

Digital I/O

Entradas e saídas

Agenda

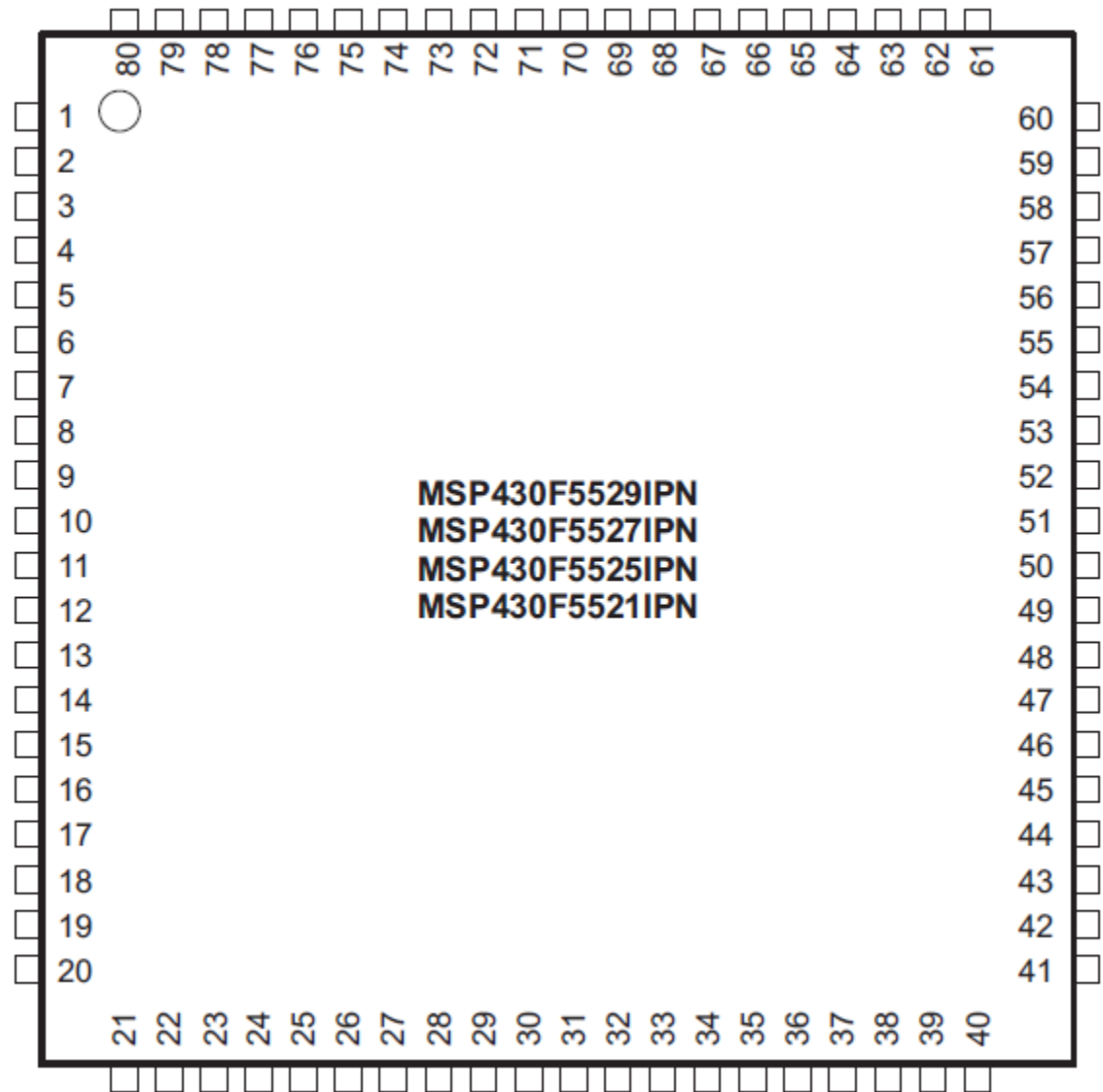
- GPIOs
- Configuração
- Vetores de interrupção
- Dicas de operação
- Aspectos “analógicos” de pinos digitais

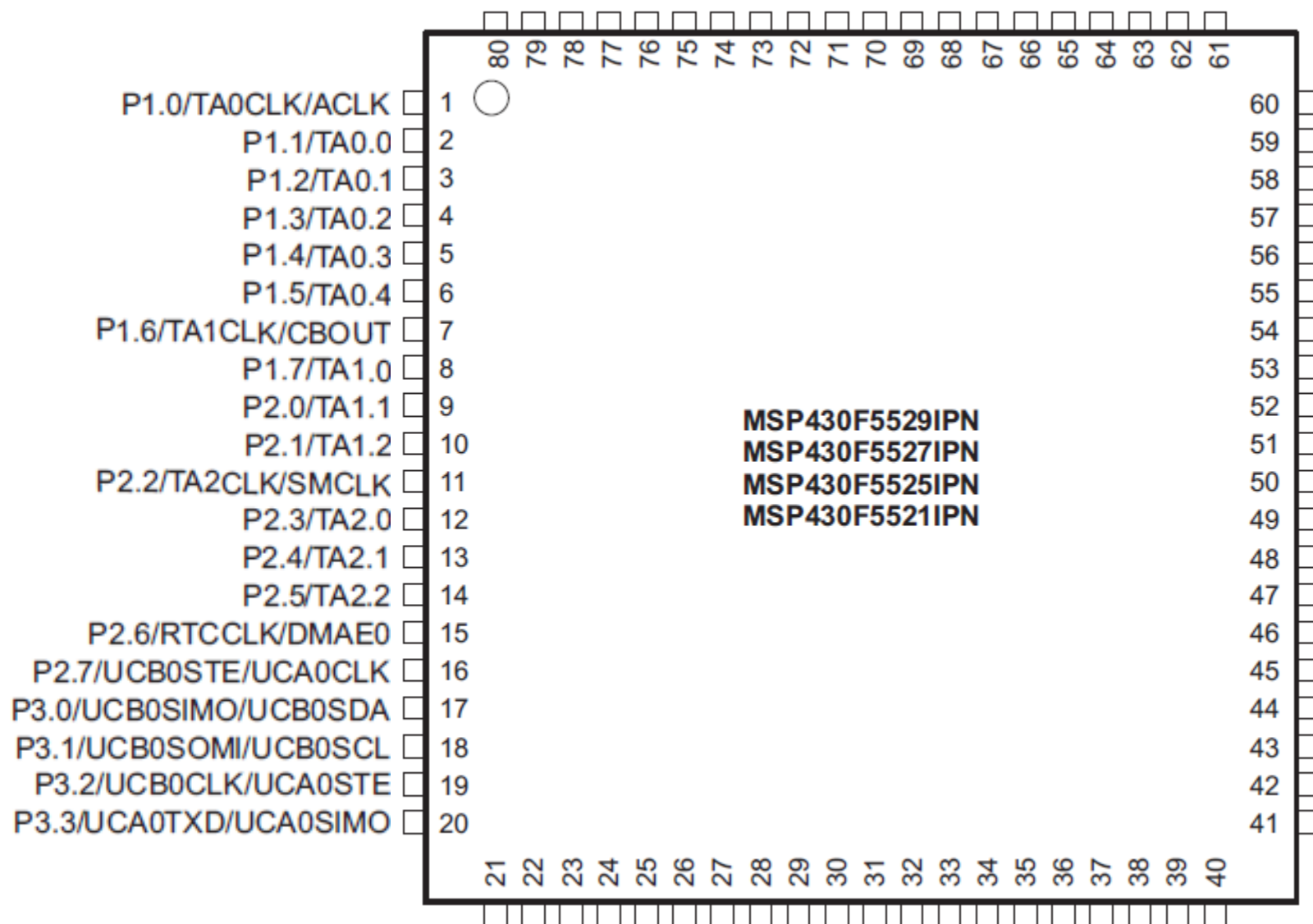
GPIOs

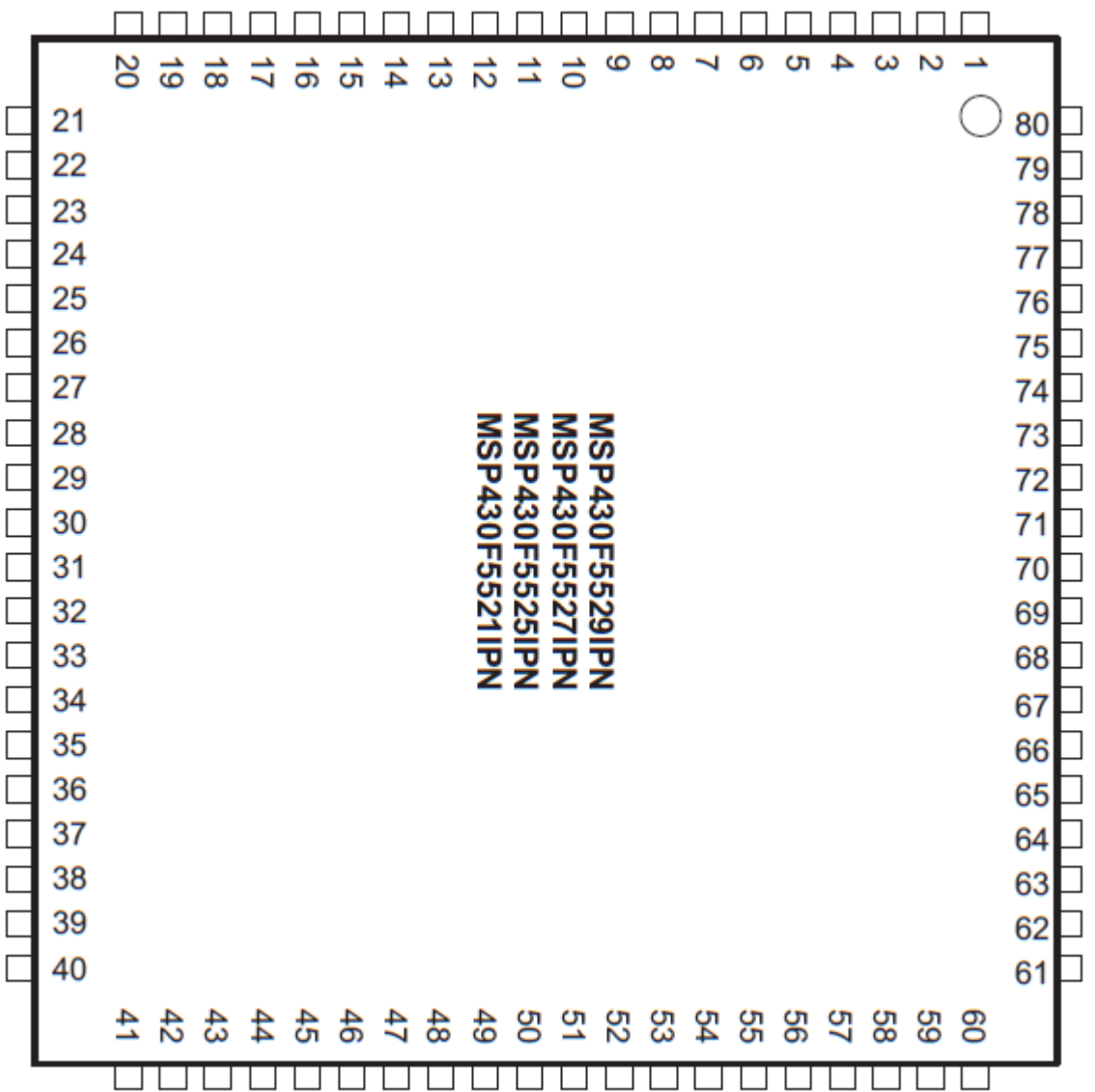
- Portas de entrada/saída configuráveis
- Tamanho : 8-bits
- Cada pino é controlado individualmente
- Alguns pinos podem gerar interrupção
- Pinos controlados por registros mapeados em memória
 - PxIN
 - PxOUT
 - PxDIR
 - PxREN
 - PxSEL
 - PxDS

