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Assignment 2: Blinking LED, Clock Control, and Software Delay

Deliverables

Part a: Scope captures of 40 ms pulse at each DCO frequency 1.5MHz, 6 MHz, 24 MHz, and 48 MHz

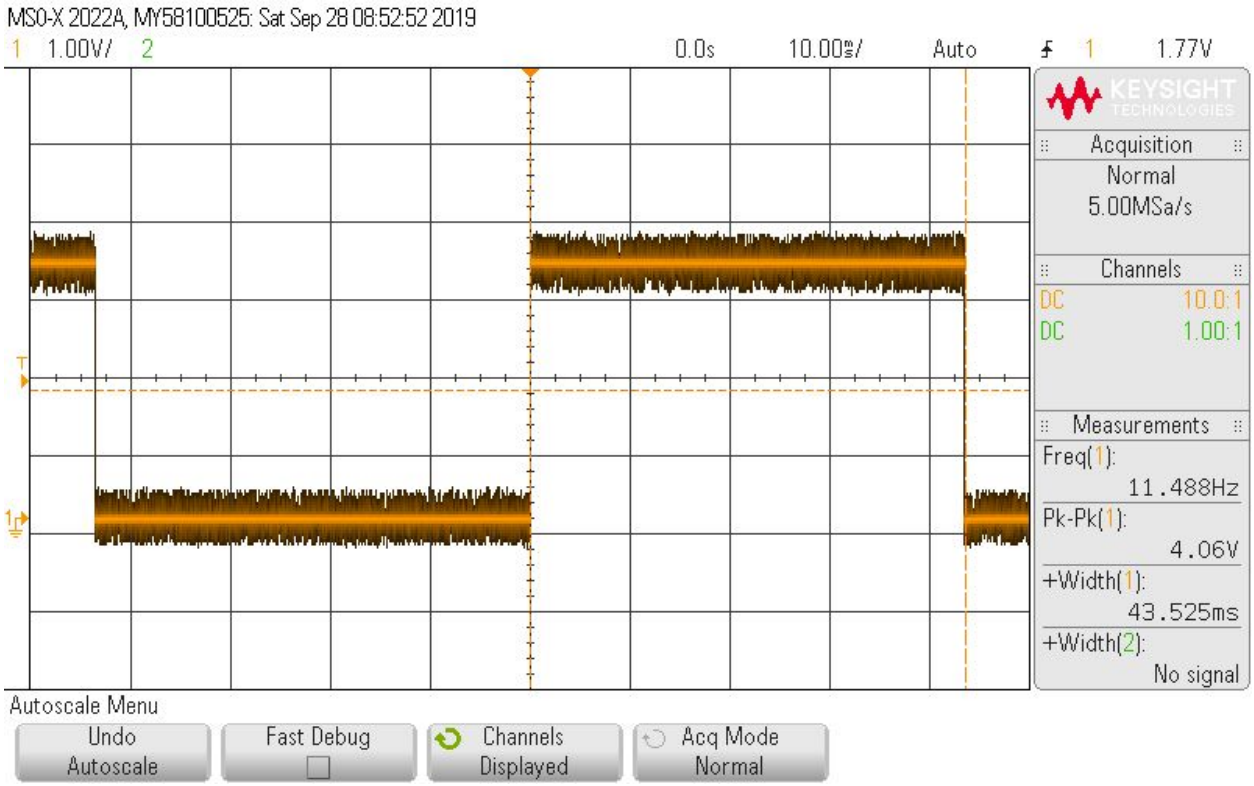

Figure 1: 40ms delay (shown as logic high) with DCO clock frequency set to 1.5MHz

