

CPE 325: Embedded Systems Laboratory

Laboratory #8 Tutorial

UART Serial Communications

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Objective

This tutorial will introduce communication protocols used with MSP430 and other devices. Specifically, it will cover asynchronous serial communication using USCI peripheral. You will learn the following topics:

Configuration of the USCI peripheral device for UART mode

Utilization of the USCI in UART mode for serial communication with a workstation

Understanding of workstation clients interfacing serial communication ports (putty) and UAH serial communication application

Notes

All previous tutorials are required for successful completion of this lab. Read CPE323 lecture discussing [UART Communication](#).

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1 Serial Communication

An MSP430-based platform can communicate with another system, such as a personal computer, using either the synchronous or asynchronous communication mode. For two devices to communicate synchronously, they must share a common clock source. In this lab, we are going to interface a MSP430 with a personal computer using an asynchronous communication mode. Since the two devices do not share a clock signal, there should be an agreement between the devices on the speed of the communication before the actual interface starts.

To configure the MSP430 in UART mode, the internal divider and the modulation register should be initialized appropriately. The internal divider is calculated by dividing the clock by the baud rate. But, the division of the clock by the baud rate is usually not a whole number. Therefore, to take account of the fraction part of the division, we use the modulation register. The value in the modulation register is calculated in such a way that the time it takes to receive/transmit each bit is as close as possible to the exact time given by the baud rate. If the appropriate modulation value is not used, the fraction part of the division of clock frequency by the baud rate will accumulate and eventually make the two devices unable to communicate. An MSP430-based platform can be connected to a PC machine using the HyperTerminal application in Windows.

Let us consider a program that sends a character from the PC to the MSP430F5529 microcontroller and echoes the character back to the PC (Figure 1). Since we cannot connect the two systems (our PC and the microcontroller) to the same clock source, we should use the UART mode. The USCI peripheral can be utilized for that purpose. The communication speed is 115,200 bits/s (one-bit period is thus $1/115,200$ or ~ 8.68 μ s). The USCI clock, UCLK, is connected to SMCLK running at 1,048,576 Hz. To achieve the baud rate of 115,200 bits per second, the internal divider registers are initialized to $UCA0BR0=0x09$, and $UCABR1=0x00$, because $1,048,576/115,200 = 9.1 \sim 9$. Additionally, the modulation register, $UCA0MCTL$, is set to $0x01$. See the reference manual for more details about how the value in $UCA0MCTL$ is determined.

Figure 1 shows an implementation using polling. The function `UART_setup()` is configuring USCI in UART mode: 8-bit characters, no parity, 1 stop bit, and the baud rate is set as described above. Please note that we follow recommended sequence of steps for USCI initialization – the `SWRST` bit in the control register remains set during initialization and it is cleared once initialization is over. The main program loop is an infinite loop where we use polling to detect whether a new character is received. The program is waiting in line 59 for new character to be received. When a character is received in the `UCA0RXBUF` register, the `UCA0RXIFG` bit is set. Before the character is echoed back through the serial interface, we first check whether the USCI's transmit data buffer is empty (line 61). When the transmit buffer is empty, we proceed with copying the received character that is in `UCA0RXBUF` into `UCA0TXBUF`. The LED1 is toggled before we go back to the main loop.

```

1  /*-----
2  * File:          Lab8_D1.c
3  *
4  * Function:      Echo a received character, using polling.
5  *
6  * Description:   This program echos the character received from UART back to UART.
7  *               Toggle LED1 with every received character.
8  *               Baud rate: low-frequency (UCOS16=0);
9  *               1048576/115200 = ~9.1 (0x0009|0x01)
10 *
11 * Clocks:        ACLK = LFXT1 = 32768Hz, MCLK = SMCLK = default DCO
12 *
13 * Instructions: Set the following parameters in putty
14 * Port: COM1
15 * Baud rate: 115200
16 * Data bits: 8
17 * Parity: None
18 * Stop bits: 1
19 * Flow Control: None
20 *
21 *               MSP430F5529
22 *
23 * /|\ |          XIN | -
24 * | | | |          | 32kHz
25 * | --| RST       XOUT | -
26 *
27 * | | | | P3.3/UCA0TXD | ----->
28 * | | | |          | 115200 - 8N1
29 * | | | | P3.4/UCA0RXD | <-----
30 * | | | | P1.0 | ----> LED1
31 *
32 * Input:         None (Type characters in putty/MobaXterm/hyperterminal)
33 * Output:        Character echoed at UART
34 * Author:        A. Milenkovic, milenkovic@computer.org
35 * Date:          October 2018
36 *-----*/
37 #include <msp430.h>
38
39 void UART_setup(void) {
40
41     P3SEL |= BIT3 + BIT4; // Set USCI_A0 RXD/TXD to receive/transmit data
42     UCA0CTL1 |= UCSWRST;  // Set software reset during initialization
43     UCA0CTL0 = 0;         // USCI_A0 control register
44     UCA0CTL1 |= UCSSEL_2; // Clock source SMCLK
45
46     UCA0BR0 = 0x09;       // 1048576 Hz / 115200 lower byte
47     UCA0BR1 = 0x00;       // upper byte
48     UCA0MCTL = 0x02;      // Modulation (UCBRS0=0x01, UCOS16=0)
49
50     UCA0CTL1 &= ~UCSWRST; // Clear software reset to initialize USCI state machine
51 }
52

