

# Lab 1: KEIL $\mu$ Vision, SysTick Timer & PLL

CS397

# Week 1 Lab Session

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- Lab components & equipment.
  - Tiva Baseboard & components:
    - Tiva LaunchPad
    - LCD display (mounted on baseboard)
    - Micro USB cable
  - Digilent Analog Discovery 2.
- Items to be returned at end of module.
- Keep items (and boxes) together & safely.

# Development Boards

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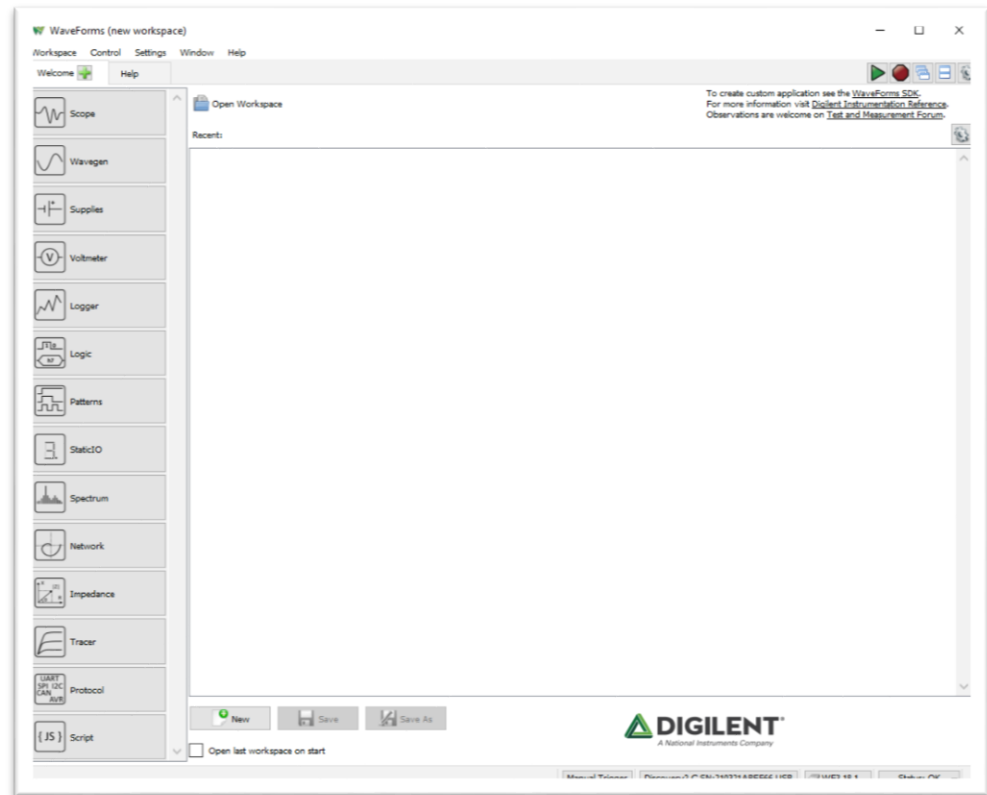
Tiva Baseboard (mounted)

# Digilent Analog Discovery

CS397

# Digilent Analog Discovery 2

- **Analog Discovery 2** is a USB-based tool that can function as an oscilloscope, logic analyzer, power supply.
- More details at Digilent website:  
<https://digilent.com/shop/analog-discovery-2-100ms-s-usb-oscilloscope-logic-analyzer-and-variable-power-supply/>.
- Download & install Waveforms software from Moodle.



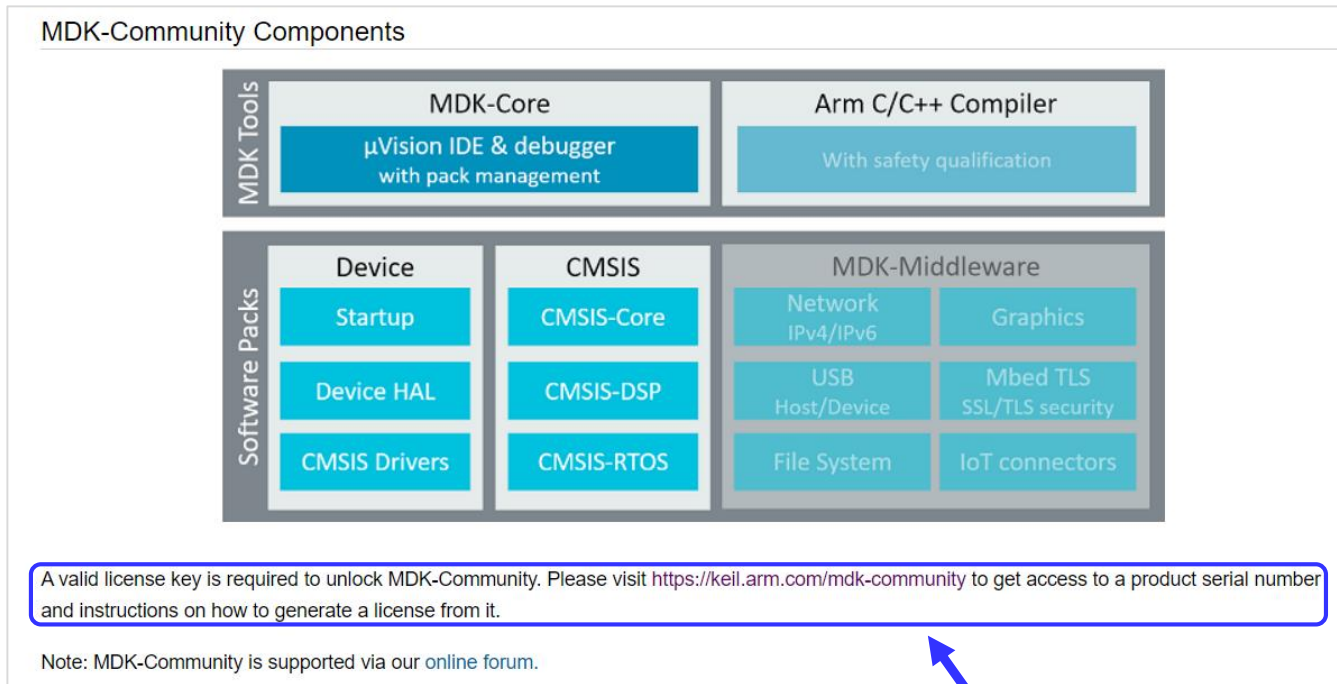
[Waveforms Software]

# KEIL $\mu$ Vision Installation

CS397

# KEIL Community Edition

- KEIL Community edition is a full-feature IDE for non-commercial use (education, hobby, ..). There is no compiled code size restriction as compared to the Lite version.
- Download link: <https://www2.keil.com/mdk5/editions/community>.
- Register for an account to acquire valid license key:  
<https://www2.keil.com/mdk5/editions/community>.



