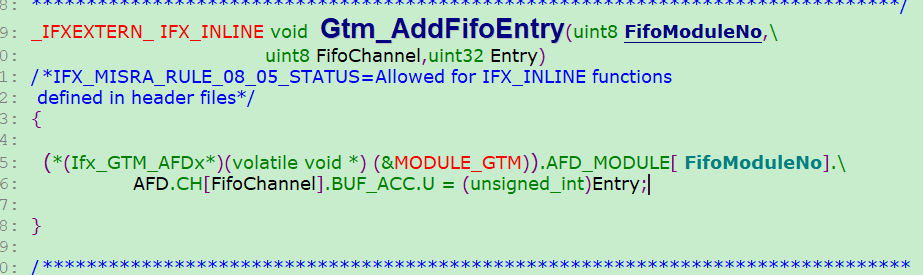
Gtm\_lAtomComplexConfig()

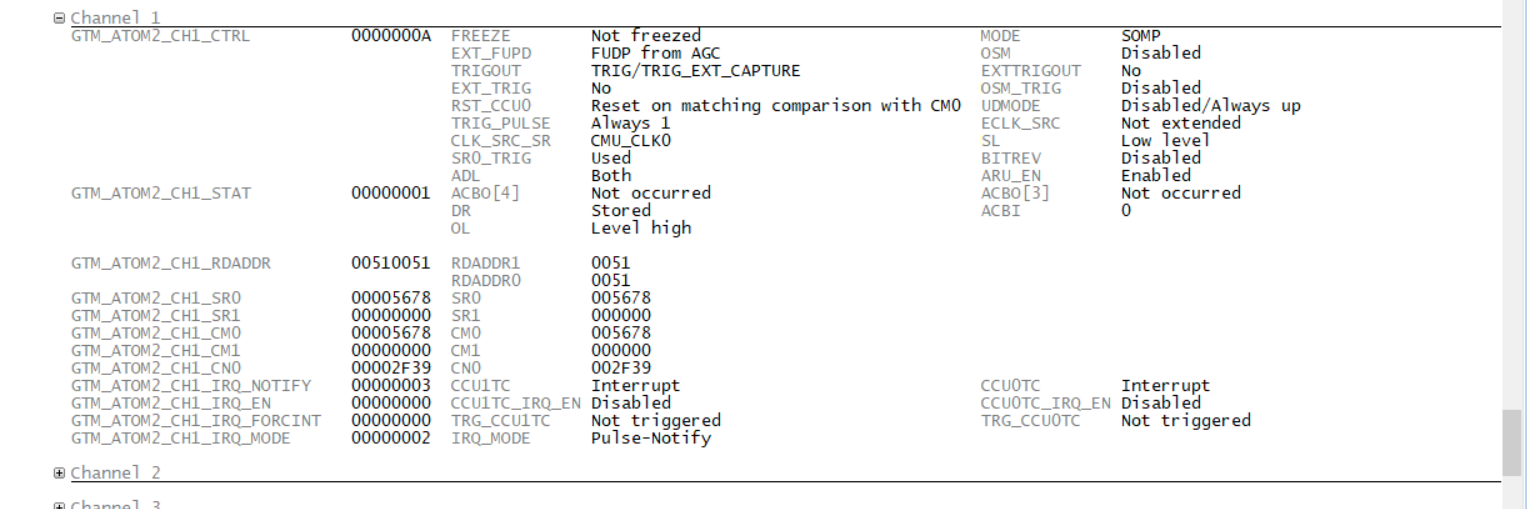
Gtm\_ConfigRoot[]