```

```

53 void main(void) {
54     WDTCTL = WDTPW + WDTHOLD;      // Stop WDT
55     P1DIR |= BIT0;                 // Set P1.0 to be output
56     UART_setup();                  // Initialize UART
57
58     while (1) {
59         while(!(UCA0IFG&UCRXIFG)); // Wait for a new character
60         // New character is here in UCA0RXBUF
61         while(!(UCA0IFG&UCTXIFG)); // Wait until TXBUF is free
62         UCA0TXBUF = UCA0RXBUF;      // TXBUF <= RXBUF (echo)
63         P1OUT ^= BIT0;              // Toggle LED1
64     }
65 }
66

```

Figure 1. Echoing a Character Using the USCI in UART Mode and Polling

Figure 2 shows the program that performs the same task, but this time an interrupt service routine tied to the USCI receiver is used. In the main program the USCI is configured to generate an interrupt request when a new character is received. Whenever a character is received and loaded into UCA0RXBUF, the interrupt flag UCA0RXIFG is set and interrupt request is raised. The main program does nothing beyond initialization – the processor is in a low-power mode 0 (LPM0). What clock signals are down in this mode?

All actions in this implementation occurs inside the service routine. The processor wakes up when a new character is received and we find ourselves inside the service routine. In the ISR before writing the new character to UCA0TXBUF to transmit to back to the workstation, we need to make sure that it is indeed empty to avoid loss of data. The UCA0TXIFG interrupt flag is set by the transmitter when the UCA0TXBUF is ready to accept a new character. Note: here we do polling on transmit buffer inside the receiver ISR. When the UCA0TXBUF is ready (UCA0TXIFG flag is set), the content from UCA0RXBUF is copied into the UCA0TXBUF. The LED4 is toggled. When exiting the ISR, the original PC and SR are retrieved bringing the processor back in the LPM0.

```

1  /*-----
2  * File:          Lab8_D2.c
3  *
4  * Function:      Echo a received character, using receiver ISR.
5  * Description:   This program echos the character received from UART back to UART.
6  *               Toggle LED1 with every received character.
7  *               Baud rate: low-frequency (UCOS16=0);
8  *               1048576/115200 = ~9.1 (0x0009|0x01)
9  * Clocks:       ACLK = LFXT1 = 32768Hz, MCLK = SMCLK = default DCO
10 *
11 * Instructions: Set the following parameters in putty
12 * Port: COM1
13 * Baud rate: 115200
14 * Data bits: 8
15 * Parity: None
16 * Stop bits: 1
17 * Flow Control: None

