



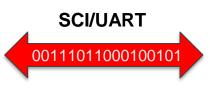




Overview

- In this example we will:
 - Create a TMS570LS31x HALCoGen Project
 - Generate and import code into Code Composer Studio
 - Write code to take analog to digital (ADC) conversions from the ambient light sensor on the development board (USB Stick or HDK) and display the conversion values to a PC using the SCI (UART) port.
 - Build, deploy and execute the code to the microcontroller
- Required Hardware:
 - Windows Based PC (WinXP, Vista, 7)
 - TMS570LS31x USB Development Stick or TMS570LS31x Hercules
 Development Kit
- Required Software:
 - HALCoGen v2.11 or higher
 - Code Composer Studio v4.x







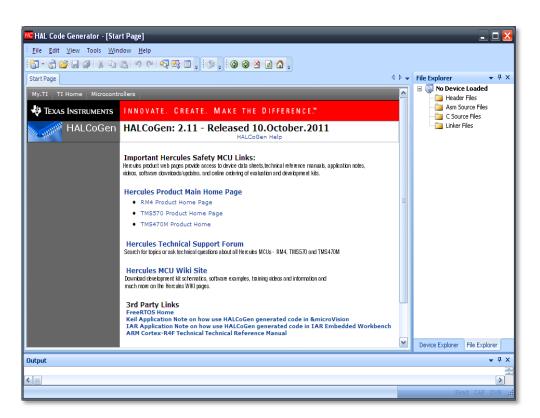


Setting up a New HALCoGen Project



To launch HALCoGen go to:

→ Programs → Texas Instruments → Hercules → HALCoGen



For more help with HALCoGen, see this getting started video: LINK



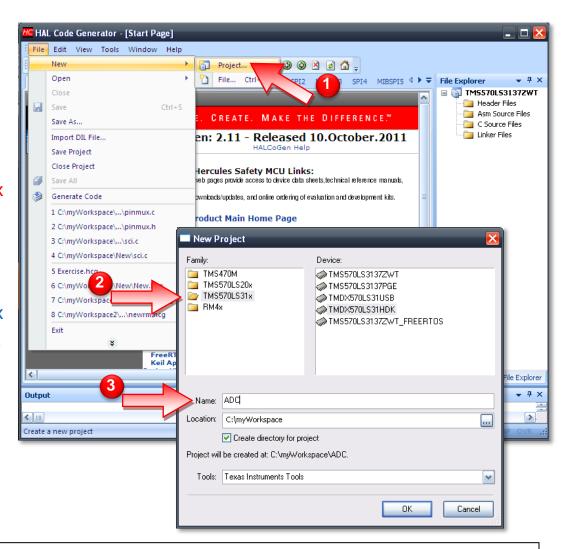
Setting up a New HALCoGen Project



- To create a new HALCoGen project:
 - File → New → Project

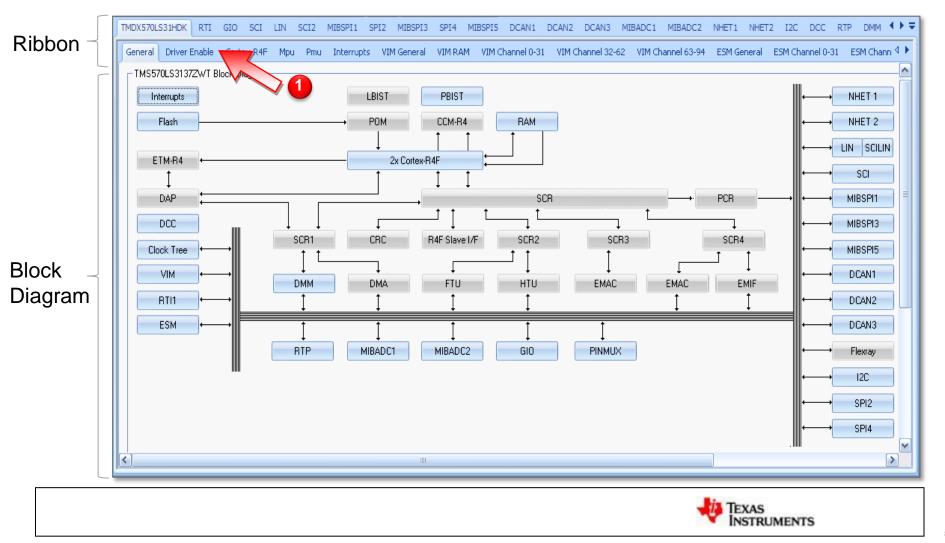
- For the TMS570 USB Stick:
 - Choose Family: TMDX570LS31x
 - Device:TMDX570LS31USB
- For the TMS570 HDK:
 - Choose Family: TMDX570LS31x
 - Device:TMDXTMS570LS31HDK