# Download KEIL Community Edition

Link to download KEIL  
Community edition  
(requires account):  
<https://www.keil.arm.com/mdk-community/>.

Current version is **v5.36**.

## MDK-Community edition

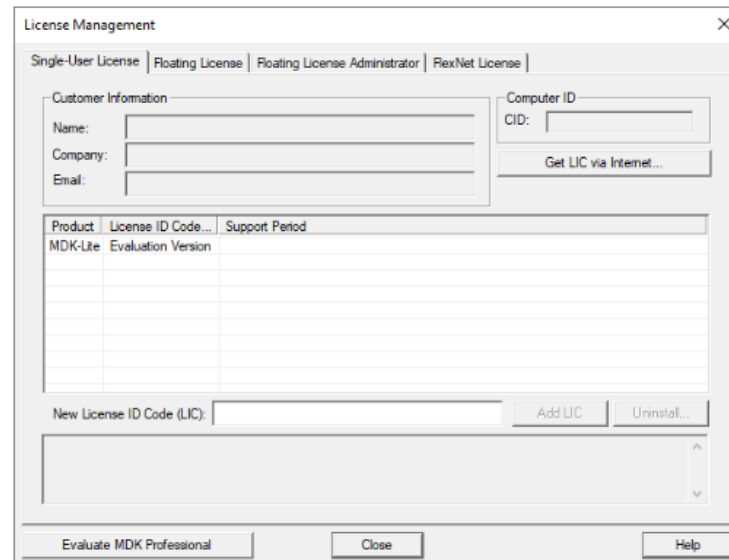
Follow these instructions to activate your copy of Keil MDK-Community edition

1. Download and install MDK-Community edition.

 Download Keil MDK Requires Windows

2. Right-click the µVision icon and select *Run as Administrator...* from the context menu.

3. Go to *File > License Management...* and select the Single-User License tab.



The License Management dialog box is shown with the 'Single-User License' tab selected. It contains fields for Customer Information (Name, Company, Email) and Computer ID (CID). A 'Get LIC via Internet...' button is present. Below this is a table with columns: Product, License ID Code..., and Support Period. The table has one row: MDK-Lite, Evaluation Version. At the bottom, there is a 'New License ID Code (LIC):' field, 'Add LIC', and 'Uninstall...' buttons. The dialog also has 'Evaluate MDK Professional', 'Close', and 'Help' buttons at the very bottom.

Product	License ID Code...	Support Period
MDK-Lite	Evaluation Version	

4. Click *Get LIC via Internet...*, then click *OK* to register the product. The License Management page on the Keil web site will open.