```

```

18  *
19  *      MSP430f5529
20  *
21  *  /\  |          XIN | -
22  *  |   |          32kHz
23  *  |-- RST      XOUT | -
24  *
25  *      P3.3/UCA0TXD |----->
26  *                  | 115200 - 8N1
27  *      P3.4/UCA0RXD |<-----
28  *                  P1.0|----> LED1
29  *
30  * Input:      None (Type characters in putty/MobaXterm/hyperterminal)
31  * Output:     Character echoed at UART
32  * Author:     A. Milenkovic, milenkovic@computer.org
33  * Date:       October 2018
34  *-----*/
35  #include <msp430.h>
36
37  // Initialize USCI_A0 module to UART mode
38  void UART_setup(void) {
39
40      P3SEL |= BIT3 + BIT4;    // Set USCI_A0 RXD/TXD to receive/transmit data
41      UCA0CTL1 |= UCSWRST;    // Set software reset during initialization
42      UCA0CTL0 = 0;           // USCI_A0 control register
43      UCA0CTL1 |= UCSSEL_2;    // Clock source SMCLK
44
45      UCA0BR0 = 0x09;         // 1048576 Hz / 115200 lower byte
46      UCA0BR1 = 0x00;         // upper byte
47      UCA0MCTL = 0x02;        // Modulation (UCBRS0=0x01, UCOS16=0)
48
49      UCA0CTL1 &= ~UCSWRST;    // Clear software reset to initialize USCI state machine
50      UCA0IE |= UCRXIE;        // Enable USCI_A0 RX interrupt
51  }
52
53  void main(void) {
54      WDTCTL = WDTPW + WDTHOLD; // Stop WDT
55      P1DIR |= BIT0;           // Set P1.0 to be output
56      UART_setup();            // Initialize USCI_A0 in UART mode
57
58      _BIS_SR(LPM0_bits + GIE); // Enter LPM0, interrupts enabled
59  }
60
61  // Echo back RXed character, confirm TX buffer is ready first
62  #pragma vector = USCI_A0_VECTOR
63  __interrupt void USCIA0RX_ISR (void) {
64      while(!(UCA0IFG&UCTXIFG)); // Wait until can transmit
65      UCA0TXBUF = UCA0RXBUF;    // TXBUF <-- RXBUF
66      P1OUT ^= BIT0;           // Toggle LED1
67  }
68

```

Figure 2. Echoing a Character Using the USCI Device

2 Real-Time Clock

In this section we will describe a program that implements a real-time clock on the MSP430 platform (Figure 3). The time is measured from the beginning of the application with a resolution of 100 milliseconds (one tenth of a second). The time is maintained in two variables, unsigned int sec (for seconds) and unsigned char tsec for tenths of a second. What is the maximum time you can have in this case? To observe the clock we can display it either on the LCD or send it serially to a workstation using a serial communication interface. In our example we send time through a serial asynchronous link using the MSP430's USCI (Universal Serial Communication Interface) device. This device is connected to a RS232 interface (see MSP EXP430F5529LP schematic) that connects through a serial cable to a PC. On the PC side we can open putty application and observe real-time clock that is sent from our development platform.

The first step is to initialize the USCI device in UART mode for communication using a baud rate 19200 bits/sec. The next step is to initialize Timer_A to measure time and update the real-time clock variables. The Timer_A ISR is used to maintain the clock and wake up the processor. In the main program, the local variables are taken and converted into a readable string that is then sent to the USCI device.