- Then define a name: 'ADC'
- Location: "C:\myWorkspace"



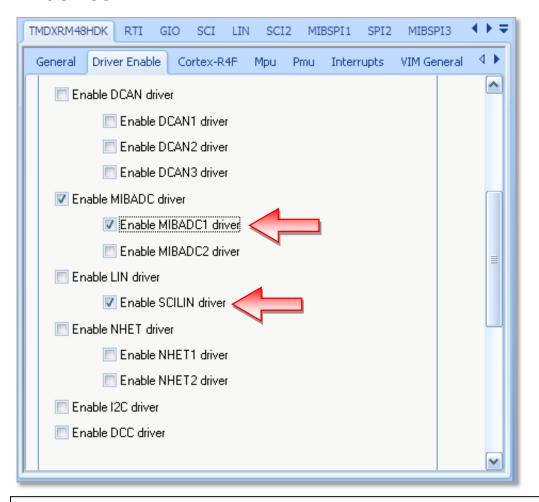
Module Selection

- Drivers, Modules and Peripherals can be selected for configuration by either the module selection ribbon or by clicking on the module in the block diagram
- The next step is to enable the appropriate drivers for this example



Enabling Perphierial Drivers

 Enable the SCILIN and MIBADC1 drivers in the 'Driver Enable' sub tab of the device

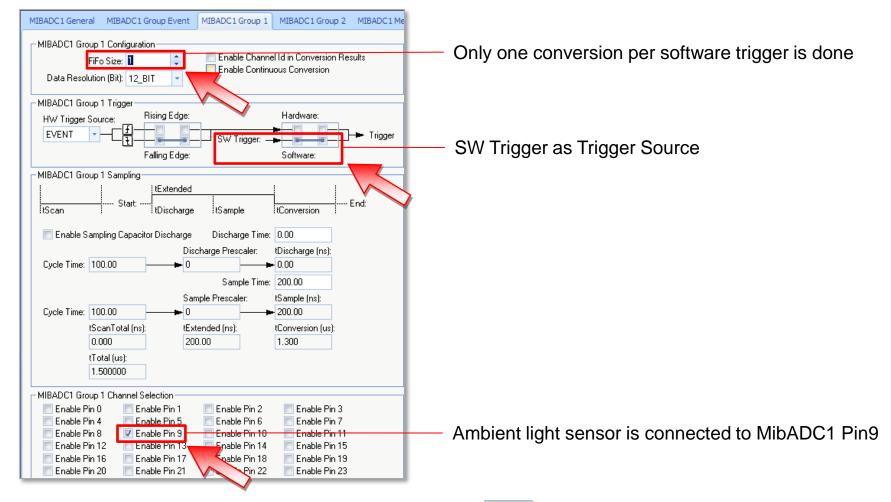






ADC Group Configuration

 From the MIBADC1 Group1 tab, configure FIFO Size, Trigger Source and ADC channel as shown below



Generate code: File → Generate Code or click





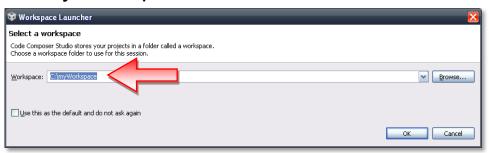
Setting up Code Composer Studio 4



Launch Code Composer Studio v4.x (CCS)



- → Programs → Texas Instruments → Code Composer Studio v4.x
 → Code Composer Studio v4
- When it launches, CCS will ask you to select a workspace, we will chose "C:\myWorkspace"