5. Enter the following serial number in the Product Serial # (PSN) field:

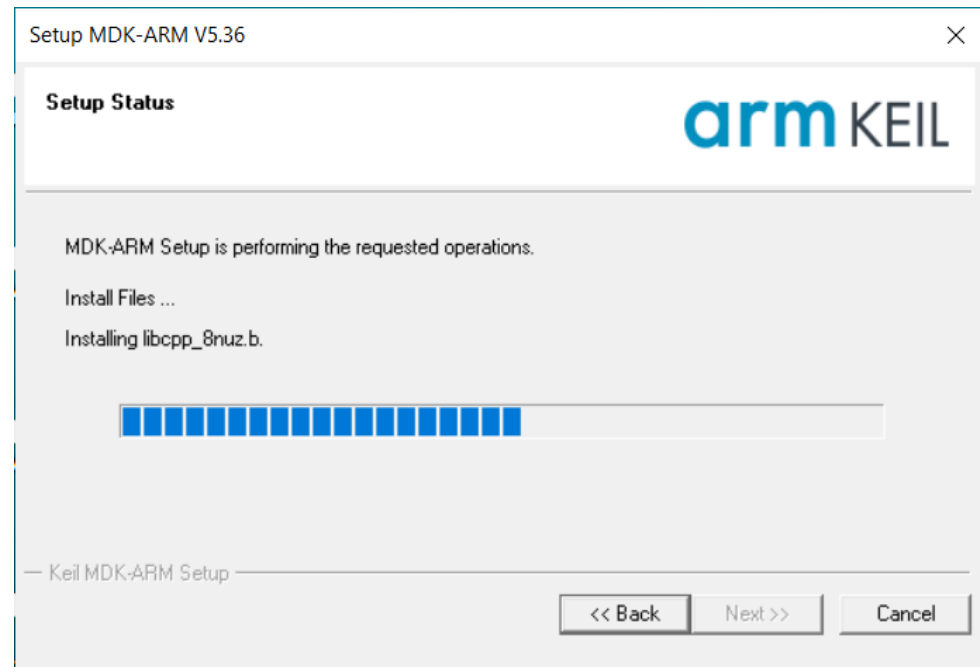


# Install KEIL Community Edition

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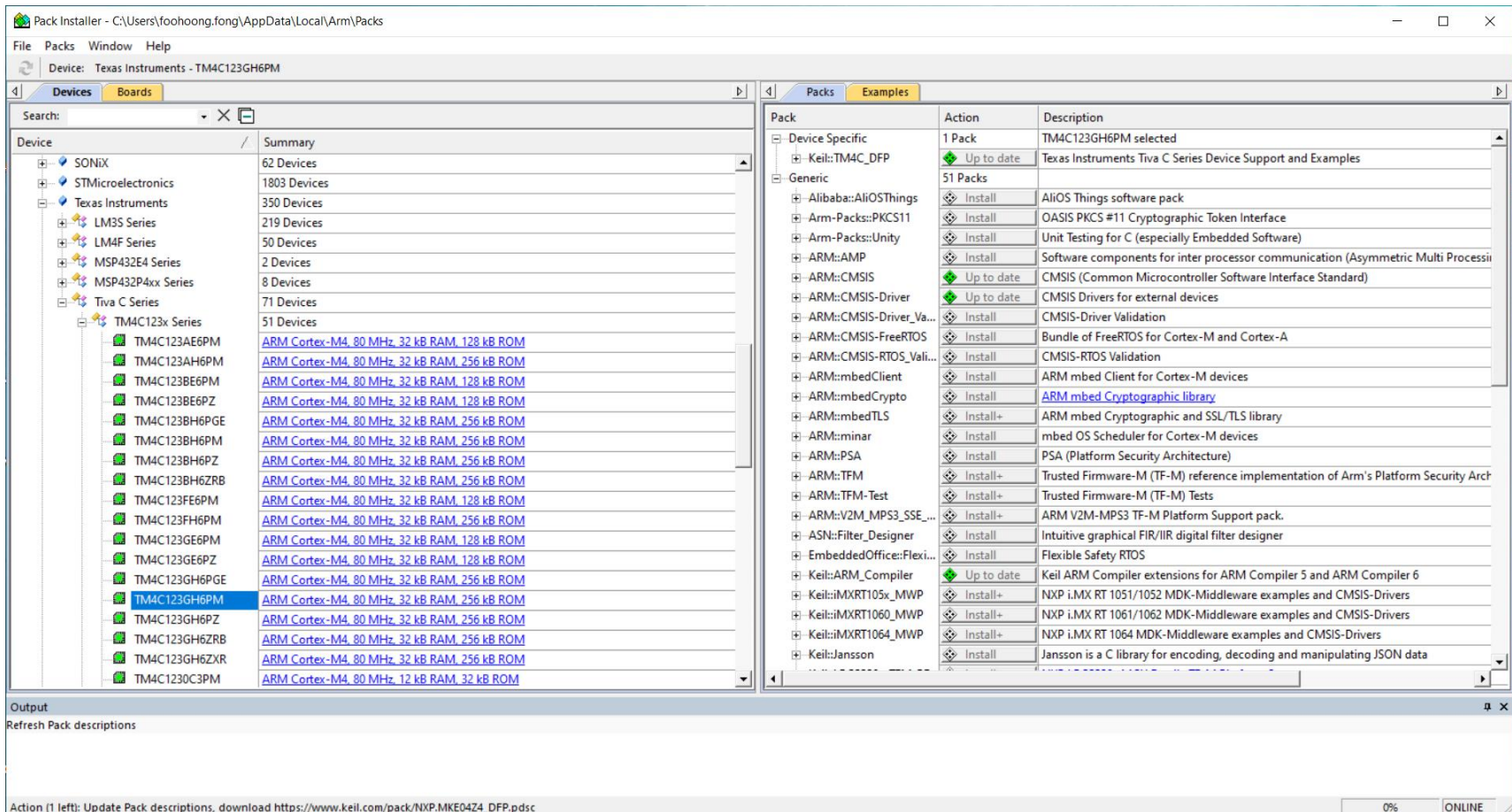
Install KEIL MDK.

Current version is **v5.36**.



# Update Pack Installer

In Pack Installer, select the microcontroller we are using:  
**Texas Instruments, Tiva C series, TM4C123GH6PM.**



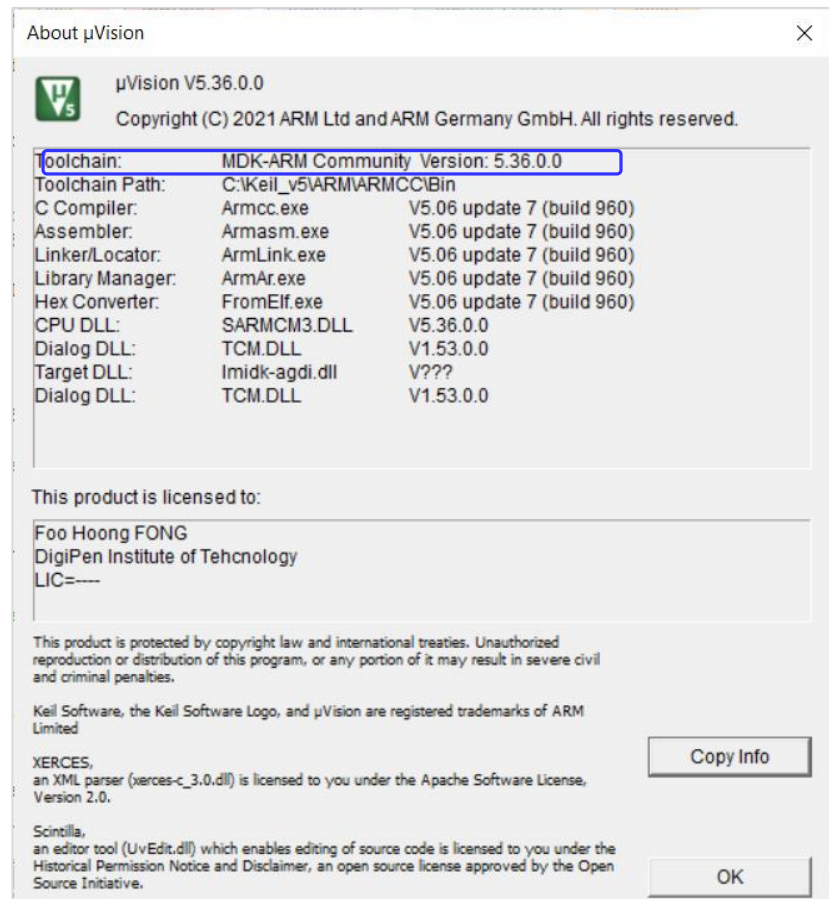
# Update to Community License

The default would be a Lite edition. We want to change it to a Community edition.

Follow the instructions at <https://www.keil.arm.com/mdk-community/> to add the new license number.

If all steps were completed correctly, you should have update to the **Community edition**.

Go to: 'Help' -> 'About  $\mu$ Vision' to check your SW version.