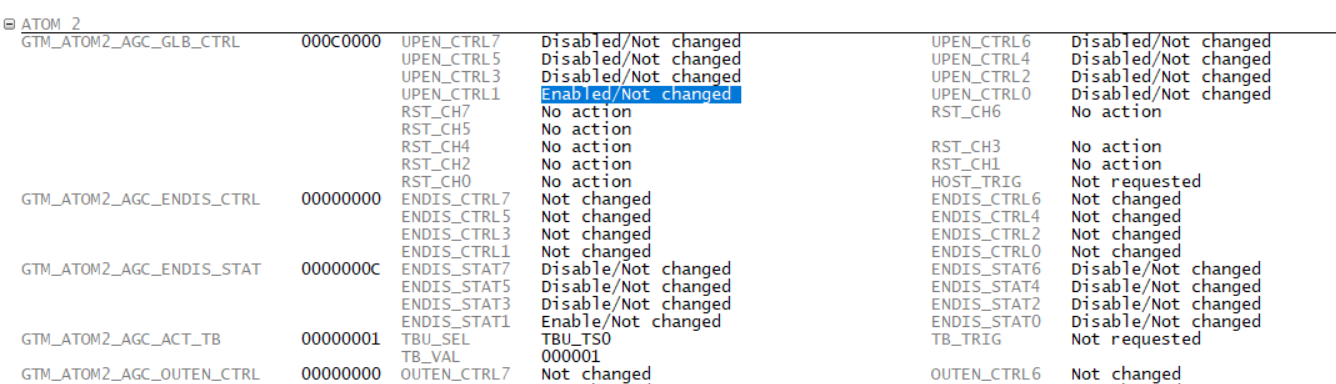
Gtm\_kAtomChannelConfig0[]

