# SWC\_SERVO

Version v1.0 9/26/2023 1:06:00 AM

# **Table of Contents**

Data Structure Index	2
File Index	
Data Structure Documentation	4
LBTY_tuniPort16	4
LBTY_tuniPort8	
File Documentation	
main.c	7
SERVO_cfg.c	8
SERVO_cfg.h	
SERVO_int.h	
SERVO_prg.c	
SERVO_priv.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LBIT_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LBIT_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LBTY_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LBTY_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LCTY_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LCTY_int.h	
Index Error! Bookmark no	

# **Data Structure Index**

# **Data Structures**

Here are the data structur	es with brief descriptions:
LBTY_tuniPort16	
LRTV tuniPort8	

# **File Index**

# **File List**

Here is a list of all files with brief descriptions:

main.c	
SERVO_cfg.h	
SERVO_int.h	
SERVO_prg.c	
SERVO priv.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LBIT_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LBTY_int.h	
H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC_BSW/LCTY_int.h	

# **Data Structure Documentation**

# LBTY\_tuniPort16 Union Reference

#### **Data Fields**

- struct {
- <u>u8 m u8b0</u>:1
- <u>u8 m u8b1</u>:1
- u8 m\_u8b2:1
- <u>u8 m\_u8b3</u>:1
- <u>u8 m\_u8b4</u>:1
- u8 m\_u8b5:1
- <u>u8 m\_u8b6</u>:1
- <u>u8</u> <u>m\_u8b7</u>:1
- <u>u8 m u8b8</u>:1
- <u>u8 m\_u8b9</u>:1
- <u>u8 m\_u8b10</u>:1
- <u>u8 m\_u8b11</u>:1
- <u>u8 m\_u8b12</u>:1
- <u>u8 m u8b13</u>:1
- <u>u8 m\_u8b14</u>:1
- <u>u8 m\_u8b15</u>:1
- } <u>sBits</u>
- struct {
- <u>u8</u> <u>m</u> <u>u8low</u>
- u8 m\_u8high
- } <u>sBytes</u>
- <u>u16 u\_u16Word</u>

# **Field Documentation**

```
u8 m_u8b0
u8 m_u8b1
u8 m_u8b10
u8 m_u8b11
u8 m_u8b12
u8 m_u8b13
u8 m_u8b14
u8 m_u8b15
u8 m_u8b2
u8 m_u8b3
u8 m_u8b4
<u>u8</u> m_u8b5
u8 m_u8b6
u8 m_u8b7
u8 m_u8b8
u8 m_u8b9
u8 m_u8high
u8 m_u8low
struct { ... } sBits
struct { ... } sBytes
<u>u16</u> u_u16Word
```

## The documentation for this union was generated from the following file:

• H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC\_BSW/<u>LBTY int.h</u>

# LBTY\_tuniPort8 Union Reference

#### **Data Fields**

- struct {
- <u>u8 m u8b0</u>:1
- <u>u8 m\_u8b1</u>:1
- <u>u8 m\_u8b2</u>:1
- <u>u8 m\_u8b3</u>:1
- u8 m\_u8b4:1
- <u>u8 m u8b5</u>:1
- <u>u8 m\_u8b6</u>:1
- <u>u8 m\_u8b7</u>:1
- } <u>sBits</u>
- <u>u8 u\_u8Byte</u>

# **Detailed Description**

Union Byte bit by bit

#### **Field Documentation**

```
u8 m_u8b0
```

**u8** m\_u8b1

u8 m\_u8b2

**u8** m\_u8b3

u8 m\_u8b4

**u8** m\_u8b5

**u8** m\_u8b6

**u8** m\_u8b7

struct { ... } sBits

u8 u\_u8Byte

#### The documentation for this union was generated from the following file:

H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC\_BSW/<u>LBTY\_int.h</u>

# **File Documentation**

main.c File Reference

# SERVO\_cfg.c File Reference

# SERVO\_cfg.h File Reference

This graph shows which files directly or indirectly include this file: IMAGE

#### **Macros**

- #define <u>SERVO\_MAX\_ANGLE</u> 180u
- #define <u>SERVO\_MIN\_ANGLE</u> Ou

## **Macro Definition Documentation**

#define SERVO\_MAX\_ANGLE 180u

#define SERVO\_MIN\_ANGLE 0u

# SERVO\_cfg.h

```
Go to the documentation of this file.1 /*
*****************
3 /* ************
4 /* File Name : SERVO_cfg.h
11
12 #ifndef SERVO_CFG_H_
13 #define SERVO CFG H
14
18
22
23 #define SERVO MAX ANGLE
     180u
24 #define SERVO MIN ANGLE
25
29
30 /* ******************************
/* *********************** VARIABLE SECTION ******************* */
31
33
34 /* ***
37
38
```

# SERVO\_int.h File Reference

This graph shows which files directly or indirectly include this file: IMAGE

#### **Functions**

- void Servo Init (void)
- void Servo WriteAngle (u16 u16Angle)