# If using $\mu$ Vision v5.29 or later ..

- In version 5.29 of KEIL  $\mu$ Vision and later, support for the Stellaris ICDI debug adapter has been removed.
- Download the [Stellaris ICDI add-on](http://www.keil.com/support/docs/4196.htm) (<http://www.keil.com/support/docs/4196.htm>) and install after KEIL  $\mu$ Vision installation.
- A version of the utility is also available on Moodle: 'MDK\_Stellaris\_ICDI\_AddOn.exe'.

Do this step if ICDI link could not be established.

## $\mu$ VISION: Stellaris ICDI Debug Adapter Support

Information in this knowledgebase article applies to:

- MDK v5.29 and above

### SYMPTOM

In MDK v5.29 support for the Stellaris ICDI debug adapter has been removed.

### RESOLUTION

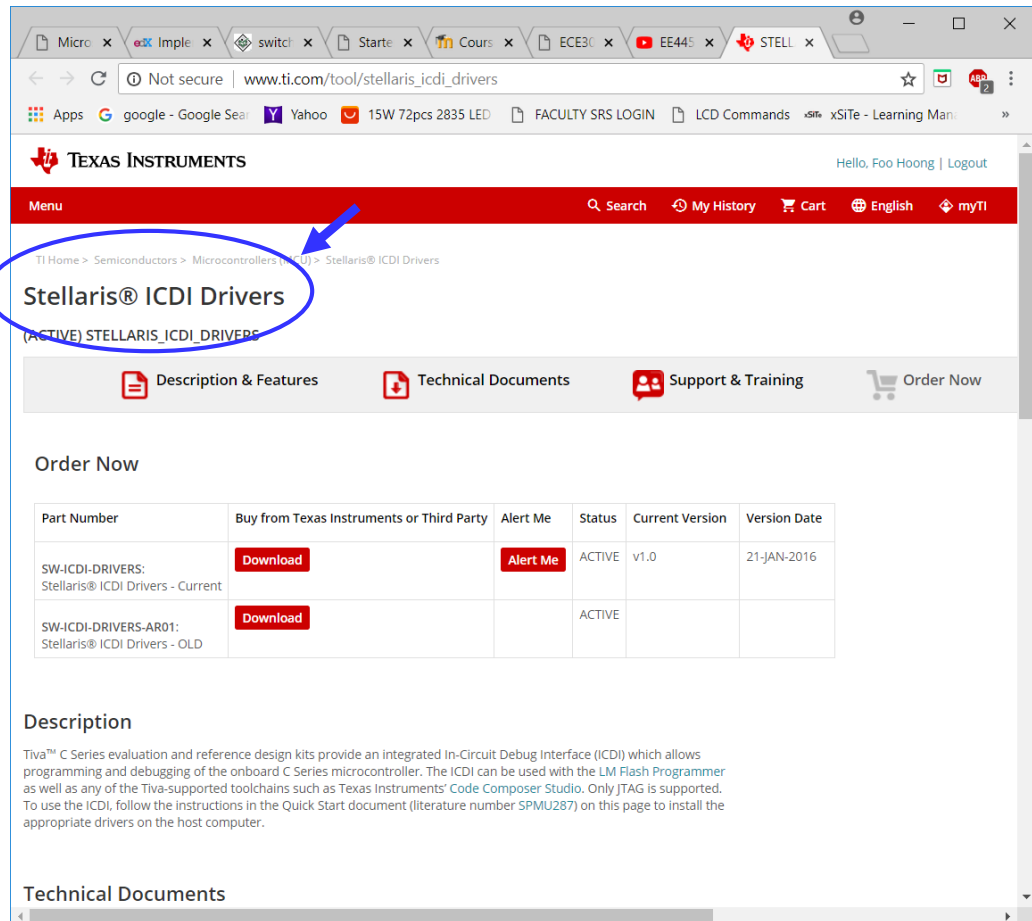
Use an add-on installer that brings back the support for Stellaris ICDI to MDK v5.29 and above. Just download and install [MDK\\_Stellaris\\_ICDI\\_AddOn.exe](#).

# Stellaris Driver

CS397

# Stellaris Driver Installation

- Driver can be downloaded from [http://www.ti.com/tool/stellaris\\_icdi\\_drivers](http://www.ti.com/tool/stellaris_icdi_drivers).
  - A version is also available at Moodle: 'spmc016a.zip'
- Reference document: *Stellaris Driver Installation (spmu287b.pdf)*.
  - A version of the document is available at Moodle.



TI Home > Semiconductors > Microcontrollers (MCU) > Stellaris® ICDI Drivers

## Stellaris® ICDI Drivers

(ACTIVE) STELLARIS\_ICDI\_DRIVERS

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Description & Features Technical Documents Support & Training Order Now