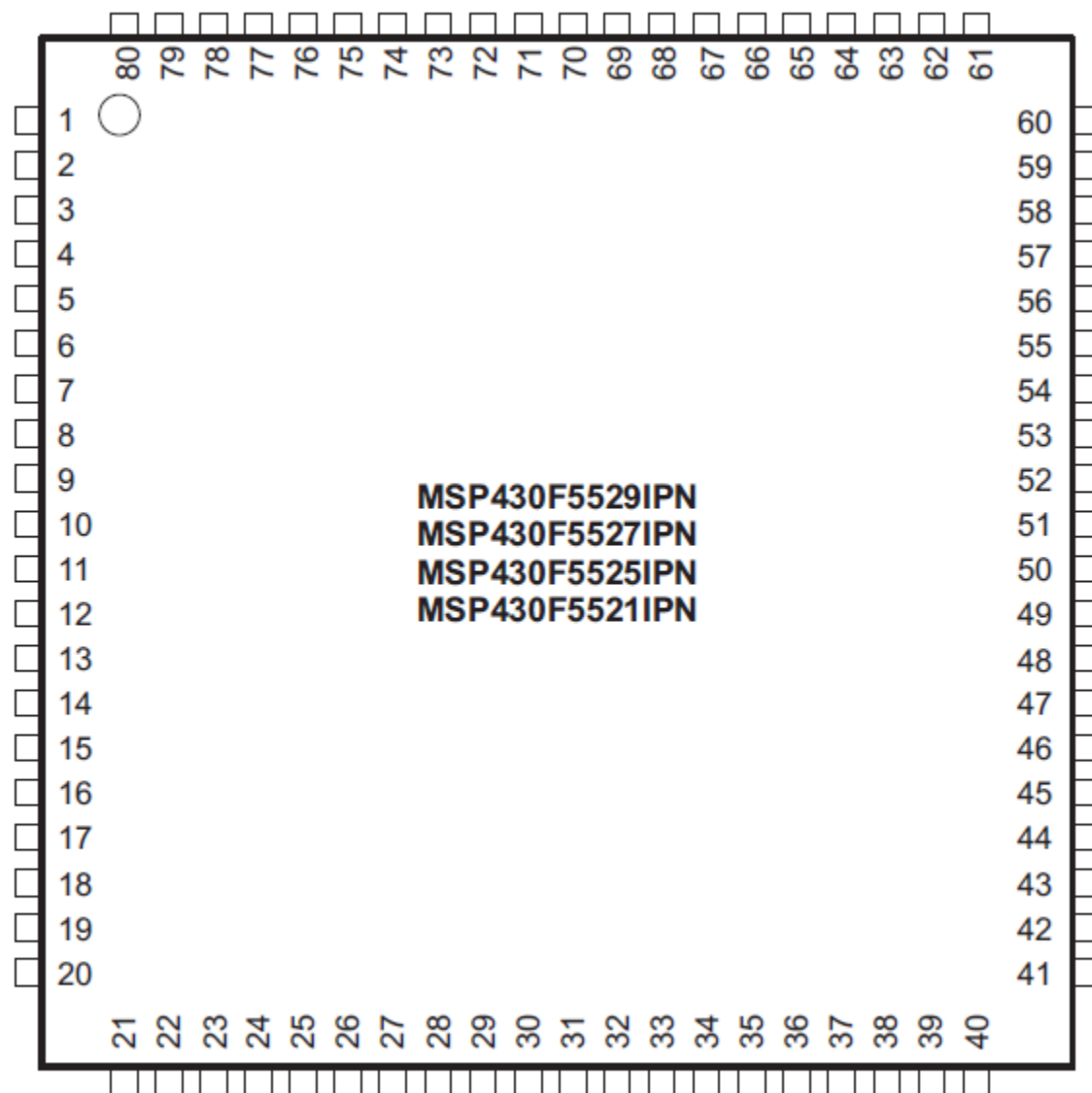
GPIOs

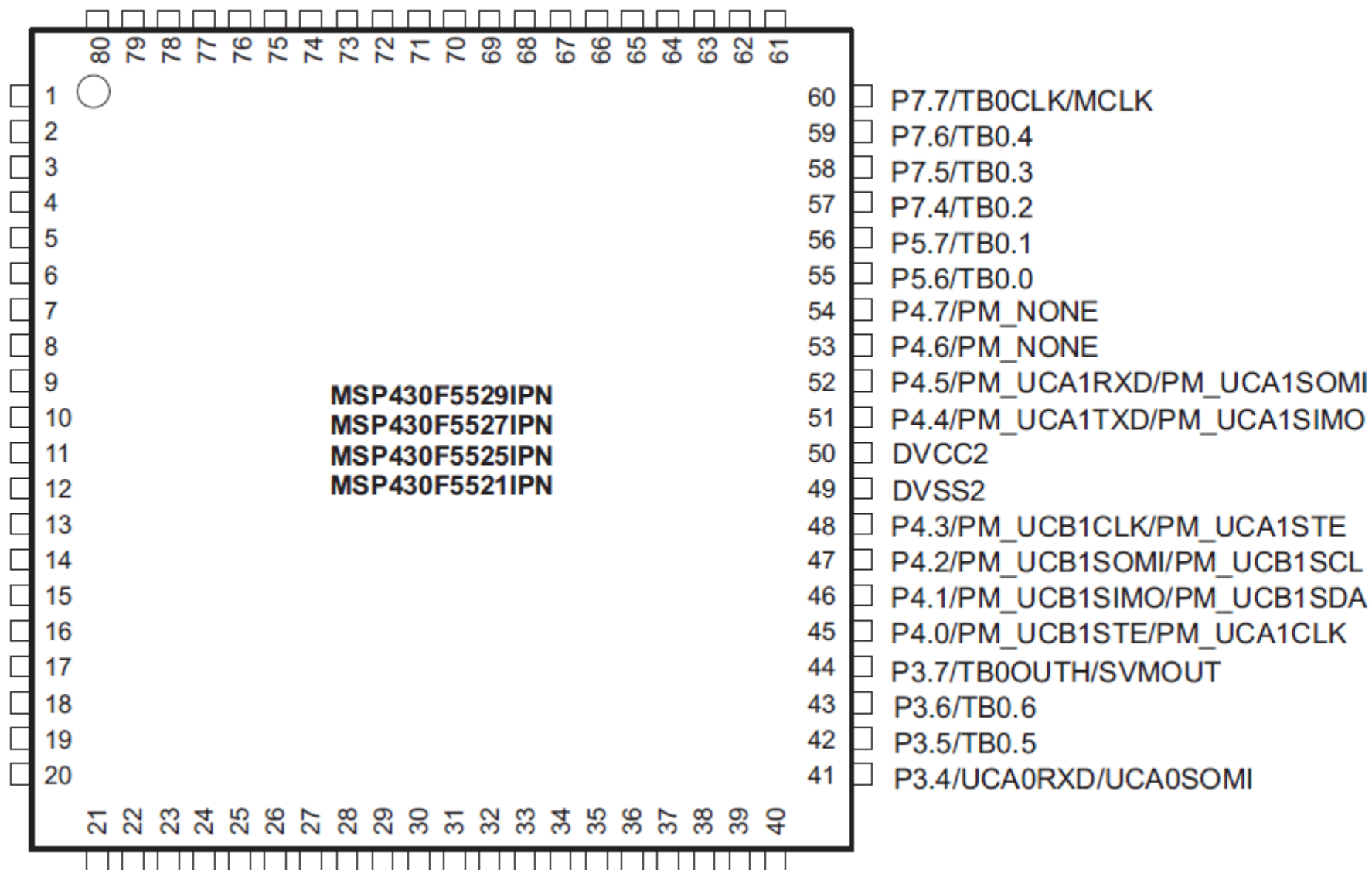
P6.4/CB4/A4
P6.5/CB5/A5
P6.6/CB6/A6
P6.7/CB7/A7
P7.0/CB8/A12
P7.1/CB9/A13
P7.2/CB10/A14
P7.3/CB11/A15
P5.0/A8/VREF+/VeREF+
P5.1/A9/VREF-/VeREF-
AVCC1
P5.4/XIN
P5.5/XOUT
AVSS1
P8.0
P8.1
P8.2
DVCC1
DVSS1
VCORE