```
1  /*-----
2  * File:      Lab8_D3.c
3  * Function:   Displays real-time clock in serial communication client.
4  * Description: This program maintains real-time clock and sends time
5  *              (10 times a second) to the workstation through
6  *              a serial asynchronous link (UART).
7  *              The time is displayed as follows: "sssss:tsec".
8  *
9  *              Baud rate divider with 1048576hz = 1048576/(16*9600) = ~6.8 [16
10 from UCOS16]
11 * Clocks:    ACLK = LFXT1 = 32768Hz, MCLK = SMCLK = default DCO = 1048576Hz
12 * Instructions: Set the following parameters in putty/hyperterminal
13 * Port: COM1
14 * Baud rate: 19200
15 * Data bits: 8
16 * Parity: None
17 * Stop bits: 1
18 * Flow Control: None
19 *
20 *           MSP430xG461x
21 *           -----
22 *  /\  |           XIN | -
23 *  |  | |           |   | 32kHz
24 *  |--| RST       XOUT | -
25 *
26 *           P3.3/UCA0TXD ----->
27 *           |           | 9600 - 8N1
28 *           P3.4/UCA0RXD <-----
29 *           |           P1.0|----> LED1
30 *
31 * Author:      A. Milenkovic, milenkovic@computer.org
```



```

32  * Date:          October 2018
33  -----*/
34  #include <msp430.h>
35  #include <stdio.h>
36
37  // Current time variables
38  unsigned int sec = 0;           // Seconds
39  unsigned int tsec = 0;         // 1/10 second
40  char Time[8];                 // String to keep current time
41
42  void UART_setup(void) {
43      P3SEL = BIT3+BIT4;         // P3.4,5 = USCI_A0 TXD/RXD
44      UCA0CTL1 |= UCSWRST;       // **Put state machine in reset**
45      UCA0CTL1 |= UCSSEL_2;      // SMCLK
46      UCA0BR0 = 6;               // 1MHz 9600 (see User's Guide)
47      UCA0BR1 = 0;               // 1MHz 9600
48      UCA0MCTL = UCBRS_0 + UCBRF_13 + UCOS16; // ModIn UCBRSx=0, UCBRFx=0,
49                                     // over sampling
50      UCA0CTL1 &= ~UCSWRST;      // **Initialize USCI state machine**
51  }
52
53  void TimerA_setup(void) {
54      TA0CTL = TASSEL_2 + MC_1 + ID_3; // Select SMCLK/8 and up mode
55      TA0CCR0 = 13107;               // 100ms interval
56      TA0CCTL0 = CCIE;              // Capture/compare interrupt enable
57  }
58
59  void UART_putCharacter(char c) {
60      while (!(UCA0IFG&UCTXIFG));    // Wait for previous character to transmit
61      UCA0TXBUF = c;                 // Put character into tx buffer
62  }
63
64  void SetTime(void) {
65      tsec++;
66      if (tsec == 10){
67          tsec = 0;
68          sec++;
69          P1OUT ^= BIT0;             // Toggle LED1
70      }
71  }
72
73  void SendTime(void) {
74      int i;
75      sprintf(Time, "%05d:%01d", sec, tsec); // Prints time to a string
76
77      for (i = 0; i < sizeof(Time); i++) { // Send character by character
78          UART_putCharacter(Time[i]);
79      }
80      UART_putCharacter('\r');       // Carriage Return
81  }
82
83  void main(void) {
84      WDTCTL = WDTPW + WDTHOLD;     // Stop watchdog timer
85      UART_setup();                 // Initialize UART
86      TimerA_setup();               // Initialize Timer_B