### Order Now

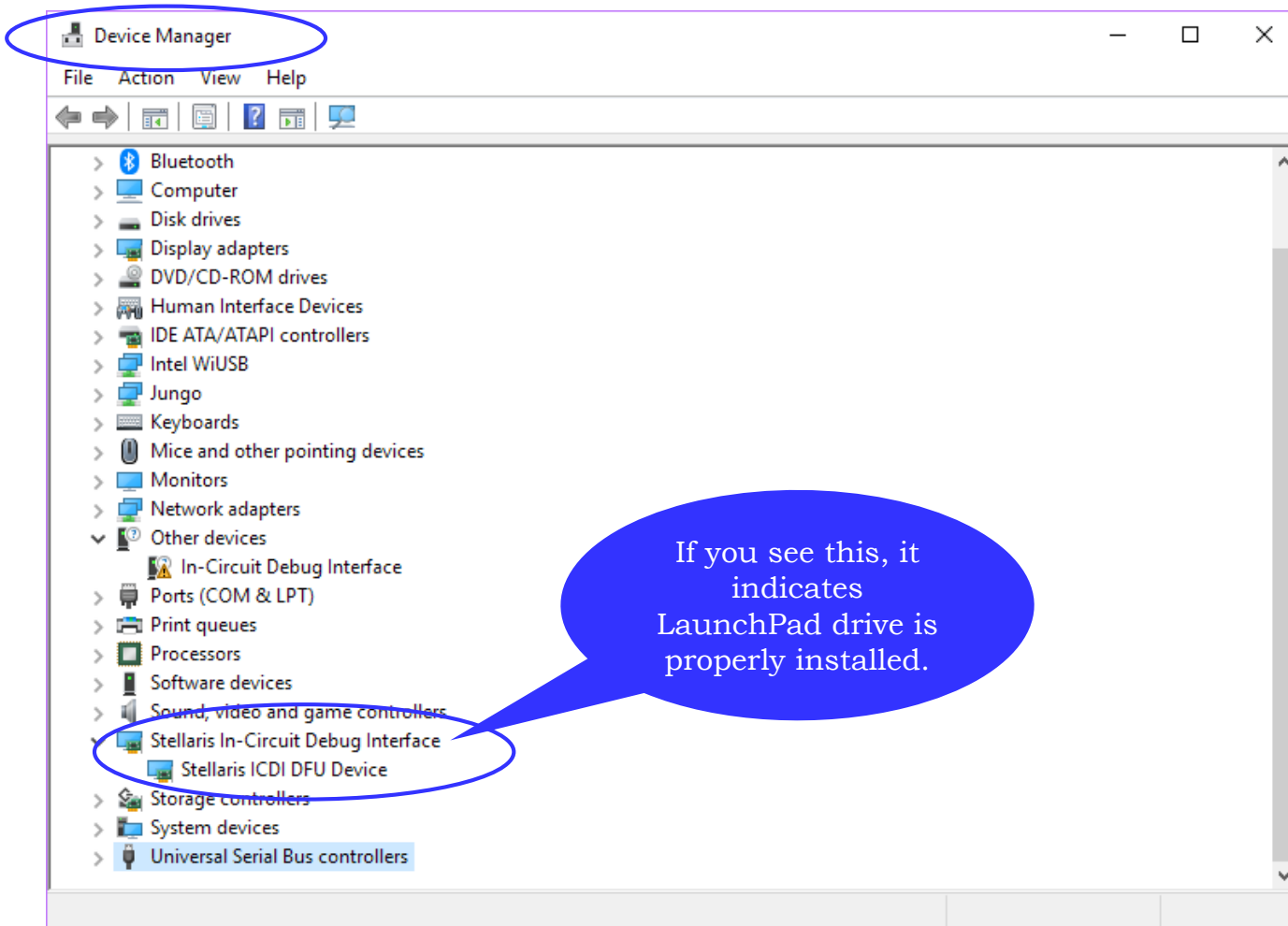
Part Number	Buy from Texas Instruments or Third Party	Alert Me	Status	Current Version	Version Date
SW-ICDI-DRIVERS: Stellaris® ICDI Drivers - Current	<a href="#">Download</a>	<a href="#">Alert Me</a>	ACTIVE	v1.0	21-JAN-2016
SW-ICDI-DRIVERS-AR01: Stellaris® ICDI Drivers - OLD	<a href="#">Download</a>		ACTIVE		

### Description

Tiva™ C Series evaluation and reference design kits provide an integrated In-Circuit Debug Interface (ICDI) which allows programming and debugging of the onboard C Series microcontroller. The ICDI can be used with the LM Flash Programmer as well as any of the Tiva-supported toolchains such as Texas Instruments' Code Composer Studio. Only JTAG is supported. To use the ICDI, follow the instructions in the Quick Start document (literature number SPMU287) on this page to install the appropriate drivers on the host computer.

### Technical Documents

# Stellaris Driver Installation



# Test SW & LaunchPad Setup

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- Download Lab 1 Program Template from Moodle.
- Re-build the program.
- Download the program to the Tiva LaunchPad.
- If your setup is correct, you should see the LED blinking **BLUE** on the Tiva LaunchPad.



# Understand Program Template

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- Program Walk-through:
  - main.c
  - Startup\_TM4C123.c:
    - Vector table
  - Startup\_TM4C123.s:
    - SystemCoreClockUpdate()
    - SystemInit()
  - BSP.c
  - Hal.c
    - Port\_Init()

# Programming the SysTick Timer

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- Remove the function call `SysTick_Config()` in main.c.
- Write your own function `Configure_SysTick(ticks)`.
  - The function should initialise the SysTick timer using the SysTick Timer registers.
  - Parameter '`ticks`' denote the number of timer ticks between SysTick interrupts.
  - The SysTick timer registers are defined in header file '`NVIC.h`'. Add this file to your program structure. You can place this file in the BSP directory.
  - Use the example from lecture notes as a guide.
- Verify that the processor is running at 80MHz, modify Lab 1 template program to perform the following:
  - SysTick Timer interrupt occurs at every **10ms**. Modify the SysTick interrupt handler as needed.
  - Program the LED to blink at **5 Hz**. The LED can blink in any colour (*your choice*).
  - **[SUBMIT 1]** Use the Digilent Analog Discovery to capture the output waveform at the GPIO pin for the LED. Verify that the frequency is 5Hz. Note that which GPIO pin to capture would depend on the colour.

# SysTick Programming (*main.h*)

```
int main()
{
    BSPInit(); /* in BSP.c */
    BOOL bToggle = TRUE;
    SystemCoreClockUpdate();

    /** NOTE for Lab 1:                                     **/
    /** This program currently uses the CMSIS function to configure **/
    /** It is for testing your setup.                       **/
    /** For LAB1, COMMENT OUT THIS LINE OF CODE &          **/
    /** replace it with your own function: Configure_SysTick(ticks) **/
    /** to provide system ticks for every 10 ms.           **/
    /** Use the lecture example as a guide.                **/
    SysTick_Config( SystemCoreClock/1000 );
    for(;;)
    {
        if( FALSE != g_bSystemTick ) /* Check if flag is set by the SysTick Handler */
        {
            /* Clear SysTick flag so we only processes it once */
            g_bSystemTick = FALSE;
            /* Set LED to RED if toggle is TRUE(=1), */
            /* otherwise if toggle is FALSE(=0), the LED will be off */
            LED_RGB_SET( RGB_RED * bToggle );
            bToggle = !bToggle; /* Inverse toggle, so if 0 it becomes 1, 1 becomes 0 */
        }
    }
}
```

Remove function  
**SysTick\_Config()**

# SysTick Programming (*main.h*)

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```
int main()
{
    BSPInit(); /* in BSP.c */

    BOOL bToggle = TRUE;
    SystemCoreClockUpdate();

    /** TO DO FOR LAB 1: Initialize SysTick Timer */
    /** Initialize SysTick Timer to trigger every 10 ms */
    Configure_SysTick(ticks); /* your own function prototype, definitions */

    for(;;)
    {
        if( FALSE != g_bSystemTick ) /* Check if flag is set by SysTick Handler */
        {
            g_bSystemTick = FALSE; /* Clear SysTick flag */
            LED_RGB_SET( RGB_RED * bToggle );
            bToggle = !bToggle; /* Inverse toggle */
        }
    }
}
```

Create your own function:  
**Configure\_SysTick (ticks)**

# SysTick Timer Registers (*NVIC.h*)

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- The NVIC register definitions are in a file '**NVIC.h**'. Use these definition for your programs to access the SysTick Timer registers.

