

Basic IO Interfacing on Firebird-V

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Agenda for Discussion

- 1 Input-Output Ports in LPC2148
 - Overview of Ports
 - Accessing Ports
 - Example

- 2 Write Your First Embedded C Program
 - Buzzer Interfacing
 - Programming Tools
 - C-code



What are Ports?



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- ① Junctions where peripheral devices are connected.



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1 Input Device

Example: Switch, Sensors, etc...



What are Ports?

① Junctions where peripheral devices are connected.

② Peripheral devices can be

① Input Device

Example: Switch, Sensors, etc...

② Output Device

Example: Buzzer, LCD, Motors, LED, etc...



PORTS in LPC2148



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- ① LPC stands for low power consumption.



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$PORT_x;$ $x = 0 \text{ or } 1$



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PORT_x; x = 0 or 1

- 1 PORT 0- Out of 32 pins, 24th, 26th and 27th pins are not available and 31st pin can only be used as output pin.
- 2 PORT 1- Out of 32 pins, 0 to 15 pins are not available.



Accessing PORTS



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- ① Each Ports has five associated registers with it.



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③ IOxPIN $x = 0 \text{ or } 1$



Accessing PORTS

❶ Each Ports has five associated registers with it.

❶ PINSEL_x x = 0,1 and 2

❷ IOxDIR x = 0 or 1

❸ IOxPIN x = 0 or 1

❹ IOxSET x = 0 or 1



Accessing PORTS

① Each Ports has five associated registers with it.

① PINSEL_x $x = 0, 1 \text{ and } 2$

② IOxDIR $x = 0 \text{ or } 1$

③ IOxPIN $x = 0 \text{ or } 1$

④ IOxSET $x = 0 \text{ or } 1$

⑤ IOxCLR $x = 0 \text{ or } 1$



Understanding PINSELx Register



Understanding PINSELx Register

① Pin function Select Register



Understanding PINSELx Register

- 1 Pin function Select Register
- 2 Purpose: To select the function of individual pins



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- 4 PINSEL2 is used for PORT1



Understanding PINSELx Register

- ① Pin function Select Register
- ② Purpose: To select the function of individual pins
- ③ PINSEL0 and PINSEL1 is used for PORT0
- ④ PINSEL2 is used for PORT1
- ⑤ Each pin can be used for atmost 4 functions so in PINSEL register 2 bits are provided for every single pin.



Understanding PINSELx Register



Understanding PINSELx Register

① PINSEL0 REGISTER

D31	D30	D29	D28	D3	D2	D1	D0
P0.15		P0.14		P0.1		P0.0	



Understanding PINSELx Register

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Understanding PINSELx Register

1 PINSEL0 REGISTER

D31	D30	D29	D28	D3	D2	D1	D0
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2 PINSEL1 REGISTER

D31	D30	D29	D28	D3	D2	D1	D0
P0.31		P0.30		P0.17		P0.16	



Understanding PINSELx Register

① PINSEL0 REGISTER

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D31	D30	D29	D28	D3	D2	D1	D0
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② PINSEL1 REGISTER

D31	D30	D29	D28	D3	D2	D1	D0
P0.31		P0.30		P0.17		P0.16	

③ PINSEL2 REGISTER

D31	D30	D29	D28	D3	D2	D1	D0
P1.31		P1.30		P1.17		P1.16	



Understanding PINSELx Register

① PINSEL0 REGISTER

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- For Example-

Consider P0.0 pin- to select function for P0.0 we require D0 and D1 of PINSEL0 register.



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Consider P0.0 pin- to select function for P0.0 we require D0 and D1 of PINSEL0 register.

D1 D0	Function
00	GPIO
01	UART0(TxD)
10	PWM1
11	Reserved



Understanding PINSELx Register

- For Example-

Consider P0.0 pin- to select function for P0.0 we require D0 and D1 of PINSEL0 register.

D1 D0	Function
00	GPIO
01	UART0(TxD)
10	PWM1
11	Reserved

- To set all pins of PORT 0 as GPIO,
PINSEL0= 0x00000000; To set P0.0 to P0.15 pins as GPIO
PINSEL1= 0x00000000; To set P0.16 to P0.31 pins as GPIO



Understanding IOxDIR Register



Understanding IOxDIR Register

① GPIO port direction control register



Understanding IOxDIR Register

- 1 GPIO port direction control register
- 2 Purpose: To control the direction of each port pin



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 - $\text{IOxDIR}=0$; PORTx is defined as INPUT



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 - $\text{IOxDIR}=0$; PORTx is defined as INPUT
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- ③ Example:

For Port0 make lower word as input and upper word as output



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- ❶ GPIO port direction control register
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 - IOxDIR=0 ; PORTx is defined as INPUT
 - IOxDIR=1 ; PORTx is defined as OUTPUT
- ❸ Example:

