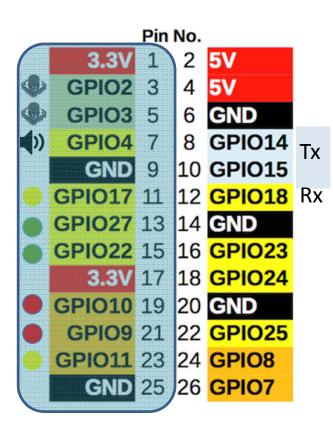
## Rpi cheat sheet



#### Code structure:

#### Main program (.text):

- Initialize Vector Table (IRQ/FIQ)
- 2 Init the stack/s for FIQ/IRQ modes
- 10 Init the stack for SVC mode (SVC mode selected)
- **4** Configure GPIOs (I&O)
- **6** Configure peripheral interruption: timer/push-buttons)
- 6 Local enabling of configured interrupts
- Global enabling of interrupts (SVC mode)
- 8 Infinite loop (polling of device/s?)

#### IRQ/FIQ Handler:

- Push registers to be used
- Source of interruption?
- Perform handler work depending on
- 4 Clear event (notify to device IRQ/FIQ has been served)
- Sop registers
- Return from handler

### GPIO: configuration as I/O(1), write(2), read(3)

GPFSEL0-5 (3F20 0000)

1. Configure: GPIO9 as Output

• 000: Input pin

• 001: Output pin

• 010-111: Other modes

Х	FSEL9	FSEL8	FSEL7	FSEL6	FSEL5	FSEL4	FSEL3	FSEL2	FSEL1	FSEL0
	001									

GPSET0-1 (3F20 001C)

2. Writing 1: Set GPIO9 (turn the led on)

SET31		SET27	ET2	SET25	T2	SET22	Τ2	SET20	ET1	SET18	SET17	SET16	SET15	SET14	SET13	SET12	T1	SET10	TI	SET8	SET7	SET6	SET5	TI	日	SET2	SET1	SETO
																			1									

GPCLR0-1 (3F20 0028)

2. Writing 0: Clear GPIO9 (turn the led off)

CLR31	CLR30	 ıR2	CLR27	CLR26	CLR25	CLR24	CLR22	ıR2	CLR20	CLR18	CLR17	i	CLR15	CLR14	CLR13	ıR1	CLR11	CLR10	CLR9	CLR8	CLR7	CLR6	CLR4	첫	CLR2	CLR1	CLR0
																			1								

3. Read: GPIO2

GPLEV0-1 (3F20 0034)

	30		27	26	24		20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Γ																											

# Example: Code for checking push button (GPIO2) and turning led (GPIO9) on

```
.set GPBASE, 0x3F200000
     .set GPFSEL0, 0x00
     .set GPSETO, 0x1c
     .set GPLEV0, 0x34
text
     ldr r0, =GPBASE
                                        Configure GPIOs (I&O)
/* quia bits xx999888777666555444333222111000 *.
     str r1, [r0, #GPFSEL0]
/* mask for testing GPIO2 */
     8 Polling, infinite loop
bucle:
     ldr r3, [r0, #GPLEV0]
     tst r3, r2
     bne bucle
/* quia bits 10987654321098765432109876543210
     str r1, [r0, #GPSET0]
infi: b infi
```

### Timer (polling example)

STBASE STCS	3F20 3000	CS	M0 M1 M2 M3
STCLO	3F20 3004	CLO	Ascending counter low bytes
	3F20 3008	СНІ	<ul><li>Ascending counter high bytes</li><li>(CHI:CLO increments each microsecond)</li></ul>
	3F20 300C	CO	Compare registers: if any one of them is equal to CLO,
STC1	3F20 3010	C1	then corresponding bit Mx in CS is set and interrupt is
	3F20 3014	C2	provoked (if it is enabled). C0 and C3 are used by the GPU
	3F20 3018	C3	GPU

```
Delay loop (polling)
                               @ r0 is an input parameter (ST base address)
          ldr r0, =STBASE
          ldr r1, =500000
                               @ rl is an input parameter (waiting time in microseconds)
espera: push {r4, r5}
                               @ Save r4 and r5 in the stack
          ldr r4, [r0, #STCLO] @ Load CLO timer
          add r4, r1
                               @ Add waiting time -> this is our ending time
          ldr r5, [r0, #STCLO] @ Enter waiting loop: load current CLO timer
ret1:
          cmp r5, r4
                               @ Compare current time with ending time
          blo ret1
                               @ If lower, go back to read timer again
          pop {r4, r5}
                                         @ Restore r4 and r5
          bx lr
                               @ Return from routine
```