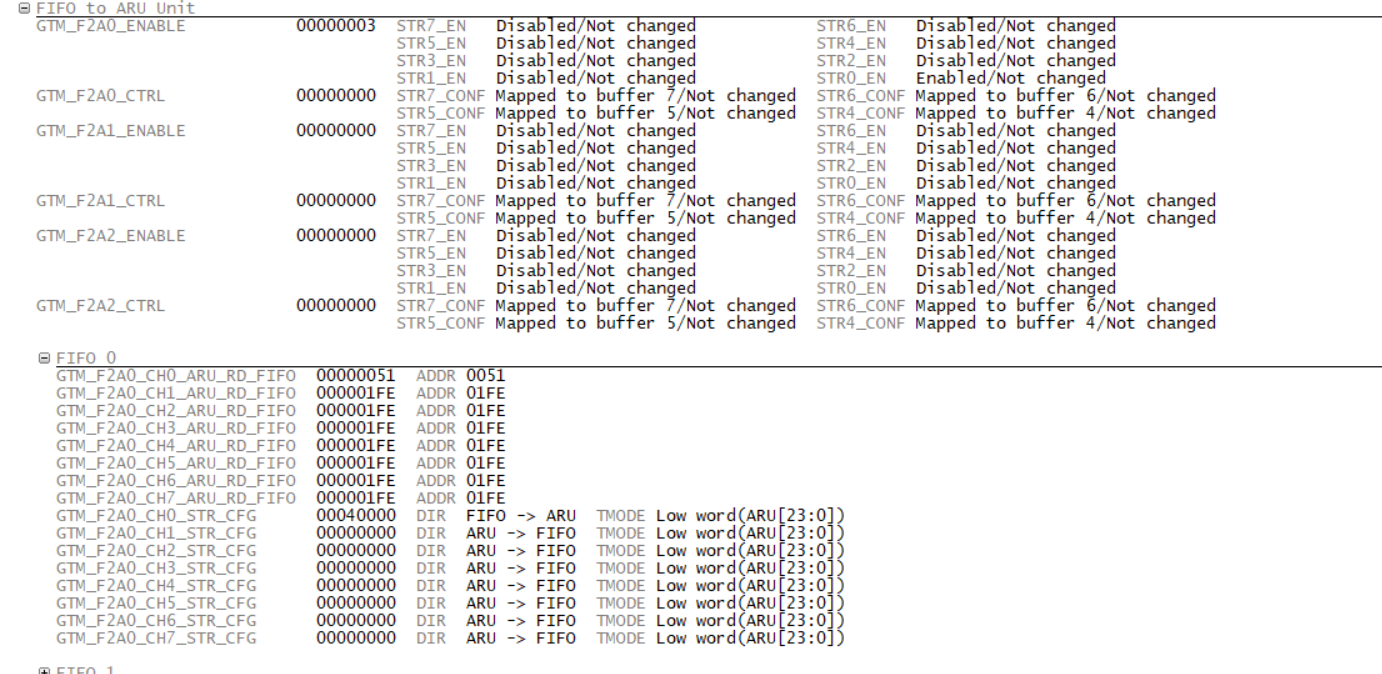


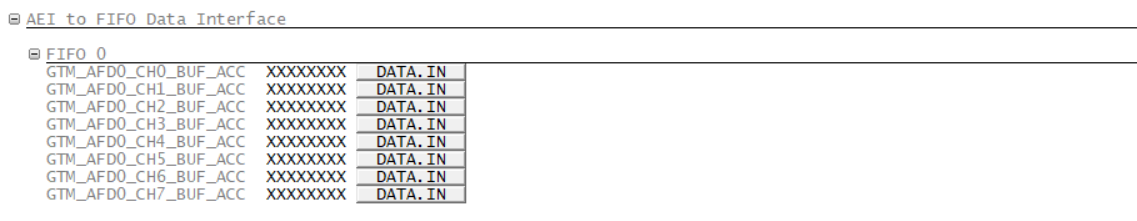
US\_PwmDutyUpdata

FIFO -> F2A -> ARU -> ATOM

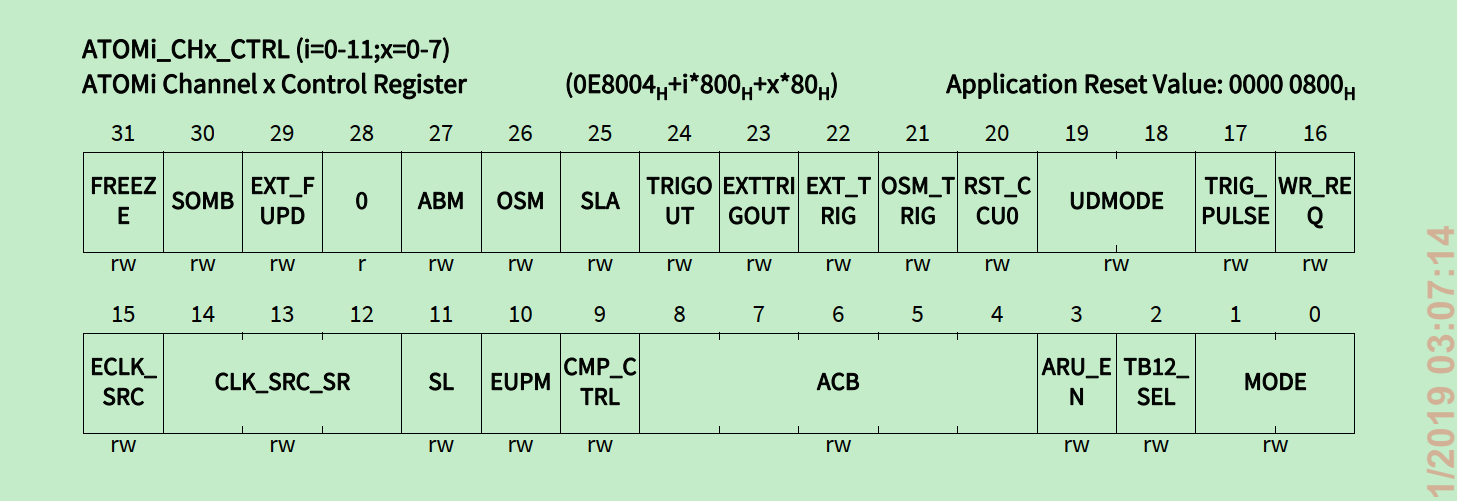


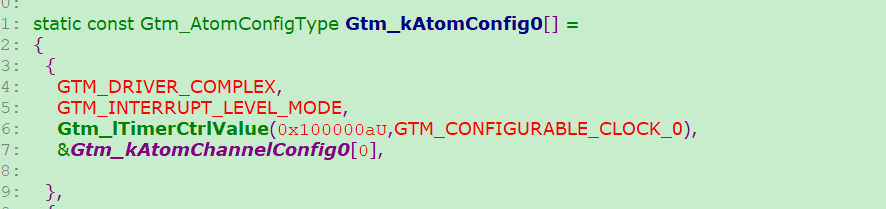


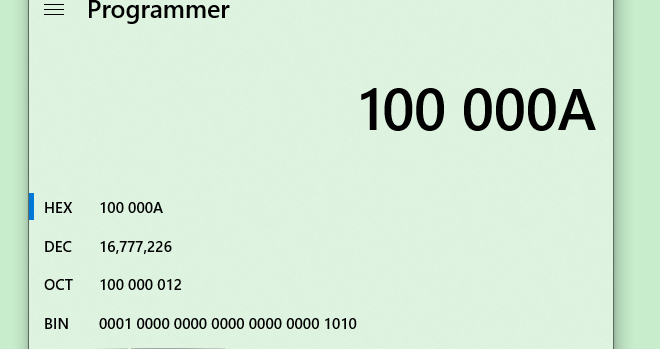


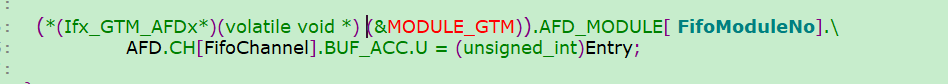


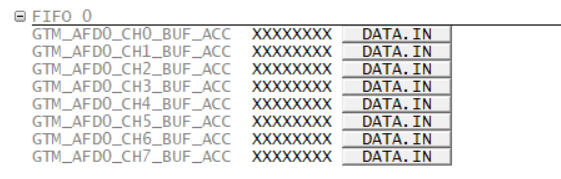
ATOM2\_CH1\_CTRL in 21H2