#### **Function Documentation**

#### void Servo Init (void)

```
69
                             { // OC1A ==>D5
70 #if defined(PWM0)
71
        TMR0 tstrConfig strTMR0 CFG = {
                 .m_TMR_Freq = 1u/SERVO_INIT_PERIOD,
.m_TMR_Duty = <u>SERVO_ZERO_ANGLE</u>,
72
73
                  .m_TMR_Prescalar = TMR0_Fosc_Prescaler 64,
74
75
                 .m TMR Mode = TMRx u8 PWM Fase Mode,
76
                 .m TMR OutputMode= TMRx u8 FastPWM Clear on Match,
                 .m_TMR_FOC = LBTY_RESET,
.m_TMR_OCIE = LBTY_RESET,
.m_TMR_OCIE = LBTY_RESET
77
78
79
80
       };
81
        TMR0_vidSetConfig((TMR0_tstrConfig* const)&strTMR0_CFG);
82
83
        TMR0 vidSetCallBack OverFlow(TMR0 ISR);
84
        PWM vidEnable OCO();
85 #elif defined(PWM2)
86
        TMR2_tstrConfig strTMR2_CFG = {
                 .m_TMR_Freq = 1u/SERVO_INIT_PERIOD,
.m_TMR_Duty = SERVO_ZERO_ANGLE,
87
88
89
                  .m TMR Prescalar = TMR2 Fosc Prescaler 128,
                 .m TMR Mode = TMRx u8 PWM Fase Mode,
90
91
                 .m_TMR_OutputMode= TMRx_u8_FastPWM_Clear_on_Match,
                  .m_TMR_FOC = LBTY_RESET,
.m_TMR_OVIE = LBTY_SET,
.m_TMR_OCIE = LBTY_RESET,
92
93
                 .m TMR OVIE
94
95
                  .m TMR AsyClock = TMR2 IO Clock
96
       };
97
       TMR2 vidSetConfig((TMR2 tstrConfig* const)&strTMR2 CFG);
        TMR2 vidSetCallBack OverFlow(TMR2 ISR);
99
100
         PWM vidEnable OC2();
101 #elif defined(PWM1)
      TMR1_tstrConfig strTMR1 CFG = {
          .m_TMR_Freq = 1u/SERVO_INIT_PERIOD,
.m_TMR_Duty_A = SERVO_ZERO_ANGLE,
.m_TMR_Duty_B = SERVO_ZERO_ANGLE,
103
104
105
             .m_TMR_Prescalar = TMR1_Fosc_Prescaler_64,
.m_TMR_Mode = TMR1_PWM_Fase_Mode_ICR1,
106
107
              .m TMR OutputModeA = TMR1 COM Disconnected,
108
              .m_TMR_OutputModeB = TMR1_FastPWM_Clear_on_Match,
109
              .m_TMR_FOCA = LBTY_RESET,
.m_TMR_FOCB = LBTY_RESET,
110
111
            .m TMR TICIE = LBTY RESET,
.m TMR OCIEA = LBTY RESET,
.m TMR OCIEB = LBTY RESET,
.m TMR TOIE = LBTY SET,
112
113
114
115
              .m TMR InputNoise = LBTY SET,
116
              .m TMR InputEdge = TMR1 Capture Rising Edge,
117
118
         };
119
120
         TMR1 vidSetConfig((TMR1 tstrConfig* const)&strTMR1 CFG);
         TMR1_vidSetCallBack_OverFlow(<u>TMR1_ISR</u>);
121
122
         PWM vidEnable OC1x();
123 #endif
```

```
124 }
```

Here is the call graph for this function:

#### **IMAGE**

## void Servo\_WriteAngle (<u>u16</u> u16Angle)

# SERVO\_int.h

```
Go to the documentation of this file.1 /*
****************
3 /* **********
4 /* File Name : SERVO_int.h
11
12 #ifndef SERVO_INT_H_
13 #define SERVO INT H
14
16 /* ****************** TYPE DEF/STRUCT/ENUM SECTION **************** */
18
20 /* ******************* MACRO/DEFINE SECTION *********************************
22
24 /* ************************ CONST SECTION ***********************************
26
27 /* *****
    28 /* ************************* VARIABLE SECTION *******************************
29 /*
30
33 /*
34
40 extern void Servo Init(void);
41
42 /* **************************
43 /* Description : Servo Write Angle
                            */
44 /* Input : u8Angle
45 /* Return : void
47 extern void <a href="Servo WriteAngle">Servo WriteAngle</a> (u16 u16Angle);
48
49 #endif /* SERVO INT H */
```

# SERVO\_prg.c File Reference

```
#include "LBTY_int.h"
#include "LBIT_int.h"
#include "LCTY_int.h"
#include "DELAY.h"
#include "GPIO_int.h"
#include "GPIO_cfg.h"
#include "TMR_int.h"
#include "SERVO_cfg.h"
#include "SERVO_priv.h"
Include dependency graph for SERVO_prg.c:
```

**IMAGE** 

#### **Macros**

- #define SERVO ZERO ANGLE (10000.0f \* 0.001f / SERVO INIT PERIOD)
- #define SERVO ANGLE RATIO (SERVO ZERO ANGLE / 180.0f)

#### **Functions**

- void TMR0 ISR (void)
- void TMR1 ISR (void)
- void <u>TMR2\_ISR</u> (void)
- void Servo Init (void)
- void <u>Servo WriteAngle</u> (<u>u16</u> u16Angle)