### IRQ (timer, push-button). Main program.

#### 1 Initialize Vector Table (IRQ)

mov r0, #0
ADDEXC 0x18, irq\_handler

#### 2 Stack init for IRQ mode

mov r0, #0b11010010 msr cpsr\_c, r0 mov sp, #0x8000

#### **8** Stack init for SVC mode

mov r0, #0b11010011 msr cpsr\_c, r0 mov sp, #0x8000000

#### **6** Configure timer IRQ

ldr r0, =STBASE
ldr r1, [r0, #STCLO]
add r1, #y @y microseconds
str r1, [r0, #STC1]

#### 6 Enable timer interrupt by comparator C1:

#### **Enable IRQ (SVC mode)**:

mov r1, #0b<u>0</u>1010011 msr cpsr\_c, r1

#### **6** Configure push-button interruption (GPIO 2)

#### 6 Enable push-button interruption (IRQ):

Enable IRQ 1 (timer)
3F00B210 (INTBASE+INTENIRQ1)

GPFEN0 (push-button falling-edge interrupt configuration, GPIO 2) 3F200058 (GPBASE+GPFEN0)

Enable IRQ 2 (any push-button falling-edge interrupt enabling 3F00B214 (INTBASE+INTENIRQ2)

### IRQ (timer, push-button). Handler.

#### Timer:

• Push registers to be used push {r0, r1, r2}

#### **Push-button:**

```
Source of timer interruption?:

Idr r0, =STBASE

Idr r2, [r0, #STCS]

ands r2, #0b0010 @C1?

...

Idr r2, [r0, #STCS]

ands r2, #0b1000 @C3?
```

#### ① Clear event (timer interrupt C1/C3)

(to allow a new interrupt):

```
Idr r0, =STBASE
mov r1, #0b0010 @C1
str r1,[r0,#STCS]
...
mov r1, #0b1000 @C3
str r1,[r0,#STCS]
```

#### Clear event (interrupt by push-button (2) )

(to allow a new interrupt):

- **5** Pop registers pop {r0, r1, r2}
- Return from handler subs pc, Ir, #4

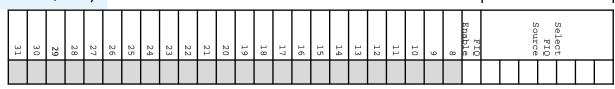
### **Using FIQ**

#### Select FIQ Source = 7 bits → 128 sources

0-31 represent 32 interruption sources of IRQ 1 32-63 represent 32 interruption sources of IRQ 2 64-95 represent 32 interruption sources of IRQ basic

#### 3F00B20C (INTBASE+INTFIQCON)





- Enable FIQ for C1 of SysTimer
  - Bit 1 of IRQ1 → Code 1
  - Also 1 in FIQ Enable
  - Result:  $0b10000001 \rightarrow 0x81$
- Enable FIQ for C3 of SysTimer
  - Bit 3 of IRQ1  $\rightarrow$  Code 3
  - Also 1 in FIQ Enable
  - Result:  $0b10000011 \rightarrow 0x83$
- Enable FIQ for GPIO\_int3
   (any push button
  - Bit 20 of IRQ2 → Code 20+32
  - Also 1 in FIQ Enable
  - Result: 0b10110100 → 0xB4

**1** Initialize Vector Table (FIQ)

mov r0, #0
ADDEXC 0x1C, irq\_handler

Stack init for FIQ mode

mov r0, #0b11010001

msr cpsr\_c, r0 mov sp, #0x4000 **6** Enable push-button interruption (FIQ):

