



# Temporizador Systick

Informática II – R2003

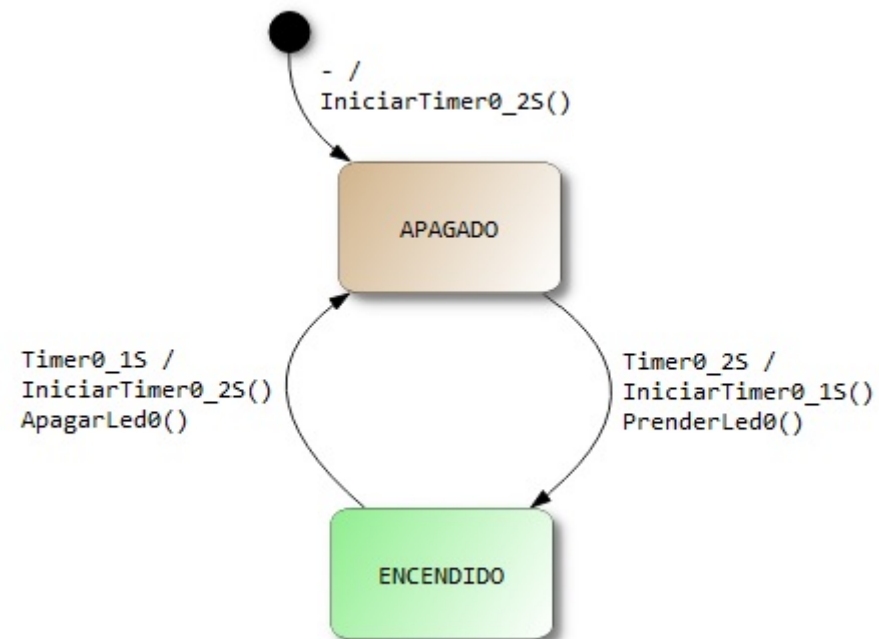
Se pide realizar la oscilación o parpadeo de un led mediante la utilización del Systick. Plantear la maquina de estados y realizar las inicializaciones necesarias.

Nota: Se recomienda utilizar el puerto 0, pin 22.

Pasos a seguir para la resolución:

1. Realizar la maquina de estados.
2. Generar el código de la misma (puede ser con switch case, puntero a función o if else).
3. Crear un proyecto nuevo en MCUXpresso.
4. Importar o copiar los archivos de la maquina de estado.
5. Hacer las inicializaciones correspondientes y “acomodar” el código.

# Maquina de estado



# Inicialización

```
void inicializar( void )
{
    // Inicializo el clock en 100MHz
    Init_PLL();

    // Inicializo el timer SysTick
    Init_Systick();

    // Inicializo el pin como salida
    Init_GPIO();
}

void Init_GPIO( void )
{
    SetPINSEL(LED, PINSEL_GPIO);
    SetDIR(LED, SALIDA);
    SetPIN(LED, OFF);
}
```

```
#define LED 0,22
```

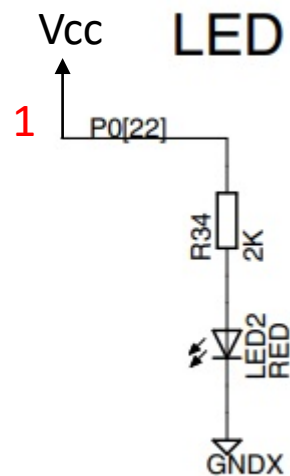
```
/*!< ----- Estados de PINSEL:
#define PINSEL_GPIO 0
#define PINSEL_FUNC1 1
#define PINSEL_FUNC2 2
#define PINSEL_FUNC3 3
```

```
#define SALIDA 1
```

