

# LM3S1816 ROM


# USER'S GUIDE



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# Table of Contents

<b>Copyright</b>	<b>2</b>
<b>Revision Information</b>	<b>2</b>
<b>1 Introduction</b>	<b>5</b>
<b>2 Boot Loader</b>	<b>7</b>
2.1 Introduction	7
2.2 Serial Interfaces	7
<b>3 AES Data Tables</b>	<b>13</b>
3.1 Introduction	13
3.2 Data Structures	13
<b>4 Analog Comparator</b>	<b>15</b>
4.1 Introduction	15
4.2 Functions	15
<b>5 Analog to Digital Converter (ADC)</b>	<b>21</b>
5.1 Introduction	21
5.2 Functions	21
<b>6 CRC-16</b>	<b>39</b>
6.1 Introduction	39
6.2 Functions	39
<b>7 Flash</b>	<b>41</b>
7.1 Introduction	41
7.2 Functions	41
<b>8 GPIO</b>	<b>51</b>
8.1 Introduction	51
8.2 Functions	51
<b>9 Hibernation Module</b>	<b>67</b>
9.1 Introduction	67
9.2 Functions	68
<b>10 Inter-Integrated Circuit (I2C)</b>	<b>83</b>
10.1 Introduction	83
10.2 Functions	84
<b>11 Interrupt Controller (NVIC)</b>	<b>101</b>
11.1 Introduction	101
11.2 Functions	101
<b>12 Memory Protection Unit (MPU)</b>	<b>109</b>
12.1 Introduction	109
12.2 Functions	110
<b>13 Synchronous Serial Interface (SSI)</b>	<b>117</b>
13.1 Introduction	117
13.2 Functions	117
<b>14 System Control</b>	<b>127</b>
14.1 Introduction	127
14.2 Functions	128
<b>15 System Tick (SysTick)</b>	<b>147</b>
15.1 Introduction	147

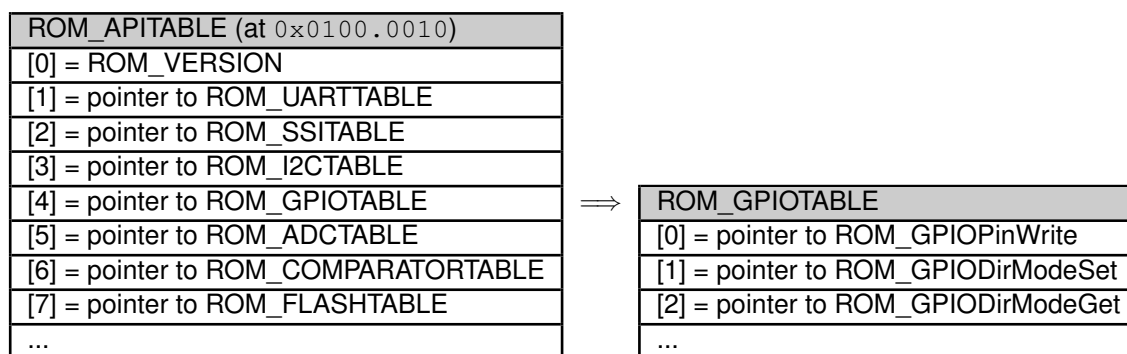
15.2 Functions . . . . .	147
<b>16 Timer . . . . .</b>	<b>151</b>
16.1 Introduction . . . . .	151
16.2 Functions . . . . .	151
<b>17 UART . . . . .</b>	<b>165</b>
17.1 Introduction . . . . .	165
17.2 Functions . . . . .	165
<b>18 uDMA Controller . . . . .</b>	<b>183</b>
18.1 Introduction . . . . .	183
18.2 Functions . . . . .	185
<b>19 Watchdog Timer . . . . .</b>	<b>207</b>
19.1 Introduction . . . . .	207
19.2 Functions . . . . .	207
<b>IMPORTANT NOTICE . . . . .</b>	<b>216</b>

# 1 Introduction

The LM3S1816 ROM contains the Stellaris® Peripheral Driver Library and the Stellaris Boot Loader. The peripheral driver library can be utilized by applications to reduce their flash footprint, allowing the flash to be used for other purposes (such as additional features in the application). The boot loader is used as an initial program loader (when the flash is empty) as well as an application-initiated firmware upgrade mechanism (by calling back to the boot loader).

