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MSP430FR5969: ADC 2 analog input read



[sadasivam arumu...](#) *Intellectual 940 points*
Community Member

Part Number: [MSP430FR5969](#)

Hi,

I am using MSP430FR5969.

1. For 12-bit ADC. I want to read analog data from A11 and A13. But, its not the sequential input. So, how to configure the CONSEQ bit in ADC12CTL1 register. Can we use single channel mode
2. Does the single channel-single read mode reads the data continuously?
3. If i want to read independent timing, how do configurations?

[over 5 years ago](#)



Johnson He *over 5 years ago*

[TI_Mastermind](#) 28496 points

Hi sadasivam,

MSP430FR5969 ADC_12 module support 4 mode:(you can set via *ADC12CONSEQx* register)

00b = Single-channel, single-conversion

01b = Sequence-of-channels

10b = Repeat-single-channel

11b = Repeat-sequence-of-channels

For sequence channels mode, ADC module will automatically convert the values of A0 -> Ax channels in sequence.

If you would like to read A11 and A13 channel value, you need to modify the channel manually.

I write a example code for A11 and A13 as your reference:

```
#include <msp430.h>
```

```
unsigned int ADC11_Value = 0;
```



```
unsigned int ADC13_Value = 0;

int main(void)
{
    WDCTL = WDTWPW | WDT HOLD;           // Stop WDT

    P4SEL1 |= BIT3;                      // Configure P4.3 for ADC11
    P4SEL0 |= BIT3;

    P3SEL1 |= BIT1;                      // Configure P3.1 for ADC13
    P3SEL0 |= BIT1;

    // Disable the GPIO power-on default high-impedance mode to activate
    // previously configured port settings
    PM5CTL0 &= ~LOCKLPM5;

    // Configure ADC12
    ADC12CTL0 = ADC12SHT0_2 | ADC12ON;    // Sampling time, S&H=16, ADC12 on
    ADC12CTL1 = ADC12SHP;                 // Use sampling timer
    ADC12CTL2 |= ADC12RES_2;              // 12-bit conversion results
    ADC12MCTL0 |= ADC12INCH_11;           // A11 ADC input select; Vref=AVCC
    ADC12IER0 |= ADC12IE0;                // Enable ADC conv complete interrupt

    while (1)
    {
        __delay_cycles(5000);
        ADC12CTL0 |= ADC12ENC | ADC12SC;  // Start sampling/conversion

        __bis_SR_register(LPM0_bits | GIE); // LPM0, ADC12_ISR will force exit
        __no_operation();                  // For debugger
    }
}

#if defined(__TI_COMPILER_VERSION__) || defined(__IAR_SYSTEMS_ICC__)
#pragma vector = ADC12_VECTOR
__interrupt void ADC12_ISR(void)
#elif defined(__GNUC__)
void __attribute__ ((interrupt(ADC12_VECTOR))) ADC12_ISR (void)
#else
#error Compiler not supported!
#endif
{
    switch(__even_in_range(ADC12IV, ADC12IV_ADC12RDYIFG))
    {
        case ADC12IV_NONE:                break;           // Vector 0: No interrupt
        case ADC12IV_ADC12OVIFG:          break;           // Vector 2: ADC12MEMx Overflow
        case ADC12IV_ADC12TOVIFG:          break;           // Vector 4: Conversion time overflow
        case ADC12IV_ADC12HIIIFG:          break;           // Vector 6: ADC12BHI
        case ADC12IV_ADC12LOIFG:          break;           // Vector 8: ADC12BLO
    }
}
```



```
case ADC12IV_ADC12INIFG: break;           // Vector 10:  ADC12BIN