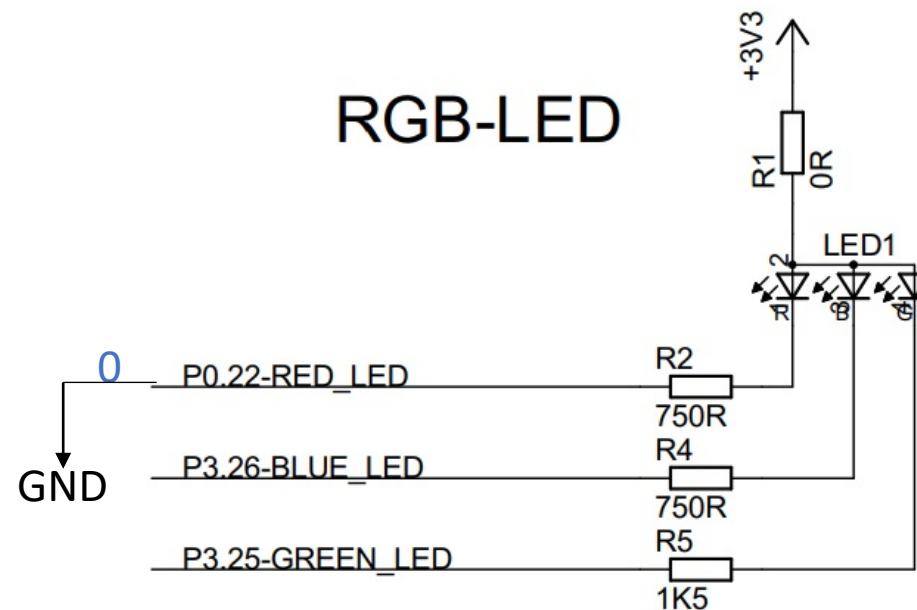
```
#ifndef REV_D
#define OFF 0
#define ON 1
#else
#define OFF 1
#define ON 0
#endif
```

# Comparación de revisiones del LPC1769

LPC1769 rev. B



LPC1769 rev. D



# Seguimos con la inicialización

## 23.1 Basic configuration

---

The System Tick Timer is configured using the following registers:

1. Clock Source: Select either the internal CCLK or external STCLK (P3.26) clock as the source in the STCTRL register.
2. Pins: If STCLK (P3.26) was selected as clock source enable the STCLK pin function in the PINMODE register ([Section 8.5](#)).
3. Interrupt: The System Tick Timer Interrupt is enabled in the NVIC using the appropriate Interrupt Set Enable register.

# Registros SysTick

**Table 439. System Tick Timer register map**

Name	Description	Access	Reset value <sup>[1]</sup>	Address
STCTRL	System Timer Control and status register	R/W	0x4	0xE000 E010
STRELOAD	System Timer Reload value register	R/W	0	0xE000 E014
STCURR	System Timer Current value register	R/W	0	0xE000 E018
STCALIB	System Timer Calibration value register	R/W	0x000F 423F	0xE000 E01C

[1] Reset Value reflects the data stored in used bits only. It does not include content of reserved bits.

Si tenemos configurado el PLL, el valor de STCALIB corresponde a un tick cada 10ms.

$$STRELOAD = \left( \frac{STCALIB}{N} \right) - 1$$

Si N = 1, y PLL inicializado, tengo el Tick cada 10ms.



# Registros SysTick - STCTRL

**Table 440. System Timer Control and status register (STCTRL - 0xE000 E010) bit description**

Bit	Symbol	Description	Reset value
0	ENABLE	System Tick counter enable. When 1, the counter is enabled. When 0, the counter is disabled.	0
1	TICKINT	System Tick interrupt enable. When 1, the System Tick interrupt is enabled. When 0, the System Tick interrupt is disabled. When enabled, the interrupt is generated when the System Tick counter counts down to 0.	0
2	CLKSOURCE	System Tick clock source selection. When 1, the CPU clock is selected. When 0, the external clock pin (STCLK) is selected.	1

**Table 440. System Timer Control and status register (STCTRL - 0xE000 E010) bit description ...continued**

Bit	Symbol	Description	Reset value
15:3	-	Reserved, user software should not write ones to reserved bits. The value read from a reserved bit is not defined.	NA
16	COUNTFLAG	System Tick counter flag. This flag is set when the System Tick counter counts down to 0, and is cleared by reading this register.	0
31:17	-	Reserved, user software should not write ones to reserved bits. The value read from a reserved bit is not defined.	NA

# Inicialización SysTick

```
void Init_SysTick( void )  
{  
    STRELOAD = (STCALIB/N) - 1; // 1 miliseg con PLL a 100 MHZ.  
    STCTRL = 0x07;             // Clock sistema, interrupción habilitada, systick habilitado.  
}
```

## Otra forma...

```
void Init_SysTick( void )  
{  
    STRELOAD = (STCALIB/N) - 1; // 1 miliseg con PLL a 100 MHZ.  
  
    STCTRL |= 1 << 0; // ENABLE  
    STCTRL |= 1 << 1; // TICKINT  
    STCTRL |= 1 << 2; // CLKSOURCE  
}
```

## Implementación del Handler

```
void SysTick_Handler(void)
{
    tiempo--;
}
```

Vamos al MCUXpresso!!