```

```

87     P1DIR |= BIT0;                // P1.0 is output;
88
89     while (1) {
90         _BIS_SR(LPM0_bits + GIE); // Enter LPM0 w/ interrupts
91         SendTime();                // Send Time to HyperTerminal/putty
92     }
93 }
94
95 #pragma vector = TIMER0_A0_VECTOR
96 __interrupt void TIMERA_ISA(void) {
97     SetTime();                    // Update time
98     _BIC_SR_IRQ(LPM0_bits);       // Clear LPM0 bits from 0(SR)
99 }
100

```

Figure 3. Display Real-Time Clock Through UART

Please note that `sprintf` with modifiers requires full `printf` support. This should have been already set by you when creating the project. If you did not, it is under MSP430 Compiler->Advanced Options->Language Options as shown in Figure 4.

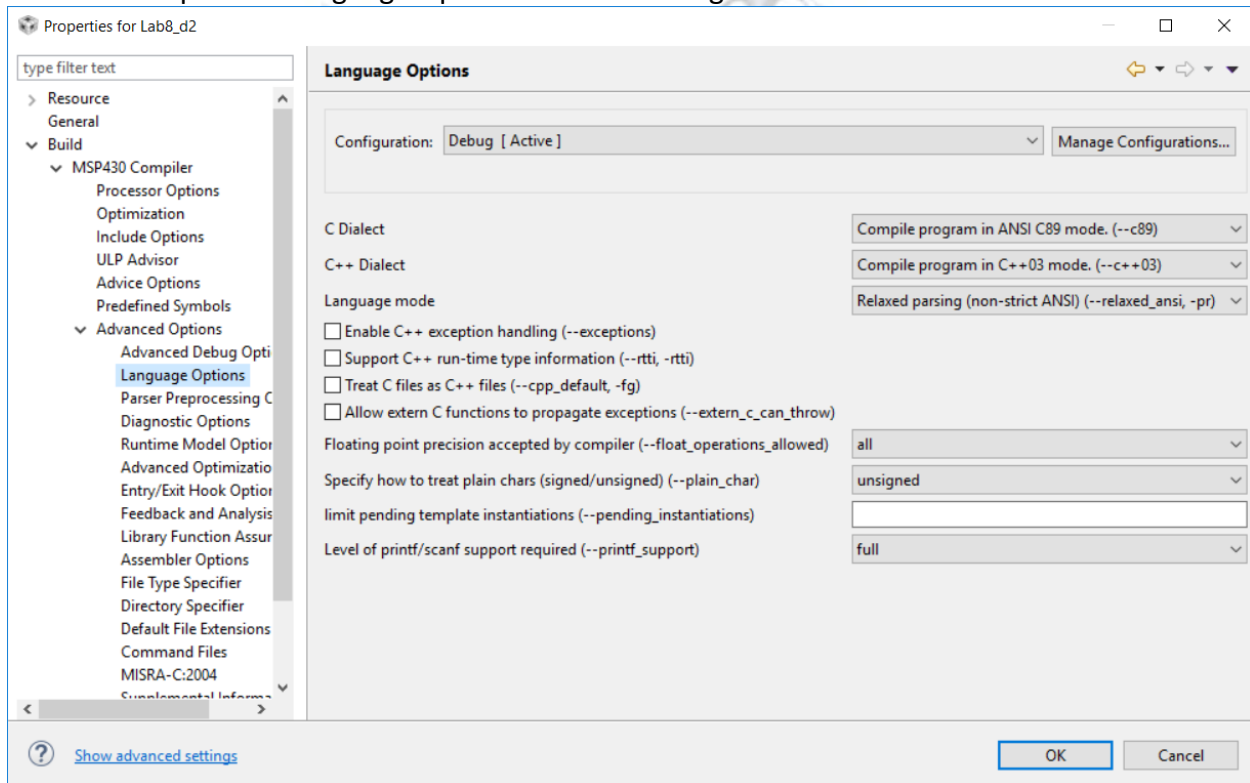


Figure 4. Setting Code Composer to Support `sprintf`

3 Putty versus Serial App

As a final note, it's important to keep in mind how information is being sent through the UART connection. As we begin this lab, we will generally use the Putty application. The Putty application can only display ASCII characters. Since the UART communication protocol sends 8-

bit chunks of information, the USCI peripheral has buffers that are best suited to sending or receiving 1-byte size data (with the added stop bits, etc.). It is simplest, therefore, to send and receive ASCII characters as they are a convenient 8-bit size. Putty can only handle character data types. If it receives non-character information, it will be interpreted as characters and gibberish will appear on the screen.

However, we do not always want to send characters – we often want to send and view data of different types (ints, floats, etc.). To view this type of information, we can use the convenient UAH Serial Application developed by our former student Mladen Milosevic. This application translates serial packets that are sent to it, and it can graphically represent the data versus time. Being able to construct packets with the MSP430 and read them with a software application is an important part of communication.

Because the UART protocol specifies that data is sent in 1-byte chunks, we must create a larger structure of information that we'll send. This is called a packet. The packet consists of predetermined bytes that we construct and tell the receiving software application how to interpret. The UAH Serial Application expects a packet that has a 1-byte header followed by the data followed by an optional checksum. The software must be told how many bytes of information to expect as well as the type and number of data was sending and how it's ordered. To send the data from the MSP430, we first send our header byte followed by our data that has been broken up into 1-byte chunks. The USCI UART buffer will then be fed each byte at a time. It is important in this process to ensure that the packet that you are sending has the same structure that the receiving device is expecting.

Figure 5 shows a demo program for sending a floating-point variable through UART. The 4-byte float variable is sent in a 5-byte packet: header (1-byte) and 4-byte data (LSB byte is sent first). The variable is increased by 0.1 every second with modulus 10.0 and reported through UART as shown in the WDTISR.

```

1  /*-----
2  * File:      Demo8_D4.c
3  * Function:   Send floating data to Serial port
4  * Description: UAH serial app expects lower byte first so send each byte at a
5  *             time sending Lowest byte first
6  * Clocks:    ACLK = LFXT1 = 32768Hz, MCLK = SMCLK = default DCO
7  *
8  * Instructions: Set the following parameters in putty
9  * Port: COM1
10 * Baud rate: 115200
11 * Data bits: 8
12 * Parity: None
13 * Stop bits: 1
14 * Flow Control: None
15 *
16 *           MSP430f5529
17 *           -----
18 *  /\  |           XIN | -
19 *  |  |           | 32kHz