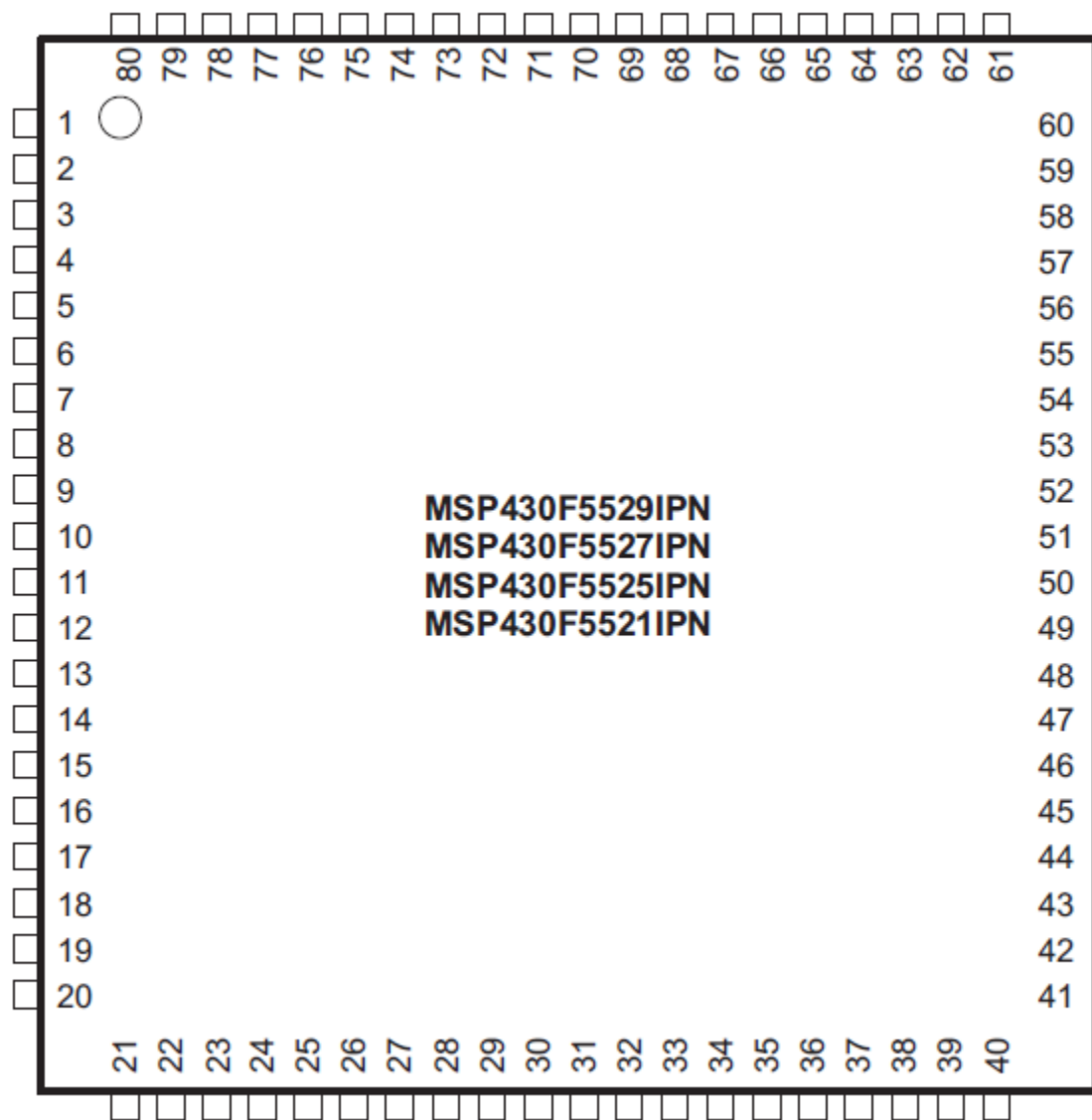




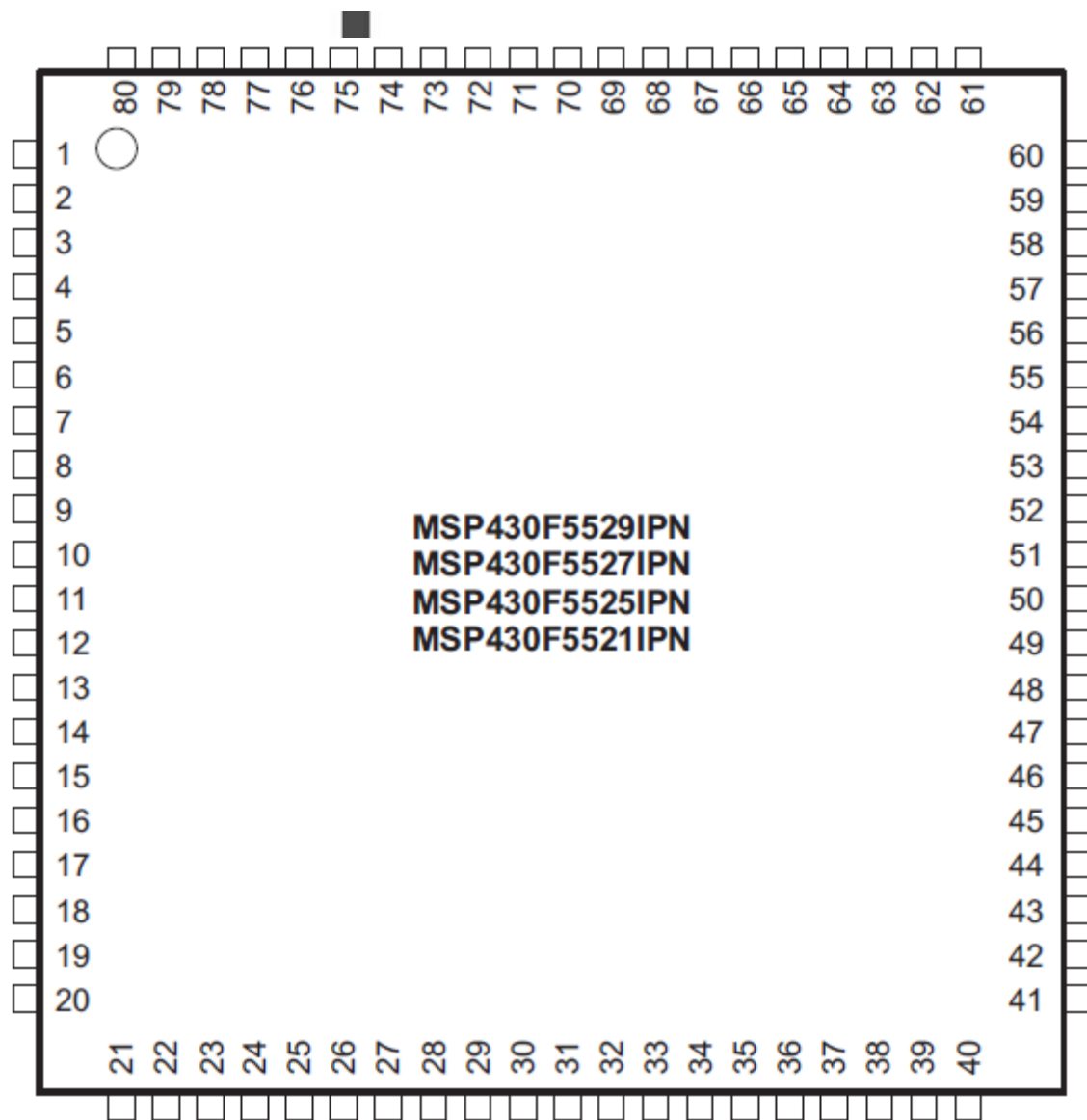


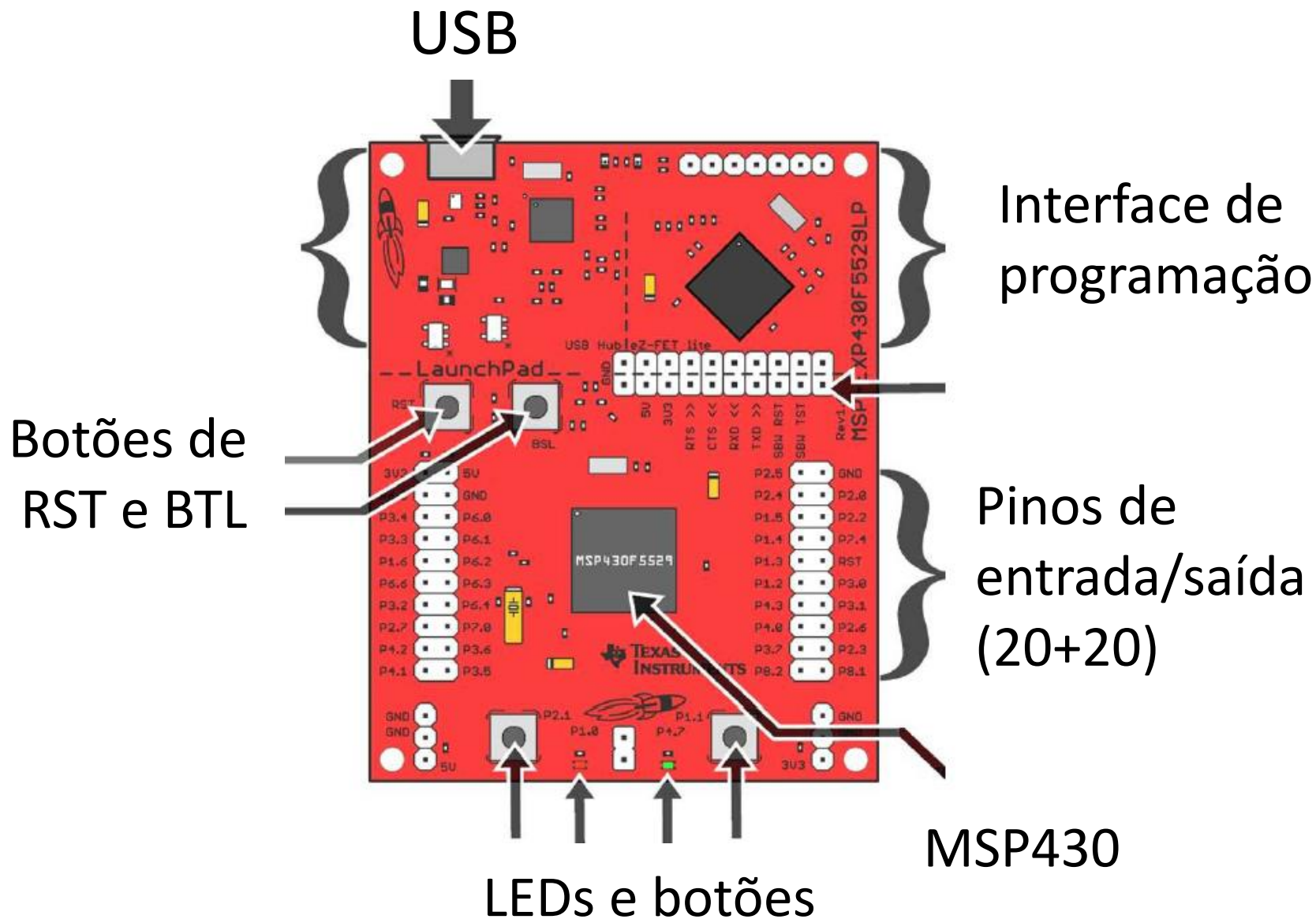






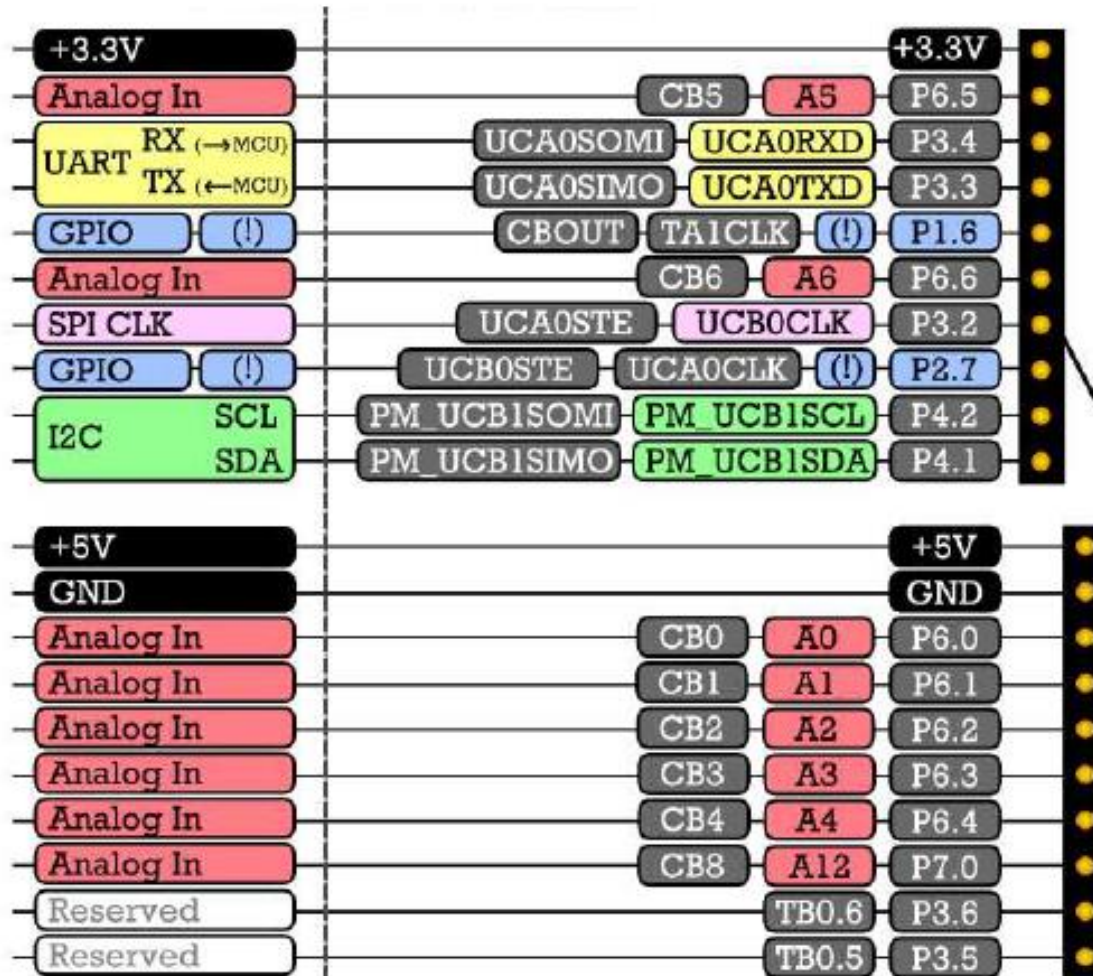
60	P6.3/CB3/A3
59	P6.2/CB2/A2
58	P6.1/CB1/A1
57	P6.0/CB0/A0
56	$\overline{\text{RST}}/\text{NMI}/\text{SBWTDIO}$
55	PJ.3/TCK
54	PJ.2/TMS
53	PJ.1/TDI/TCLK
52	PJ.0/TDO
51	TEST/SBWTCK
50	P5.3/XT2OUT
49	P5.2/XT2IN
48	AVSS2
47	V18
46	VUSB
45	VBUS
44	PU.1/DM
43	PUR
42	PU.0/DP
41	VSSU



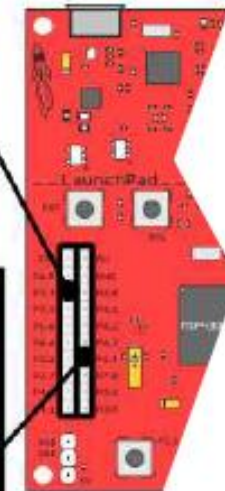


BoosterPack Pinout Standard

Software-Configurable MSP430F5529 Pin Functions



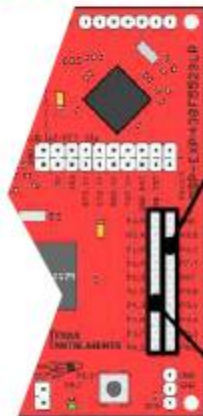
F5529 LaunchPad



(!) Denotes an interrupt-capable I/O

- Power
- Analog
- SPI
- I2C
- General I/O
- Unused function

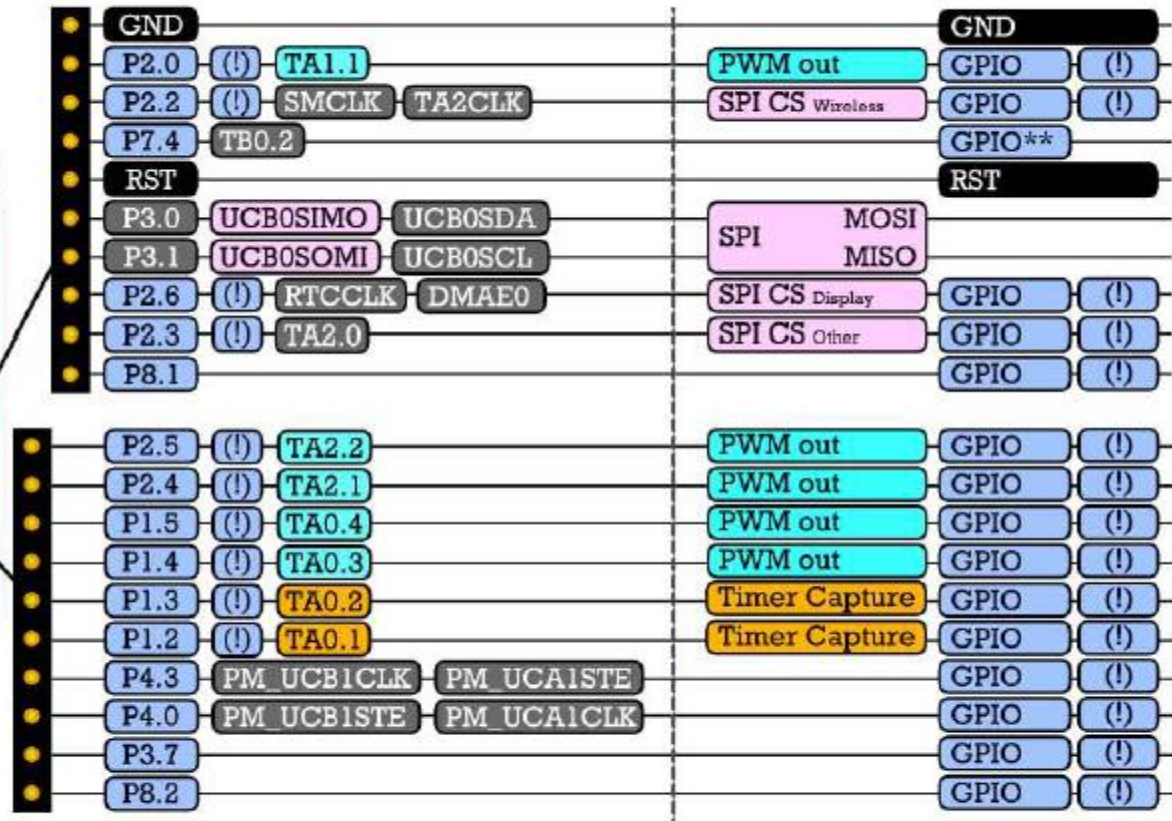
F5529 LaunchPad



Software-Configurable MSP430F5529 Pin Functions

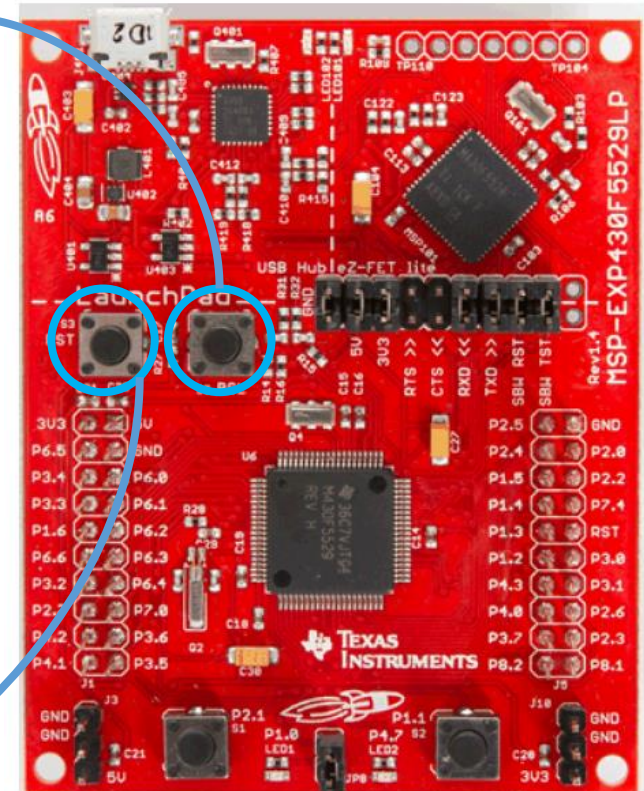
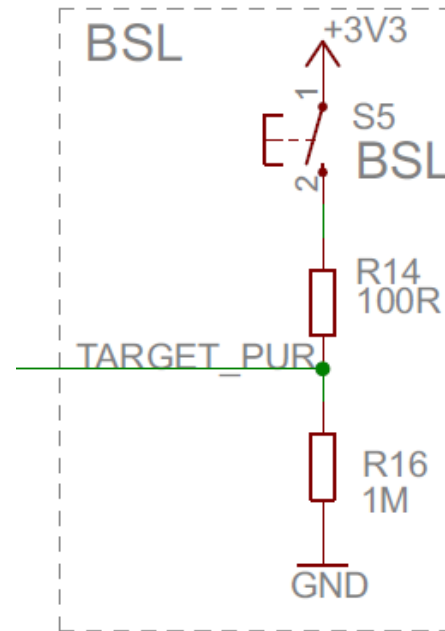
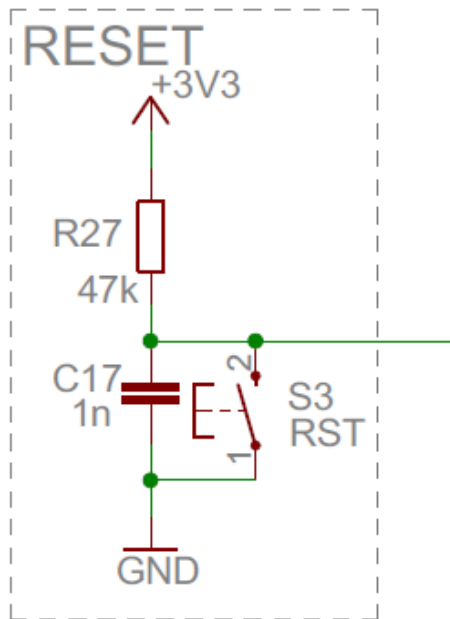
BoosterPack Pinout Standard