case ADC12IV_ADC12IFG0:                    // Vector 12:  ADC12MEM0 Interrupt
{
    if((ADC12MCTL0 & 0x001f) == ADC12INCH_11)
    {
        ADC11_Value = ADC12MEM0;
        ADC12CTL0 &= ~ADC12ENC;           // Disable ADC
        ADC12MCTL0 &= 0xffe0;             // clear ADC channel
        ADC12MCTL0 |= ADC12INCH_13;       // set ADC channel to A13
    }
    else if((ADC12MCTL0 & 0x001f) == ADC12INCH_13)
    {
        ADC13_Value = ADC12MEM0;
        ADC12CTL0 &= ~ADC12ENC;           // Disable ADC
        ADC12MCTL0 &= 0xffe0;             // clear ADC channel
        ADC12MCTL0 |= ADC12INCH_11;       // set ADC channel to A11
    }
    __bic_SR_register_on_exit(LPM0_bits); // Exit active CPU
    break;                                // Clear CPUOFF bit from 0(SR)
case ADC12IV_ADC12IFG1: break;           // Vector 14:  ADC12MEM1
case ADC12IV_ADC12IFG2: break;           // Vector 16:  ADC12MEM2
case ADC12IV_ADC12IFG3: break;           // Vector 18:  ADC12MEM3
case ADC12IV_ADC12IFG4: break;           // Vector 20:  ADC12MEM4
case ADC12IV_ADC12IFG5: break;           // Vector 22:  ADC12MEM5
case ADC12IV_ADC12IFG6: break;           // Vector 24:  ADC12MEM6
case ADC12IV_ADC12IFG7: break;           // Vector 26:  ADC12MEM7
case ADC12IV_ADC12IFG8: break;           // Vector 28:  ADC12MEM8
case ADC12IV_ADC12IFG9: break;           // Vector 30:  ADC12MEM9
case ADC12IV_ADC12IFG10: break;          // Vector 32:  ADC12MEM10
case ADC12IV_ADC12IFG11: break;          // Vector 34:  ADC12MEM11
case ADC12IV_ADC12IFG12: break;          // Vector 36:  ADC12MEM12
case ADC12IV_ADC12IFG13: break;          // Vector 38:  ADC12MEM13
case ADC12IV_ADC12IFG14: break;          // Vector 40:  ADC12MEM14
case ADC12IV_ADC12IFG15: break;          // Vector 42:  ADC12MEM15
case ADC12IV_ADC12IFG16: break;          // Vector 44:  ADC12MEM16
case ADC12IV_ADC12IFG17: break;          // Vector 46:  ADC12MEM17
case ADC12IV_ADC12IFG18: break;          // Vector 48:  ADC12MEM18
case ADC12IV_ADC12IFG19: break;          // Vector 50:  ADC12MEM19
case ADC12IV_ADC12IFG20: break;          // Vector 52:  ADC12MEM20
case ADC12IV_ADC12IFG21: break;          // Vector 54:  ADC12MEM21
case ADC12IV_ADC12IFG22: break;          // Vector 56:  ADC12MEM22
case ADC12IV_ADC12IFG23: break;          // Vector 58:  ADC12MEM23
case ADC12IV_ADC12IFG24: break;          // Vector 60:  ADC12MEM24
case ADC12IV_ADC12IFG25: break;          // Vector 62:  ADC12MEM25
case ADC12IV_ADC12IFG26: break;          // Vector 64:  ADC12MEM26
case ADC12IV_ADC12IFG27: break;          // Vector 66:  ADC12MEM27
case ADC12IV_ADC12IFG28: break;          // Vector 68:  ADC12MEM28
case ADC12IV_ADC12IFG29: break;          // Vector 70:  ADC12MEM29
```



```
case ADC12IV_ADC12IFG30: break;           // Vector 72: ADC12MEM30
case ADC12IV_ADC12IFG31: break;           // Vector 74: ADC12MEM31
case ADC12IV_ADC12RDYIFG: break;          // Vector 76: ADC12RDY
default: break;
}
}
```

Best Regards

Johnson



sadasivam arumugam *over 5 years ago in reply to Johnson He*

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It's works for me. Thanks.

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