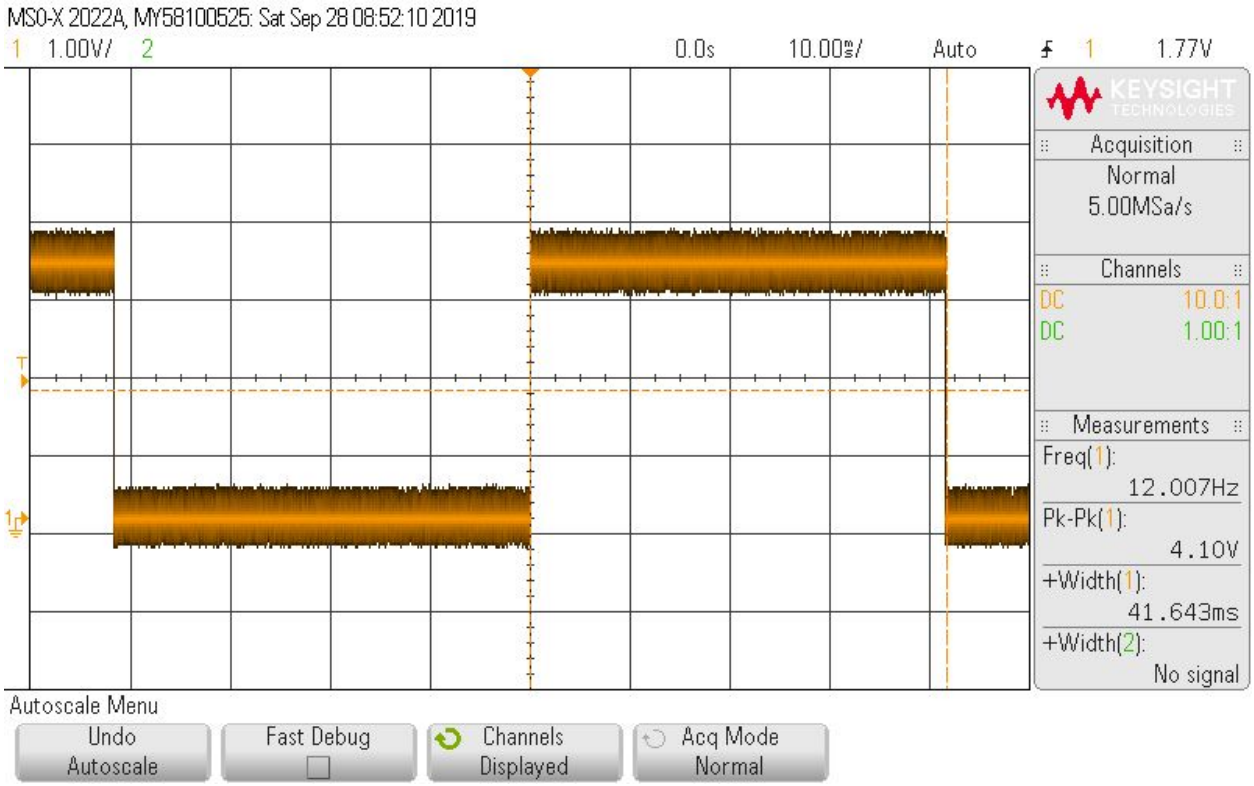

Figure 2: 40ms delay (shown as logic high) with DCO clock frequency set to 6MHz

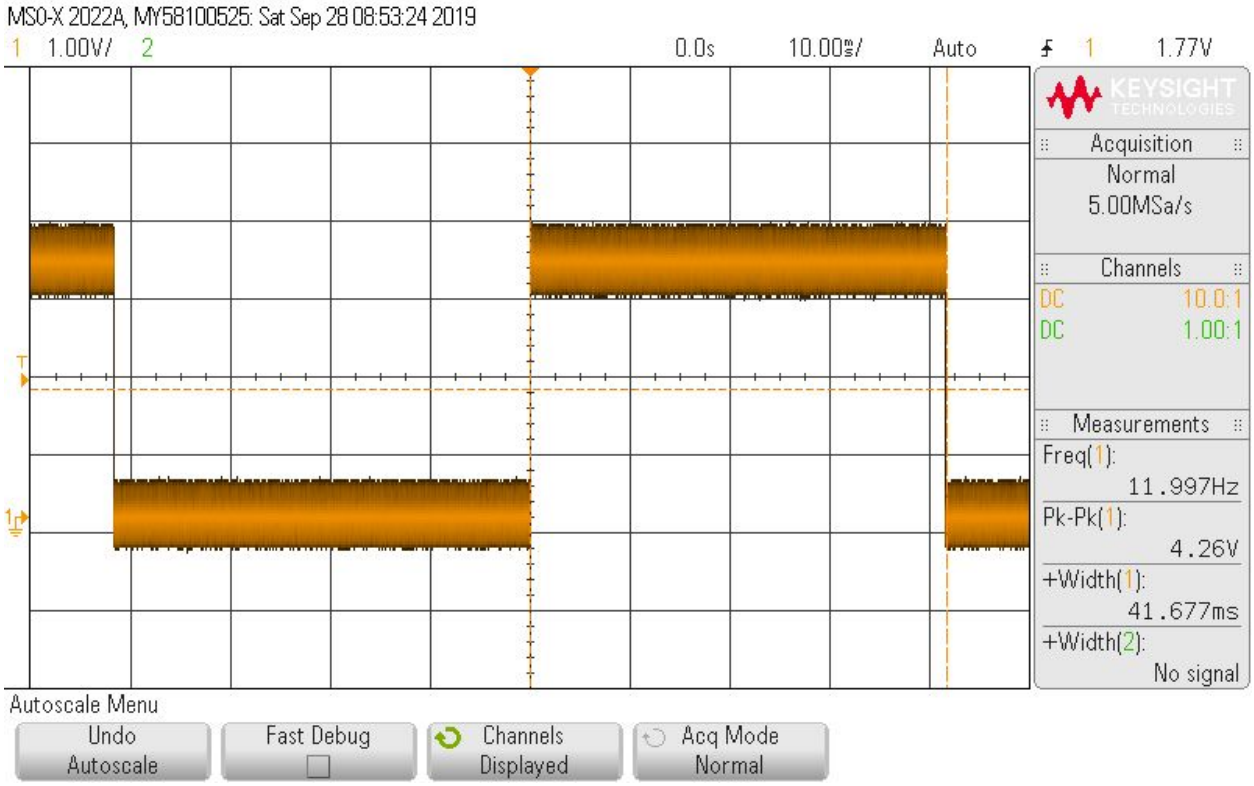

Figure 3: 40ms delay (shown as logic high) with DCO clock frequency set to 24MHz