- Power
- Analog
- SPI
- I2C
- General I/O
- Unused function



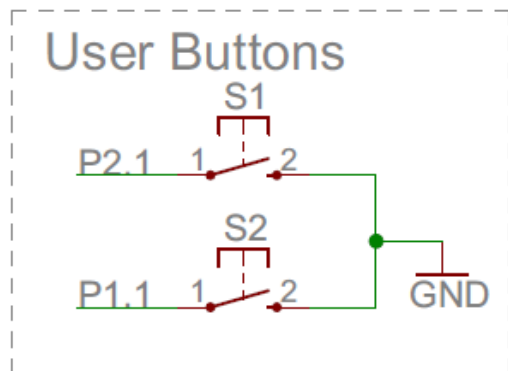
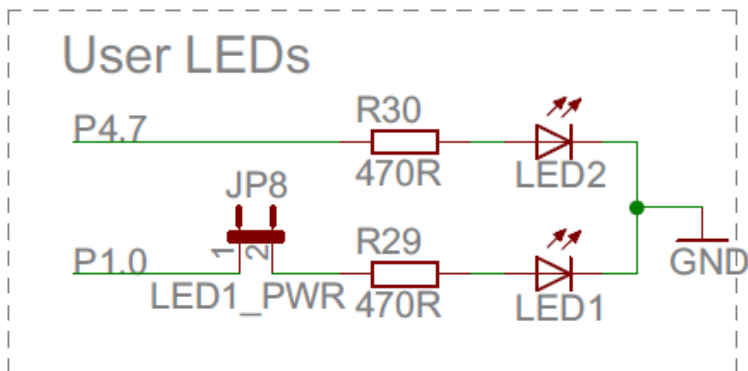
GPIOs

