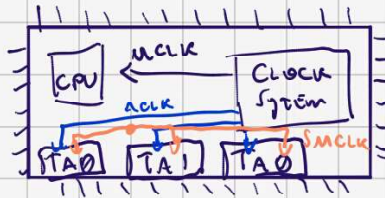


## \* temporizadores (timers)

- contadores
- referência de tempo
- comparadores



## ⇒ Referência de tempo:

- MCLK: Master Clock: 16 MHz
- ACLK: Auxiliar Clock: 32768 Hz
- SMCLK: Submaster Clock: 1 MHz

→ Baixar o template SetClock.zip

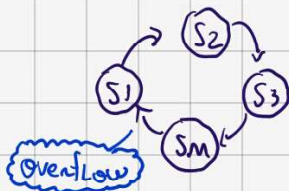
- pmm.h ←
- pmm.c
- clock.h ←
- clock.c
- main.c

```
SetVconeup(1);
SetVconeup(2);
Clock Init();
```

**Código**

## ⇒ Contadores:

máquinas de estados cíclicas

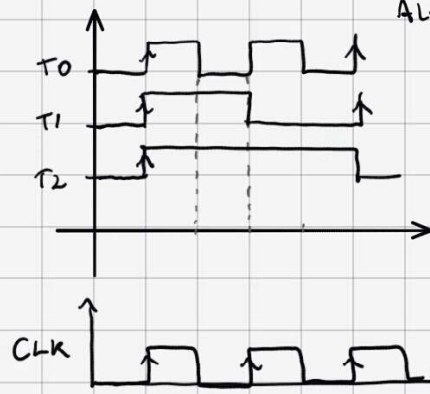
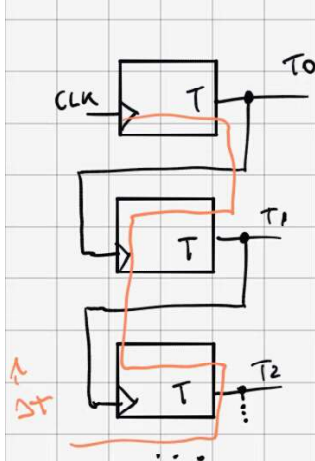


Contador de módulo M.

## → flip-flop toggle

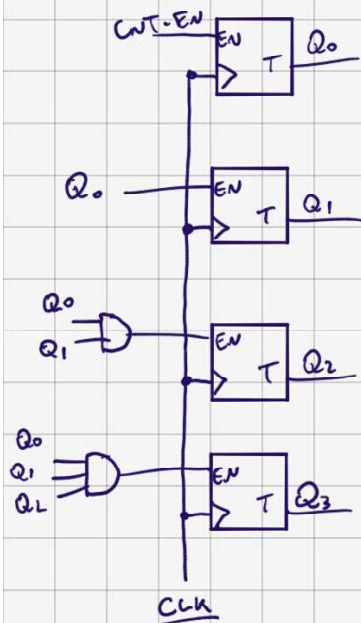
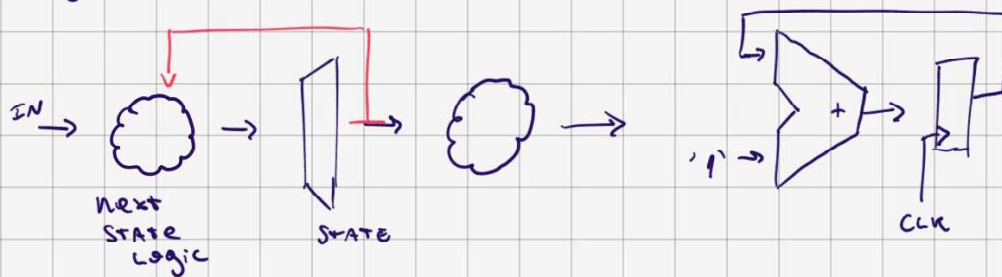


CLK →  $T \rightarrow \bar{T}$  "A cada flanco de CLK T Altera o valor"



000 001 010 011  
 111 110 101 100

## Design em FSM:

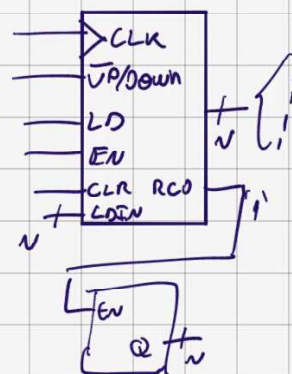


Contagem binária

000
001
010
011
100
101
110
111
1000

Contadores comerciais

74163, 74169



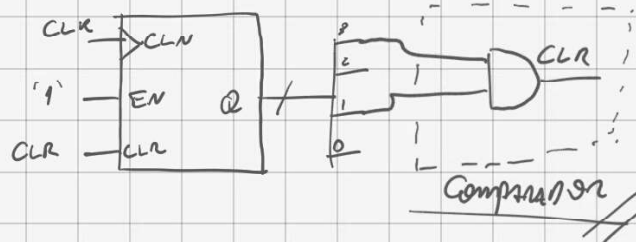
Ex: usando contadores comerciais, crie um contador de [0-10].