#### **Macro Definition Documentation**

#define SERVO\_ANGLE\_RATIO (SERVO\_ZERO\_ANGLE / 180.0f)

#define SERVO\_ZERO\_ANGLE (10000.0f \* 0.001f / SERVO\_INIT\_PERIOD)

#### **Function Documentation**

## void Servo\_Init (void )

```
{ // OC1A ==>D5
70 #if defined(PWM0)
        TMR0 tstrConfig strTMR0 CFG = {
                .m_TMR_Freq = 1u/SERVO_INIT_PERIOD,
.m_TMR_Duty = SERVO_ZERO_ANGLE,
72
73
                .m_TMR_Prescalar = TMR0_Fosc_Prescaler 64,
74
75
                .m TMR Mode = TMRx u8 PWM Fase Mode,
                .m_TMR_OutputMode= TMRx_u8_FastPWM_Clear on Match,
76
                .m TMR FOC = LBTY RESET,
.m TMR OVIE = LBTY SET,
.m TMR OCIE = LBTY RESET
77
78
79
80
81
       TMR0 vidSetConfig((TMR0 tstrConfig* const)&strTMR0 CFG);
82
83
       TMR0 vidSetCallBack OverFlow(TMR0 ISR);
        PWM vidEnable OC0();
85 #elif defined(PWM2)
86
     TMR2_tstrConfig strTMR2_CFG = {
                 .m_TMR_Freq = 1u/SERVO_INIT_PERIOD,
.m_TMR_Duty = SERVO_ZERO_ANGLE,
87
88
                 .m TMR Prescalar = TMR2 Fosc Prescaler 128,
```

```
= TMRx_u8_PWM_Fase_Mode,
                    .m TMR Mode
91
                    .m_TMR_OutputMode= TMRx_u8_FastPWM_Clear_on_Match,
                    .m TMR FOC = LBTY RESET,
.m TMR OVIE = LBTY SET,
.m TMR OCIE = LRTY RESET
92
93
                    .m TMR OVIE
                    .m_TMR_OCIE
                                           = LBTY RESET,
94
95
                    .m_TMR_AsyClock = TMR2_IO_Clock
96
         };
97
98
         TMR2 vidSetConfig((TMR2 tstrConfig* const)&strTMR2 CFG);
99
         TMR2 vidSetCallBack OverFlow(TMR2 ISR);
100
          PWM_vidEnable_OC2();
101 #elif defined(PWM1)
       TMR1_tstrConfig strTMR1 CFG = {
102
               .m_TMR_Freq = 1u/SERVO_INIT_PERIOD,
.m_TMR_Duty_A = SERVO_ZERO_ANGLE,
.m_TMR_Duty_B = SERVO_ZERO_ANGLE,
103
104
105
               .m_TMR Prescalar = TMR1_Fosc_Prescaler_64,
.m_TMR_Mode = TMR1_PWM_Fase_Mode_ICR1,
.m_TMR_OutputModeA = TMR1_COM_Disconnected,
106
107
108
109
               .m_TMR_OutputModeB = TMR1_FastPWM_Clear_on_Match,
                                  = LBTY RESET,
= LBTY RESET,
                .m_TMR_FOCA
110
111
               .m TMR FOCB
               .m_TMR_FOCB = LBTY_RESET,
.m_TMR_TICIE = LBTY_RESET,
.m_TMR_OCIEA = LBTY_RESET,
.m_TMR_OCIEB = LBTY_RESET,
.m_TMR_TOIE = LBTY_SET,
112
113
114
115
               .m TMR InputNoise = LBTY SET,
116
117
                .m_TMR_InputEdge = TMR1_Capture_Rising_Edge,
118
          };
119
          TMR1_vidSetConfig((TMR1_tstrConfig* const)&strTMR1_CFG);
TMR1_vidSetCallBack_OverFlow(TMR1_ISR);
120
121
          PWM_vidEnable_OC1x();
122
123 #endif
124 }
```

Here is the call graph for this function:

#### **IMAGE**

## void Servo\_WriteAngle (u16 u16Angle)

```
131
132
        if(u16Angle > SERVO MAX ANGLE) {
133
            u16Angle = SERVO MAX ANGLE; // takes from 0 to 180
134
        u16 u16Duty = SERVO ZERO ANGLE + (++u16Angle * SERVO ANGLE RATIO);
135
136
137 #if defined(PWM0)
138
      PWM u8SetDuty OC0(u16Duty);
139 #elif defined (PWM2)
140
      PWM_u8SetDuty_OC2(u16Duty);
141 #elif defined(PWM1)
142
       PWM u8SetDuty OC1B(u16Duty);
143 #endif
144 }
```

#### void TMR0 ISR (void)

```
54 {
55
56 }
```

Here is the caller graph for this function:

**IMAGE** 

#### void TMR1 ISR (void)

```
57 {
58
59 }
```

Here is the caller graph for this function:

**IMAGE** 

#### void TMR2\_ISR (void )

```
60 {
```

61 62 }

Here is the caller graph for this function:

**IMAGE** 

# SERVO\_priv.h File Reference

This graph shows which files directly or indirectly include this file: IMAGE

# SERVO\_priv.h

```
Go to the documentation of this file.1 /*
**************************************
3 /* **********
4 /* File Name : SERVO_priv.h
11
12 #ifndef SERVO_PRIV_H_
13 #define SERVO PRIV H
14
18
22
24 /* ************************ CONST SECTION ***********************************
26
  27 /* ***
28 /* ************************* VARIABLE SECTION *******************************
29 /* ****
30
31
33 /*
34
```

# H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC\_BSW/LBIT\_int.h File Reference

This graph shows which files directly or indirectly include this file:

#### **IMAGE**

#### **Macros**

- #define <u>BV</u>(bit) (1u<<(bit))
- #define <u>SET\_BIT(REG</u>, bit) ((REG) |= (1u<<(bit)))
- #define CLR\_BIT(REG, bit) ((REG) &=  $\sim$ (1u<<(bit)))
- #define TOG BIT(REG, bit) ((REG) ^= (1u<<(bit)))
- #define  $\underline{SET}\underline{BYTE}(REG, bit)$  ((REG) |= (0xFFu << (bit)))
- #define CLR BYTE(REG, bit) ((REG) &=  $\sim$ (0xFFu<<(bit)))
- #define TOG\_BYTE(REG, bit) ((REG) ^= (0xFFu<<(bit)))
- #define  $\underline{SET\_MASK}(REG, MASK)$  ((REG) |= (MASK))
- #define <u>CLR\_MASK(REG, MASK)</u> ((REG) &= ~(MASK))
- #define TOG\_MASK(REG, MASK) ((REG) ^= (MASK))
- #define GET MASK(REG, MASK) ((REG) & (MASK))
- #define SET REG(REG) ((REG) =  $\sim$ (0u))
- #define  $\underline{CLR}\underline{REG}(REG)$  ((REG) = (0u))
- #define  $TOG_REG(REG)$  ((REG)  $^= \sim (0u)$ )
- #define GET BIT(REG, bit) (((REG)>>(bit)) & 0x01u)
- #define GET NIB(REG, bit) (((REG)>>(bit)) & 0x0Fu)
- #define <u>GET\_BYTE</u>(REG, bit) (((REG)>>(bit)) & 0xFFu)
- #define ASSIGN\_BIT(REG, bit, value)  $((REG) = ((REG) \& \sim (0x01u << (bit))) | (((value) \& 0x01u) << (bit)))$
- #define <u>ASSIGN\_NIB</u>(REG, bit, value)  $((REG) = ((REG) \& \sim (0x0Fu << (bit))) | (((value) \& 0x0Fu) << (bit)))$
- #define  $\underline{ASSIGN\_BYTE}(REG, bit, value)$  ((REG) = ((REG) & ~(0xFFu<<(bit))) (((value) & 0xFFu)<<(bit)))
- #define CON u8Bits(b7, b6, b5, b4, b3, b2, b1, b0)

#### (0b##b7##b6##b5##b4##b3##b2##b1##b0)

• #define <u>CON u16Bits</u>(b15, b14, b13, b12, b11, b10, b9, b8, b7, b6, b5, b4, b3, b2, b1, b0)

(0b##b15##b14##b13##b12##b11##b10##b9##b8##b7##b6##b5##b4##b3##b2##b1##b0)

#### **Macro Definition Documentation**

```
#define BV(bit) (1u<<(bit))
#define ASSIGN_BIT( REG, bit, value) ((REG) = ((REG) & \sim(0x01u<<(bit)))
                                                                            I
(((value) & 0x01u)<<(bit)))
#define ASSIGN BYTE( REG, bit, value) ((REG) = ((REG) & ~(0xFfu<<(bit)))
                                                                            Τ
(((value) & 0xFFu)<<(bit)))
#define ASSIGN_NIB( REG, bit, value) ((REG) = ((REG) & \sim(0x0Fu<<(bit)))
                                                                            I
(((value) & 0x0Fu)<<(bit)))
#define CLR_BIT( REG, bit) ((REG) &= ~(1u<<(bit)))
#define CLR_BYTE( REG, bit) ((REG) &= ~(0xFFu<<(bit)))
#define CLR_MASK( REG, MASK) ((REG) &= ~(MASK))
#define CLR_REG( REG) ((REG) = (0u))
#define CON_u16Bits( b15, b14, b13, b12, b11, b10, b9, b8, b7, b6, b5,
b4, b3, b2, b1, b0)
       (0b##b15##b14##b13##b12##b11##b10##b9##b8##b7##b6##b5##b4##b3##b2##
b1##b0)
#define CON_u8Bits( b7, b6, b5, b4, b3, b2, b1, b0)
      (0b##b7##b6##b5##b4##b3##b2##b1##b0)
#define GET_BIT( REG, bit) (((REG)>>(bit)) & 0x01u)
#define GET_BYTE( REG, bit) (((REG)>>(bit)) & 0xFFu)
#define GET_MASK( REG, MASK) ((REG) & (MASK))
#define GET_NIB( REG, bit) (((REG)>>(bit)) & 0x0Fu)
#define SET_BIT( REG, bit) ((REG) |= (1u<<(bit)))
   Bitwise Operation
```

```
#define SET_BYTE( REG, bit) ((REG) |= (0xFFu<<(bit)))

#define SET_MASK( REG, MASK) ((REG) |= (MASK))

#define SET_REG( REG) ((REG) = ~(0u))

#define TOG_BIT( REG, bit) ((REG) ^= (1u<<(bit)))

#define TOG_BYTE( REG, bit) ((REG) ^= (0xFFu<<(bit)))

#define TOG_MASK( REG, MASK) ((REG) ^= (MASK))

#define TOG_REG( REG) ((REG) ^= ~(0u))
```