- Botões e LEDs



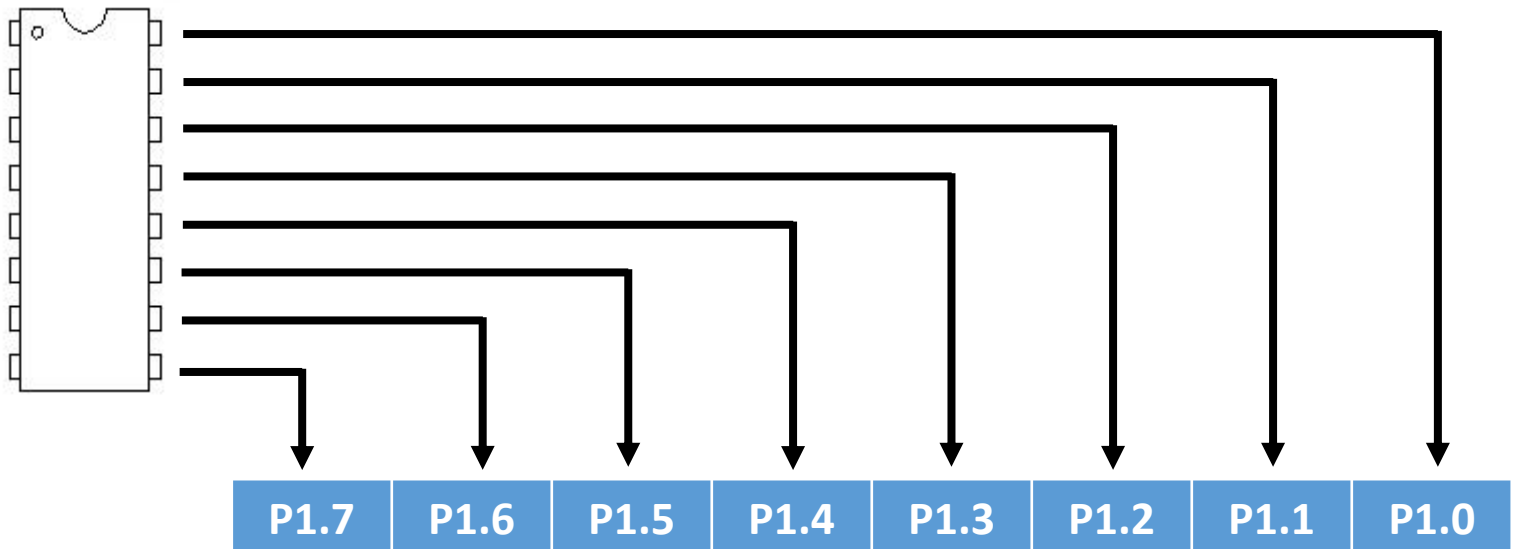
GPIOs

- Botões e LEDs



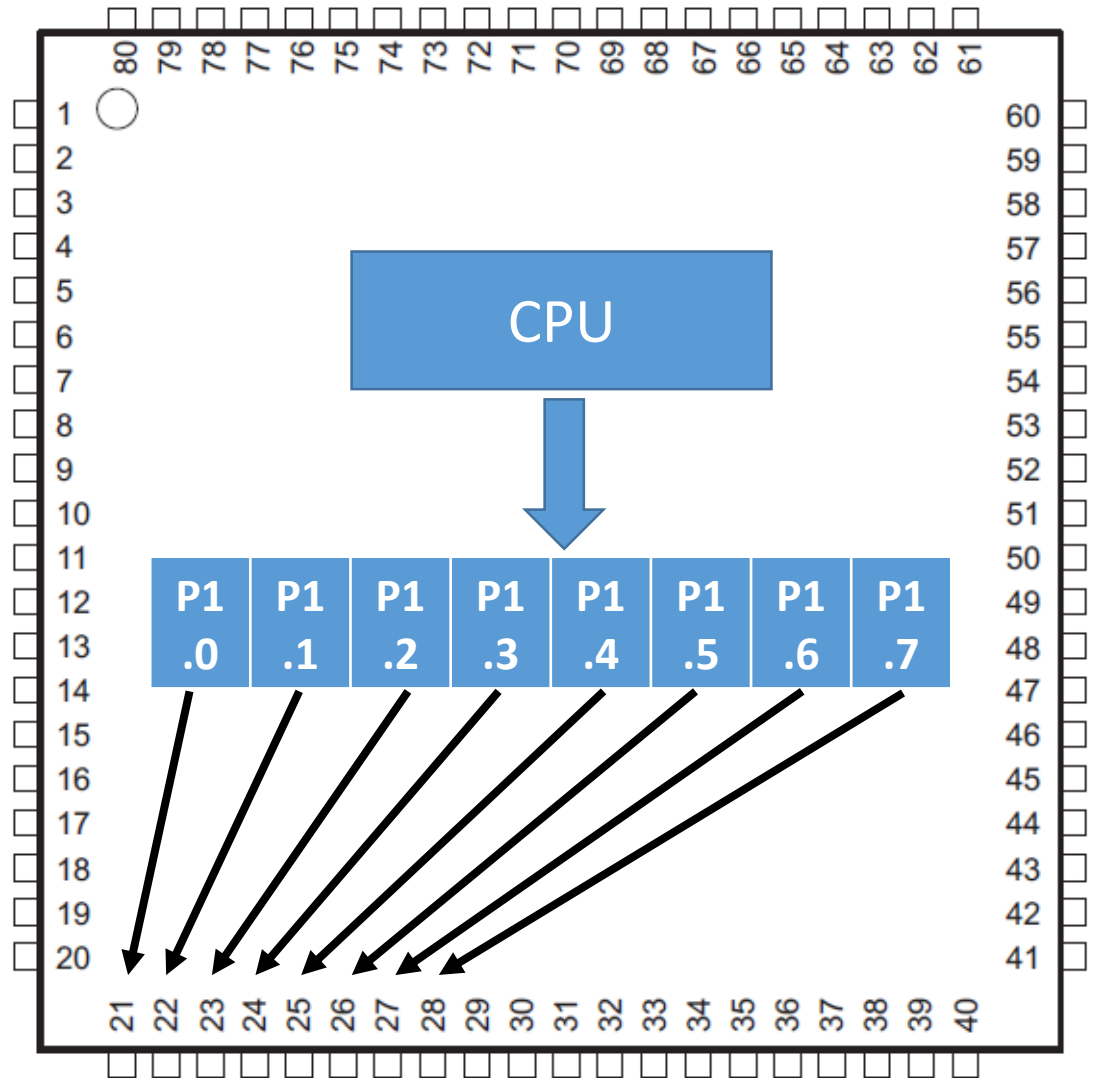
GPIOs

- Configuração a base de registros

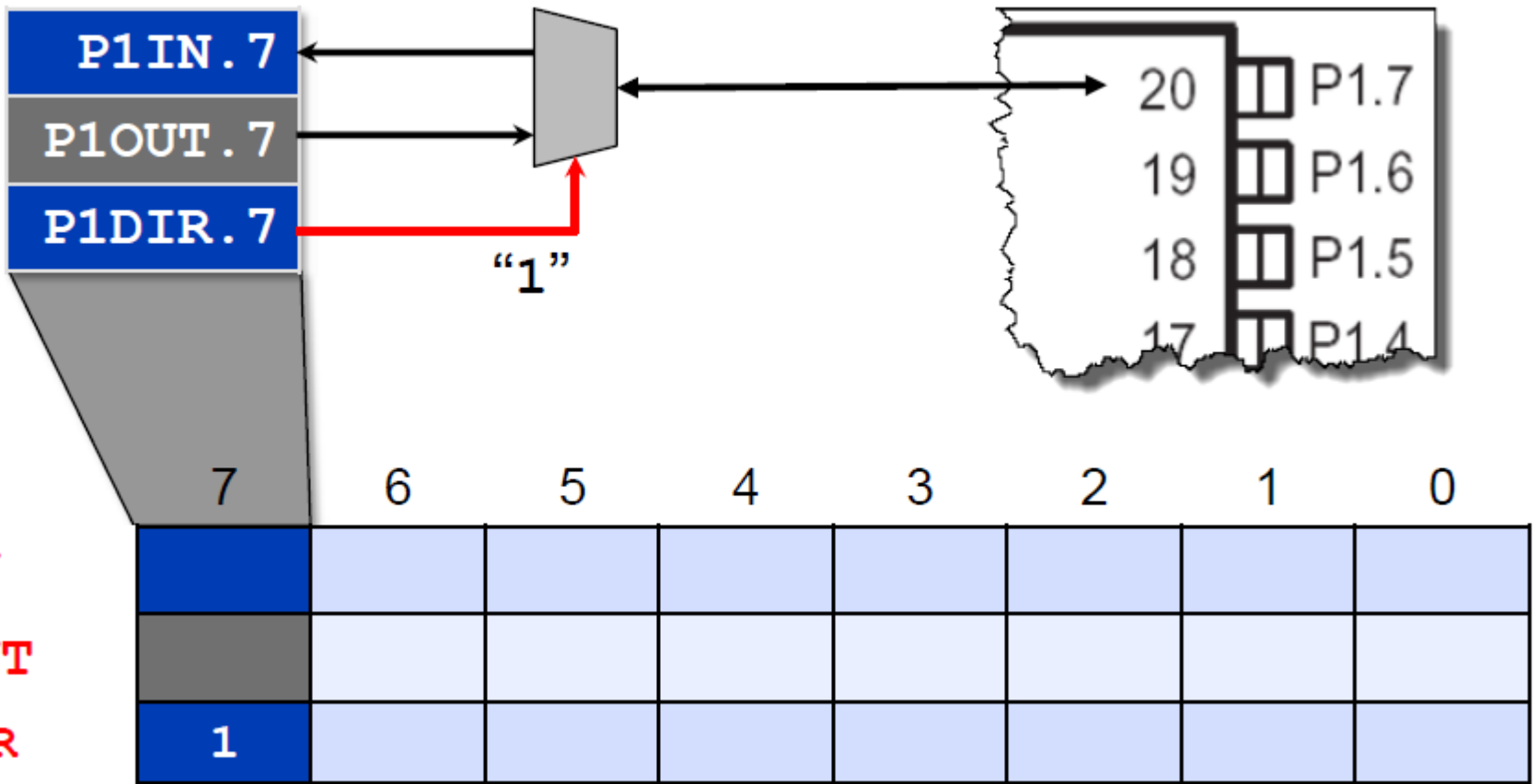


GPIOs

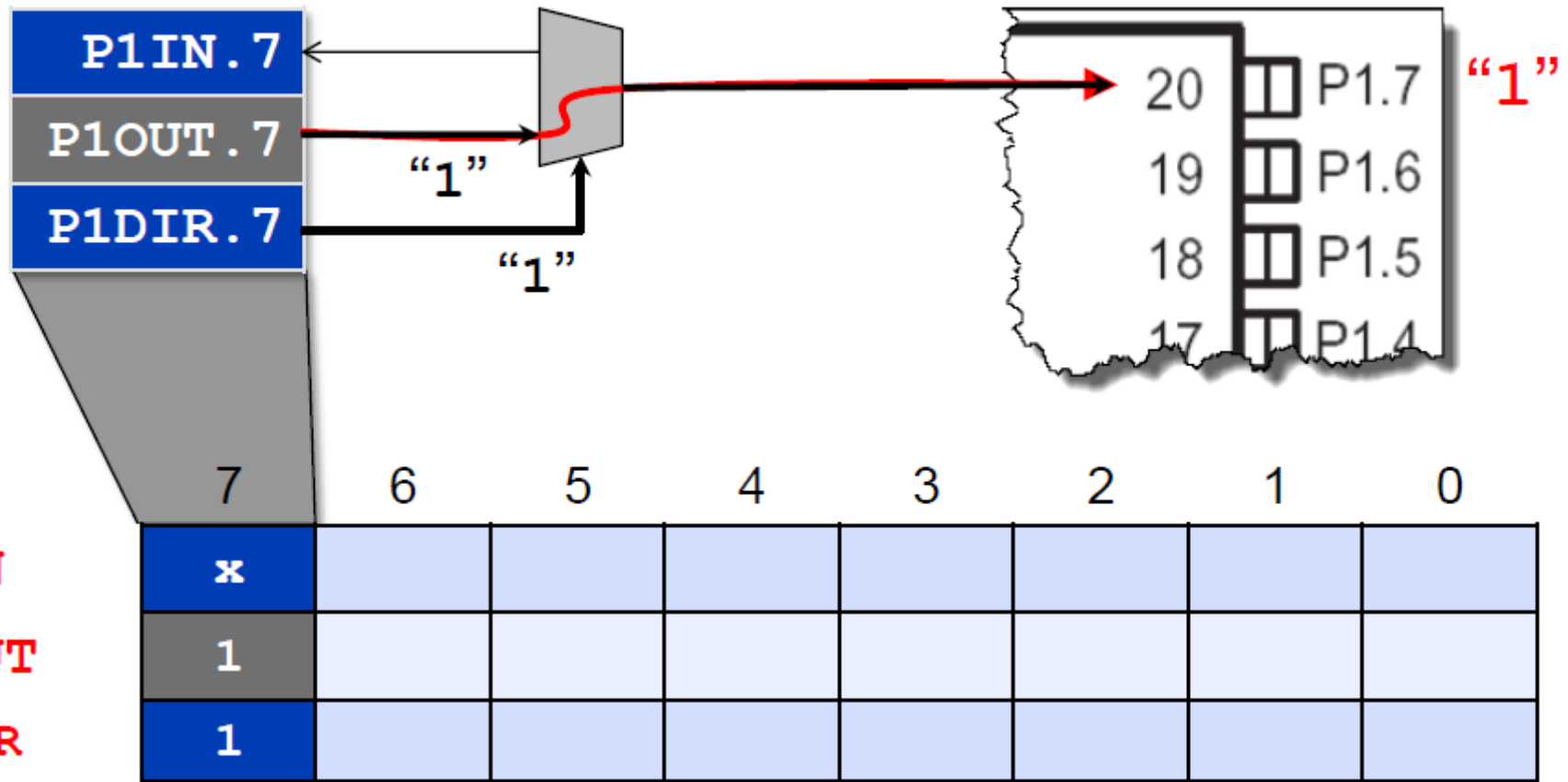
- Configuração a base de registros



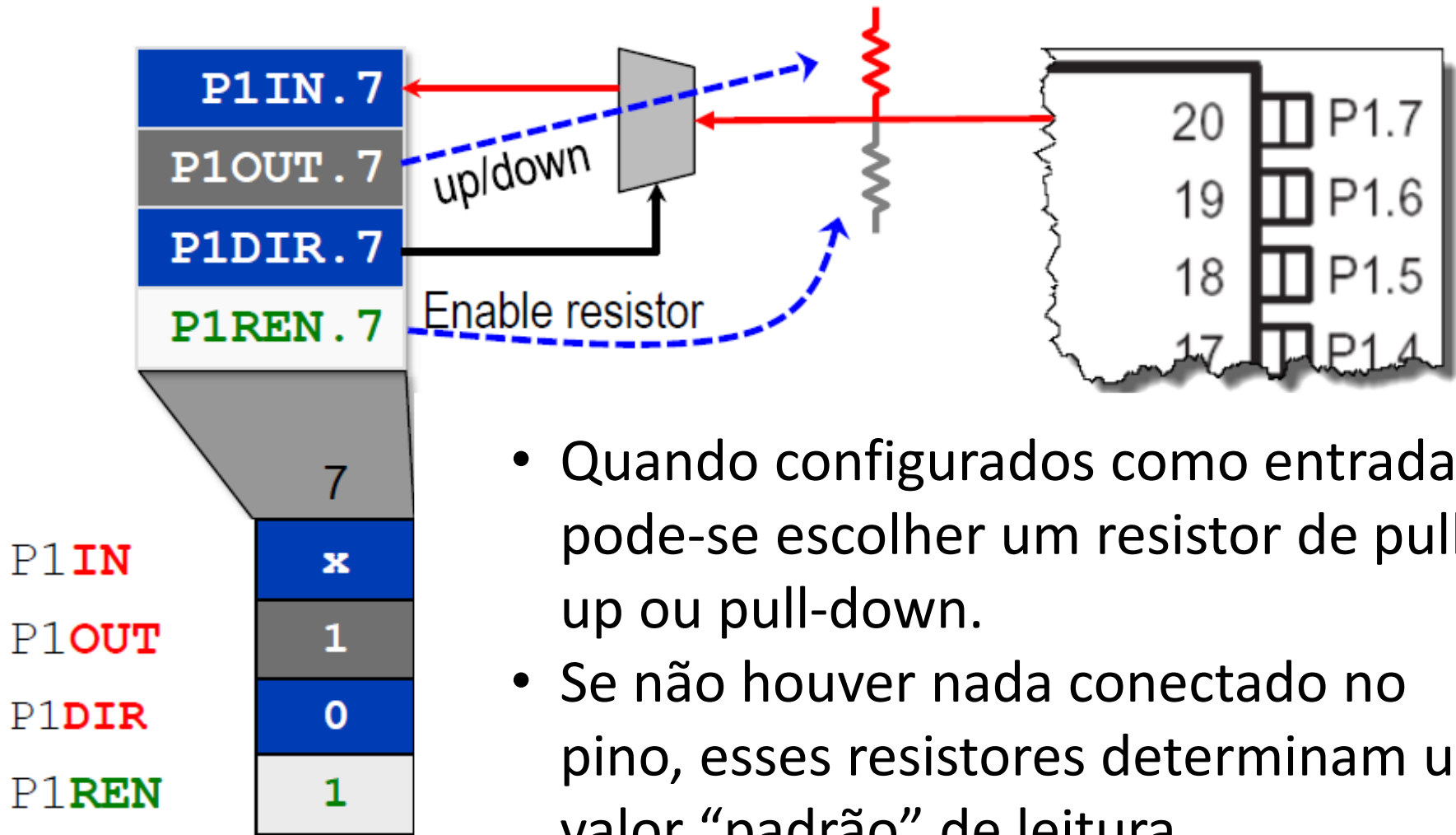
GPIOs



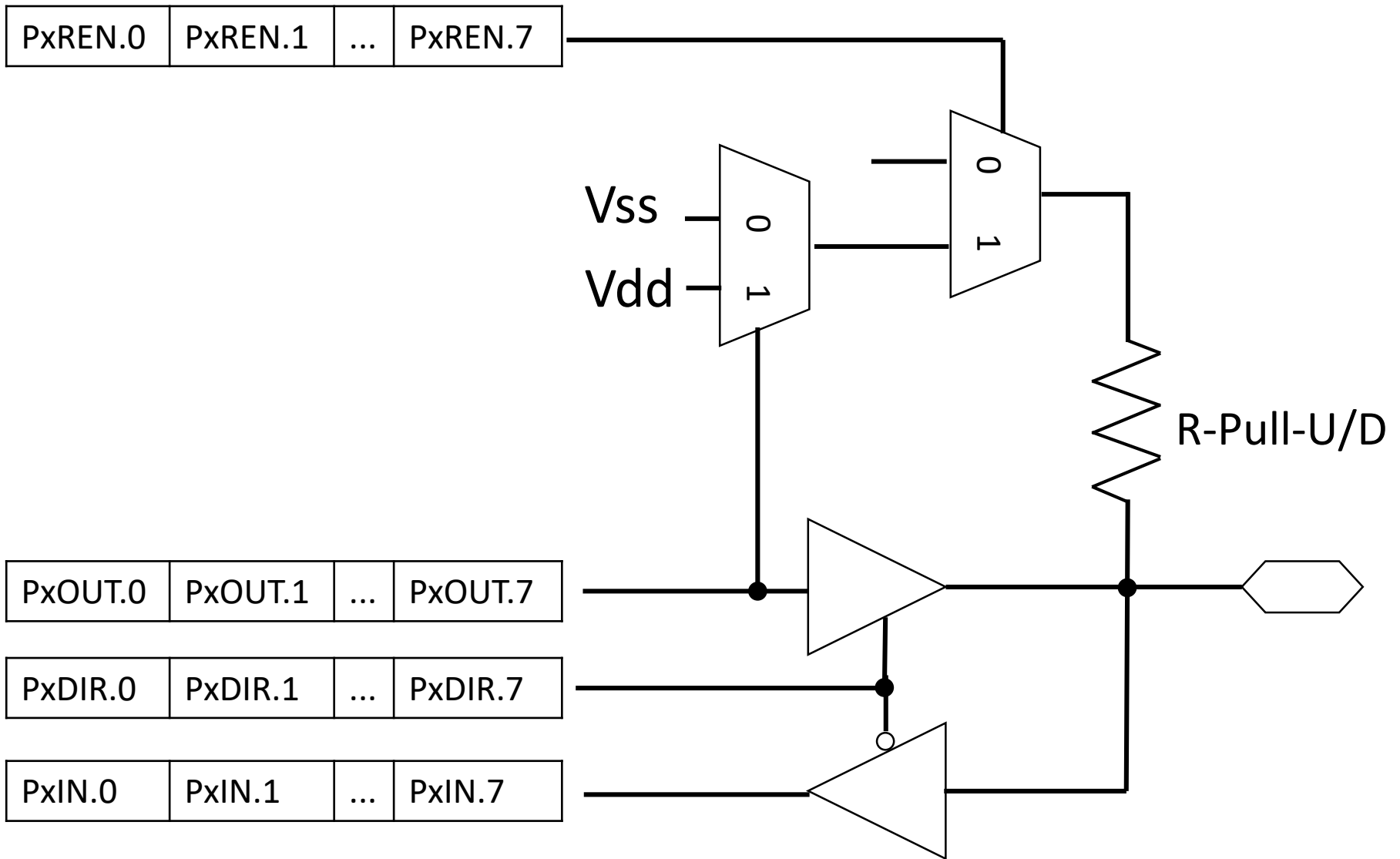
GPIOs

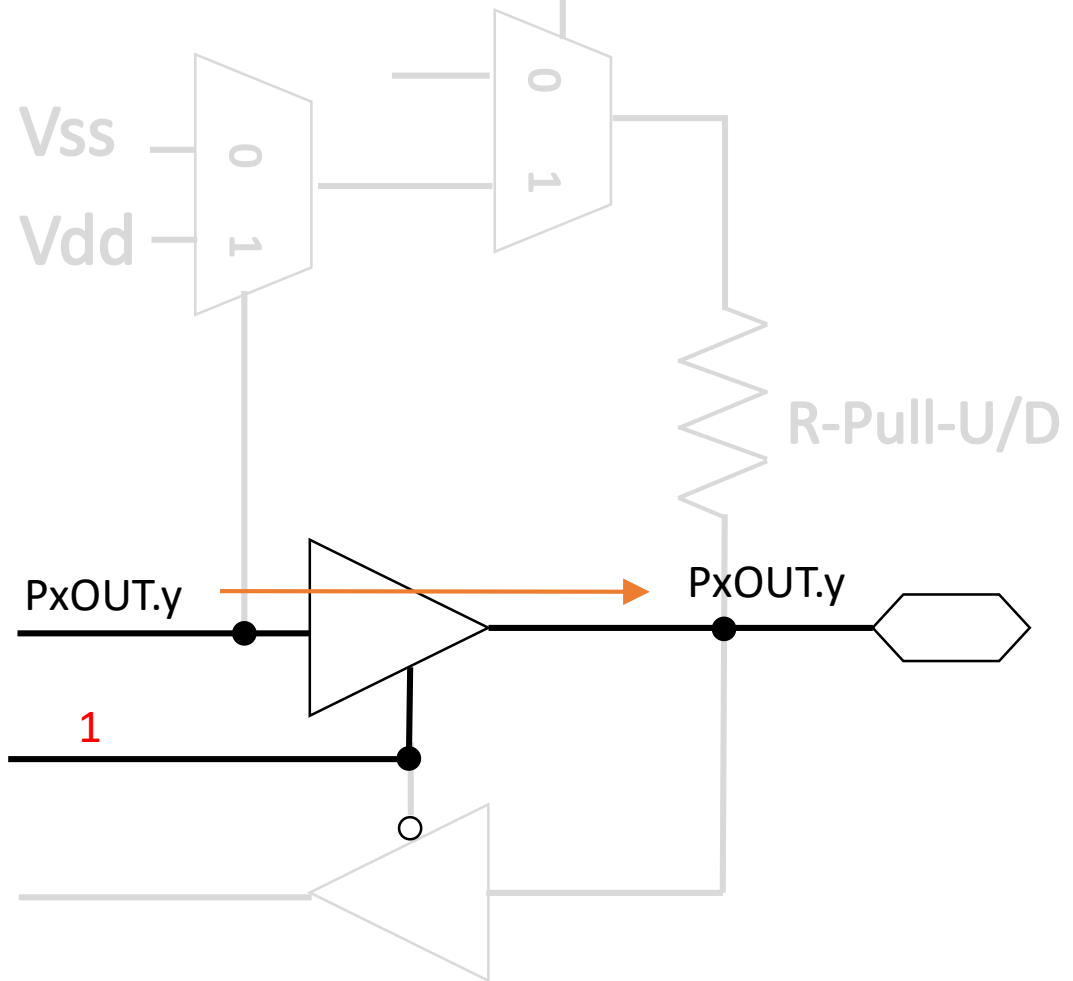
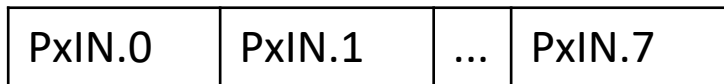
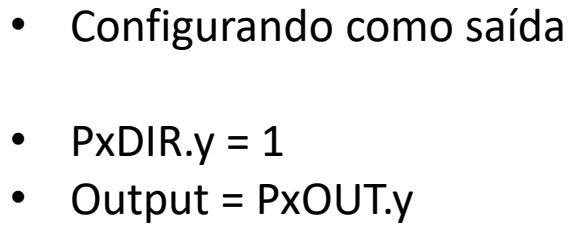


GPIOs



- Quando configurados como entrada, pode-se escolher um resistor de pull-up ou pull-down.
- Se não houver nada conectado no pino, esses resistores determinam um valor “padrão” de leitura