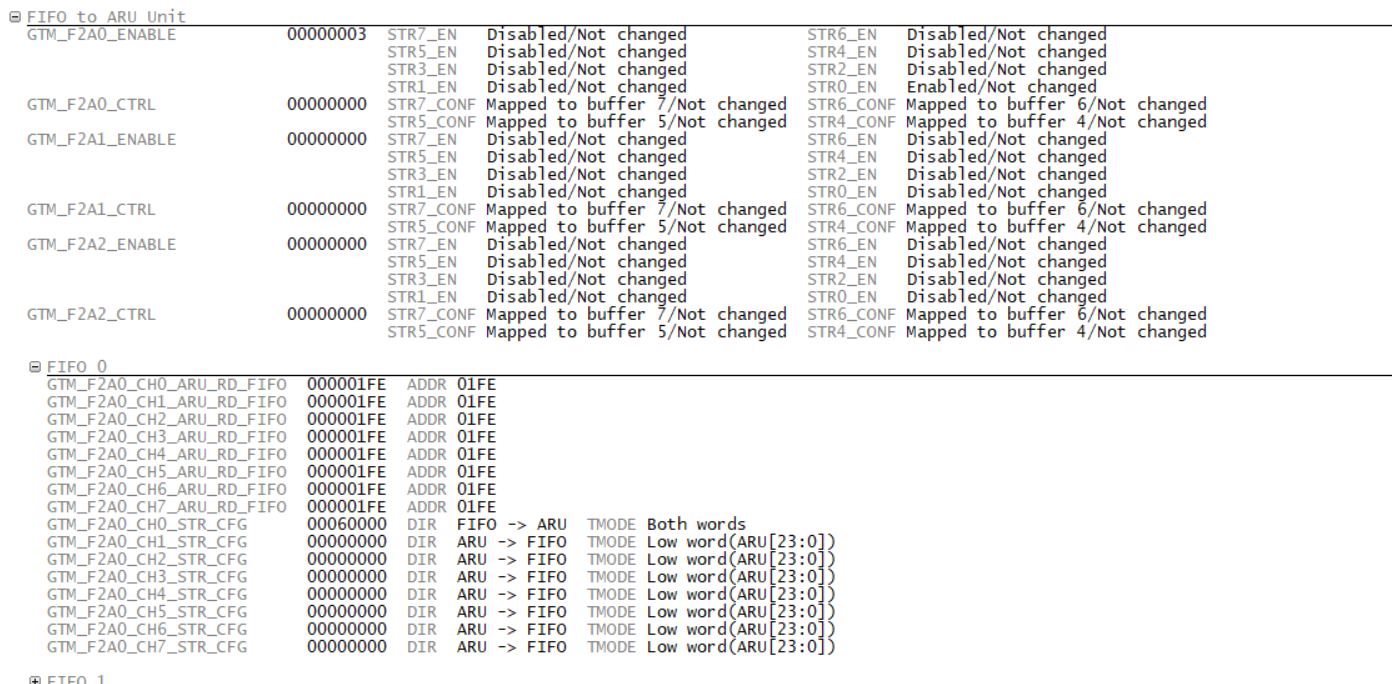


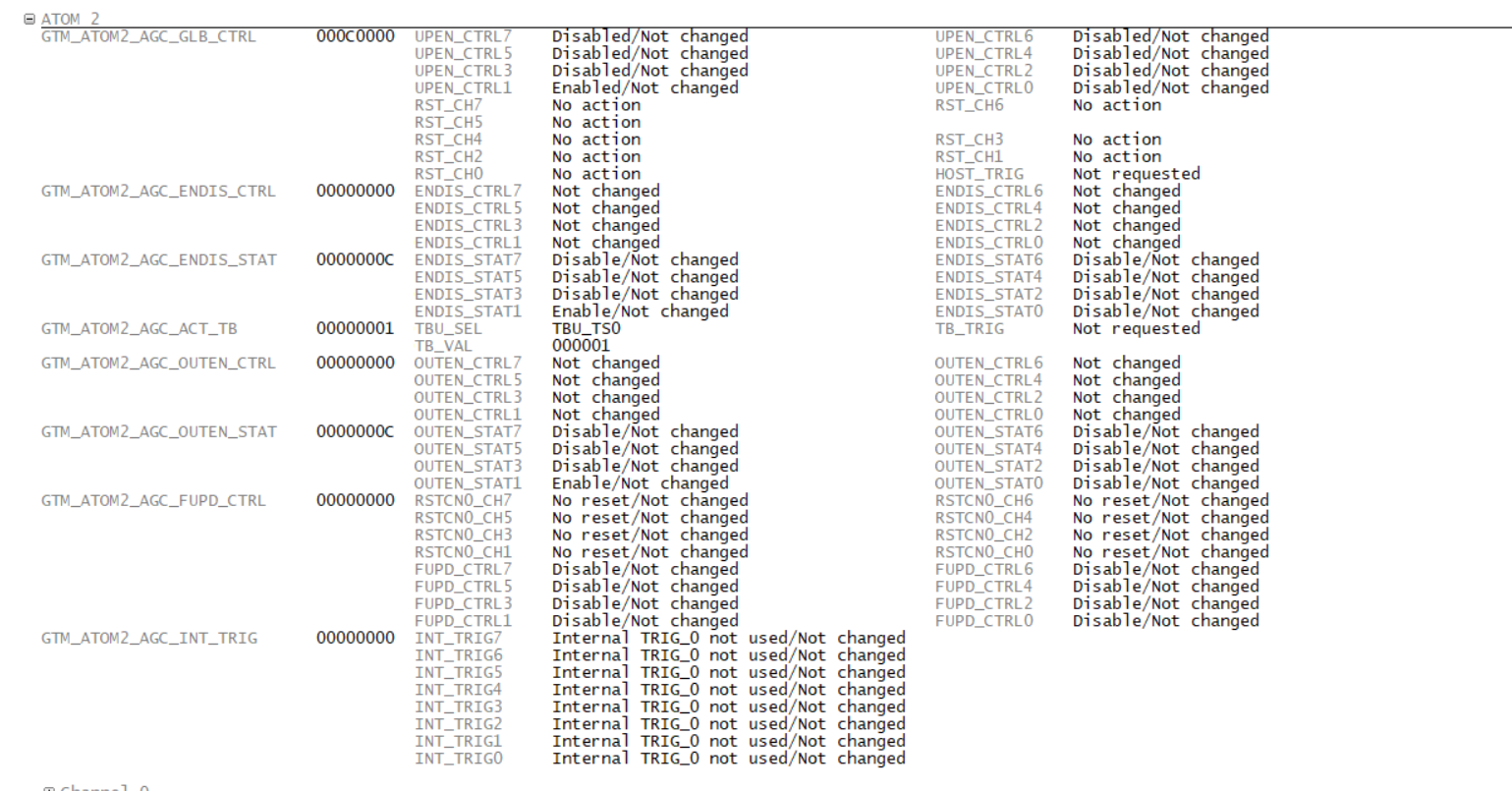


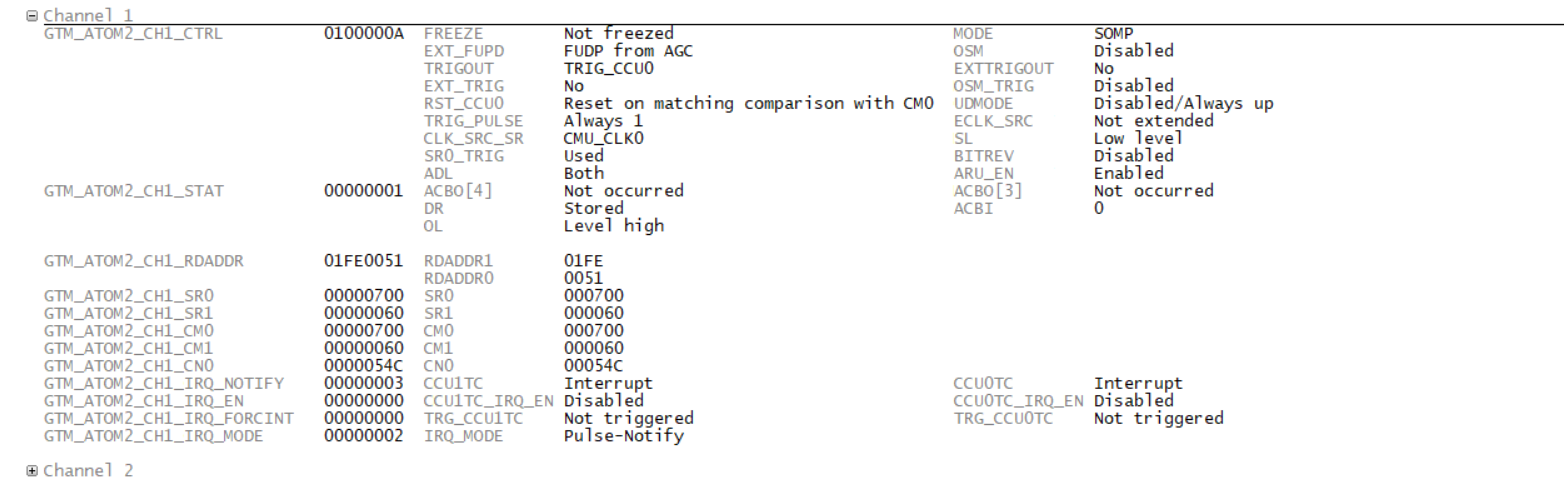
SR0 and SR1 can be changed by 



Both words in GTM\_F2A0\_CH0\_STR\_CFG







在

输入两次值，第一次是SR0，第二次是SR1

Code implement

GTM\_ATOM2\_CH1\_CTRL.U = 0x100000A;

GTM\_ATOM2\_AGC\_ENDIS\_STAT.U = 0x04;

GTM\_ATOM2\_CH1\_RDADDR.U = 0x1FE0051;

