200 Baud 8-N-1.

### External Connections

- Connect to COM port at 115200 Baud 8-N-1 for serial data
- Connect to ADCINA6 to change LED based on value

### Watch Variables

- None.

## 5.8 LED Blinky Example

This example demonstrates how to blink a LED.

### External Connections

- None.

### Watch Variables

- None.

## 5.9 SCI Echoback

This test receives and echo-backs data through the SCI-A port.

A terminal such as 'putty' can be used to view the data from the SCI and to send information to the SCI. Characters received by the SCI port are sent back to the host.

**Running the Application** Open a COM port with the following settings using a terminal:

- Find correct COM port
- Bits per second = 9600
- Data Bits = 8
- Parity = None
- Stop Bits = 1
- Hardware Control = None

The program will print out a greeting and then ask you to enter a character which it will echo back to the terminal.

#### Watch Variables

- loopCounter - the number of characters sent

#### External Connections

Connect the SCI-A port to a PC via a transceiver and cable.

- GPIO28 is SCI\_A-RXD (Connect to Pin3, PC-TX, of serial DB9 cable)
- GPIO29 is SCI\_A-TXD (Connect to Pin2, PC-RX, of serial DB9 cable)

## 5.10 SPI Digital Loop Back

This program uses the internal loop back test mode of the peripheral. Other than boot mode pin configuration, no other hardware configuration is required. Interrupts are not used.

A stream of data is sent and then compared to the received stream. The sent data looks like this:

0000 0001 0002 0003 0004 0005 0006 0007 .... FFFE FFFF

This pattern is repeated forever.

#### Watch Variables

- **sdata** - sent data
- **rdata** - received data

## 5.11 SPI Digital Loop Back with DMA (spi\_loopback\_dma)

This program uses the internal loop back test mode of the peripheral. Other than boot mode pin configuration, no other hardware configuration is required. Both DMA Interrupts and the SPI FIFOs are used.

A stream of data is sent and then compared to the received stream. The sent data looks like this:

0000 0001

0001 0002

0002 0003

....



007E 007F

#### **Watch Variables**

- **sData** - Data to send
- **rData** - Received data
- **rData\_point** - Used to keep track of the last position in the receive stream for error checking

## **5.12 CPU Timers**

This example configures CPU Timer0, 1, and 2 and increments a counter each time the timer asserts an interrupt.

#### **External Connections**

- None

#### **Watch Variables**

- CpuTimer0.InterruptCount
- CpuTimer1.InterruptCount
- CpuTimer2.InterruptCount



## 6 Device APIs for examples

### 6.1 Introduction

This chapter provides information on the APIs included in device.c file

### 6.2 API Functions

#### Functions

- void `__error__` (const char \*filename, uint32\_t line)
- void `Device_enableAllPeripherals` (void)
- void `Device_init` (void)
- void `Device_initGPIO` (void)
- bool `Device_verifyXTAL` (float freq)

#### 6.2.1 Function Documentation

##### 6.2.1.1 `__error__`

Error handling function to be called when an ASSERT is violated.

**Prototype:**

```
void  
__error__(const char *filename,  
          uint32_t line)
```

**Parameters:**

\***filename** File name in which the error has occurred  
**line** Line number within the file

**Returns:**

None

##### 6.2.1.2 void `Device_enableAllPeripherals` (void)

Function to turn on all peripherals, enabling reads and writes to the peripherals' registers.

Note that to reduce power, unused peripherals should be disabled.

**Parameters:**

**None**

**Returns:**

None

### 6.2.1.3 void Device\_init (void)

Function to initialize the device. Primarily initializes system control to a known state by disabling the watchdog, setting up the SYSCLKOUT frequency, and enabling the clocks to the peripherals.

**Parameters:**

***None.***

**Returns:**

None.

### 6.2.1.4 void Device\_initGPIO (void)

Function to disable pin locks on GPIOs.

**Parameters:**

***None***

**Returns:**

None

### 6.2.1.5 bool Device\_verifyXTAL (float *freq*)

Function to verify the XTAL frequency.

**Parameters:**

***freq*** is the XTAL frequency in MHz

**Returns:**

The function returns true if the actual XTAL frequency matches with the input value

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