```
/****** NVIC registers (NVIC) *****/
#define NVIC_ACTLR_R      (*((volatile uint32_t *)0xE000E008))
#define NVIC_ST_CTRL_R    (*((volatile uint32_t *)0xE000E010))
#define NVIC_ST_RELOAD_R  (*((volatile uint32_t *)0xE000E014))
#define NVIC_ST_CURRENT_R (*((volatile uint32_t *)0xE000E018))
#define NVIC_EN0_R        (*((volatile uint32_t *)0xE000E100))
#define NVIC_EN1_R        (*((volatile uint32_t *)0xE000E104))
#define NVIC_EN2_R        (*((volatile uint32_t *)0xE000E108))
#define NVIC_EN3_R        (*((volatile uint32_t *)0xE000E10C))
#define NVIC_EN4_R        (*((volatile uint32_t *)0xE000E110))
#define NVIC_DIS0_R       (*((volatile uint32_t *)0xE000E180))

.....
... .
```

SysTick  
Timer  
Registers

# More Practice on SysTick Timer:

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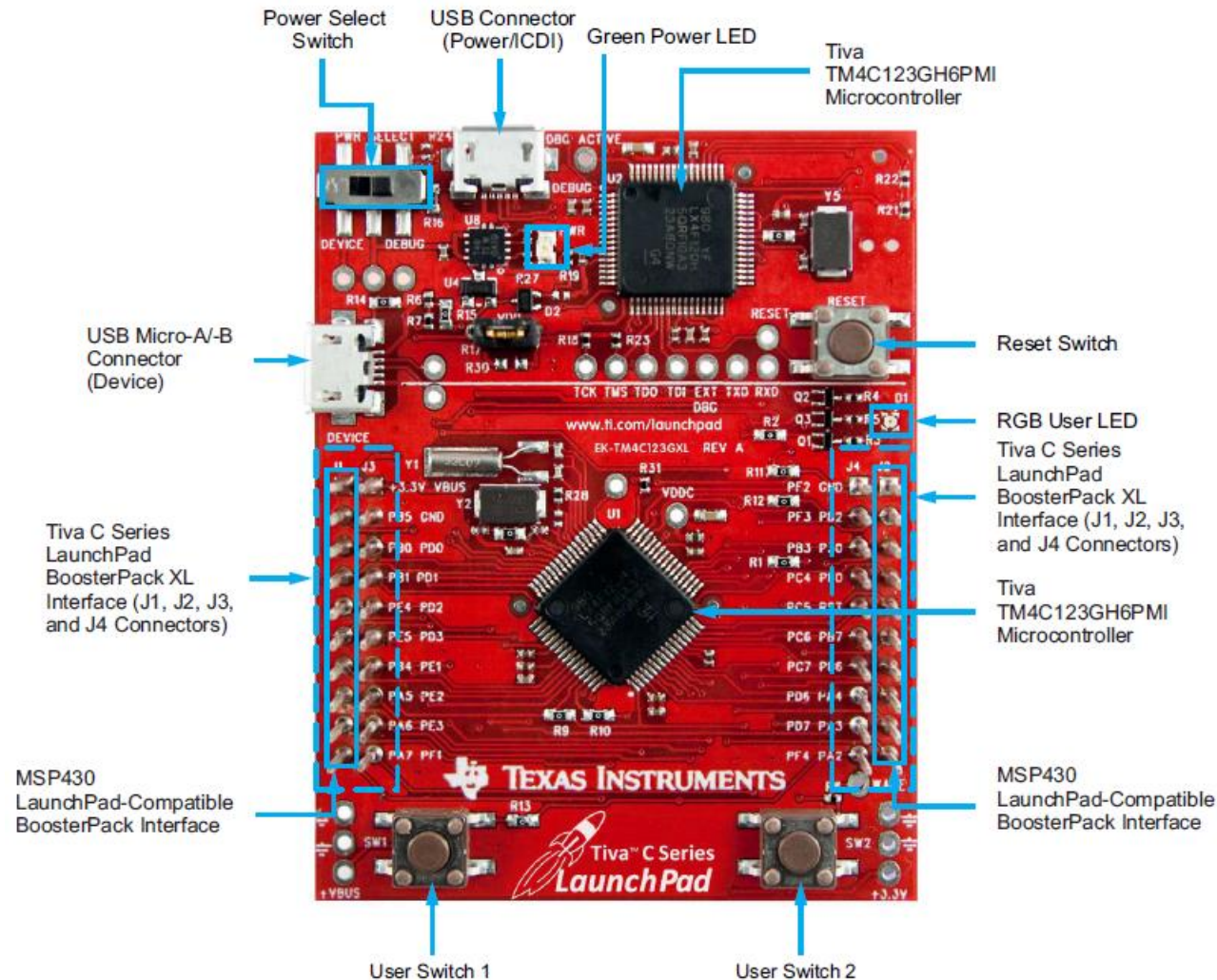