GTM\_ATOM2\_AGC\_ENDIS\_STAT.U = 0x08;

GTM\_F2A0\_ENABLE.U = 0x01;

GTM\_F2A0\_CH0\_STR\_CFG.U = 0x60000;

GTM\_F2A0\_ENABLE.U = 0x02;

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

/\* Add Test code to connect Atom2-1 to port 14.10 should be reomved after test ok\*/

GTM\_TOUTSEL11.U = 0x800;

P14\_IOCR8.U = 0x10889000;

/\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*/

uint32 GTM\_SR0\_Buff = 0x20;

uint32 GTM\_SR1\_Buff = 0x10;

uint32 GTM\_FiFo\_trg = 0 ;

**if**(GTM\_FiFo\_trg != 0)

{

GTM\_FiFo\_trg = 0;

GTM\_FIFO0\_CH0\_CTRL.U |= 0x04;

GTM\_AFD0\_CH0\_BUF\_ACC.U =1000;

GTM\_AFD0\_CH0\_BUF\_ACC.U =500;

GTM\_AFD0\_CH0\_BUF\_ACC.U =200;

GTM\_AFD0\_CH0\_BUF\_ACC.U =100;

GTM\_AFD0\_CH0\_BUF\_ACC.U =50;

GTM\_AFD0\_CH0\_BUF\_ACC.U =25;