## LBIT\_int.h

```
Go to the documentation of this file.1 /*
3 /* **********
4 /* File Name : LBIT_int.h
5 /* Author : MAAM
6 /* Version : v01
7 /* date : Mar 24, 2023
8 \ /* \ description : Bitwise Library
9 /* *********
11 /* ***********
12
13 #ifndef LBIT INT H
14 #define LBIT INT H
15
17 /* ***************** TYPE DEF/STRUCT/ENUM SECTION **************** */
19
23
24 #define _BV(bit)
                                              (1u<<(bit))
25
27 #define SET BIT(REG, bit)
                                           ((REG) \mid = (1u << (bit)))
28 #define CLR BIT(REG, bit)
                                           ((REG) &= ~(1u<<(bit)))
29 #define TOG_BIT(REG, bit)
                                           ((REG) ^= (1u<<(bit)))
30
                                          ((REG) |= (0xFFu<<(bit)))
((REG) &= ~(0xFFu<<(bit)))
31 #define SET_BYTE(REG, bit)
32 #define CLR BYTE (REG, bit)
33 #define TOG BYTE (REG, bit)
                                           ((REG) ^= (0xFFu<<(bit)))
34
                                           ((REG) |= (MASK))
35 #define SET MASK (REG, MASK)
36 #define CLR MASK (REG, MASK)
                                           ((REG) &= ~(MASK))
37 #define TOG_MASK(REG, MASK)
38 #define GET MASK(REG, MASK)
                                           ((REG) ^= (MASK))
((REG) & (MASK))
39
                                           ((REG) = \sim (0u))
((REG) = (0u))
40 #define SET REG(REG)
41 #define CLR REG(REG)
42 #define TOG REG(REG)
                                           ((REG) ^= \sim (Ou))
43
44 #define GET BIT(REG, bit)
                                           (((REG)>>(bit)) & 0x01u)
45 #define GET NIB(REG, bit)
                                           (((REG)>>(bit)) & 0x0Fu)
46 #define GET BYTE (REG, bit)
                                           (((REG)>>(bit)) & 0xFFu)
47
48 #define ASSIGN BIT (REG, bit, value)
                                          ((REG) = ((REG) \& \sim (0x01u << (bit)))
| (((value) \& 0x01u) << (bit)))
49 #define ASSIGN NIB(REG, bit, value)
                                          ((REG) = ((REG) \& \sim (0x0Fu << (bit)))
| (((value) & 0x0Fu)<<(bit)))
50 #define ASSIGN_BYTE(REG, bit, value)
                                          ((REG) = ((REG) & \sim (0xFFu << (bit)))
| (((value) & 0xFFu) << (bit)))
51
52 /*
53 #define ASSIGN BIT(REG, bit, value)
                                           do{
54
                                            REG &= \sim (0 \times 01 u << bit);
55
                                            REG \mid = ((value & 0x01u)<<bit);
56
                                           }while(0)
57 */
58
       bits together in an u8 register
59 /*
60 #define CON_u8Bits(b7, b6, b5, b4, b3, b2, b1, b0)
61
(0b##b7##b6##b5##b4##b3##b2##b1##b0)
62
63 /* bits together in an ul6 register
64 #define CON u16Bits(b15, b14, b13, b12, b11, b10, b9, b8, b7, b6, b5, b4, b3, b2, b1,
b0) \
```

# H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC\_BSW/LBTY\_int.h File Reference

#include <stdint.h> Include dependency graph for LBTY\_int.h:

**IMAGE** 

This graph shows which files directly or indirectly include this file:

**IMAGE** 

#### **Data Structures**

union LBTY\_tuniPort8union LBTY\_tuniPort16

#### **Macros**

- #define \_\_\_\_\_\_ volatile
- #define \_\_O volatile
- #define \_\_I volatile const
- #define LBTY u8vidNOP()
- #define LBTY\_NULL ((void \*) 0U)
- #define LBTY u8ZERO ((u8)0x00U)
- #define  $LBTY_u8MAX$  ((u8)0xFFU)
- #define LBTY  $\underline{s8MAX}$  (( $\underline{s8}$ )0x7F)
- #define LBTY\_s8MIN ((s8)0x80)
- #define LBTY\_u16ZERO ((u16)0x0000U)
- #define LBTY u16MAX ((u16)0xFFFFU)
- #define <u>LBTY\_s16MAX</u> ((<u>u16</u>)0x7FFF)
- #define <u>LBTY s16MIN</u> ((<u>u16</u>)0x8000)
- #define LBTY\_u32ZERO ((u32)0x00000000UL)
- #define LBTY\_u32MAX ((u32)0xFFFFFFFUL)
- #define  $\underline{LBTY\_s32MAX}$  ((u32)0x7FFFFFFL)
- #define LBTY\_s32MIN ((u32)0x80000000L)
- #define <u>LBTY u64ZERO</u> (( $\underline{u64}$ )0x000000000000000ULL)
- #define <u>LBTY\_u64MAX</u> ((<u>u64</u>)0xFFFFFFFFFFFFFFULL)
- #define LBTY\_s64MAX ((u64)0x7FFFFFFFFFFFFFLL)
- #define LBTY\_s64MIN ((u64)0x8000000000000000LL)