PxREN.0	PxREN.1	...	PxREN.7
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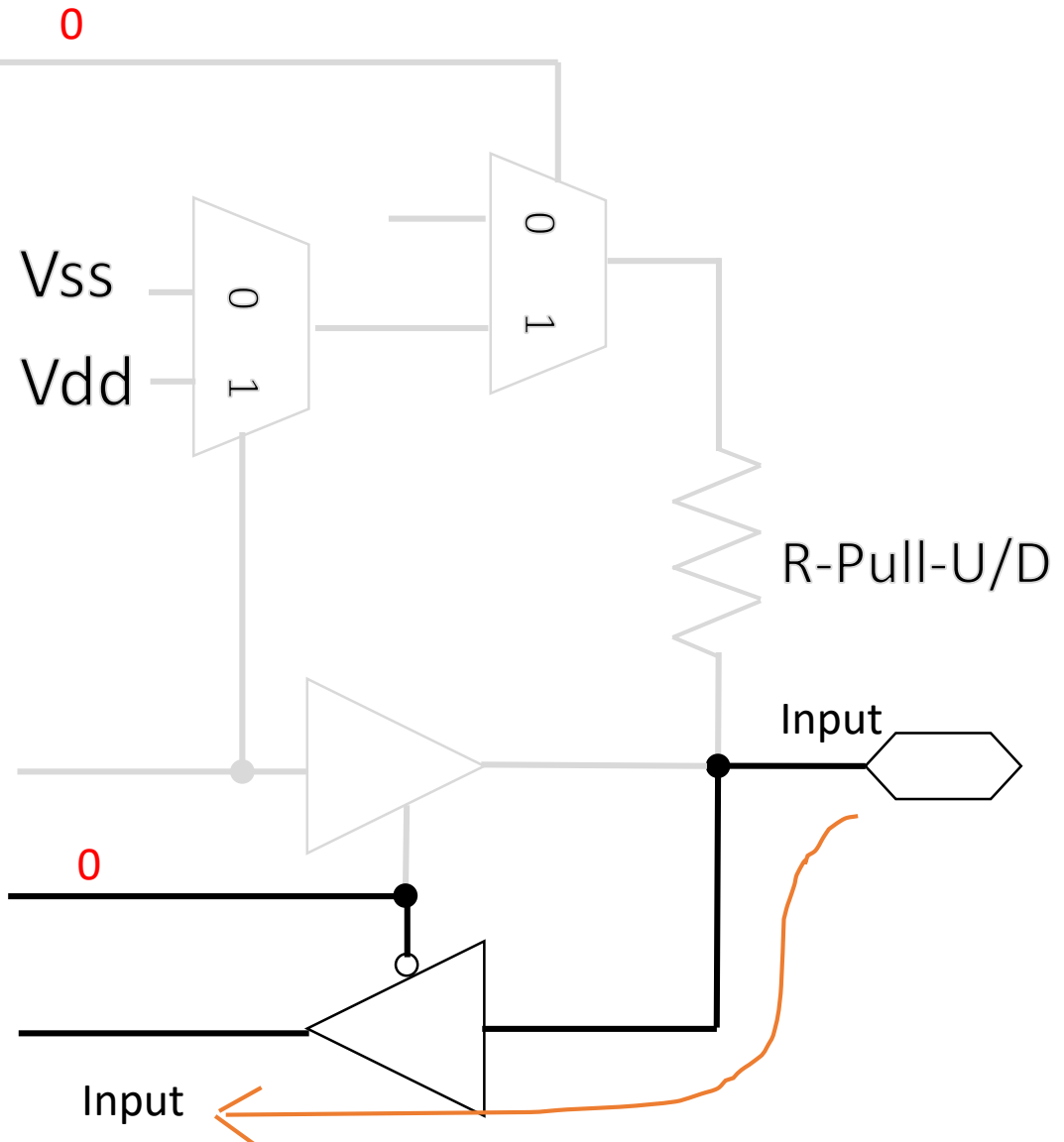
- Configurando como entrada sem resistor de pull-up/down

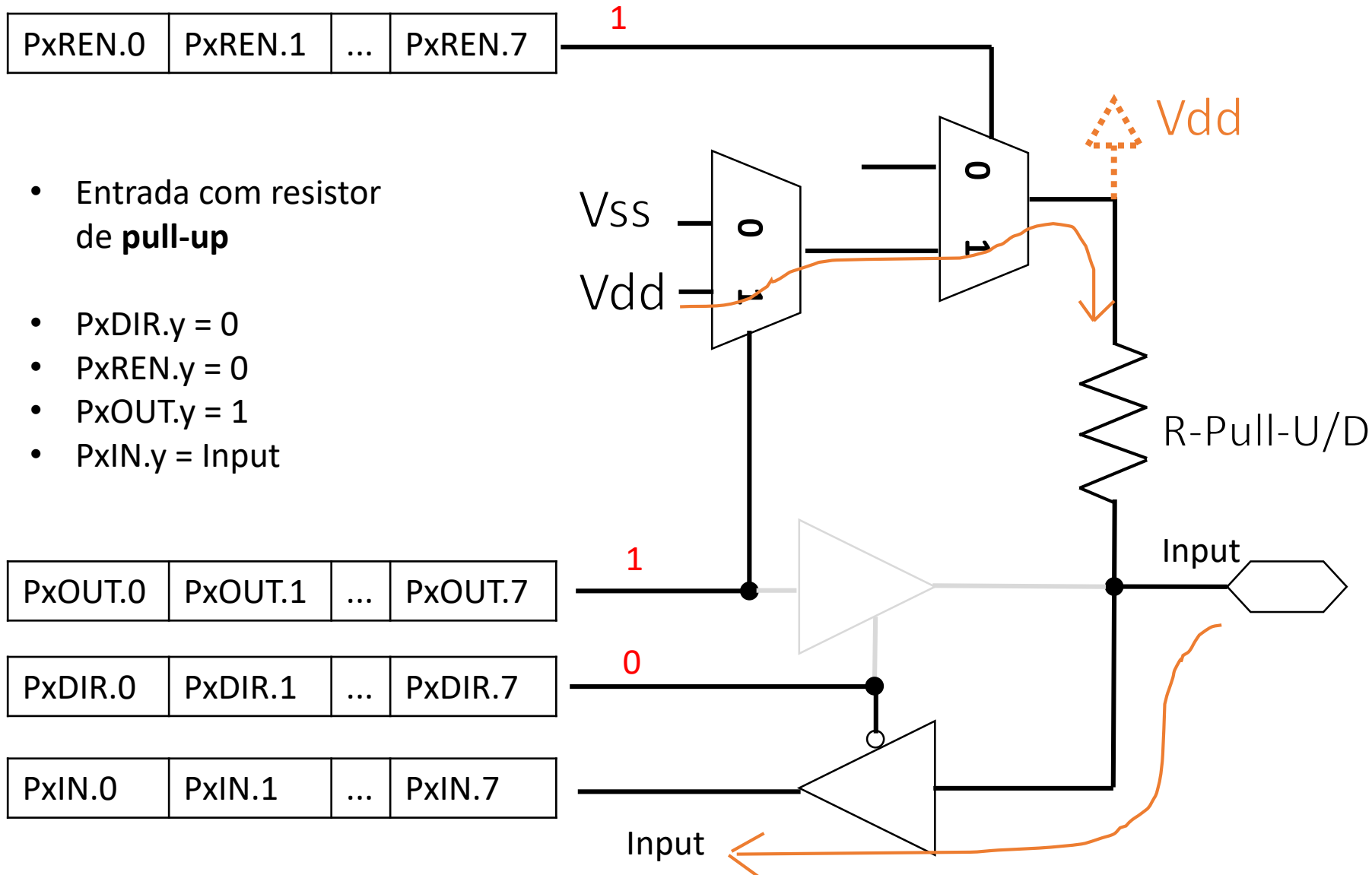
- PxDIR.y = 0
- PxREN.y = 0
- PxOUT.y = x
- PxIN.y = Input

PxOUT.0	PxOUT.1	...	PxOUT.7
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PxDIR.0	PxDIR.1	...	PxDIR.7
---------	---------	-----	---------

PxIN.0	PxIN.1	...	PxIN.7
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PxREN.0	PxREN.1	...	PxREN.7
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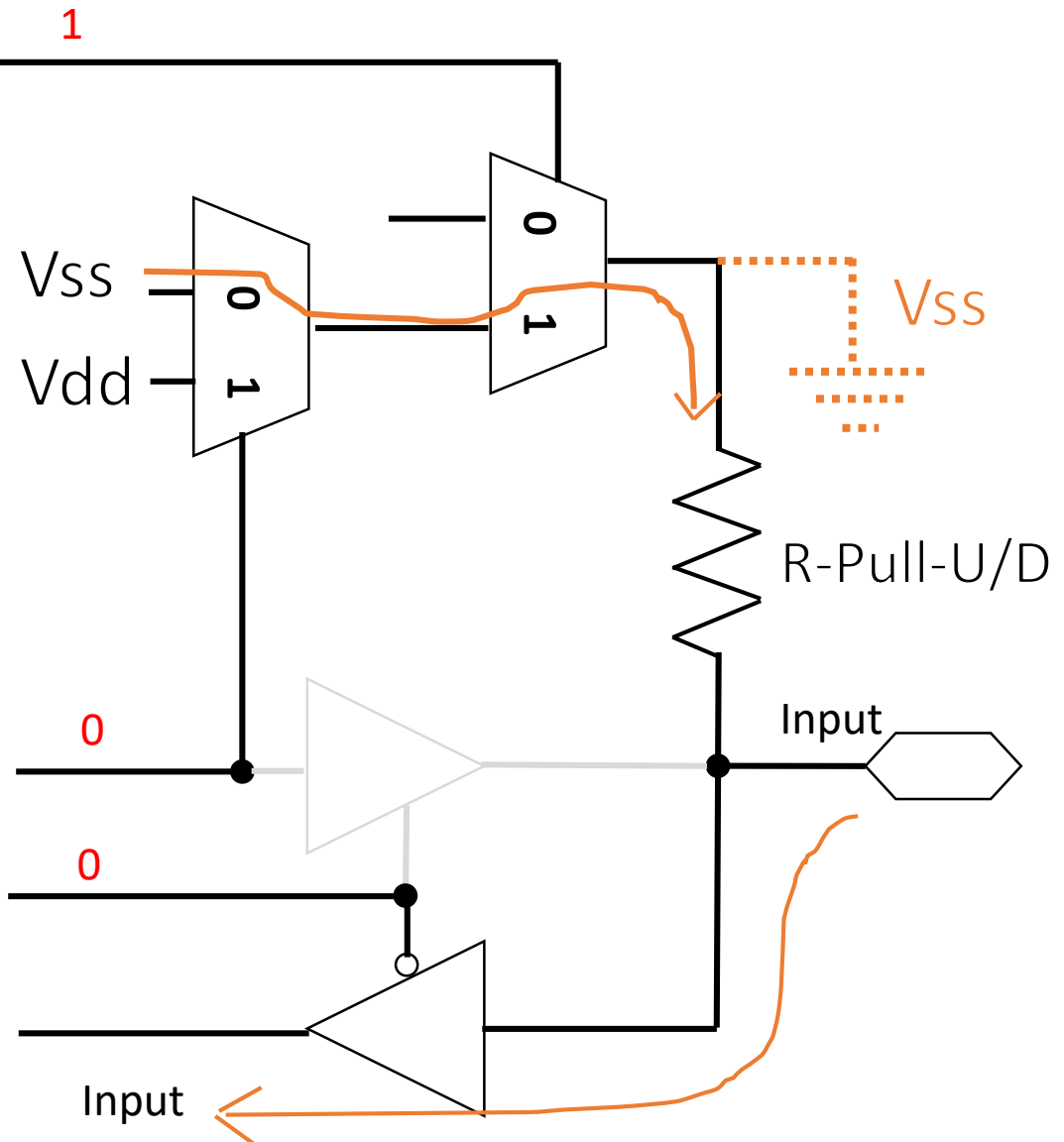
- Entrada com resistor de **pull-down**

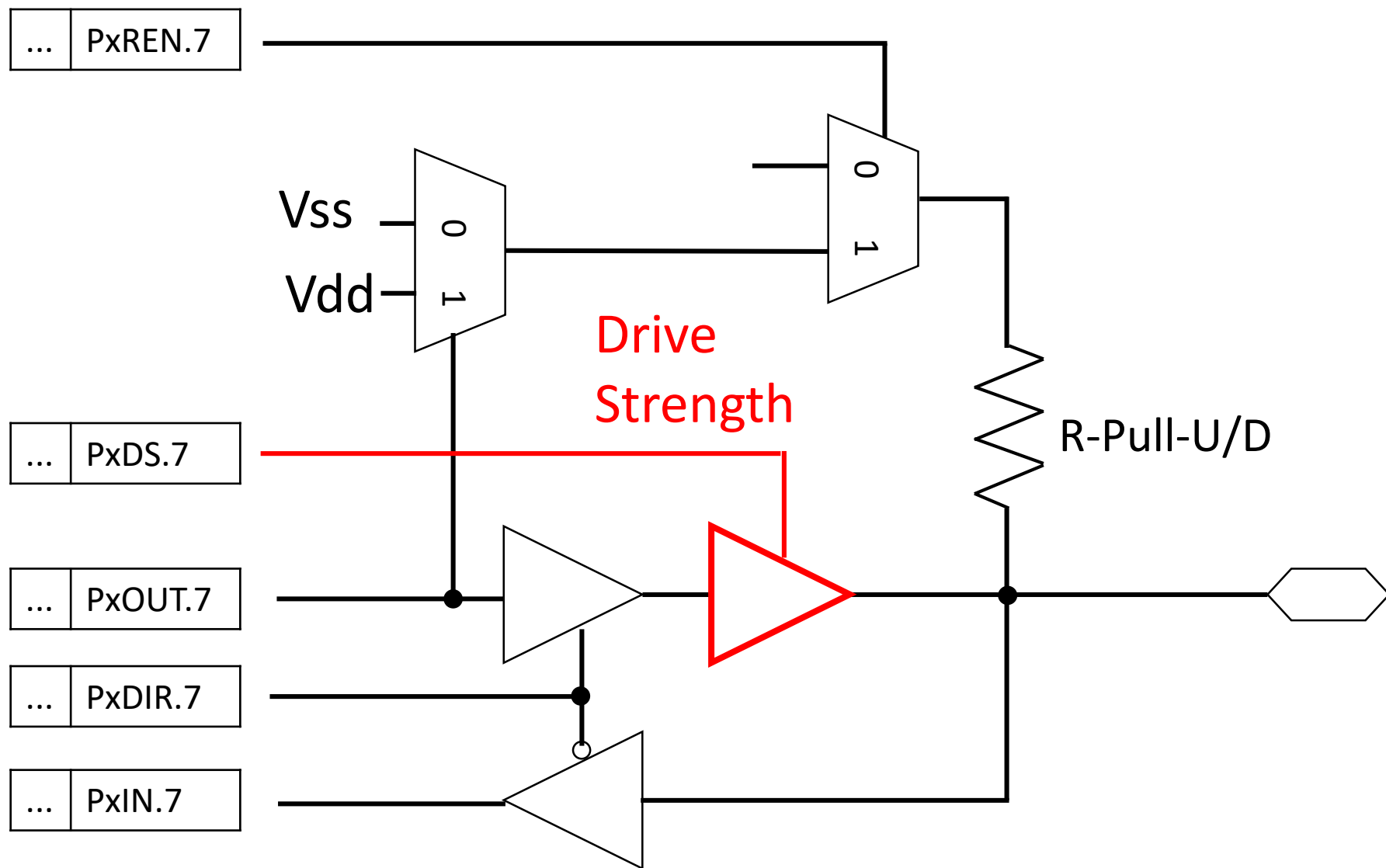
- PxDIR.y = 0
- PxREN.y = 0
- PxOUT.y = 1
- PxIN.y = Input