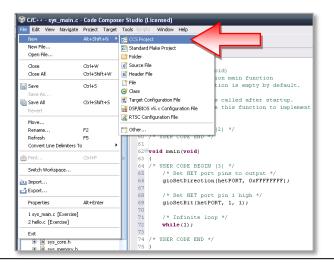






Make sure to define the same 'Workspace' as defined in the HALCoGen setup

Once CCS loads, go to
 File → New → CCS Project

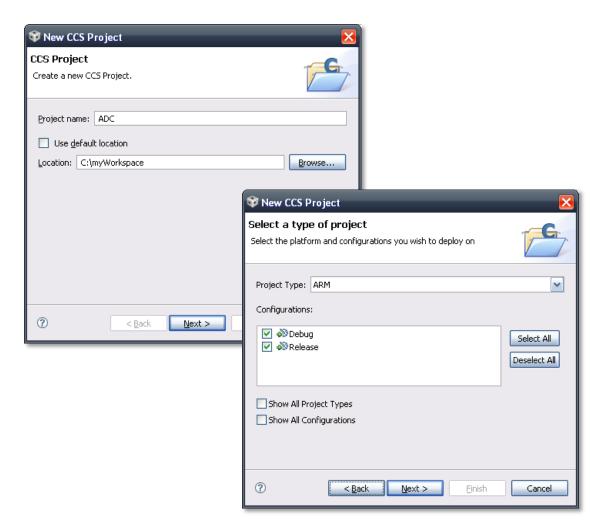




Setting up the CCS Project



- Our project name needs to match the name of our HALCoGen Project: ADC
- Then Click "next"
- On the next page, make sure that your project type is set to ARM and Debug and Release are both checked
- Then Click "next"





Setting up the CCS Project



We are not using any referenced projects so click "next" again

❤ New CCS Project
Additional Project Settings Define the inter-project dependencies, if any.
Projects C/C++ Indexer Referenced Projects



Setting up the CCS Project

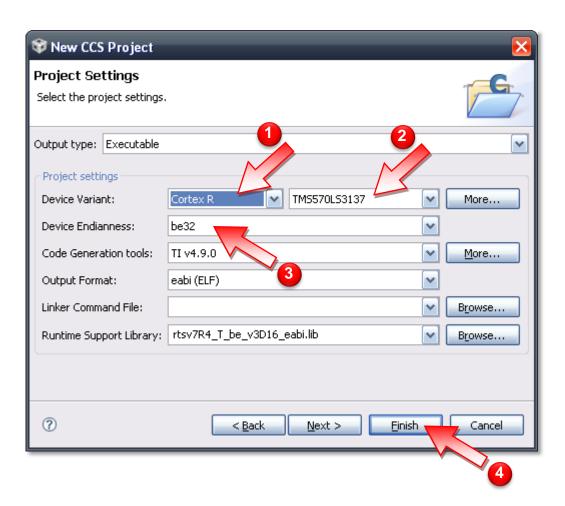


Next, set the Device Variant to "Cortex R"

Choose: TMS570LS3137

Device Endianness: be32

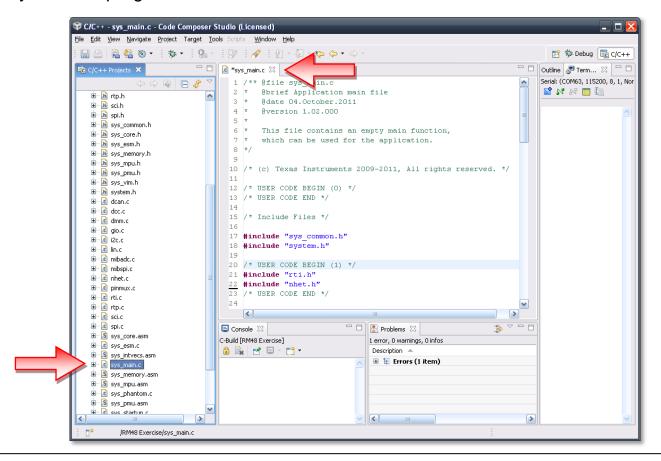
Then click 'Finish'





Expand the project and open the "sys_main.c" file from the CCS "Project Explorer"

Note: Since the HALCoGen and CCS project have the same project name, all the startup and driver files generated by HALCoGen will be automatically included in the CCS project. Use the "sys_main.c" file for your main program code.







Insert the following code in the corresponding sections within the 'sys_main.c' file

USER CODE BEGIN (0) - #include header section

```
/* USER CODE BEGIN (0) */
#include "sci.h"
#include "mibadc.h"
#include "stdlib.h"
unsigned char command[8];
/* USER CODE END */
```