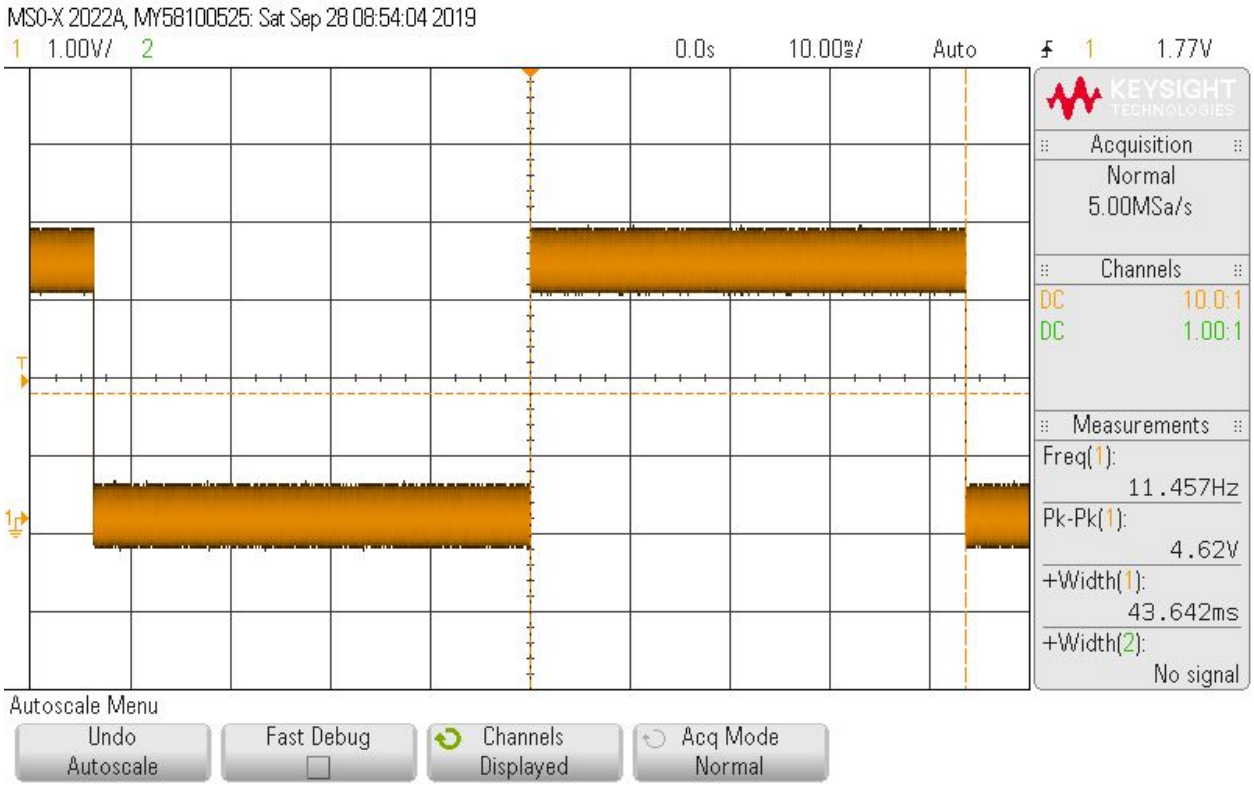

Figure 4: 40ms delay (shown as logic high) with DCO clock frequency set to 48MHz

Part b: Scope captures of 40 us pulse at each DCO frequency 3 MHz, 12 MHz, and 48 MHz