There is a table at the beginning of the ROM that points to the entry points for the APIs that are provided in the ROM. Accessing the API through these tables provides scalability; while the API locations may change in future versions of the ROM, the API tables will not. The tables are split into two levels; the main table contains one pointer per peripheral which points to a secondary table that contains one pointer per API that is associated with that peripheral. The main table is located at `0x0100.0010`, right after the Cortex-M3 vector table in the ROM.

The following table shows a small portion of the API tables in a graphical form that helps to illustrate the arrangement of the tables:



From this, the address of the ROM\_GPIOTABLE table is located in the memory location at `0x0100.0020`. The address of the [ROM\\_GPIODirModeSet\(\)](#) function is contained at offset `0x4` from that table. In the function documentation, this is represented as:

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.
ROM_GPIOTABLE is an array of pointers located at ROM_APITABLE[4].
ROM_GPIODirModeSet is a function pointer located at ROM_GPIOTABLE[1].
```

The Stellaris Peripheral Driver Library contains a file called `driverlib/rom.h` that assists with calling the peripheral driver library functions in the ROM. The naming conventions for the tables and APIs that are used in this document match those used in that file.

The following is an example of calling the [ROM\\_GPIODirModeSet\(\)](#) function:

```
#define TARGET_IS_TEMPEST_RC5
#include "inc/hw_memmap.h"
#include "inc/hw_types.h"
#include "driverlib/gpio.h"
#include "driverlib/rom.h"

int
main(void)
{
    // ...