- Modify the program template to be able to perform the following:
  - Light up the colour-LED according to the timings in the table.
  - Let the LED colours run in sequence and indefinitely.
  - You may introduce **flag(s)** in the SysTick Timer Handler to help you to implement the timings for the LED colours.
- **[SUBMIT 2]** Submit your completed program as a zipped folder. Upload to Moodle.

Sequence	Duration	LED Colour
1	1.7s	RED
2	1.0s	GREEN
3	1.3s	BLUE
4	2.5s	WHITE

# Tiva LaunchPad

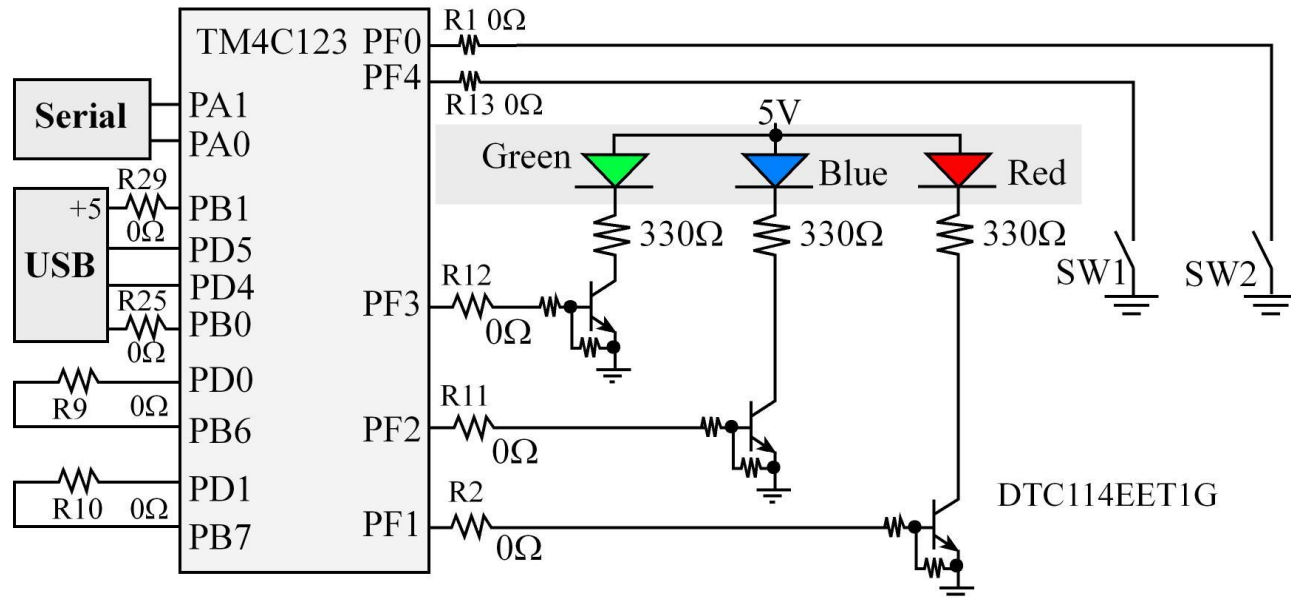
*For Reference*

# Tiva C Series TMC123G (LaunchPad)



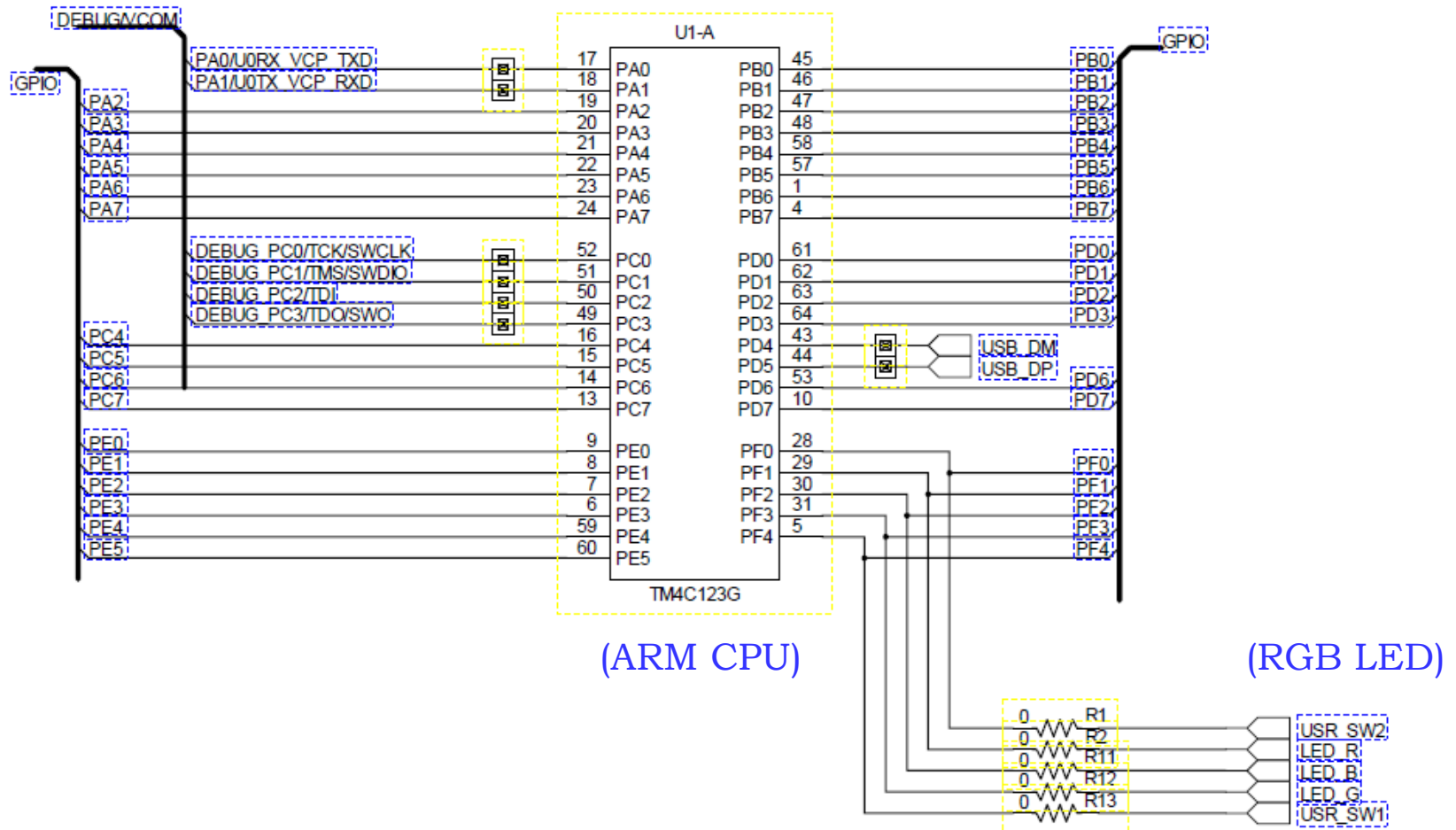


# Tiva LaunchPad



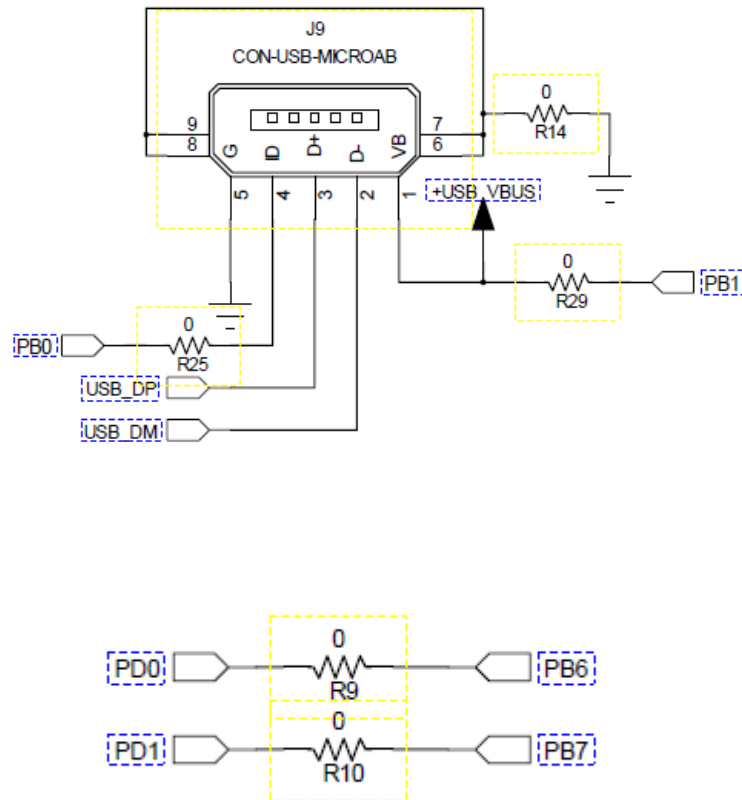
GPIO Pin	Pin Function	USB Device
PF4	GPIO	SW1
PF0	GPIO	SW2
PF1	GPIO	RGB LED (Red)
PF2	GPIO	RGB LED (Blue)
PF3	GPIO	RGB LED (Green)

# LaunchPad Schematics (partial)

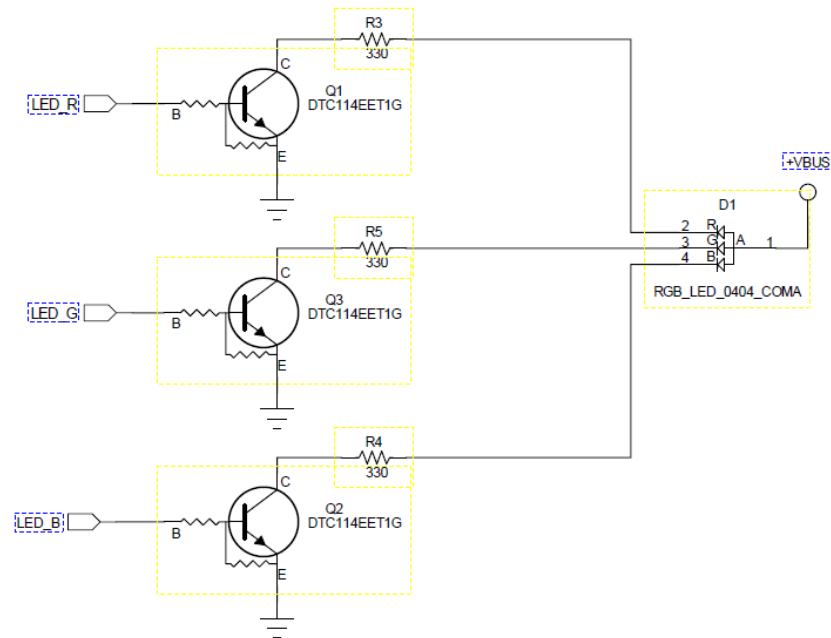