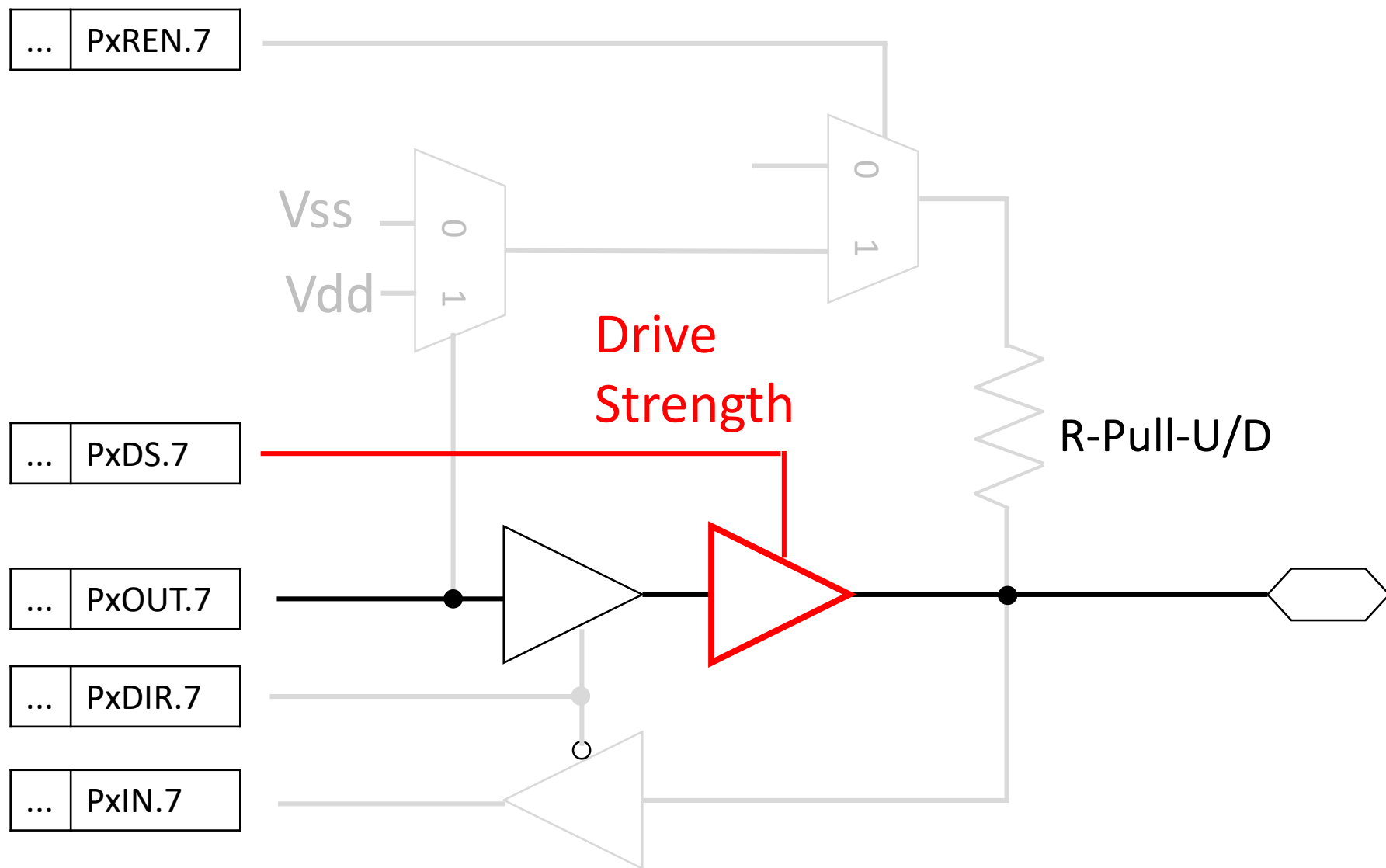
PxOUT.0	PxOUT.1	...	PxOUT.7
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PxDIR.0	PxDIR.1	...	PxDIR.7
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PxIN.0	PxIN.1	...	PxIN.7
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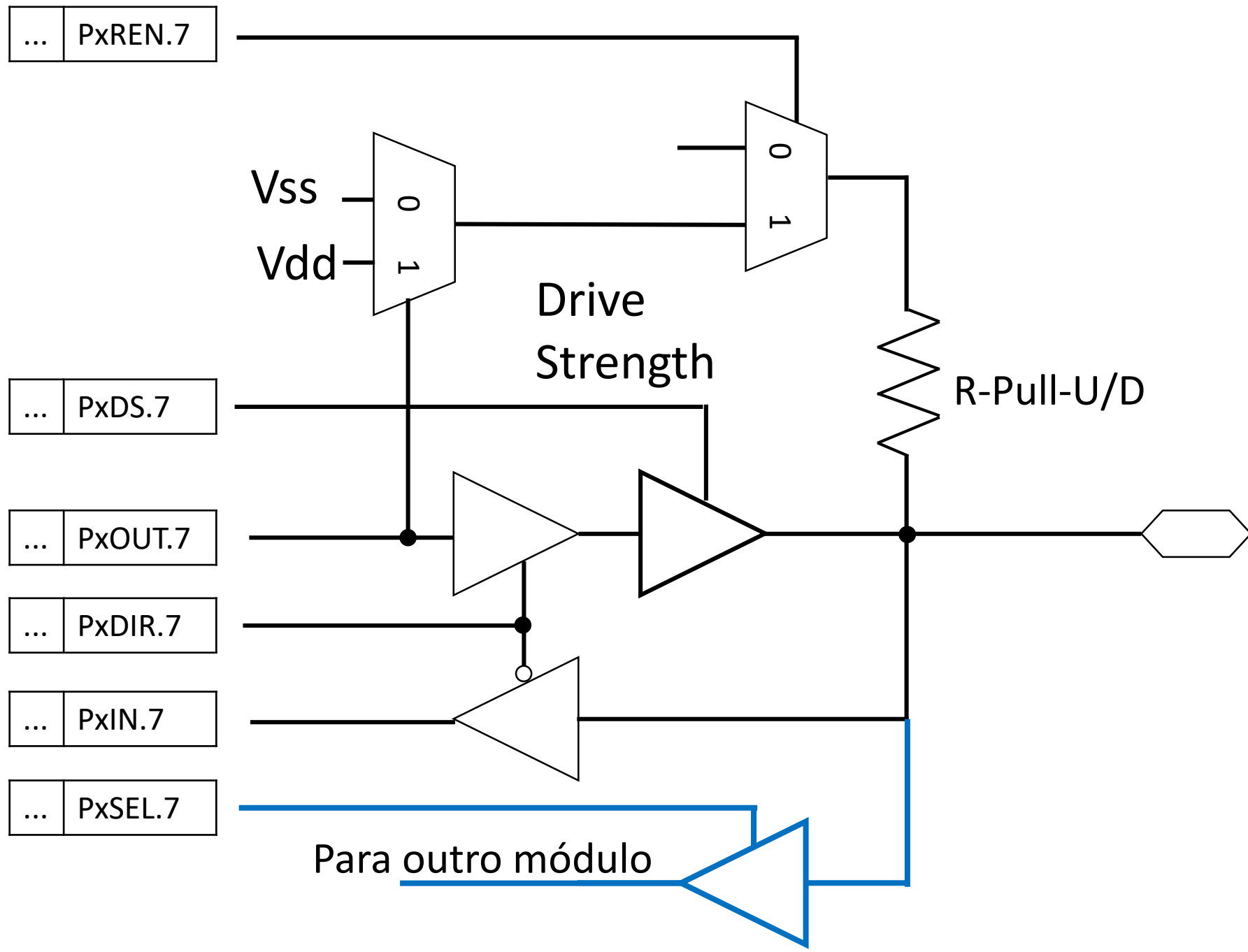


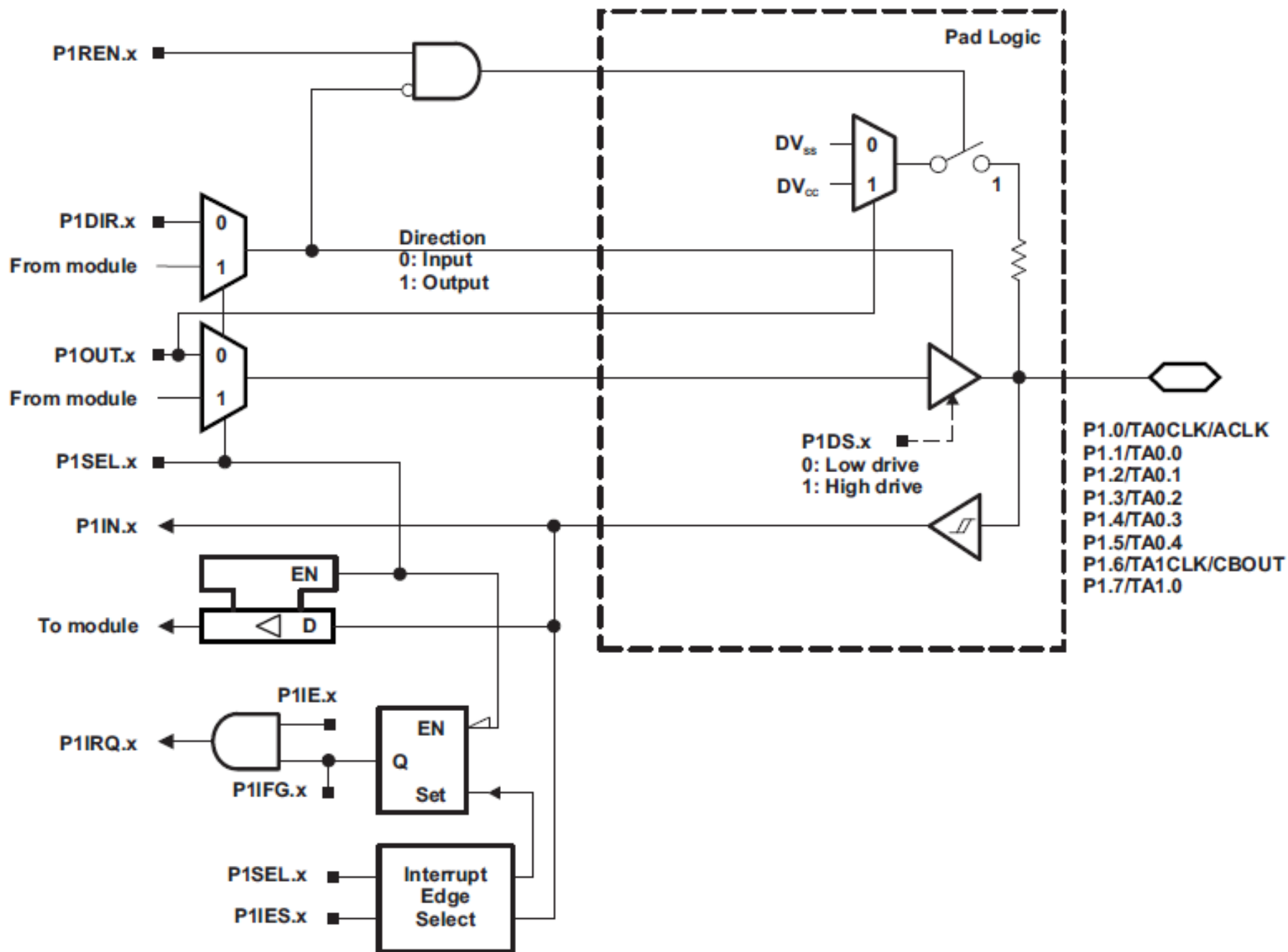




GPIOs

- Alguns pinos são compartilhados entre GPIO e algum outro bloco.
- O pino P1 é compartilhado com o TimerA, por exemplo.





GPIOs - Resumo

- Portas controladas por registros de 8 bits.
 - PxIN
 - PxOUT
 - PxDIR
 - PxREN
 - PxSEL
 - PxDS
- Pinos são controlados individualmente com operações de set, clear e toggle (usando máscaras)

Vetores de interrupção (P1 e P2)

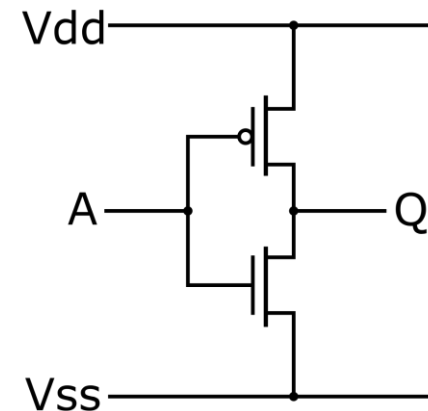
- Uma atividade pode ser ativada por um sinal de um pino qualquer.
- Essa atividade pode ser iniciada através de uma *interrupção*
- Interrupções são geradas por **variações** nos pinos GPIO
- Registros :
 - PxIFG – Interrupt Flag (r/w → swi)
 - PxIE – Interruption Enable
 - PxIES – Interrupt Edge Select (0 → rising, 1 → falling)
 - PxIV – Interrupt Vector

Vetores de interrupção (P1 e P2)

- PxIV – Interrupt Vector
 - Posição na memória que se encontra o programa de interrupção 16-bits (word – 2 bytes)
 - PxIV_H indica o byte mais significativo
 - PxIV_L indica o byte menos significativo

Dicas de operação

- Nunca deixe os pinos desconectados.
 - Conecte externamente os pinos a Vss ou Vdd
 - Configure os pinos como entradas e use um resistor de pull-up ou pull-down para forçar a entrada num valor conhecido (recomendado)
 - Configure os pinos como saídas se seu uC não tiver resistores de pull-up/down (não recomendo)



Aspectos analógicos de pinos digitais

Aspectos analógicos de pinos digitais

- Switch bouncing
 - Chaves "flutuam" antes do contato e provocam ruído de chaveamento pós contato

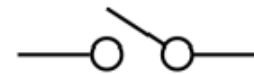


Aspectos analógicos de pinos digitais

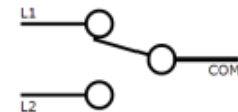
- Switch bouncing

- Nomenclatura (Número de polos e terminais)