For Port0 make lower word as input and upper word as output

```
PINSEL0=0x00000000;  
PINSEL1=0x00000000;  
IO0DIR=0xFFFF0000;
```



Understanding IOxPIN Register



Understanding IOxPIN Register

① GPIO port pin value register



Understanding IOxPIN Register

- 1 GPIO port pin value register
- 2 Purpose: To read the current status of port and to write data on port regardless of the pin direction



Understanding IOxPIN Register

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- 2 Purpose: To read the current status of port and to write data on port regardless of the pin direction
- 3 Save value of a register in a variable



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Suppose value of PORT0 is 0xFFFF0000



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- 4 Example: Read data from Port0

Suppose value of PORT0 is 0xFFFF0000
x=IO0PIN;



Understanding IOxPIN Register

- 1 GPIO port pin value register
- 2 Purpose: To read the current status of port and to write data on port regardless of the pin direction
- 3 Save value of a register in a variable
- 4 Example: Read data from Port0

Suppose value of PORT0 is 0xFFFF0000
`x=IO0PIN;`
then `x=0xFFFF0000`



Understanding IOxPIN Register

- 1 GPIO port pin value register
- 2 Purpose: To read the current status of port and to write data on port regardless of the pin direction
- 3 Save value of a register in a variable
- 4 Example: Read data from Port0

Suppose value of PORT0 is 0xFFFF0000
`x=IO0PIN;`
then `x=0xFFFF0000`



Understanding IOxSET Register



Understanding IOxSET Register

① GPIO port output set register



Understanding IOxSET Register

- 1 GPIO port output set register
- 2 Purpose: To set logic 1 on desired pins



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- 4 Example: To set bit 0 of PORT0(P0.0),



Understanding IOxSET Register

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- 1 GPIO port output set register
- 2 Purpose: To set logic 1 on desired pins
- 3 Writing ones produces highs at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To set bit 0 of PORT0(P0.0),

```
IO0SET=0x00000001;
```



Understanding IOxSET Register

- 1 GPIO port output set register
- 2 Purpose: To set logic 1 on desired pins
- 3 Writing ones produces highs at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To set bit 0 of PORT0(P0.0),

`IO0SET=0x00000001;`

Suppose value of PORT0 was 0xFFFF0000, then after execution of the above instruction, value of PORT0 will be 0xFFFF0001



Understanding IOxSET Register

- 1 GPIO port output set register
- 2 Purpose: To set logic 1 on desired pins
- 3 Writing ones produces highs at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To set bit 0 of PORT0(P0.0),

`IO0SET=0x00000001;`

Suppose value of PORT0 was 0xFFFF0000, then after execution of the above instruction, value of PORT0 will be 0xFFFF0001



Understanding IOxCLR Register



Understanding IOxCLR Register

① GPIO port output Clear register



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins
- 3 Writing ones produces lows at the corresponding port pins, writing zeroes has no effect.



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins
- 3 Writing ones produces lows at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To reset bit 31 of PORT0(P0.31),



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins
- 3 Writing ones produces lows at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To reset bit 31 of PORT0(P0.31),



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins
- 3 Writing ones produces lows at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To reset bit 31 of PORT0(P0.31),

```
IO0CLR=0x80000000;
```



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins
- 3 Writing ones produces lows at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To reset bit 31 of PORT0(P0.31),

`IO0CLR=0x80000000;`

Suppose value of PORT0 was 0xFFFF0000, then after execution of the above instruction, value of PORT0 will be 0x7FFF0000



Understanding IOxCLR Register

- 1 GPIO port output Clear register
- 2 Purpose: To set logic 0 on desired pins
- 3 Writing ones produces lows at the corresponding port pins, writing zeroes has no effect.
- 4 Example: To reset bit 31 of PORT0(P0.31),

`IO0CLR=0x80000000;`

Suppose value of PORT0 was 0xFFFF0000, then after execution of the above instruction, value of PORT0 will be 0x7FFF0000



Example

- ① Example: Make PORT0 as output port and send bit pattern of 0000FFFF



Example

- 1 Example: Make PORT0 as output port and send bit pattern of 0000FFFF



Example

❶ Example: Make PORT0 as output port and send bit pattern of 0000FFFF

- Step 1: Select Port 0 as GPIO port

```
PINSEL0=0x00000000;
```

```
PINSEL1=0x00000000;
```



Example

❶ Example: Make PORT0 as output port and send bit pattern of 0000FFFF

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Example

① Example: Make PORT0 as output port and send bit pattern of 0000FFFF

- Step 1: Select Port 0 as GPIO port

```
PINSEL0=0x00000000;
```

```
PINSEL1=0x00000000;
```