```

```

20 * |--| RST          XOUT | -
21 *
22 *      P3.3/UCA0TXD |----->
23 *                      115200 - 8N1
24 *      P3.4/UCA0RXD |<-----
25 *
26 * Input:      None
27 * Output:     Ramp signal in UAH Serial app
28 * Author:     Prawar Poudel
29 * Date:       October 2018
30 *-----*/
31 #include <msp430.h>
32 #include <stdint.h>
33
34 volatile float myData;
35
36 void UART_setup(void) {
37
38     P3SEL |= BIT3 + BIT4; // Set USCI_A0 RXD/TXD to receive/transmit data
39     UCA0CTL1 |= UCSWRST;  // Set software reset during initialization
40     UCA0CTL0 = 0;         // USCI_A0 control register
41     UCA0CTL1 |= UCSSEL_2; // Clock source SMCLK
42
43     UCA0BR0 = 0x09;       // 1048576 Hz / 115200 lower byte
44     UCA0BR1 = 0x00;       // upper byte
45     UCA0MCTL = 0x02;      // Modulation (UCBRS0=0x01, UCOS16=0)
46
47     UCA0CTL1 &= ~UCSWRST; // Clear software reset to initialize USCI state machine
48 }
49
50 void UART_putCharacter(char c) {
51     while (!(UCA0IFG&UCTXIFG)); // Wait for previous character to transmit
52     UCA0TXBUF = c;              // Put character into tx buffer
53 }
54
55 int main() {
56     WDTCTL = WDT_ADLY_1000;
57     UART_setup();              // Initialize USCI_A0 module in UART mode
58     SFRIE1 |= WDTIE;          // Enable watchdog interrupts
59
60     myData = 0.0;
61     __bis_SR_register(LPM0_bits + GIE);
62 }
63
64 // Sends a ramp signal; amplitude of one period ranges from 0.0 to 9.9
65 #pragma vector = WDT_VECTOR
66 __interrupt void watchdog_timer(void) {
67     char index = 0;
68     // Use character pointers to send one byte at a time
69     char *myPointer = (char*)&myData;
70
71     UART_putCharacter(0x55);    // Send header
72     for(index = 0; index < 4; index++) { // Send 4-bytes of myData
73         UART_putCharacter(myPointer[index]);
74     }

```

```

75
76 // Update myData for next transmission
77 myData = (myData + 0.1);
78 if(myData >= 10.0) {
79     myData = 0.0;
80 }
81 }
82

```

Figure 5. MSP430 Program for Sending Floating-Point Data (UAH Serial App)

Figure 6 shows how to properly configure UAH Serial App for viewing the RAMP signal. We are using a single channel, the size of the packet is 5 bytes, we are plotting one sample at a time (they are arriving rather slowly in this example). Figure 7 shows the RAMP signal in the UAH Serial App sent by the program from Figure 5.

