

Init_UART0_Polling PROC {}

PUSH {R1-R2}

PORT_PCR_SET_PT_B2_UART0_RX EQU (PORT_PCR_ISF_MASK :OR:
PORT_PCR_MUX_SELECT_2_MASK)
PORT_PCR_SET_PT_B1_UART0_TX EQU (PORT_PCR_ISF_MASK :OR:
PORT_PCR_MUX_SELECT_2_MASK)

SIM_SOPT2_UART0SRC_MCGFLLCLK EQU (1 << SIM_SOPT2_UART0SRC_SHIFT)

SIM_SOPT5_UART0_EXTERN_MASK_CLEAR EQU \
(SIM_SOPT5_UART0ODE_MASK :OR: \
SIM_SOPT5_UART0RXSRC_MASK :OR: \
SIM_SOPT5_UART0TXSRC_MASK)

UART0_BDH_9600 EQU 0x01
UART0_BDL_9600 EQU 0x38

UART0_C1_8N1 EQU 0x00
UART0_C3_NO_TXINV EQU 0x00
UART0_C4_OSR_16 EQU 0x0F
UART0_C4_NO_MATCH_OSR_16 EQU UART0_C4_OSR_16
UART0_C5_NO_DMA_SSR_SYNC EQU 0x00

UART0_C2_T_R EQU (UART0_C2_TE_MASK :OR: UART0_C2_RE_MASK)

UART0_S1_CLEAR_FLAGS EQU \
(UART0_S1_IDLE_MASK :OR: \
UART0_S1_OR_MASK :OR: \
UART0_S1_NF_MASK :OR: \
UART0_S1_FE_MASK :OR: \
UART0_S1_PF_MASK)

UART0_S2_NO_RXINV_BRK10_NO_LBKDETECT_CLEAR_FLAGS EQU \
(UART0_S2_LBKDIF_MASK :OR: UART0_S2_RXEDGIF_MASK)

LDR R1, =SIM_SOPT2
LDR R2, =SIM_SOPT2_UART0SRC_MASK
LDR R3, [R1]
BICS R3, R3, R2
LDR R2, =SIM_SOPT2_UART0SRC_MCGFLLCLK
ORRS R3, R3, R2
STR R3, [R1]

```
; Set UART0 for external connection
LDR R1, =SIM_SOPT5
LDR R2, =SIM_SOPT5_UART0_EXTERN_MASK_CLEAR
LDR R3, [R1]
BICS R3, R3, R2
STR R3, [R1]
```

```
; Enable UART0 module clock
LDR R1, =SIM_SCGC4
LDR R2, =SIM_SCGC4_UART0_MASK
LDR R3, [R1]
ORRS R3, R3, R2
STR R3, [R1]
```

```
; Enable PORT B module clock
LDR R1, =SIM_SCGC5
LDR R2, =SIM_SCGC5_PORTB_MASK
LDR R3, [R1]
ORRS R3, R3, R2
STR R3, [R1]
```

```
; Configure PORTB pins
LDR R1, =PORTB_PCR2
LDR R2, =PORT_PCR_SET_PTB2_UART0_RX
STR R2, [R1]
```

```
LDR R1, =PORTB_PCR1
LDR R2, =PORT_PCR_SET_PTB1_UART0_TX
STR R2, [R1]
```

```
; Disable UART0
LDR R1, =UART0_BASE
MOVS R2, #UART0_C2_T_R
LDRB R3, [R1, #UART0_C2_OFFSET]
BICS R3, R3, R2
STRB R3, [R1, #UART0_C2_OFFSET]
```

```
; Set baud rate
MOVS R2, #UART0_BDH_9600
STRB R2, [R1, #UART0_BDH_OFFSET]
```

```
MOVS R2, #UART0_BDL_9600
STRB R2, [R1, #UART0_BDL_OFFSET]
```

```

MOVS R2, #UART0_C1_8N1
STRB R2, [R1, #UART0_C1_OFFSET]

MOVS R2, #UART0_C3_NO_TXINV
STRB R2, [R1, #UART0_C3_OFFSET]

MOVS R2, #UART0_C4_NO_MATCH_OSR_16
STRB R2, [R1, #UART0_C4_OFFSET]

MOVS R2, #UART0_C5_NO_DMA_SSR_SYNC
STRB R2, [R1, #UART0_C5_OFFSET]

MOVS R2, #UART0_S1_CLEAR_FLAGS
STRB R2, [R1, #UART0_S1_OFFSET]

MOVS R2, #UART0_S2_NO_RXINV_BRK10_NO_LBKDETECT_CLEAR_FLAGS
STRB R2, [R1, #UART0_S2_OFFSET]

; Enable UART0
MOVS R2, #UART0_C2_T_R
STRB R2, [R1, #UART0_C2_OFFSET]

POP {R1-R3, LR}
BX LR

```

PutChar PROC {}

```

PUSH {R1-R3, LR}
LDR R1, =UART0_BASE
MOVS R2, #UART0_S1_RDRF_MASK

```

PollRx

```

LDRB Rm, [R1, #UART0_S1_OFFSET]
ANDS Rm, Rm, R2
BEQ PollRx

LDRB R0, [R1, #UART0_D_OFFSET]
POP {R1-R3, LR}
BX LR
ENDP

```

GetChar PROC {}

```
LDR  R1, =UART0_BASE
MOVS R2, #UART0_S1_TDRE_MASK
```

PollTx

```
LDRB Rm, [R1, #UART0_S1_OFFSET]
ANDS Rm, Rm, R2
BEQ  PollTx
```

```
STRB R0, [R1, #UART0_D_OFFSET]
POP  {R1-R3, LR}
BX   LR
ENDP
```