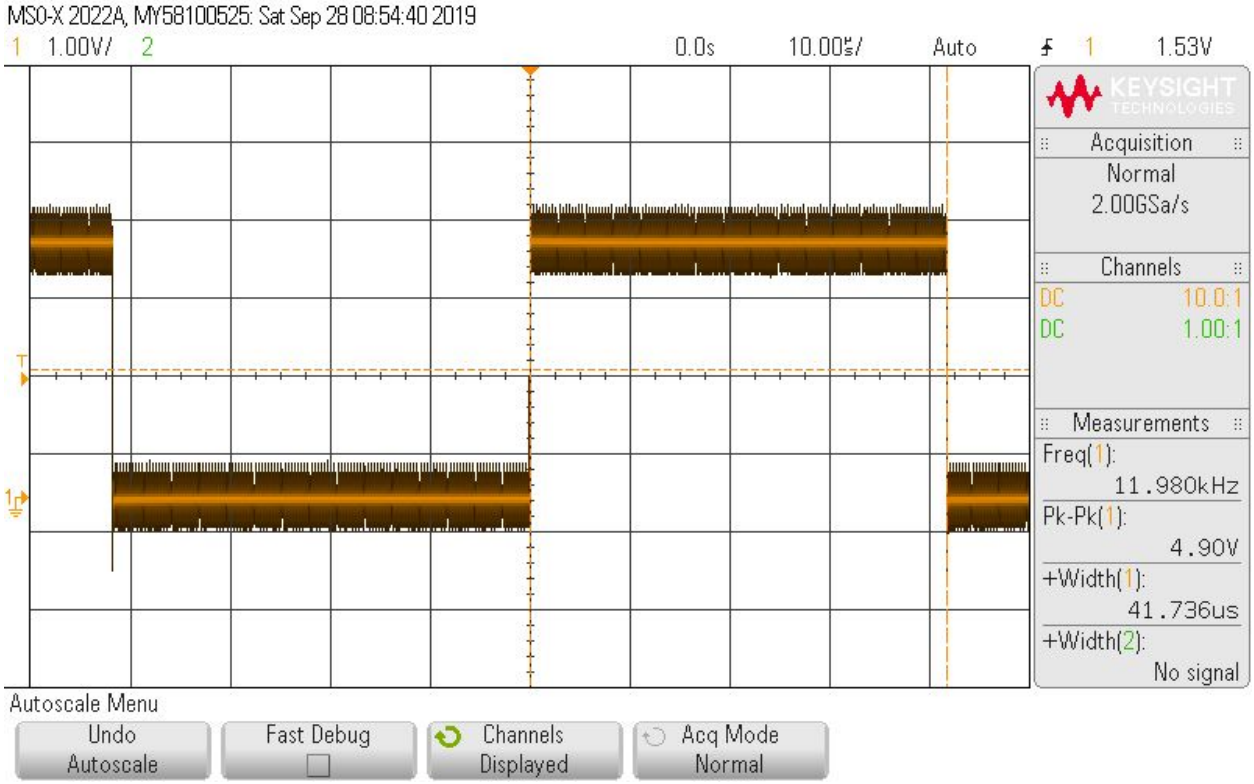

Figure 5: 40us delay (shown as logic high) with DCO clock frequency set to 3MHz

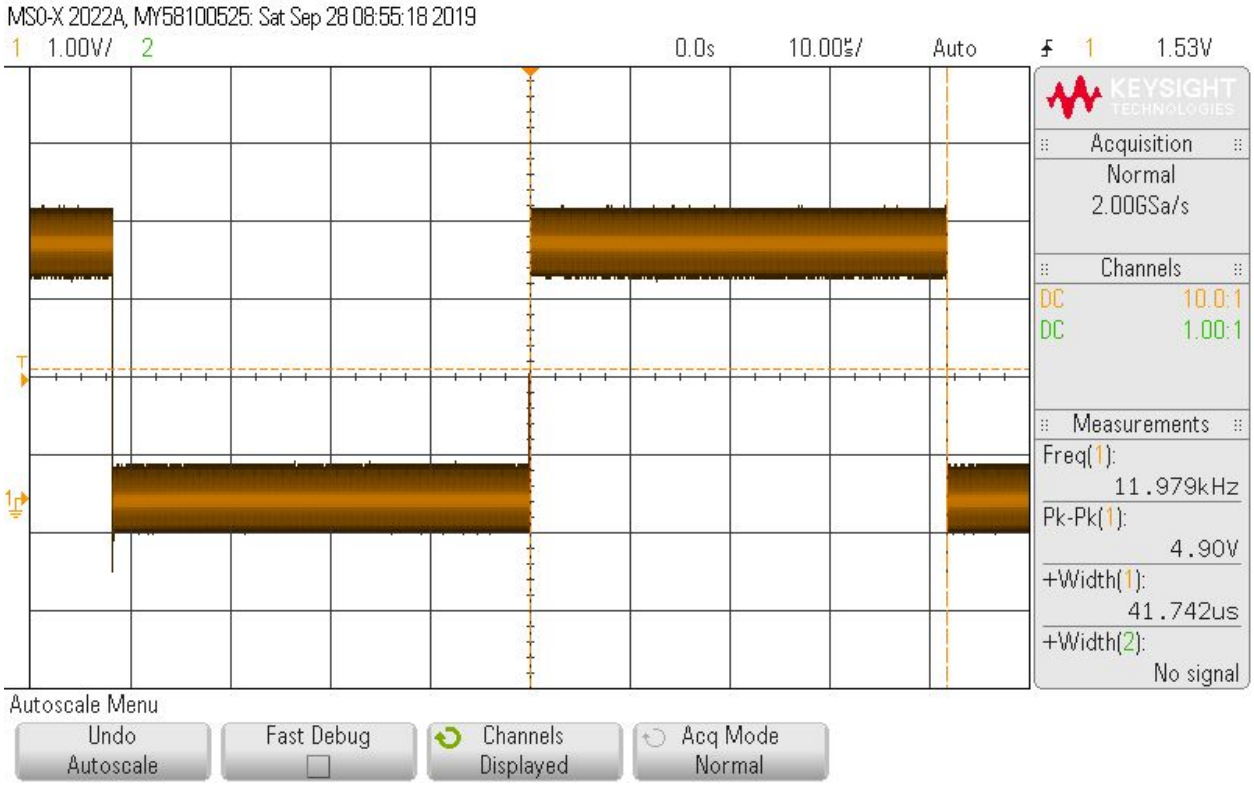

Figure 6: 40us delay (shown as logic high) with DCO clock frequency set to 12MHz