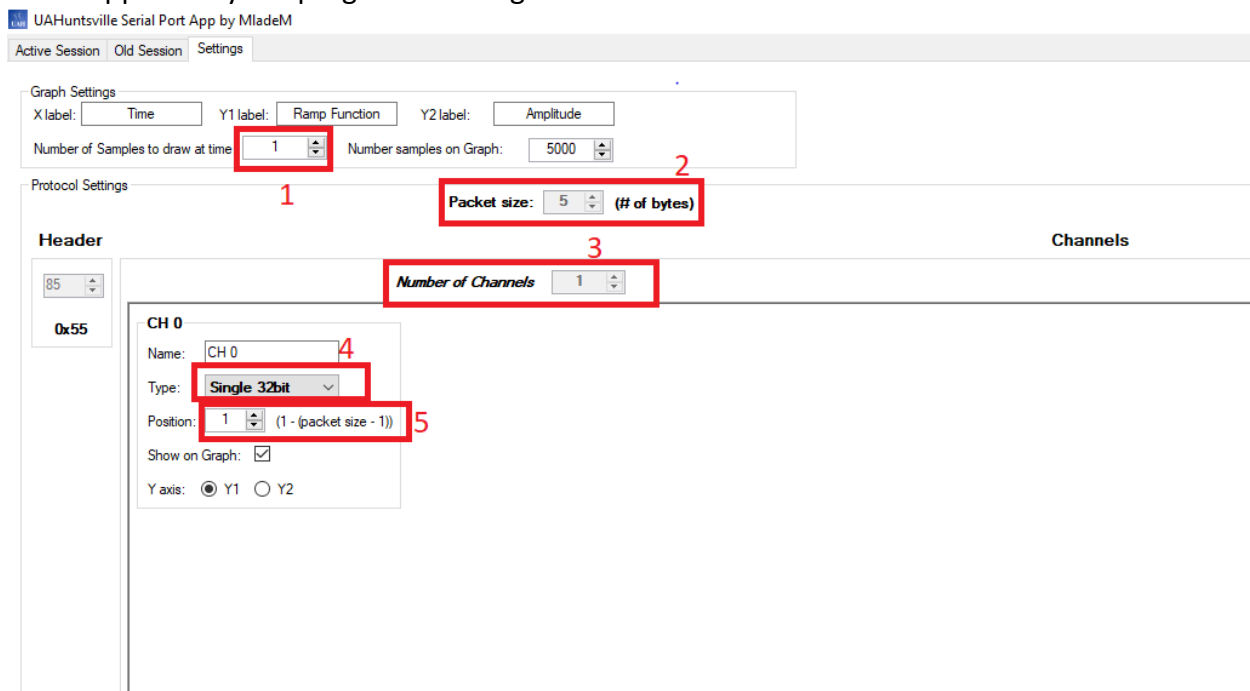


Figure 6. Configuring UAH Serial App for Viewing Ramp Signal

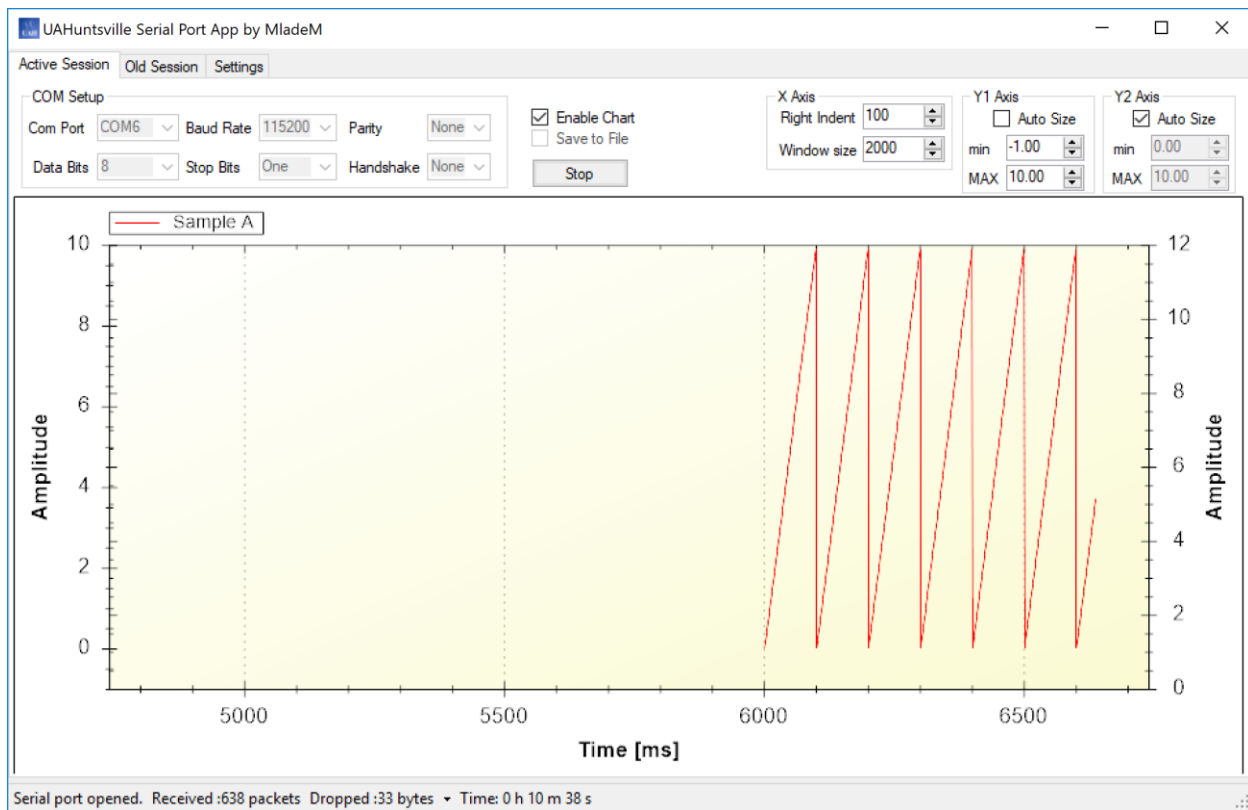


Figure 7. The RAMP signal in UAH Serial App

4 References

To understand more about UART communication and the USCI peripheral device, please read the following references:

- Davies' *MSP430 Microcontroller Basics*, pages 493 – 497 and pages 574 – 590
- MSP430 User's Guide, Chapter 36, pages 937– 966