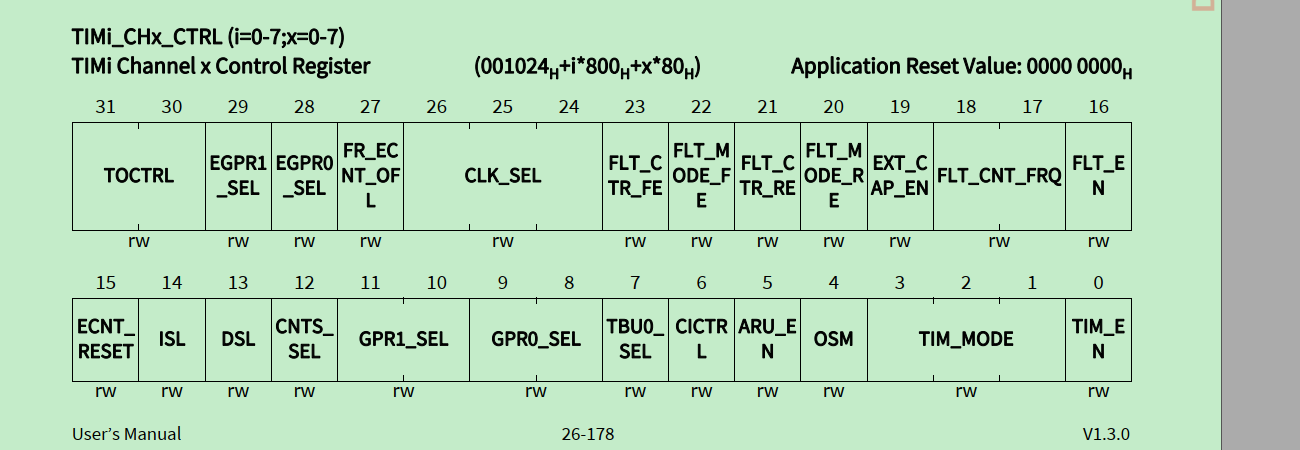
GTM\_AFD0\_CH0\_BUF\_ACC.U =50;

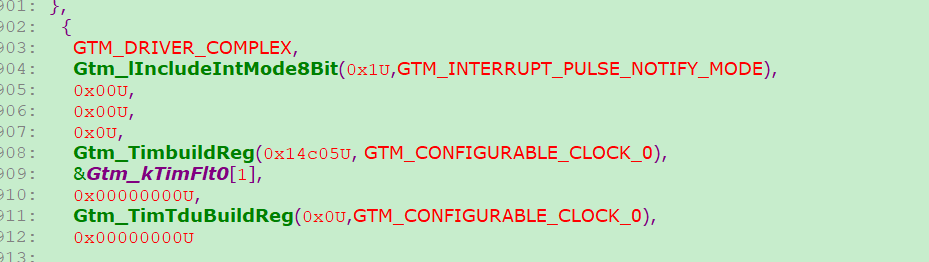
GTM\_AFD0\_CH0\_BUF\_ACC.U =0;