→ Como é representado  $(10)_{10}$  em binário?

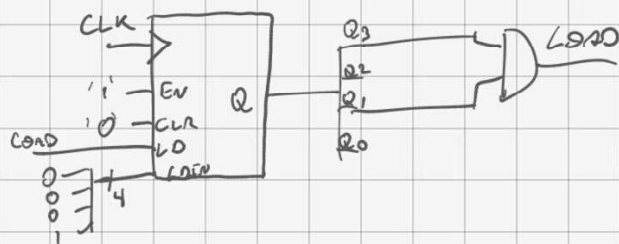
→ Como usar essa condição ( $Q=10$ ) para reiniciar a contagem?

$$Q_3 Q_2 Q_1 Q_0 = (10)_{10} = (1010)_2$$

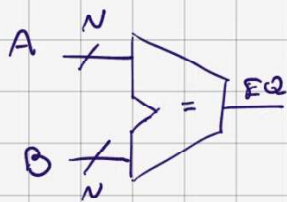
$$(Q_3 \text{ e } Q_1) = '1'$$



Ex2: Contar [1-10]

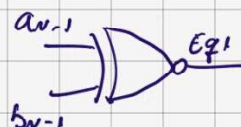
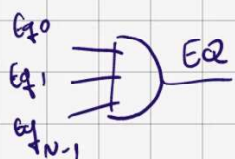
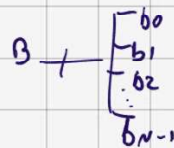
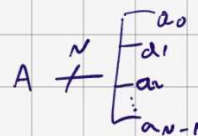


⇒ Comparação de uso geral:

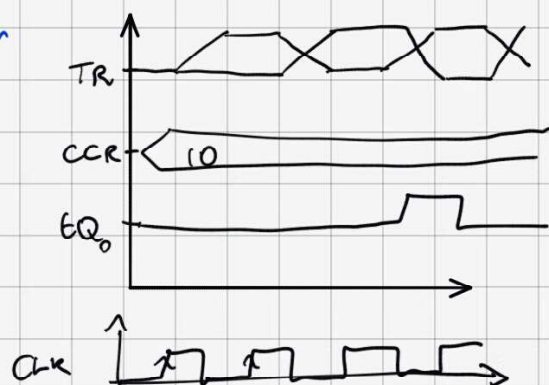
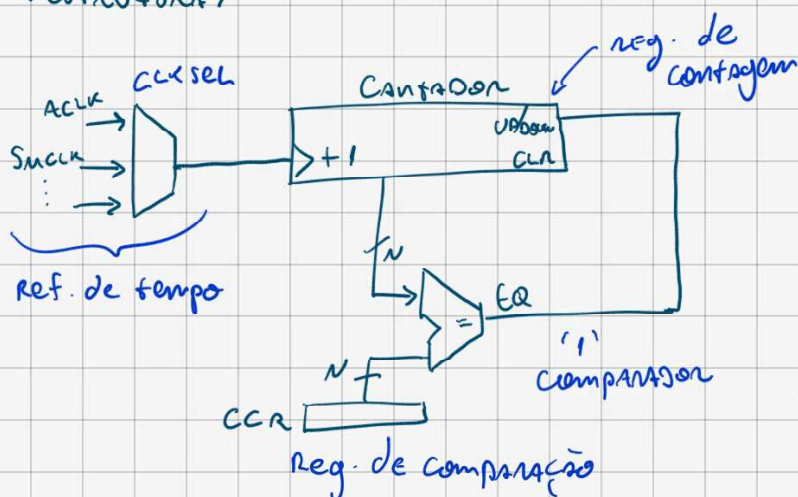