#### **Typedefs**

- typedef uint8\_t u8
- typedef uint16\_t u16
- typedef uint32 t u32
- typedef uint64 t u64
- typedef int8\_t s8
- typedef int16\_t s16
- typedef int32 t s32
- typedef int64\_t s64
- typedef float f32
- typedef double f64
- typedef <u>u8</u> \* <u>pu8</u>
- typedef u16 \* pu16
- typedef <u>u32</u> \* <u>pu32</u>
- typedef u64 \* pu64

- typedef  $\underline{s8} * \underline{ps8}$
- typedef <u>s16</u> \* <u>ps16</u>
- typedef  $\underline{s32} * \underline{ps32}$
- typedef <u>s64</u> \* <u>ps64</u>

# **Enumerations**

- enum <u>LBTY\_tenuFlagStatus</u> { <u>LBTY\_RESET</u> = 0, <u>LBTY\_SET</u> = !LBTY\_RESET }
- enum <u>LBTY tenuBoolean</u> { <u>LBTY TRUE</u> = 0x55, <u>LBTY FALSE</u> = 0xAA }
- enum <u>LBTY\_tenuErrorStatus</u> { <u>LBTY\_OK</u> = (u16)0, <u>LBTY\_NOK</u>, <u>LBTY\_NULL\_POINTER</u>, <u>LBTY\_INDEX\_OUT\_OF\_RANGE</u>, <u>LBTY\_NO\_MASTER\_CHANNEL</u>, <u>LBTY\_READ\_ERROR</u>, <u>LBTY\_WRITE\_ERROR</u>, <u>LBTY\_UNDEFINED\_ERROR</u>, <u>LBTY\_IN\_PROGRESS\_</u>}

#### **Macro Definition Documentation**

```
#define I volatile const
#define __IO volatile
#define O volatile
#define LBTY_NULL ((void *) 0U)
#define LBTY_s16MAX ((u16)0x7FFF)
#define LBTY_s16MIN ((u16)0x8000)
#define LBTY_s32MAX ((u32)0x7FFFFFFL)
#define LBTY_s32MIN ((<u>u32</u>)0x80000000L)
#define LBTY_s64MAX ((u64)0x7FFFFFFFFFFFLL)
#define LBTY s64MIN ((u64)0x800000000000000LL)
#define LBTY_s8MAX ((s8)0x7F)
#define LBTY_s8MIN ((s8)0x80)
#define LBTY_u16MAX ((u16)0xFFFFU)
#define LBTY_u16ZERO ((<u>u16</u>)0x0000U)
#define LBTY_u32MAX ((u32)0xFFFFFFFUL)
#define LBTY_u32ZERO ((<u>u32</u>)0x0000000UL)
#define LBTY_u64MAX ((u64)0xFFFFFFFFFFFFFULL)
#define LBTY_u64ZERO ((<u>u64</u>)0x00000000000000ULL)
#define LBTY_u8MAX ((u8)0xFFU)
#define LBTY_u8vidNOP()
#define LBTY_u8ZERO ((u8)0x00U)
   Data Types Limitation
```

#### **Typedef Documentation**

## typedef float f32

Standard Real Decimal number

```
typedef double f64
typedef s16* ps16
typedef s32* ps32
typedef <u>s64</u>* <u>ps64</u>
typedef s8* ps8
   Standard Pointer to Signed Byte/Word/Long_Word
typedef u16* pu16
typedef u32* pu32
typedef u64* pu64
typedef u8* pu8
   Standard Pointer to Unsigned Byte/Word/Long_Word
typedef int16_t s16
typedef int32_t s32
typedef int64_t s64
typedef int8_t s8
   Standard Signed Byte/Word/Long_Word
typedef uint16_t u16
typedef uint32_t u32
typedef uint64_t u64
typedef uint8_t u8
   Data Types New Definitions Standard Unsigned Byte/Word/Long_Word
```

## **Enumeration Type Documentation**

#### enum <u>LBTY\_tenuBoolean</u>

Boolean type

#### **Enumerator:**

```
LBTY_TRUE

LBTY_FALSE

96 {
97  LBTY TRUE = 0x55,
98  LBTY FALSE = 0xAA
99 } LBTY tenuBoolean;
```