- Step 2: Make PORT0 as output port

```
IODIR=0xFFFFFFFF;
```



Example

① Example: Make PORT0 as output port and send bit pattern of 0000FFFF

- Step 1: Select Port 0 as GPIO port

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PINSEL0=0x00000000;
```

```
PINSEL1=0x00000000;
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- Step 2: Make PORT0 as output port

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Example

① Example: Make PORT0 as output port and send bit pattern of 0000FFFF

- Step 1: Select Port 0 as GPIO port

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```

```
PINSEL1=0x00000000;
```

- Step 2: Make PORT0 as output port

```
IO0DIR=0xFFFFFFFF;
```

- Step 3: Put data on the Port 0

```
IO0SET=0x0000FFFF;
```

```
IO0CLR=0xFFFF0000;
```



Example

❶ Example: Make PORT0 as output port and send bit pattern of 0000FFFF

- Step 1: Select Port 0 as GPIO port

```
PINSEL0=0x00000000;
```

```
PINSEL1=0x00000000;
```

- Step 2: Make PORT0 as output port

```
IO0DIR=0xFFFFFFFF;
```

- Step 3: Put data on the Port 0

```
IO0SET=0x0000FFFF;
```

```
IO0CLR=0xFFFF0000;
```



Example

❶ Example: Make PORT0 as output port and send bit pattern of 0000FFFF

- Step 1: Select Port 0 as GPIO port

```
PINSEL0=0x00000000;
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```
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```

- Step 2: Make PORT0 as output port

```
IO0DIR=0xFFFFFFFF;
```

- Step 3: Put data on the Port 0

```
IO0SET=0x0000FFFF;
```

```
IO0CLR=0xFFFF0000;
```

OR

```
IO0PIN=0x0000FFFF;
```



Example

① Example: Make PORT0 as output port and send bit pattern of 0000FFFF

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PINSEL0=0x00000000;
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```
PINSEL1=0x00000000;
```

- Step 2: Make PORT0 as output port

```
IO0DIR=0xFFFFFFFF;
```

- Step 3: Put data on the Port 0

```
IO0SET=0x0000FFFF;
```

```
IO0CLR=0xFFFF0000;
```

OR

```
IO0PIN=0x0000FFFF;
```



Buzzer Interfacing in Firebird V



Buzzer Interfacing in Firebird V

1 Buzzer Connected to Port0 pin 25



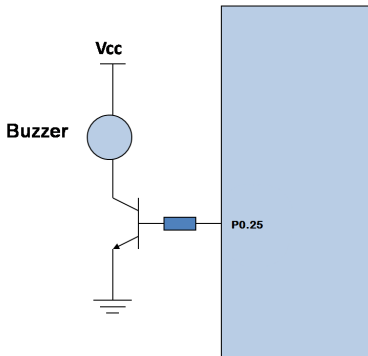
Buzzer Interfacing in Firebird V

- 1 Buzzer Connected to Port0 pin 25



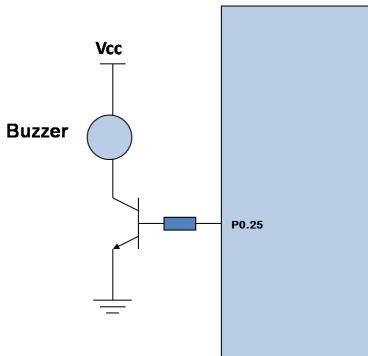
Buzzer Interfacing in Firebird V

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Buzzer Interfacing in Firebird V

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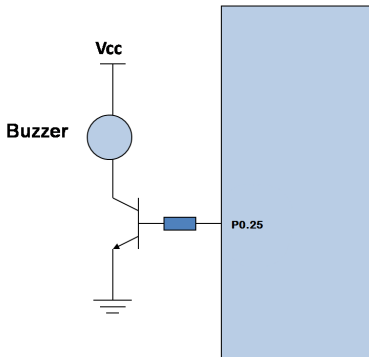


2 To Turn on buzzer:



Buzzer Interfacing in Firebird V

1 Buzzer Connected to Port0 pin 25

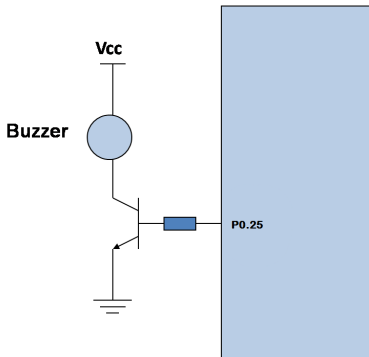


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Buzzer Interfacing in Firebird V

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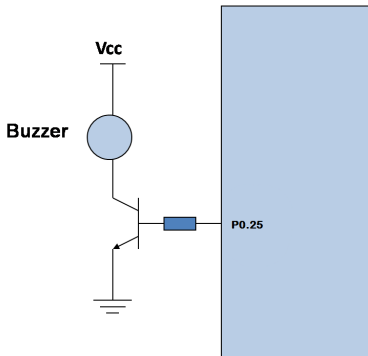