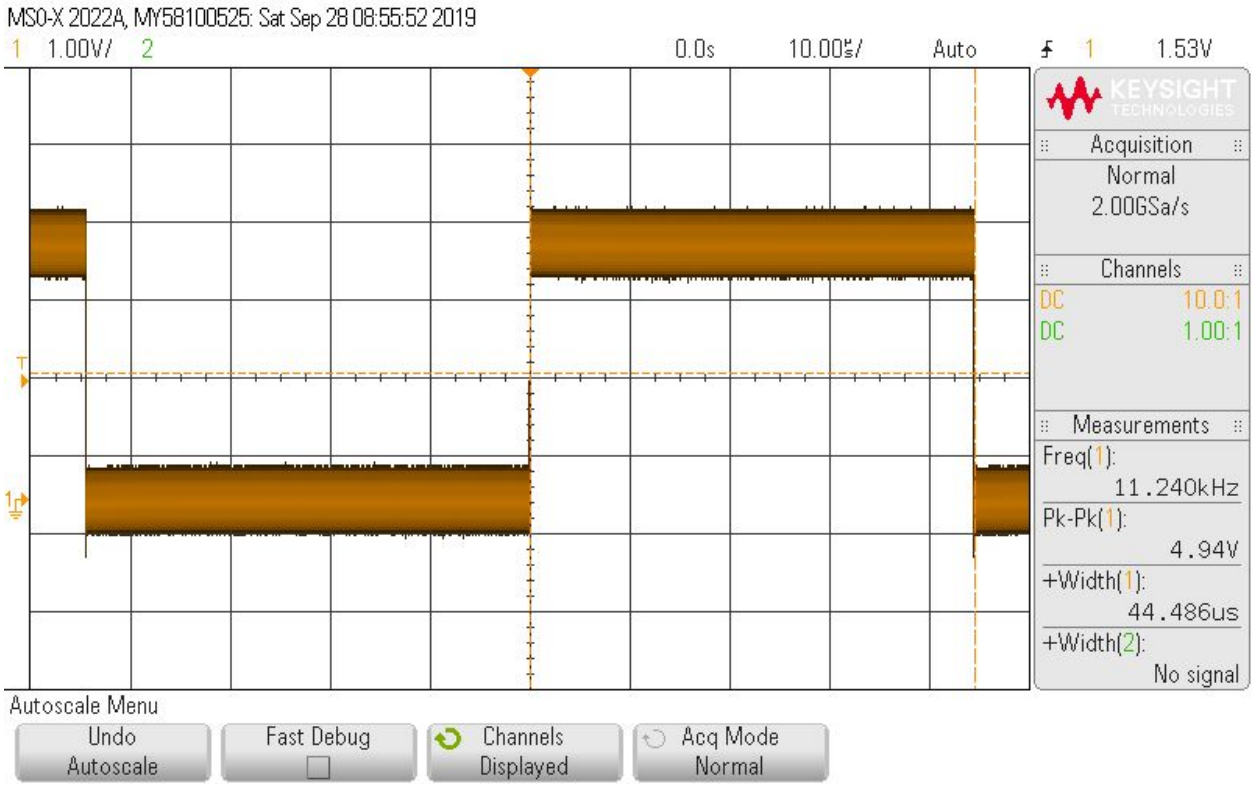

Figure 7: 40us delay (shown as logic high) with DCO clock frequency set to 48MHz

Part c. Scope captures of the shortest pulse generated at each DCO frequency 1.5 MHz, 3 MHz, 24 MHz, and 48 MHz