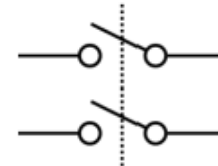
- SPST – Single Pole, Single Throw



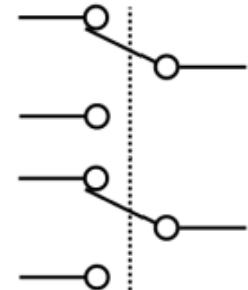
- SPDT – Single Pole, Double Throw



- DPST – Double Pole, Single Throw

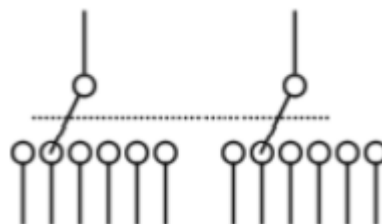


- DPDT – Single Pole, Double Throw

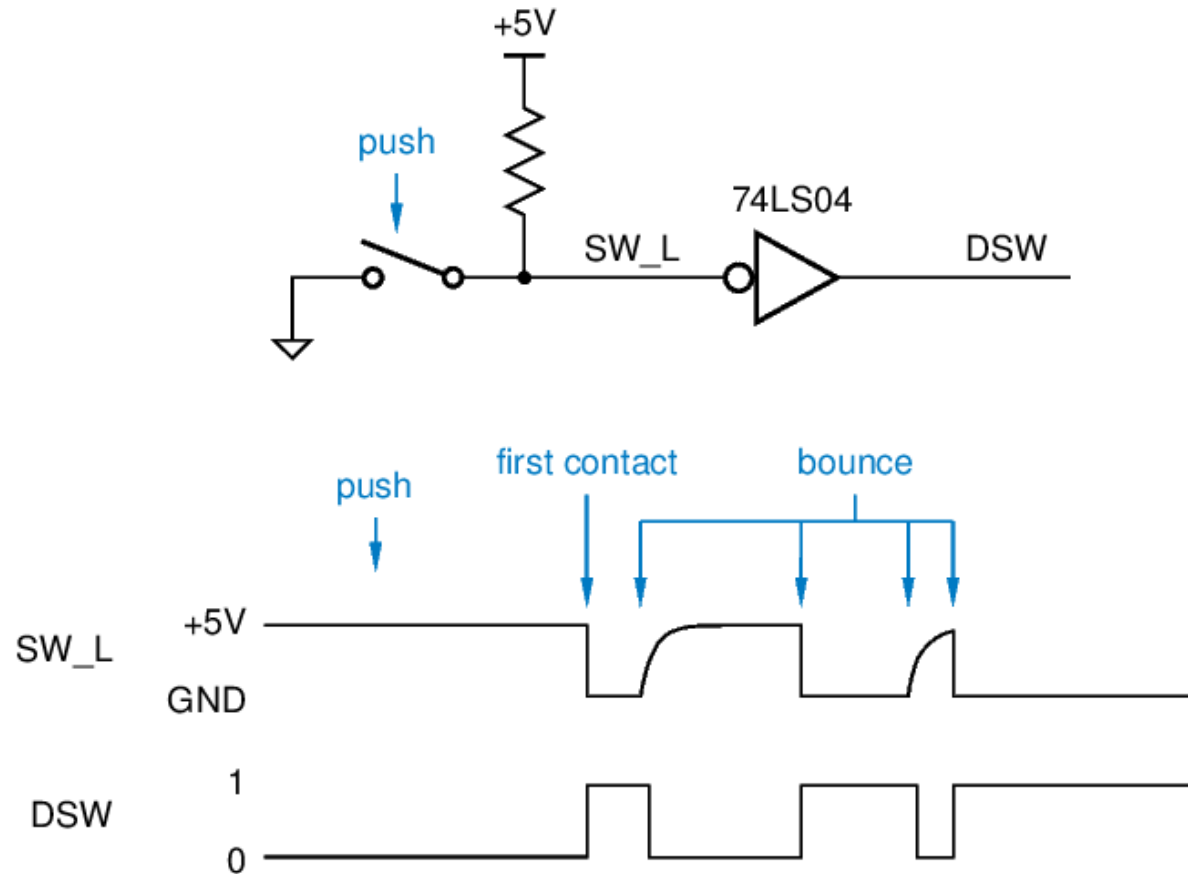


- ...

- 2P6T

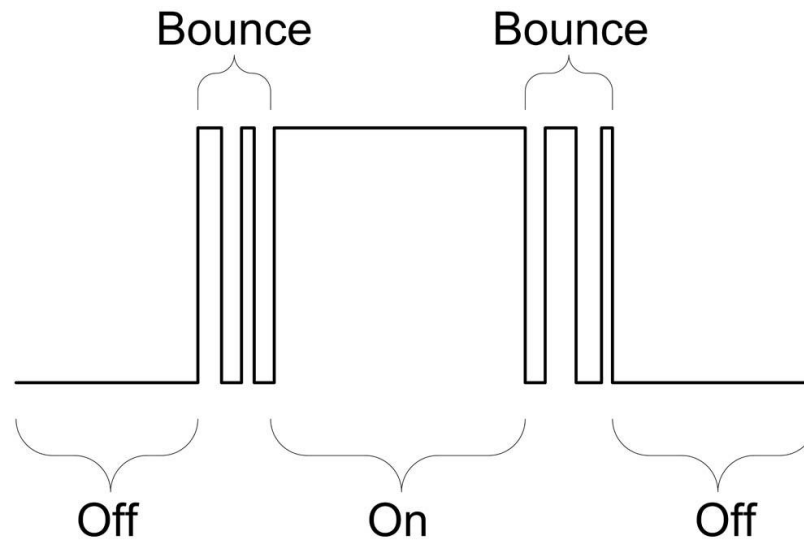


Aspectos analógicos de pinos digitais

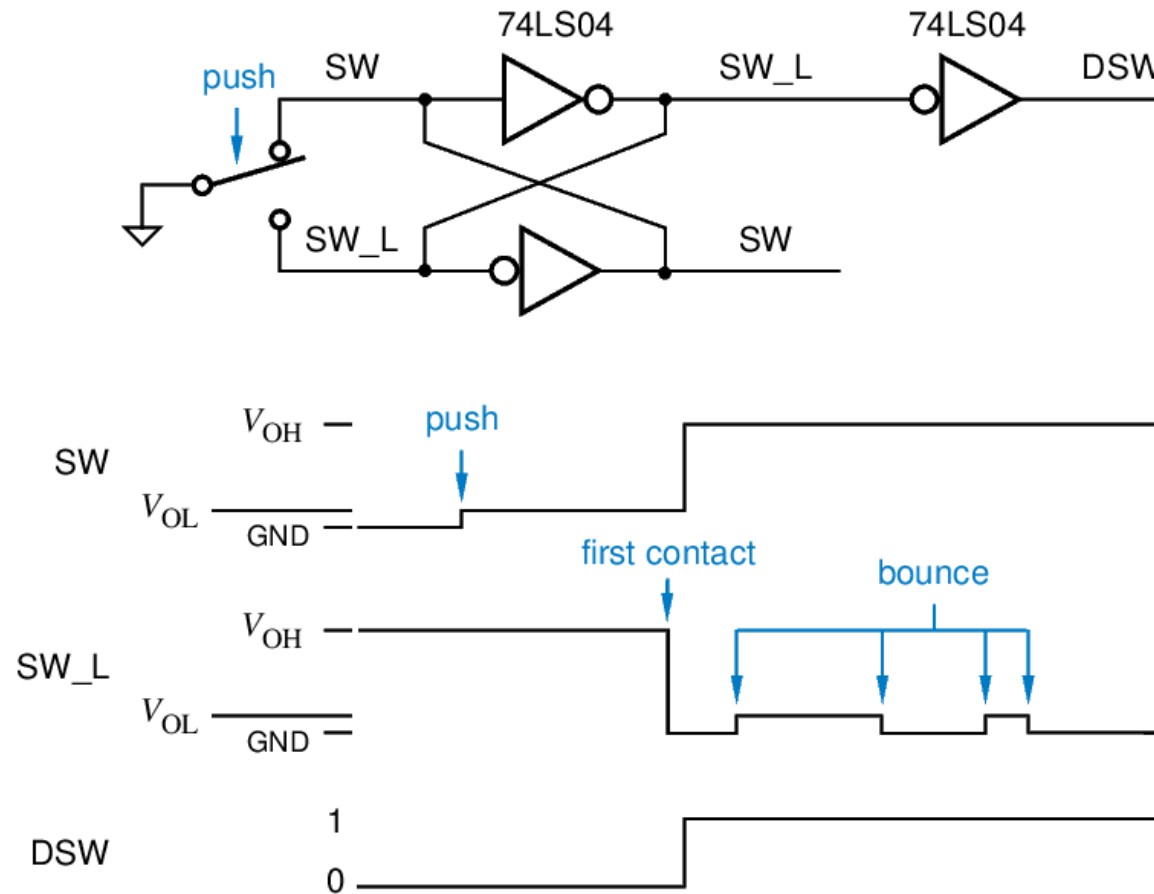


Aspectos analógicos de pinos digitais

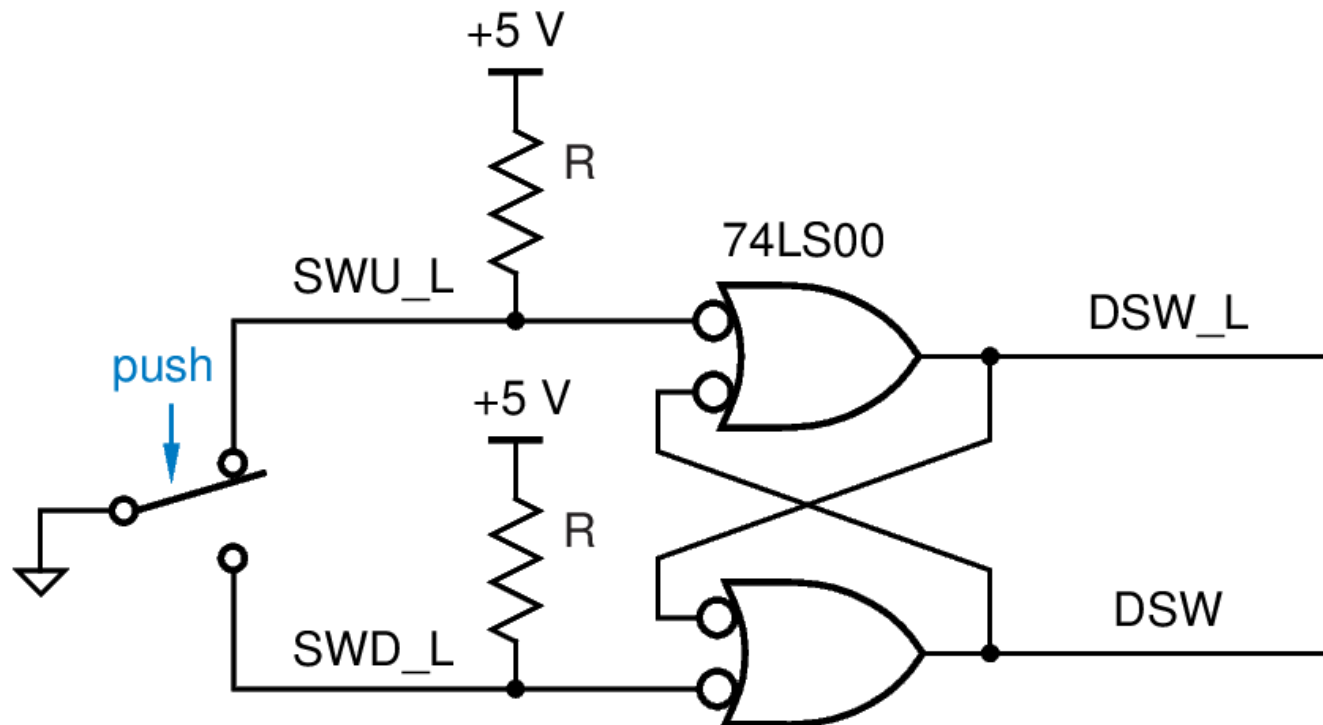
- Debouncing



Aspectos analógicos de pinos digitais

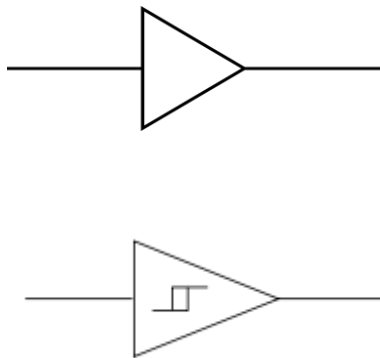


Aspectos analógicos de pinos digitais

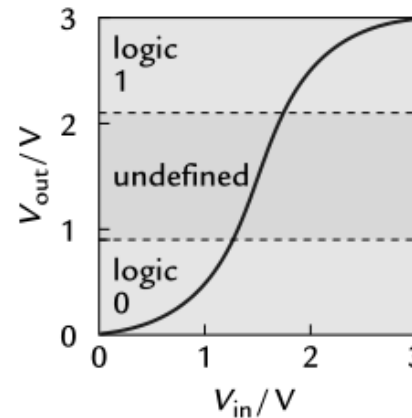


Aspectos analógicos de pinos digitais

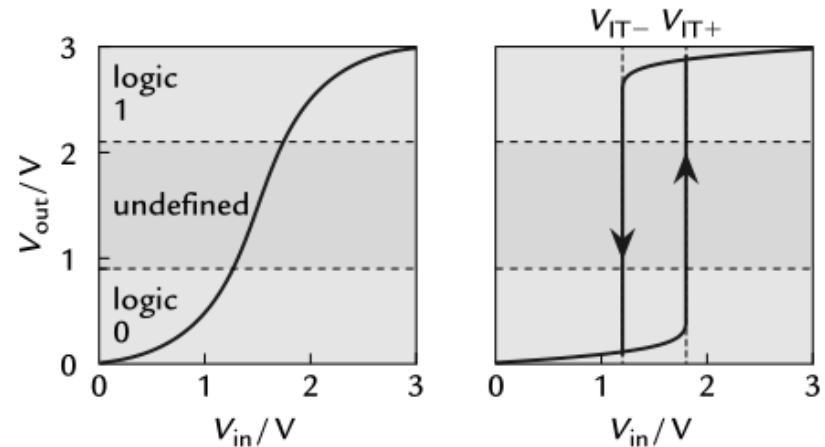
- Ruído de entradas digitais.



(a) Conventional buffer



(b) Schmitt trigger



(c) Input and output of a Schmitt trigger