USER CODE BEGIN(3) - Main() section

```
void main(void)
{/* USER CODE BEGIN (3) */
 mibadcData t adc data; //ADC Data Structure
 mibadcData t *adc data ptr = &adc data; //ADC Data Pointer
 unsigned int NumberOfChars, value; //Declare variables
  sciInit(); //Initializes the SCI (UART) module
 mibadcInit(); //Initializes the ADC module
 while(1) // Loop to acquire and send ADC sample data via the SCI (UART)
   mibadcStartConversion(mibadcREG1, 1U); //Start ADC conversion
   while(!mibadcIsConversionComplete(mibadcREG1, 1U)); //Wait for ADC conversion
   mibadcGetData(mibadcREG1, 1U, adc data ptr); //Store conversion into ADC pointer
   value = (unsigned int)adc data ptr->value;
   NumberOfChars = ltoa(value, (char *) command);
    sciSend(scilinREG, 2, (unsigned char *)"0x"); //Sends '0x' hex designation chars
    sciSend(scilinREG, NumberOfChars, command); //Sends the ambient light sensor data
    sciSend(scilinREG, 2, (unsigned char *)"\r\n"); //Sends new line character
/* USER CODE END */}
```



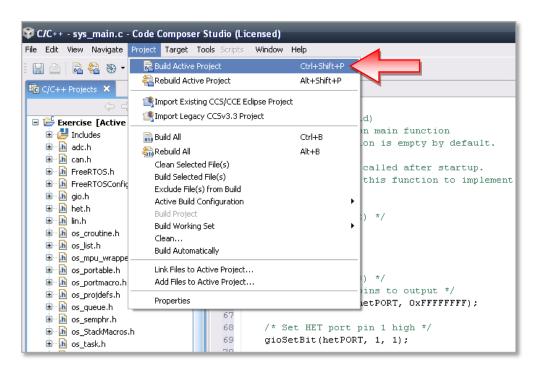
USER CODE (4) - Interrupt notification section

```
/* USER CODE BEGIN (4) */
/* Notification functions not used, but required by compiler*/
void mibadcNotification(mibadcBASE t *adc, unsigned group)
    return;
void sciNotification(sciBASE t *sci, unsigned flags)
    return;
void esmGroup1Notification(int bit)
    return;
void esmGroup2Notification(int bit)
    return;
/* USER CODE END */
```

Compiling the Project



- The code is now complete and we are ready to build our project.
 - Go to Project → Build Active Project



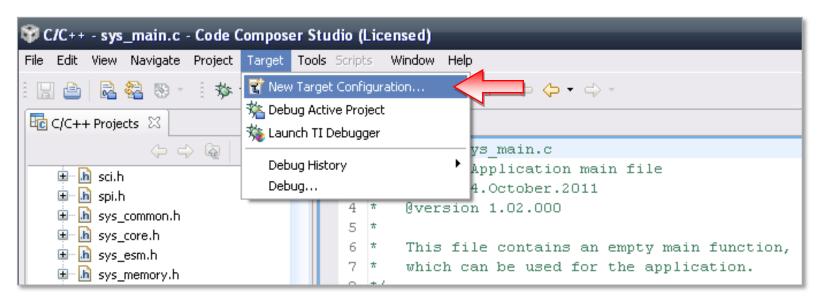
 Now that we have our .out file, we need to program the microcontrollers Flash memory.



Creating a Target Configuration



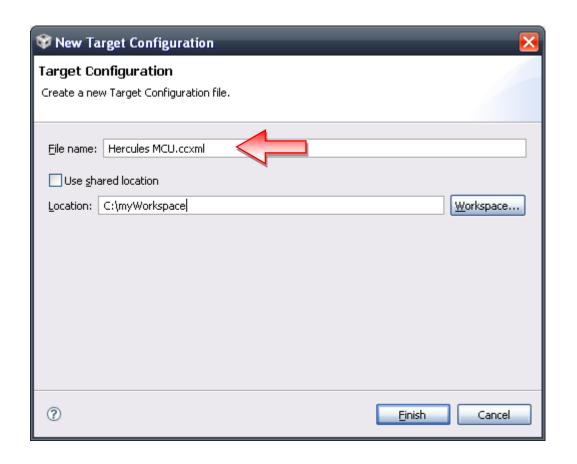
- Before we begin, we must make a new target configuration, this tells CCS4 what device this project is designed for.
 - Target → New Target Configuration



Creating a Target Configuration



- A new window will appear, we will make our file name "Hercules MCU.ccxml"
- Click Finish



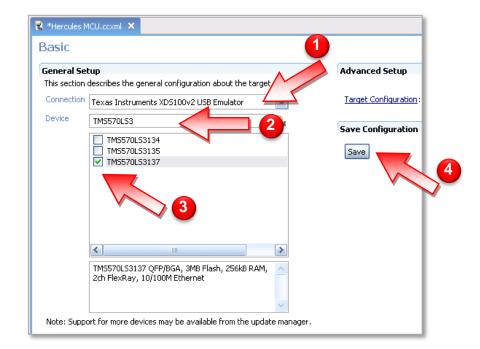


Creating a Target Configuration



- A new tab will appear with a list of emulators and devices.
 - Connection: Texas Instruments XDS100v2 USB Emulator