$EQ = 1$  quando  $A = B$

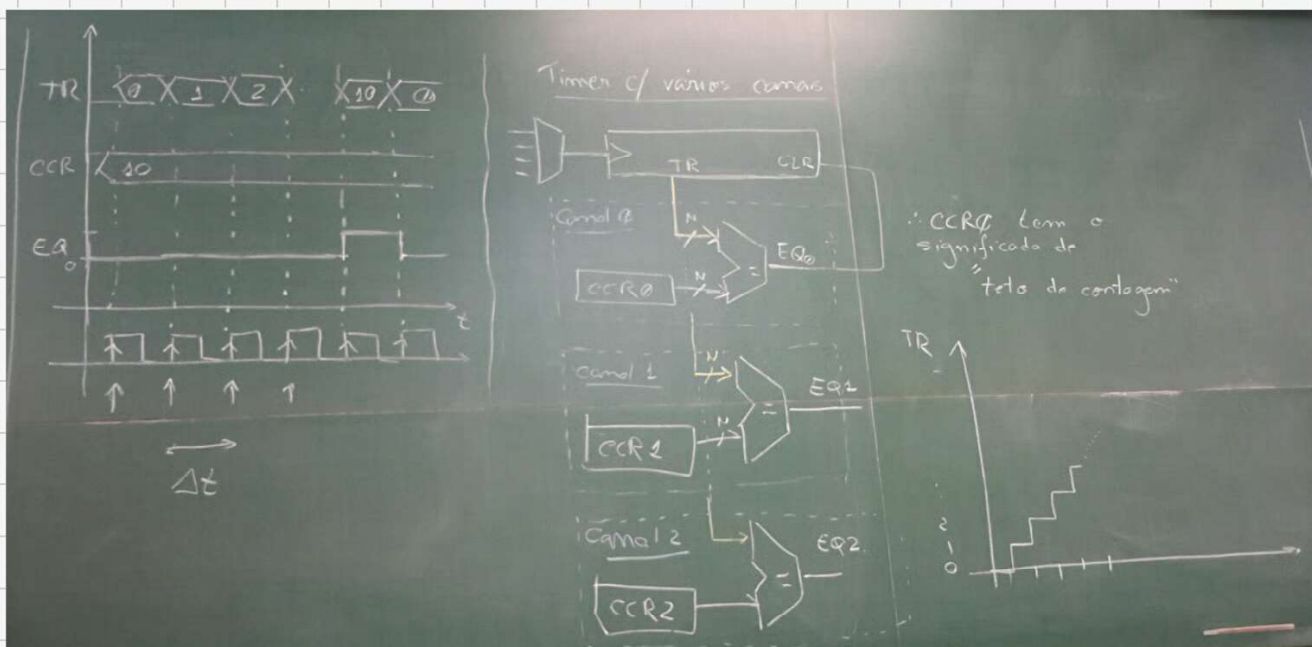
a	b	xor	xnor
0	0	0	1
0	1	1	0
1	0	1	0
1	1	0	1



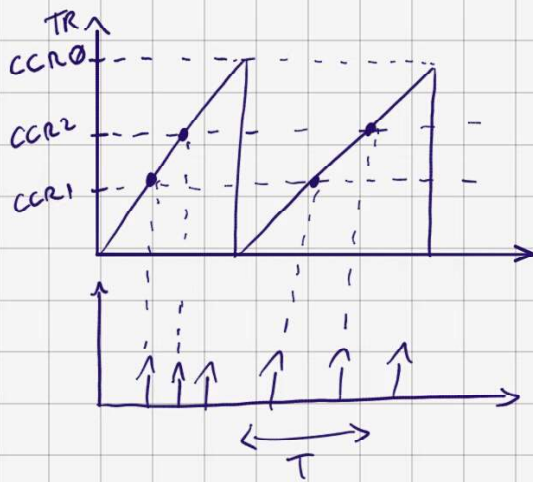
< Estrutura >



timer e/ vários canais:







"CANAL 0 tem uma ISR só p/ele"

"Canais 1 → N estão agrupados numa ISR"

\* Config. Específica do MSP430

TA0, TA1, TA2

↳ contador: TA0R  
TA0CTL

Comparações: 

TA0CCR0
TA0CCTL0

 Canal 0

TA0CCR1
TA0CCTL1

 Canal 1

TA0CCR2
TA0CCTL2

 Canal 2

TA~~x~~CCRY  
TA~~x~~CCTLY

↑  
bit0 → IFG

\* Modos de Contagem:

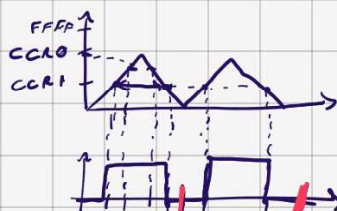
MC -- HOLD → 0  
MC -- UP → 1



MC -- CONTINUOUS → 2



MC -- UPDOWN → 3



Configurar o timer : [0-10]

```
Configtimer() {
```

```
// Configuração
```

```
TA0CTL = TASSEL__ACLK | MC__UP | TACLK;
```

```
// Comparadores
```

```
TA0CCR0 = 10;
```

```
}
```

```
main() {
```

```
Configtimer();
```

```
while(1) {
```

```
while(!(TA0CCTL0 & TAIFG));
```

```
PIOUT ^= BIT0;
```

```
TA0CCTL0 &= ~TAIFG;
```

```
}
```