#### enum <u>LBTY\_tenuErrorStatus</u>

Error Return type

#### **Enumerator:**

```
LBTY_OK
       LBTY_NOK
  LBTY_NULL_PO
            INTER
  LBTY_INDEX_O
   UT_OF_RANGE
   LBTY_NO_MAS
   TER_CHANNEL
  LBTY_READ_ER
              ROR
  LBTY_WRITE_E
             RROR
  LBTY_UNDEFIN
       ED_ERROR
  LBTY_IN_PROG
             RESS
102
103 LBTY OK = (u16)0,
104 LBTY NOK,
105 LBTY NULL POINTER,
106 LBTY INDEX OUT OF RANGE,
107 LBTY NO MASTER CHANNEL,
107 LBTY NO MASTER CHANNEL,
108 LBTY READ ERROR,
      LBTY WRITE ERROR,
LBTY UNDEFINED ERROR,
109
110
111 LBTY IN PROGRESS
                                /* Error is not available, wait for availability */
112 } LBTY tenuErrorStatus;
```

#### enum <u>LBTY\_tenuFlagStatus</u>

Flag Status type

#### **Enumerator:**

```
LBTY_RESET

LBTY_SET

90
91
LBTY_RESET = 0,
92
LBTY_SET = !LBTY_RESET
93 } LBTY_tenuflagStatus;
```

## LBTY\_int.h

```
Go to the documentation of this file.1 /*
3 /* ***********
4 /* File Name : LBTY_int.h
5 /* Author : MAAM
6 /* Version : v01
7 /* date : Mar 23, 2023
8 /* description : Basic Library
9 /* **********
11 /* ************
12
13 #ifndef _LBTY_INT_H_
14 #define _LBTY_INT_H_
15
16 #include <stdint.h>
17
21
               <u>u8</u>;
<u>u16</u>;
<u>u32</u>;
<u>u64</u>;
24 typedef uint8 t
25 typedef uint1\overline{6} t
26 typedef uint32 t
27 typedef uint64_t
28
               <u>sb</u>
<u>s16;</u>
<u>s32;</u>
<u>s64</u>
30 typedef int8 t
31 typedef int16_t
32 typedef int32 t
33 typedef int64_t
34
36 typedef float
37 typedef double
                 <u>f64</u>;
38
40 typedef u8*
              pu16;
pu32;
pu64;
41 typedef u16*
42 typedef \overline{u32}*
43 typedef <u>u64</u>*
44
46 typedef s8*
                ps8 ;
47 typedef <u>s16</u>*
              <u>ps16;</u>
<u>ps32;</u>
<u>ps64</u>;
48 typedef \frac{1}{832}*
49 typedef <u>s64</u>*
50
54
60
61 #define LBTY u8vidNOP()
62 #define LBTY NULL
                    ((void *) OU)
63
65 #define LBTY_u8ZERO ((u8)0x00U)
66 #define LBTY_u8MAX ((u8)0xFFU)
67 #define LBTY_s8MAX ((s8)0x7F)
68 #define LBTY_s8MIN ((s8)0x80)
69
70 #define LBTY_u16ZERO ((u16)0x0000U)
71 #define LBTY_u16MAX ((u16)0xFFFFU)
72 #define LBTY_s16MAX ((u16)0x7FFF)
73 #define LBTY_s16MIN ((u16)0x8000)
74
75 #define LBTY_u32ZERO ((u32)0x00000000UL)
76 #define LBTY_u32MAX ((u32)0xFFFFFFFFUL)
77 #define LBTY_s32MAX ((u32)0x7FFFFFFFFL)
77 #define LBTY_s32MAX
78 #define LBTY_s32MIN
                     ((u32)0x7FFFFFFFL)
                  ((u32)0x7FFFFFFFL)
((u32)0x80000000L)
79
```

```
80 #define LBTY u64ZERO ((u64)0x000000000000000ULL)
81 #define LBTY_u64MAX ((u64)0xFFFFFFFFFFFFFFLUL)

82 #define LBTY_s64MAX ((u64)0x7FFFFFFFFFFFFLL)

83 #define LBTY_s64MIN ((u64)0x80000000000000000LL)
84
87 /* ***************
88
90 typedef enum {
    LBTY RESET = 0,
LBTY SET = !LBTY RESET
91
92
93 } LBTY tenuFlagStatus;
94
96 typedef enum {
97 LBTY TRUE = 0x55,
98 \overline{LBTY FALSE} = 0xAA
99 } LBTY_tenuBoolean;
100
102 typedef enum {
     \underline{LBTY OK} = (\underline{u16}) 0,
103
104 <u>LBTY NOK</u>,
105 LBTY NULL POINTER,
106 LBTY INDEX OUT OF RANGE,
107 LBTY NO MASTER CHANNEL,
108 LBTY READ ERROR,
      LBTY READ ERROR,
109 LBTY WRITE ERROR,
110 LBTY UNDEFINED ERROR,
111 LBTY IN PROGRESS
                              /* Error is not available, wait for availability */
112 } LBTY tenuErrorStatus;
113
116 /* ****************
117
119 typedef union {
120 struct {
                       // LSB
      <u>u8</u> <u>m u8b0</u> :1;
121
      <u>u8</u> <u>m u8b1</u> :1;
<u>u8</u> <u>m u8b2</u> :1;
122
123
124
       <u>u8</u> <u>m u8b3</u> :1;
<u>u8</u> <u>m u8b4</u> :1;
125
126
       u8 m u8b5 :1;

    u8
    m
    u8b6
    :1;

    u8
    m
    u8b7
    :1;

127
128
                          // MSB
129 } sBits;
130 <u>u8 u u8Byte</u>;
131 } LBTY tuniPort8;
132
133 typedef union {
134 struct {
    <u>u8</u> <u>m</u> u8b0
       <u>u8</u> <u>m u8b0</u> :1;
u8 <u>m u8b1</u> :1;
135
                            // LSB
136
                  :1;
      u8 m u8b2
u8 m u8b3
137
138
                   :1;
139
     u8 m u8b4 :1;
       <u>u8</u> <u>m u8b5</u>
<u>u8</u> <u>m u8b6</u>
140
                   :1;
                  :1;
141
142
       <u>u8</u> <u>m u8b7</u>
                  :1;
143
        u8 m u8b8
                   :1;
144
       u8 m u8b9 :1;
145
      <u>u8</u> <u>m</u> <u>u8b10</u> :1;
        u8 m u8b11 :1;
146
     u8 m u8b12 :1;
u8 m u8b13 :1;
u8 m u8b14 :1;
147
148
149
       <u>u8</u> <u>m u8b15</u> :1;
                           // MSB
150
151 } sBits;
152 struct {
    u8 m u8low;
u8 m u8high;
153
154
155 } sBytes;
156
      u16 u u16Word;
157 } LBTY tuniPort16;
158
159 /* **************************
```

