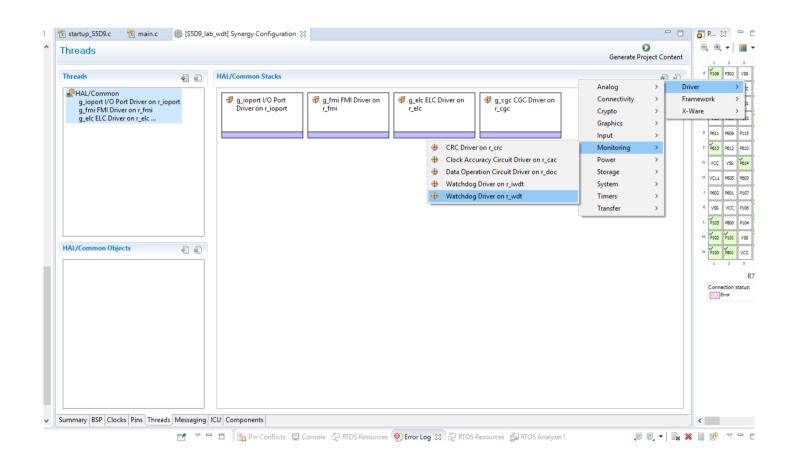
# S5D9 Lab Watch Dog Timer WDT By Michael Li (2/5/2018)