Figure 8: Shortest pulse generated with DCO clock frequency set to 1.5MHz

Figure 8: Shortest pulse generated with DCO clock frequency set to 3MHz

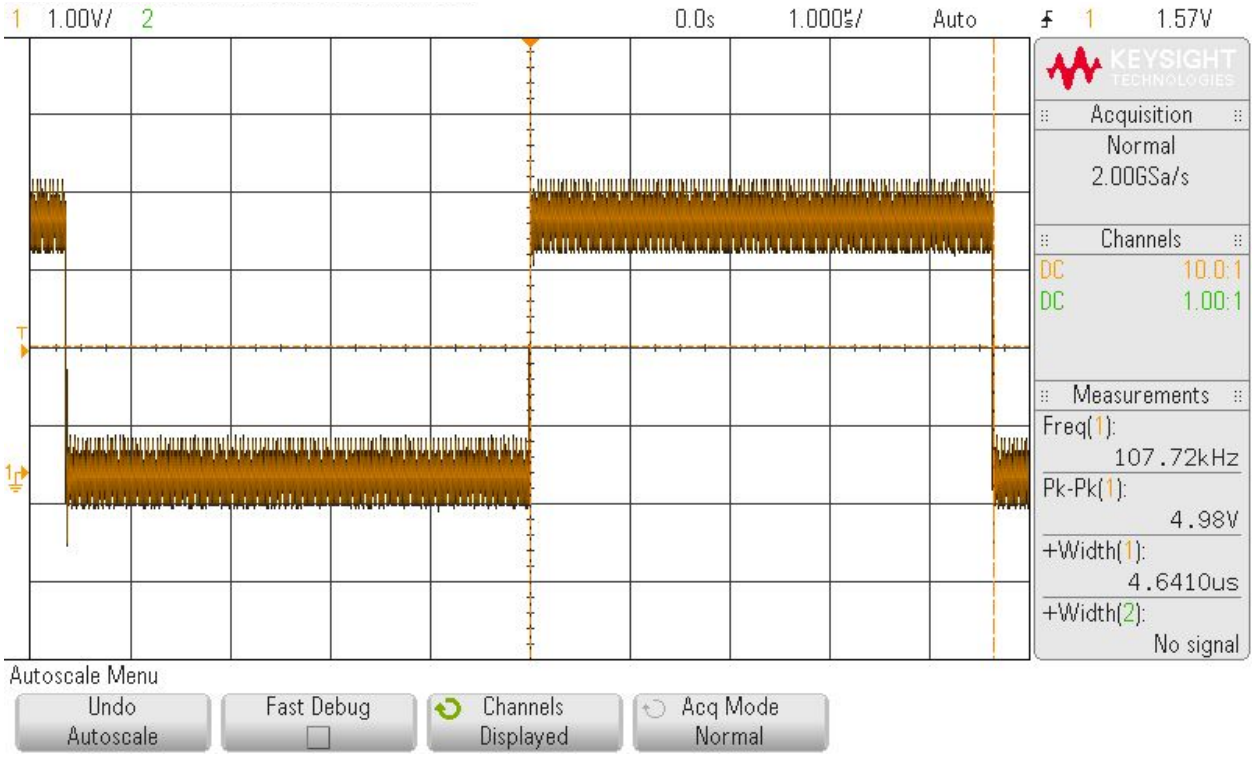

Figure 10: Shortest pulse generated with DCO clock frequency set to 24MHz

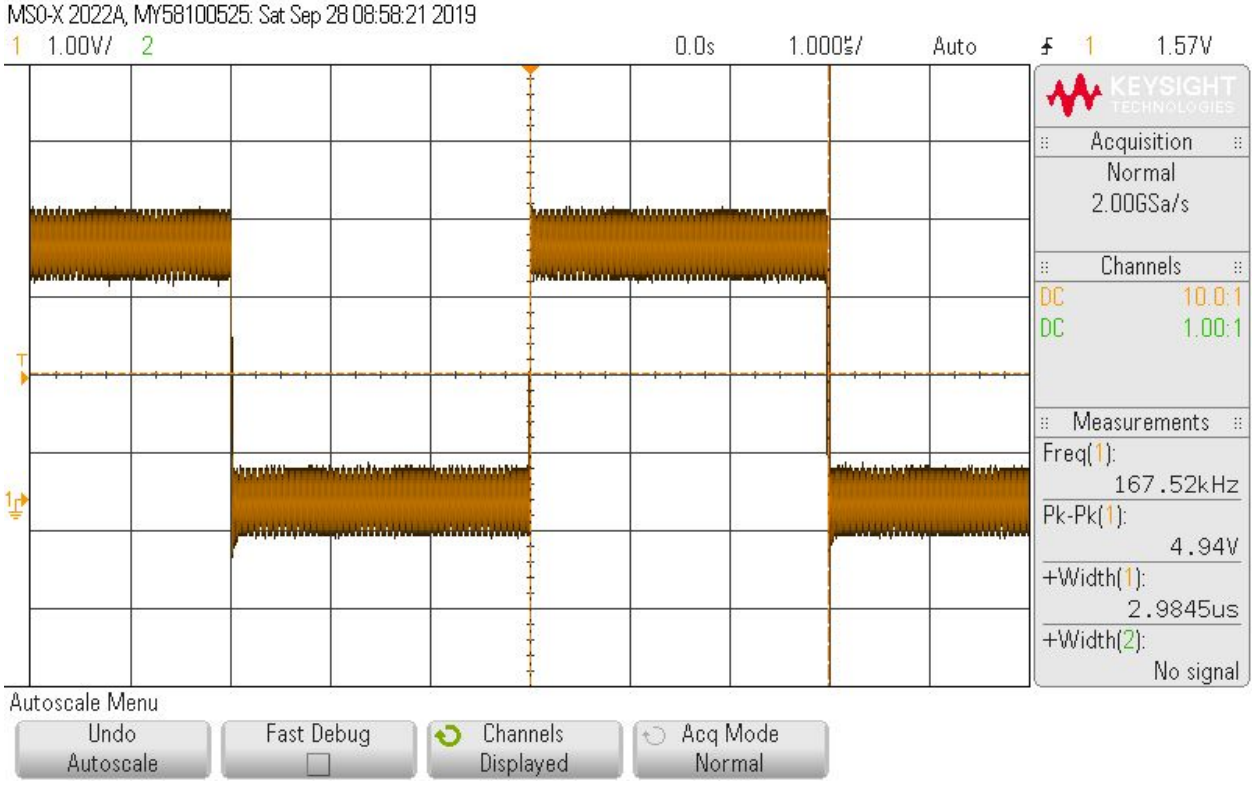

Figure 11: Shortest pulse generated with DCO clock frequency set to 48MHz

Part d. Project code formatted properly

Used https://emn178.github.io/online-tools/syntax_highlight.html for formatting

main.c

```
#include "msp.h"
#include "delay.h"

/*
 * main.c
 * Author: Mihir Deshmukh, Ryan Myers
 */
void main(void)
{
      WDT_A->CTL = WDT_A_CTL_PW | WDT_A_CTL_HOLD;      // stop watchdog
timer
      set_DCO(DCORSEL_12_MHz);   // Set DCO frequency to 1.5MHz
      P4->DIR |= BIT3;     // Set P4.3 to output
      P4->REN &= ~BIT3;    // Disable P4.3 pull up/down resistor
      P4->SEL0 |= BIT3;    // Select MCLK as source of output
      P4->SEL1 &= ~BIT3;
      P4->DIR |= BIT1;     // Set P4.1 to output
      P4->REN &= ~BIT1;    // Disable P4.1 pull up/down resistor
      P4->SEL0 &= ~BIT1;   // Setup P4.1 as GPIO
      P4->SEL1 &= ~BIT1;
      // loop infinitely to time delay function
      while (1) {
          P4->OUT ^= BIT1;     // Toggle bit to show beginning and end
of delay
          delay_us(40);
      }
}
```