# H:/0/Workspaces/MCU Drivers/ATmega32/MCAL/SWC\_BSW/LCTY\_int.h File Reference

This graph shows which files directly or indirectly include this file: IMAGE

#### **Macros**

- #define <u>LCTY\_PROGMEM</u> \_\_attribute\_\_((\_\_progmem\_\_))
- #define <u>LCTY\_PURE</u> \_\_attribute\_\_((\_\_pure\_\_))
- #define LCTY\_INLINE \_\_attribute\_\_((always\_inline)) static inline
- #define LCTY INTERRUPT attribute ((interrupt))
- #define <a href="mailto:ctv">CTY\_PACKED</a> \_\_attribute\_\_((\_\_packed\_\_))
- #define <u>LCTY\_CONST\_\_attribute\_\_((\_\_const\_\_))</u>
- #define <u>LCTY\_DPAGE</u> \_\_attribute\_\_((dp))
- #define <u>LCTY\_NODPAGE</u> \_\_attribute\_\_((nodp))
- #define <u>LCTY\_SECTION</u>(section) \_\_attribute\_\_((section( # section)))
- #define LCTY\_ASM(cmd) \_\_asm\_\_ \_volatile\_\_ ( # cmd ::)

#### **Macro Definition Documentation**

```
#define CTY_PACKED __attribute__((__packed__))

#define LCTY_ASM( cmd) __asm___volatile__ ( # cmd ::)

#define LCTY_CONST __attribute__((_const__))

#define LCTY_DPAGE __attribute__((dp))

#define LCTY_INLINE __attribute__((always_inline)) static inline

#define LCTY_INTERRUPT __attribute__((interrupt))

#define LCTY_NODPAGE __attribute__((nodp))

#define LCTY_PROGMEM __attribute__((_progmem__))

#define LCTY_PURE __attribute__((_pure__))

#define LCTY_SECTION( section) __attribute__((section( # section)))
```

# LCTY\_int.h

```
Go to the documentation of this file.1 /*
3 /* ***********
4 /* File Name : LCTY_int.h
5 /* Author : MAAM
6 /* Version : v00
7 /* date : Apr 26, 2023
8 /* description : Compiler Library
9 /* ***********
11 /* ************
12
13 #ifndef LCTY INT H
14 #define LCTY INT H
15
17 /* ***************** TYPE DEF/STRUCT/ENUM SECTION **************** */
19
21 /* ****************** MACRO/DEFINE SECTION **********************************
23
24 /* prog memory attribute */
25 #define LCTY PROGMEM
                    attribute (( progmem ))
26
27 /* pure attribute */
28 #define LCTY PURE
                    __attribute__((__pure__))
29
30 /* Abstraction for inlining */
31 //#define LCTY_INLINE
                    static inline
32 #define LCTY INLINE
                    __attribute__((always_inline)) static inline
33
34 /* define function as interrupt handler */
                    __attribute__((interrupt))
35 #define LCTY INTERRUPT
36
37 /* Memory packed to pass Memory padding */
38 #define CTY PACKED
                   __attribute__((__packed ))
39
40 /* Const attribute */
41 #define LCTY CONST
                    __attribute__((__const__))
42
43 /* place variable in direct page */
44 #define LCTY_DPAGE
                     attribute ((dp))
45
46 /* do not place variable in direct page */
47 #define LCTY_NODPAGE __attribute__((nodp))
48
49 /* Sections */
50 #define LCTY SECTION(section)
                   attribute ((section( # section)))
51
52 /* Abstraction for assembly command */
53 # define LCTY_ASM(cmd) __asm____volatile__ ( # cmd ::)
54
55 /* *****************
58
62
66
67
68 #endif /* LCTY INT H */
```