2 To Turn on buzzer: send logic HIGH on pin25 of Port0



Buzzer Interfacing in Firebird V

1 Buzzer Connected to Port0 pin 25



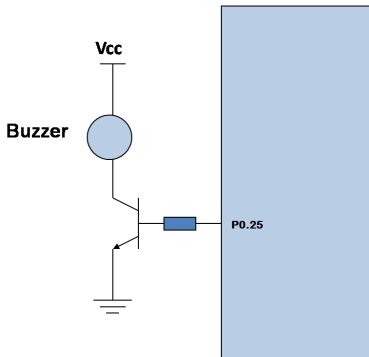
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3 To Turn off buzzer:



Buzzer Interfacing in Firebird V

1 Buzzer Connected to Port0 pin 25



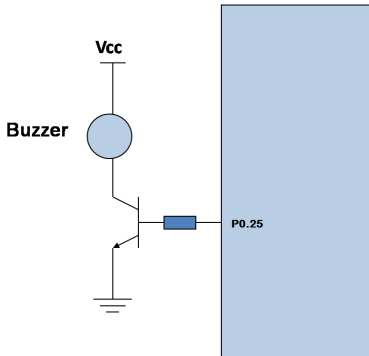
2 To Turn on buzzer: send logic HIGH on pin25 of Port0

3 To Turn off buzzer:



Buzzer Interfacing in Firebird V

1 Buzzer Connected to Port0 pin 25



2 To Turn on buzzer: send logic HIGH on pin25 of Port0

3 To Turn off buzzer: send logic LOW on pin25 of Port0



Buzzer Program



Buzzer Program

① Set P0.25 as GPIO



Buzzer Program

- 1 Set P0.25 as GPIO



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high

```
IO0SET = 0x02000000;
```



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high

```
IO0SET = 0x02000000;
```

- 4 To turn OFF the buzzer set P0.25 output low



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high

```
IO0SET = 0x02000000;
```

- 4 To turn OFF the buzzer set P0.25 output low



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high

```
IO0SET = 0x02000000;
```

- 4 To turn OFF the buzzer set P0.25 output low

```
IO0CLR = 0x02000000;
```



Buzzer Program

- 1 Set P0.25 as GPIO

```
PINSEL1= 0x00000000;
```

- 2 Configure PORT0.25 pin as output.

```
IO0DIR= 0x02000000;
```

- 3 To turn ON the buzzer set P0.25 output high

```
IO0SET = 0x02000000;
```

- 4 To turn OFF the buzzer set P0.25 output low

```
IO0CLR = 0x02000000;
```



ARM Programming Tools



ARM Programming Tools

① Software Required.



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Keil uVision4



ARM Programming Tools

① Software Required.

Keil uVision4

- Integrated Development Environment (IDE)
- Supports Developing and Debugging of ARM based microcontroller application
- Download Link: <http://www.keil.com/arm/mdk.asp>



ARM Programming Tools

① Software Required.

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② Hardware Required



ARM Programming Tools

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② Hardware Required



ARM Programming Tools

① Software Required.

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- Integrated Development Environment (IDE)
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- hex file can be loaded into microcontroller using
 - a. BootLoader
 - b. ARM Programmers viz. FlashMagic, LPC2000 Flash Utility, winARM etc..



Syntax for C-Program



Syntax for C-Program

```
#include
```



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```
#include
```

```
#include <lpc214x.h>
```



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```
#include
```

```
#include <lpc214x.h>
```

Pin Configuration



Syntax for C-Program

```
#include
```

```
#include <lpc214x.h>
```

Pin Configuration

```
void Init_buzzer_pin (void)
{
    PINSEL1 =
    IODIR =
    IOCLR =    \\ Initially buzzer off
}
```



Syntax for C-Program



Syntax for C-Program

Main-Program



Syntax for C-Program

Main-Program

```
int main (void)
{
    Init_buzzer_pin ();
    while(1)
    {
        buzzer_on();
        delay_ms();
        buzzer_off();
        delay_ms();
    }
}
```



Syntax for C-Program

Main-Program

```
int main (void)
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Functions



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Functions

```
void buzzer_on (void)
{
    IO0SET = 0x02000000;
}
```



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Main-Program

```
int main (void)
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    Init_buzzer_pin ();
    while(1)
    {
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        delay_ms();
        buzzer_off();
        delay_ms();
    }
}
```

Functions

```
void buzzer_on (void)
{
    IO0SET = 0x02000000;
}
```

```
void buzzer_off (void)
{
    IO0CLR = 0x02000000;
}
```



Thank You!

Post your queries on: <http://qa.e-yantra.org/>