delay.c

```
/*
 * delay.c
 *
 *  Created on: Sep 26, 2019
 *      Author: Ryan Myers, Mihir Deshmukh
 */

#include "delay.h"
#include "msp.h"

void set_DCO(uint32_t MHz_freq) {

    // Select the correct power mode if we are operating at 48MHz
    if (MHz_freq == DCORSEL_48_MHz) {
        /* Transition to VCORE Level 1: AM0_LDO --> AM1_LDO */
        while ((PCM->CTL1 & PCM_CTL1_PMR_BUSY));
            PCM->CTL0 = PCM_CTL0_KEY_VAL | PCM_CTL0_AMR_1;
        while ((PCM->CTL1 & PCM_CTL1_PMR_BUSY));

        /* Configure Flash wait-state to 1 for both banks 0 & 1 */
        FLCTL->BANK0_RDCTL = (FLCTL->BANK0_RDCTL &
                ~(FLCTL_BANK0_RDCTL_WAIT_MASK)) |
FLCTL_BANK0_RDCTL_WAIT_1;
        FLCTL->BANK1_RDCTL = (FLCTL->BANK0_RDCTL &
                ~(FLCTL_BANK1_RDCTL_WAIT_MASK)) |
FLCTL_BANK1_RDCTL_WAIT_1;
    }

    CS->KEY = CS_KEY_VAL;   // Unlock clock registers
    CS->CTL0 &= ~CS_CTL0_DCOTUNE_MASK;  // Clear DCO tune and select
registers
    CS->CTL0 &= ~CS_CTL0_DCORSEL_MASK;
    CS->CTL0 |= CS_CTL0_DCORSEL_MASK & MHz_freq;    // Set select to
given nominal frequency
    CS->KEY = 0;    // Lock clock registers
    return;
}
```

```
// Delay calculations are scaled based on function enter and exit
times as well as
// while loop iteration times for a 1.5MHz operating frequency
void delay_us(int us_delay) {
    uint32_t dco_freq;
    uint32_t scale;
    int i;
    // Determine currently configured DCO RSEL and TUNE values
    uint32_t dco_rsel = CS->CTL0 & CS_CTL0_DCORSEL_MASK;
    int dco_tune = (CS->CTL0 & CS_CTL0_DCOTUNE_MASK) >>
CS_CTL0_DCOTUNE_OFS;
    // if DCOTUNE is negative, expand it to a signed 32 bit number
    if (dco_tune & DCOTUNE_SIGN_MASK) {
        dco_tune = -1 * (~dco_tune + 1);
    }
    // Add DCOTUNE value to nominal frequency to find current DC0
    // operating frequency
    switch (dco_rsel) {
    case DCORSEL_1POINT5_MHz:
        dco_freq = FREQ_1POINT5_MHz + dco_tune;
        break;
    case DCORSEL_3_MHz:
        dco_freq = FREQ_3_MHz + dco_tune;
        break;
    case DCORSEL_6_MHz:
        dco_freq = FREQ_6_MHz + dco_tune;
        break;
    case DCORSEL_12_MHz:
        dco_freq = FREQ_12_MHz + dco_tune;
        break;
    case DCORSEL_24_MHz:
        dco_freq = FREQ_24_MHz + dco_tune;
        break;
    case DCORSEL_48_MHz:
        dco_freq = FREQ_48_MHz + dco_tune;
        break;
    }
```

```
// Calculate timing scaler based on 1.5MHz timing measurements
    scale = dco_freq/FREQ_1POINT5_MHz;
    i = FUNC_ENTER_EXIT_TIME / scale;
    // Timing values are scaled by 1000 to provide greater precision
    // without the use of floating point numbers
    while(i < (us_delay * 1000))
        i += LOOP_ITER_TIME / scale;
}
```

delay.h

```
/*
 * delay.h
 *
 *  Created on: Sep 26, 2019
 *      Author: Ryan Myers, Mihir Deshmukh
 */

#ifndef DELAY_H_
#define DELAY_H_

#include <stdint.h>

// DCORSEL definitions used to pass into set_DCO function
#define DCORSEL_1POINT5_MHz CS_CTL0_DCORSEL_0
#define DCORSEL_3_MHz CS_CTL0_DCORSEL_1
#define DCORSEL_6_MHz CS_CTL0_DCORSEL_2
#define DCORSEL_12_MHz CS_CTL0_DCORSEL_3
#define DCORSEL_24_MHz CS_CTL0_DCORSEL_4
#define DCORSEL_48_MHz CS_CTL0_DCORSEL_5
// FREQ definitions used for delay calculations
#define FREQ_1POINT5_MHz 1500000u
#define FREQ_3_MHz 3000000u
#define FREQ_6_MHz 6000000u
#define FREQ_12_MHz 12000000u
#define FREQ_24_MHz 24000000u
#define FREQ_48_MHz 48000000u
// Used to check DCOTUNE sign
#define DCOTUNE_SIGN_MASK 0x200
// Measured while loop iteration time at 1.5MHz
#define LOOP_ITER_TIME 14000u
// Measured function enter/exit time at 1.5MHz
#define FUNC_ENTER_EXIT_TIME 72000u


void set_DCO(uint32_t MHz_freq);
void delay_us(int us_delay);

#endif /* DELAY_H_ */
```