Idr r0, =INTBASE
mov r1, #0b10110100
str r1, [r0, #INTFIQCON]

**6** Enable C3 interruption (FIQ):

ldr r0, =INTBASE
mov r1, #0b10000011
str r1, [r0, #INTFIQCON]

**Enable FIQ and IRQ (SVC mode)**:

mov r1, #0b<u>00</u>010011 msr cpsr c, r1

### **Example: Timer in IRQ and push button in FIQ**

.include	"inter.in	C "	
.text	ADDEXC	0x18, irg handler	
	ADDEXC	0x1c, fiq_handler	
	MOV	r0, #0b11010001	
			Ctook init for FIO mode
	msr	cpsr_c, r0 sp, #0x4000	Stack init for FIQ mode
	mov	r0, #0b11010010	
	mov		Charle in it for IDO manda
	msr	cpsr_c, r0	Stack init for IRQ mode
	mov	sp, #0x8000	
	mov	r0, #0b11010011	
	msr	cpsr_c, r0	Stack init for SVC mode
	mov	sp, #0x8000000	
	ldr	r0, =GPBASE	
	mov	r1, #0b000010000000000000000000000000000000	Set GPIO9 as output
	str	r1, [r0, #GPFSEL0]	
	mov	r1, #0b00000000000000000000000000000000000	Enable FE ints through GPIO2
	str	r1, [r0, #GPFEN0]	Eliable FE Ilits tillough GPIO2
	ldr	r0, =STBASE	
	ldr	r1, [r0, #STCLO]	Program timer to
	add	r1, #0x400000	
	str	r1, [r0, #STC1]	interrupt in 4 seconds
	ldr	r0, =INTBASE	
	mov	rl, #0b0000010	Enable C1 interruption
	str	r1, [r0, #INTENIRQ1]	
	mov	r1, #0b10110100	Frable FIO for CDIO 1:13
	str	r1, [r0, #INTFIQCON]	Enable FIQ for GPIO_int3
	mov	r0, #0b00010011	Set SVC mode with FIQ and IRQ enabled
	msr	cpsr_c, r0	Set 3ve mode with Fig and ing enabled
bucle:	b	bucle	

### **Example: IRQ and FIQ handlers**

	fiq_handler:			
	push	ı {r0	, r1, r2}	
	ldr	r0,	=GPBASE	
	ldr	r1,	=onoff	
	ldr	r2,	[r1]	Update onoff variable
	eors	r2,	#1	and test if its 0 or 1
	str	r2,	[r1]	and test in its o or 1
	mov	r1,	#0b00000000000000000000000000000000000	
	stre	eq r1,	[r0, #GPCLR0]	Turn on or off red led
	strn	ie r1,	[r0, #GPSET0]	
	mov	r1,	#0b00000000000000000000000000000000000	Cloar GDIO2 interrupt
	str	r1,	[r0, #GPEDS0]	Clear GPIO2 interrupt
	pop	{r0	, r1, r2}	
	subs	pc,	lr, #4	
	irq_handler:			
	push	ı {r0	, r1, r2}	
	ldr	r0,	=GPBASE	
	ldr	r1,	=onoff	Undata anoff variable
	ldr		[r1]	Update onoff variable
	eors	r2,	#1	and test if its 0 or 1
	str	r2,	[r1]	
	mov	r1,	#0b00000000000000000000000000000000000	
	strn	ie r1,	[r0, #GPSET0]	Turn on or off red led
	stre	q r1,	[r0, #GPCLR0]	
	ldr	r0,	=STBASE	
	mov	r1,	#0b0010	Clear timer interrupt
ملط و نور د ۸	str	r1,	[r0, #STCS]	
A variable	ldr	r1,	[r0, #STCLO]	Program timer to
	add	r1,	#0x400000	
	str	r1,	[r0, #STC1]	interrupt in 4 seconds
	pop	{r0	, r1}	
	subs	pc,	lr, #4	9
	onoff: .word 0			