# LaunchPad Schematics (partial)

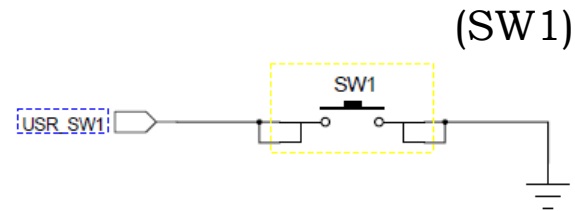
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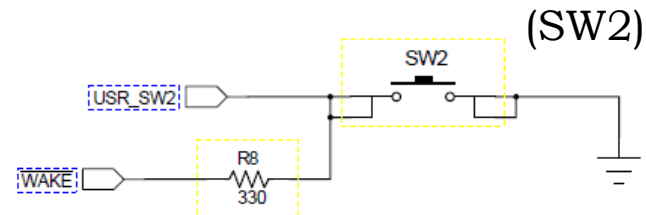
# Tiva LaunchPad – SW1, SW2, LED



(RGB LED)



(SW1)



(SW2)

Source: Tiva C Series TM4C123G LaunchPad Evaluation Board – User Guide (spmu296.pdf)

# Reference Documents

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- Tiva C Series TM4C123G LaunchPad Evaluation Board – User Guide (*'spmu296.pdf'*)
- Tiva TM4C123GH6PM Microcontroller – Data Sheet (*'spms376e.pdf'*)

Both files can be downloaded from Moodle.

# KEIL Debugger - Potential Issues

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- Should you face issue where KEIL debugger exits almost immediately when DEBUG mode was entered, the following link can help:  
<http://users.ece.utexas.edu/~valvano/Volume1/Window8KeilDebuggerFix.htm>.