- Device General Setup:
 - In the 'Device' box start typing TMS570LS3 to filter the device list
 - Select Device: TMS570LS3137



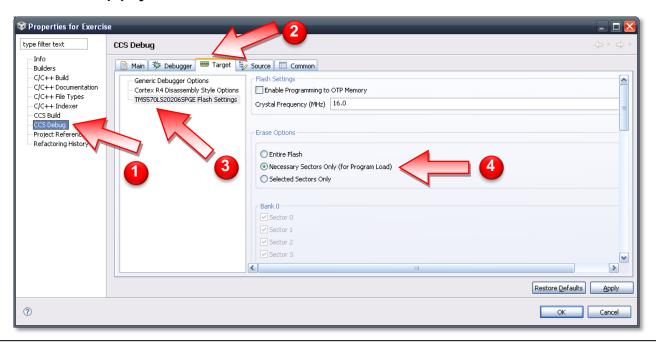
Click "Save" on the right



Flash Programming Configuration



- It is possible to make the flash programming process much faster by only the necessary erasing and programming the necessary regions of flash memory.
 - To do so go to Project → Properties
 - In the window that appears select 'CCS Debug'
 - In the CCS Debug window select the TMS570LS3137 Flash Settings option in the 'Target' tab.
 - Then select the 'Necessary Sectors Only' option in the Erase Options area, then click the 'Apply' button.

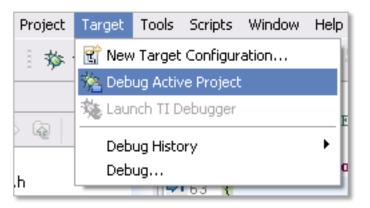




Programming the Flash



- We are now ready to program the flash.
 - Go to Target → Debug Active Project
 - A new window should appear as it programs the flash memory.
 - This may take a few moments.





Testing your code

- Upon Completion open your preferred terminal program.
 - Note: A terminal program is included in CCSv4. To enable it go to 'View' -> Other and select 'Terminal' from the 'Show View' menu. (See the next page for more information).
- Setup the terminal program with the following properties:

Baud rate: 9600

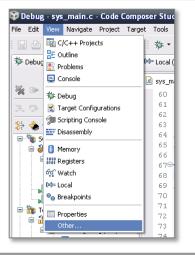
Data bits: 8

No parity, 2 Stop bits

Enabling the CCSv4 Terminal

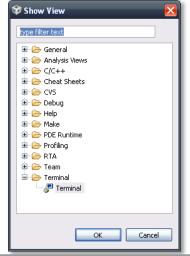


1) Select View → Other

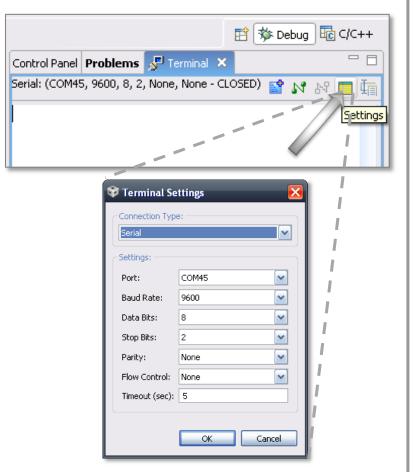


2) Then select 'Terminal' from the 'Show

View' menu.



3) Enter the proper communication settings for the 'Terminal Tab'





Testing our Program



Click the green arrow on the debug tab to run our program



- Alternatively the program can be run without the debugger connected by
- Clicking the red square on the debug tab to terminate the debugger's connection



- Hit the reset button on the board and view the ADC data in the terminal. Use the LED flashlight included with the TMS570 development kit to change the light level supplied to the ambient light sensor on the board.
- Congratulations! You have completed the example.



For more Hercules™ TMS570 Information

TMS570 Web Page: www.ti.com/TMS570

- Data Sheets
- Technical Reference Manual
- Application Notes
- Software & Tools Downloads and Updates
- Order Evaluation and Development Kits

TMS570 Engineer 2 Engineer Forums:

www.ti.com/hercules-support

- News and Announcements
- Useful Links
- Ask Technical Questions
- Search for Technical Content



TMS570 WIKI:

www.ti.com/hercules-tms570-wiki

- How to guides
- Intro Videos
- General Information









For completing this TMS570 example