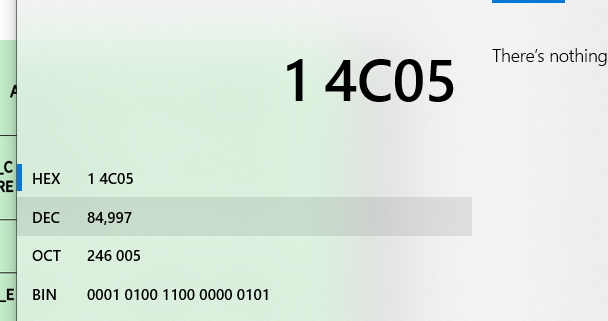
}

TIM0\_7 configuration in 21H2

TOM0\_CH7\_CTRL







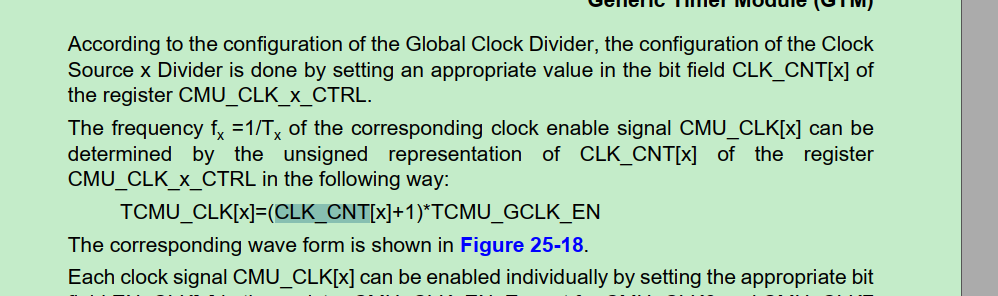
ATOM时钟 in 21H2

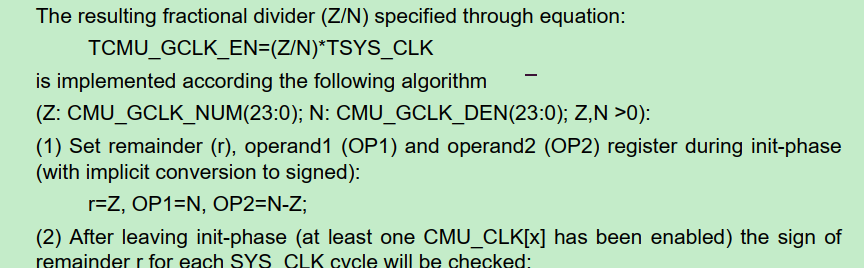
Graphical user interface, text

Description automatically generated

Graphical user interface, text, application, email

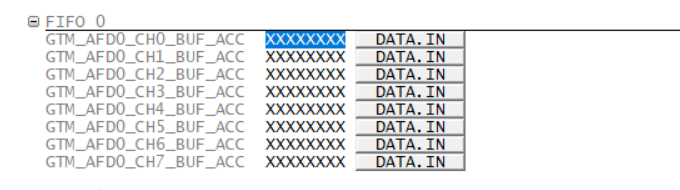
Description automatically generated

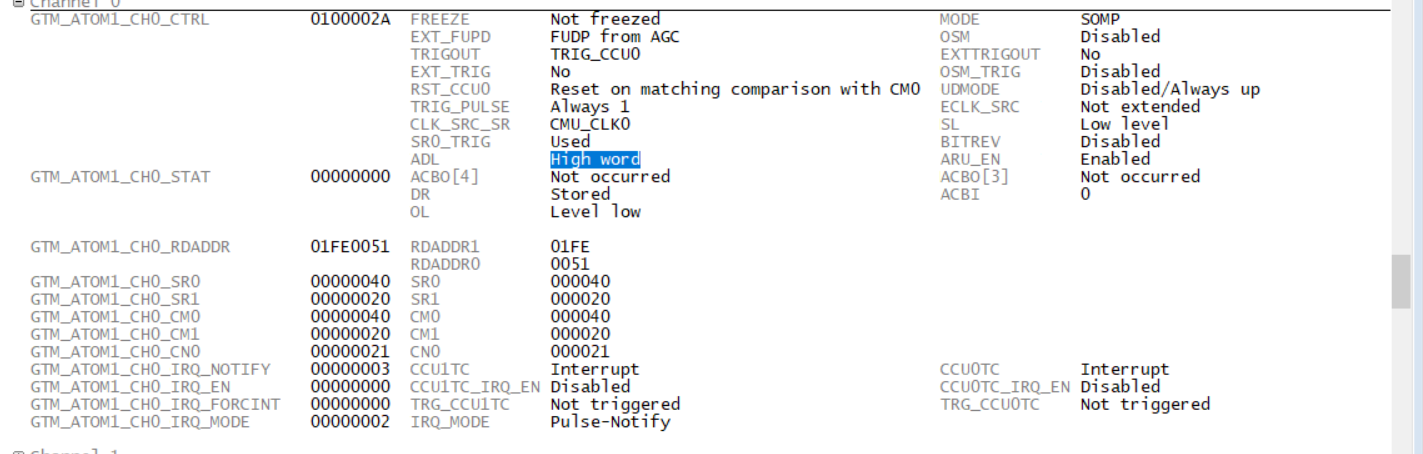




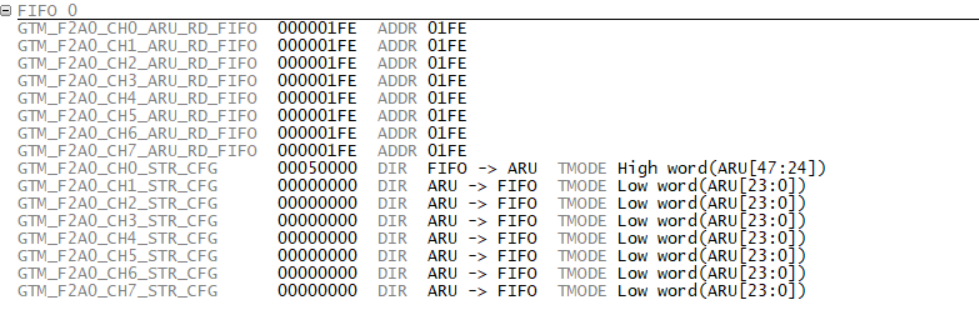
关于ARU High Low word

ADL – High word – SR1更新





FIFO channel – High word-- SR1更新



SOMC模式，必须先读SR0寄存器，再写CM0寄存器才能re-enable 下一次动作