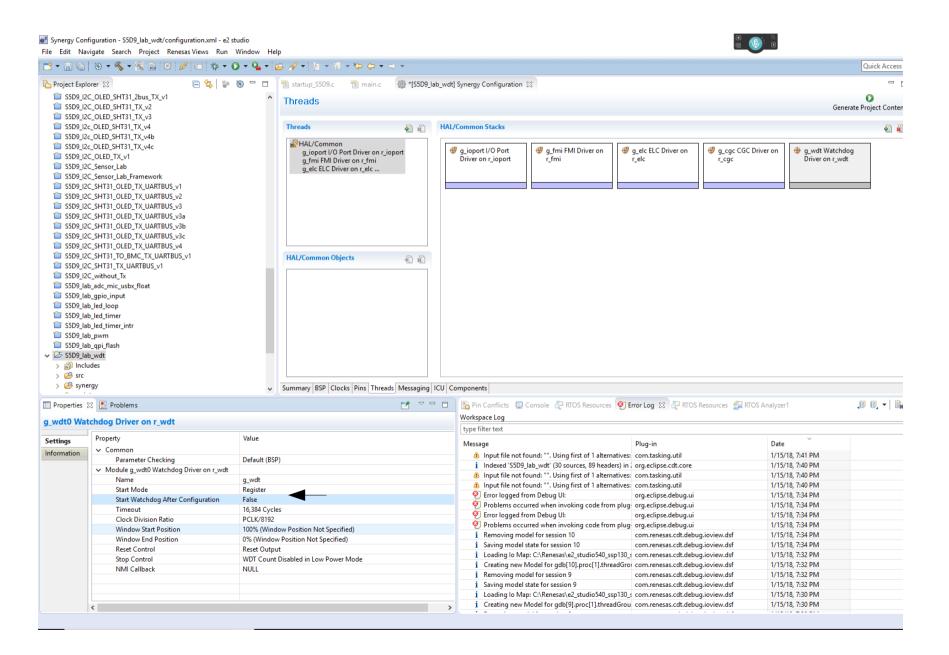
https://www.miketechuniverse.com

E2 Studio 5.4.0.023 SSP 1.3.0

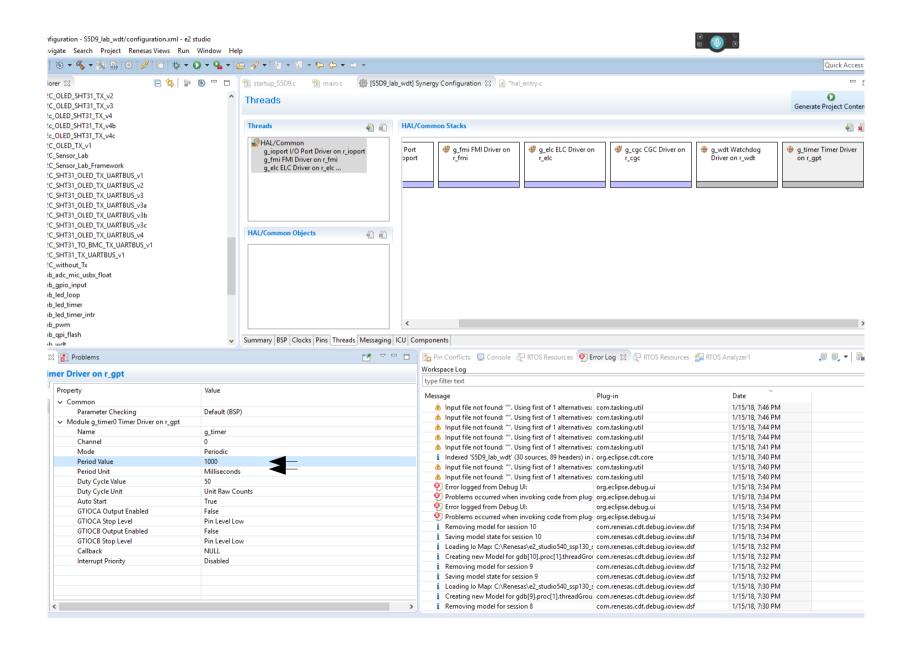
#### **WDT** Driver



## **Properties**



#### Add a 32 bit timer to refresh WDT



## Main Code Description

For testing, load the firmware into the ROM. Then stop e2 studio debug mode. Turn power off/on.

WDT will not be enabled if you use the e2studio debug mode.

```
Project: Watch Dog Timer (WDT) Lesson (Taken from Eric IoTcommunity tutorial)
                     Name: Michael Li
                     Company: Consultant
                     Web page: https://www.miketechuniverse.com/
                            1/9/18
                     SSP version: 1.30
                     E2 Studio version: 5.4.0.023
   11
                     First, we will blink a red LED on an off every second for five seconds. Then we will
                     turn on a green led and put ourselves in an infinite loop. Once our watchdog timer
   1.5
                     counts down, the application will restart.
                     WDT will be configured not automatically to start immediately after the configuration phase.
                     WDT timer overflows occurs 2.23 sec after it starts.
                     First, find our actual tick frequency: 240MHz/(4*8192) = 7324.21875Hz (PLL base clock 240Mh and CLKB = 240M
                     Take the inverse to get the time: 7324.21875^{-1} = 136.533us.
   24
                     So, our watchdog timer is decremented every 136.533us. Since it has to count down from 16384 to 0,
   25
                     the timeout period is: 136.533us * 16384 = 2.23696 seconds.
                     So, we have to reset our WDT every 2.23 seconds or our application will reset itself.
   28
                     1) Use the debug mode to upload the firmware into MCU
                     2) Use the debug mode to test LED on/off (but WDT is disabled when the debug mode is on.)
   33
                     3) Stop the debug mode.
   34
                     4) power off and on the board with the debug USB cable.
                     5) MCU will be reset 2.23 sec after the green LED is enabled.
                     6) Next time, when MCU wakes up, it will detect the WDT flag as the cause of the system reset.
   37
                        The firmware will detect that WDT flag and turn on the yellow LED.
                     7) To reset that WDT flag, close the J2 jumper to reset the whole system.
                     8) Next time, when MCU wakes up, the flag will be found to be clear. The firmware will not
                        turn on the yellow LED.
   42
   43
                 #include "hal data.h"
   44
                 #include <stdbool.h>
                  #define COUNTS PER MILLISECOND (120E6 / 1000)
   48
                ovoid hal entry (void)
🥷 Problems 🧔 Tasks 📮 Console 🛭 🔲 Properties 🔋 Memory Usage 🦚 Smart Browse
CDT Build Console [SSD9_lab_wdt]
```