    ROM_GPIODirModeSet(GPIO_PORTA_BASE, GPIO_PIN_0, GPIO_DIR_MODE_OUT);
```

```
} // ....
```

See the “Using the ROM” chapter of the *Stellaris Peripheral Driver Library User’s Guide* for more details on calling the ROM functions and using `driverlib/rom.h`.

The API provided by the ROM can be utilized by any compiler so long as it complies with the Embedded Applications Binary Interface (EABI), which includes all recent compilers for the Stellaris microcontroller.

## Documentation Overview

The ROM-based Stellaris Boot Loader is described in chapter [2](#), and the ROM-based Stellaris Peripheral Driver Library is described in chapters [3](#) through [19](#).

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## 2 Boot Loader

Introduction .....	7
Serial Interfaces .....	7

### 2.1 Introduction

The ROM-based boot loader is executed each time the device is reset when the flash is empty. The flash is assumed to be empty if the first two words are all ones (since the second word is the reset vector address, it must be programmed for an application in flash to execute). When run, it will allow the flash to be updated using one of the following interfaces:

- UART0 using a custom serial protocol
- SSI0 using a custom serial protocol
- I2C0 using a custom serial protocol

Since the boot loader has no knowledge of the frequency of the attached crystal, or in fact if one is even present, it operates entirely from the internal oscillator. This is a 16 MHz clock, with an accuracy of +/- 1%.

The LM Flash Programmer GUI can be used to download an application via the boot loader over the UART interface on a PC. The LM Flash Programmer utility is available for download from [www.ti.com/stellaris](http://www.ti.com/stellaris).

### 2.2 Serial Interfaces

The serial interfaces used to communicate with the boot loader share a common protocol and differ only in the physical connections and signaling used to transfer the bytes of the protocol.

#### 2.2.1 UART Interface

The UART pins **U0Tx** and **U0Rx** are used to communicate with the boot loader. The device communicating with the boot loader is responsible for driving the **U0Rx** pin on the Stellaris microcontroller, while the Stellaris microcontroller drives the **U0Tx** pin.

The serial data format is fixed at 8 data bits, no parity, and one stop bit. An auto-baud feature is used to determine the baud rate at which data is transmitted. Since the system clock must be at least 32 times the baud rate, the maximum baud rate that can be used is 500 Kbaud (which is 16 MHz divided by 32).

When an application calls back to the ROM-based boot loader to start an update over the UART port, the auto-baud feature is bypassed, along with UART configuration and pin configuration. Therefore, the UART must be configured and the UART pins switched to their hardware function before calling the boot loader.

## 2.2.2 SSI Interface

The SSI pins **SSIFss**, **SSIClk**, **SSITx**, and **SSIRx** are used to communicate with the boot loader. The device communicating with the boot loader is responsible for driving the **SSIRx**, **SSIClk**, and **SSIFss** pins, while the Stellaris microcontroller drives the **SSITx** pin.

The serial data format is fixed to the Motorola format with SPH set to 1 and SPO set to 1 (see the applicable Stellaris family data sheet for more information on this format). Since the system clock must be at least 12 times the serial clock rate, the maximum serial clock rate that can be used is 1.3 MHz (which is 16 MHz divided by 12).

When an application calls back to the ROM-based boot loader to start an update over the SSI port, the SSI configuration and pin configuration is bypassed. Therefore, the SSI port must be configured and the SSI pins switched to their hardware function before calling the boot loader.

## 2.2.3 I2C Interface

The I2C pins **I2CSCL** and **I2CSDA** are used to communicate with the boot loader. The device communicating with the boot loader must operate as the I2C master and provide the **I2CSCL** signal. The **I2CSDA** pin is open-drain and can be driven by either the master or the slave I2C device.

The I2C interface can run at up to 400 KHz, the maximum rate supported by the I2C protocol. The boot loader uses an I2C slave address of 0x42.

When an application calls back to the ROM-based boot loader to start an update over the I2C port, the I2C configuration and pin configuration is bypassed. Therefore, the I2C port must be configured, the I2C slave address set, and the I2C pins switched to their hardware function before calling the boot loader. Additionally, the I2C master must be enabled since it is used to detect start and stop conditions on the I2C bus.

## 2.2.4 Serial Protocol

The boot loader uses well-defined packets on the serial interfaces to ensure reliable communications with the update program. The packets are always acknowledged or not acknowledged by the communicating devices. The packets use the same format for receiving and sending packets. This includes the method used to acknowledge successful or unsuccessful reception of a packet. While the actual signaling on the serial ports is different, the packet format remains independent of the method of transporting the data.

The following steps must be performed to successfully send a packet:

1. Send the size of the packet that will be sent to the device. The size is always the number of bytes of data + 2 bytes.
2. Send the checksum of the data buffer to help ensure proper transmission of the command. The checksum is simply a sum of the data bytes.
3. Send the actual data bytes.
4. Wait for a single-byte acknowledgment from the device that it either properly received the data or that it detected an error in the transmission.

The following steps must be performed to successfully receive a packet:



1. Wait for non-zero data to be returned from the device. This is important as the device may send zero bytes between a sent and received data packet. The first non-zero byte received will be the size of the packet that is being received.
2. Read the next byte which will be the checksum for the packet.
3. Read the data bytes from the device. There will be packet size - 2 bytes of data sent during the data phase. For example, if the packet size was 3, then there is only 1 byte of data to be received.
4. Calculate the checksum of the data bytes and ensure that it matches the checksum received in the packet.
5. Send an acknowledge (ACK) or not-acknowledge (NAK) to the device to indicate the successful or unsuccessful reception of the packet.

An acknowledge packet is sent whenever a packet is successfully received and verified by the boot loader. A not-acknowledge packet is sent whenever a sent packet is detected to have an error, usually as a result of a checksum error or just malformed data in the packet. This allows the sender to re-transmit the previous packet.

The following commands are used by the custom protocol:

COMMAND\_PING  
= 0x20

This command is used to receive an acknowledge from the boot loader indicating that communication has been established. This command is a single byte.

The format of the command is as follows:

```
unsigned char ucCommand[1];

ucCommand[0] = COMMAND_PING;
```

COMMAND\_DOWNLOAD  
= 0x21

This command is sent to the boot loader to indicate where to store data and how many bytes will be sent by the COMMAND\_SEND\_DATA commands that follow. The command consists of two 32-bit values that are both transferred MSB first. The first 32-bit value is the address to start programming data into, while the second is the 32-bit size of the data that will be sent. This command also triggers a mass erase of the flash, which causes the command to take longer to send the ACK/NAK in response to the command. This command should be followed by a COMMAND\_GET\_STATUS to ensure that the program address and program size were valid for the microcontroller running the boot loader.

The format of the command is as follows:

```
unsigned char ucCommand[9];

ucCommand[0] = COMMAND_DOWNLOAD;
ucCommand[1] = Program Address [31:24];
ucCommand[2] = Program Address [23:16];
ucCommand[3] = Program Address [15:8];
ucCommand[4] = Program Address [7:0];
ucCommand[5] = Program Size [31:24];
ucCommand[6] = Program Size [23:16];
ucCommand[7] = Program Size [15:8];
ucCommand[8] = Program Size [7:0];
```

COMMAND\_RUN  
= 0x22

This command is sent to the boot loader to transfer execution control to the specified address. The command is followed by a 32-bit value, transferred MSB first, that is the address to which execution control is transferred.

The format of the command is as follows:

```
unsigned char ucCommand[5];  
  
ucCommand[0] = COMMAND_RUN;  
ucCommand[1] = Run Address [31:24];  
ucCommand[2] = Run Address [23:16];  
ucCommand[3] = Run Address [15:8];  
ucCommand[4] = Run Address [7:0];
```

COMMAND\_GET\_STATUS  
= 0x23

This command returns the status of the last command that was issued. Typically, this command should be received after every command is sent to ensure that the previous command was successful or, if unsuccessful, to properly respond to a failure. The command requires one byte in the data of the packet and the boot loader should respond by sending a packet with one byte of data that contains the current status code.

The format of the command is as follows:

```
unsigned char ucCommand[1];  
  
ucCommand[0] = COMMAND_GET_STATUS;
```

The following are the definitions for the possible status values that can be returned from the boot loader when COMMAND\_GET\_STATUS is sent to the the microcontroller.

```
COMMAND_RET_SUCCESS  
COMMAND_RET_UNKNOWN_CMD  
COMMAND_RET_INVALID_CMD  
COMMAND_RET_INVALID_ADD  
COMMAND_RET_FLASH_FAIL
```

COMMAND\_SEND\_DATA  
= 0x24

This command should only follow a `COMMAND_DOWNLOAD` command or another `COMMAND_SEND_DATA` command, if more data is needed. Consecutive send data commands automatically increment the address and continue programming from the previous location. The transfer size is limited by the maximum size of a packet, which allows up to 252 data bytes to be transferred at a time. The command terminates programming once the number of bytes indicated by the `COMMAND_DOWNLOAD` command has been received. Each time this function is called, it should be followed by a `COMMAND_GET_STATUS` command to ensure that the data was successfully programmed into the flash. If the boot loader sends a NAK to this command, the boot loader will not increment the current address which allows for retransmission of the previous data.

The format of the command is as follows:

```
unsigned char ucCommand[9];

ucCommand[0] = COMMAND_SEND_DATA
ucCommand[1] = Data[0];
ucCommand[2] = Data[1];
ucCommand[3] = Data[2];
ucCommand[4] = Data[3];
ucCommand[5] = Data[4];
ucCommand[6] = Data[5];
ucCommand[7] = Data[6];
ucCommand[8] = Data[7];
```

COMMAND\_RESET  
= 0x25

This command is used to tell the boot loader to reset. This is used after downloading a new image to the microcontroller to cause the new application to start from a reset. The normal boot sequence occurs and the image runs as if from a hardware reset. It can also be used to reset the boot loader if a critical error occurs and the host device wants to restart communication with the boot loader.

The boot loader responds with an ACK signal to the host device before actually executing the software reset on the microcontroller running the boot loader. This informs the updater application that the command was received successfully and the part will be reset.

The format of the command is as follows:

```
unsigned char ucCommand[1];

ucCommand[0] = COMMAND_RESET;
```

The definitions for these commands are provided as part of the Stellaris Peripheral Driver Library, in `boot_loader/bl_commands.h`.



## 3 AES Data Tables

Introduction .....	13
Functions .....	13

### 3.1 Introduction

The Advanced Encryption Standard (AES) is a publicly defined encryption standard used by the U.S. Government. It is a strong encryption method with reasonable performance and size. AES is fast in both hardware and software, is fairly easy to implement, and requires little memory. AES is ideal for applications that can use pre-arranged keys, such as setup during manufacturing or configuration.

Four data tables used by the XySSL AES implementation are provided in the ROM. The first is the forward S-box substitution table, the second is the reverse S-box substitution table, the third is the forward polynomial table, and the final is the reverse polynomial table. The meanings of these tables and their use can be found in the AES code provided in StellarisWare.

### 3.2 Data Structures

#### Data Structures

- [ROM\\_pvAESTable](#)

#### 3.2.1 Data Structure Documentation

##### 3.2.1.1 ROM\_pvAESTable

This structure describes the AES tables that are available in the ROM.

#### ROM Location:

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SOFTWARETABLE is an array of pointers located at ROM\_APITABLE[21].

ROM\_pvAESTable is an array located at &ROM\_SOFTWARETABLE[7].

#### Definition:

```
typedef struct
{
    unsigned char ucForwardSBox[256];
    unsigned long ulForwardTable[256];
    unsigned char ucReverseSBox[256];
    unsigned long ulReverseTable[256];
}
ROM_pvAESTable
```

#### Members:

**ucForwardSBox** This table contains the forward S-Box, as defined by the AES standard.

***ulForwardTable*** This table contains the forward polynomial table, as used by the XySSL AES implementation.

***ucReverseSBox*** This table contains the reverse S-Box, as defined by the AES standard. This is simply the reverse of *ucForwardSBox*.

***ulReverseTable*** This table contains the reverse polynomial table, as used by the XySSL AES implementation.

## 4 Analog Comparator

Introduction .....	15
Functions .....	15

### 4.1 Introduction

The comparator API provides a set of functions for dealing with the analog comparators. A comparator can compare a test voltage against individual external reference voltage, a shared single external reference voltage, or a shared internal reference voltage. It can provide its output to a device pin, acting as a replacement for an analog comparator on the board, or it can be used to signal the application via interrupts or triggers to the ADC to cause it to start capturing a sample sequence. The interrupt generation and ADC triggering logic is separate, so that an interrupt can be generated on a rising edge and the ADC triggered on a falling edge (for example).

### 4.2 Functions

#### Functions

- void [ROM\\_ComparatorConfigure](#) (unsigned long ulBase, unsigned long ulComp, unsigned long ulConfig)
- void [ROM\\_ComparatorIntClear](#) (unsigned long ulBase, unsigned long ulComp)
- void [ROM\\_ComparatorIntDisable](#) (unsigned long ulBase, unsigned long ulComp)
- void [ROM\\_ComparatorIntEnable](#) (unsigned long ulBase, unsigned long ulComp)
- tBoolean [ROM\\_ComparatorIntStatus](#) (unsigned long ulBase, unsigned long ulComp, tBoolean bMasked)
- void [ROM\\_ComparatorRefSet](#) (unsigned long ulBase, unsigned long ulRef)
- tBoolean [ROM\\_ComparatorValueGet](#) (unsigned long ulBase, unsigned long ulComp)

#### 4.2.1 Function Documentation

##### 4.2.1.1 ROM\_ComparatorConfigure

Configures a comparator.

#### Prototype:

```
void
ROM_ComparatorConfigure(unsigned long ulBase,
                        unsigned long ulComp,
                        unsigned long ulConfig)
```

#### ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.

`ROM_COMPARATORTABLE` is an array of pointers located at `ROM_APITABLE[6]`.

`ROM_ComparatorConfigure` is a function pointer located at `ROM_COMPARATORTABLE[1]`.

**Parameters:**

***ulBase*** is the base address of the comparator module.

***ulComp*** is the index of the comparator to configure.

***ulConfig*** is the configuration of the comparator.

**Description:**

This function configures a comparator. The *ulConfig* parameter is the result of a logical OR operation between the **COMP\_TRIG\_xxx**, **COMP\_INT\_xxx**, **COMP\_ASRCP\_xxx**, and **COMP\_OUTPUT\_xxx** values.

The **COMP\_TRIG\_xxx** term can take on the following values:

- **COMP\_TRIG\_NONE** to have no trigger to the ADC.
- **COMP\_TRIG\_HIGH** to trigger the ADC when the comparator output is high.
- **COMP\_TRIG\_LOW** to trigger the ADC when the comparator output is low.
- **COMP\_TRIG\_FALL** to trigger the ADC when the comparator output goes low.
- **COMP\_TRIG\_RISE** to trigger the ADC when the comparator output goes high.
- **COMP\_TRIG\_BOTH** to trigger the ADC when the comparator output goes low or high.

The **COMP\_INT\_xxx** term can take on the following values:

- **COMP\_INT\_HIGH** to generate an interrupt when the comparator output is high.
- **COMP\_INT\_LOW** to generate an interrupt when the comparator output is low.
- **COMP\_INT\_FALL** to generate an interrupt when the comparator output goes low.
- **COMP\_INT\_RISE** to generate an interrupt when the comparator output goes high.
- **COMP\_INT\_BOTH** to generate an interrupt when the comparator output goes low or high.

The **COMP\_ASRCP\_xxx** term can take on the following values:

- **COMP\_ASRCP\_PIN** to use the dedicated Comp+ pin as the reference voltage.
- **COMP\_ASRCP\_PIN0** to use the Comp0+ pin as the reference voltage (this the same as **COMP\_ASRCP\_PIN** for the comparator 0).
- **COMP\_ASRCP\_REF** to use the internally generated voltage as the reference voltage.

The **COMP\_OUTPUT\_xxx** term can take on the following values:

- **COMP\_OUTPUT\_NORMAL** to enable a non-inverted output from the comparator to a device pin.
- **COMP\_OUTPUT\_INVERT** to enable an inverted output from the comparator to a device pin.

**Returns:**

None.

#### 4.2.1.2 ROM\_ComparatorIntClear

Clears a comparator interrupt.

**Prototype:**

```
void  
ROM_ComparatorIntClear(unsigned long ulBase,  
                        unsigned long ulComp)
```



**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_COMPARATORTABLE is an array of pointers located at ROM\_APITABLE[6].

ROM\_ComparatorIntClear is a function pointer located at ROM\_COMPARATORTABLE[0].

**Parameters:**

*ulBase* is the base address of the comparator module.

*ulComp* is the index of the comparator.

**Description:**

The comparator interrupt is cleared, so that it no longer asserts. This function must be called in the interrupt handler to keep the handler from being called again immediately upon exit. Note that for a level-triggered interrupt, the interrupt cannot be cleared until it stops asserting.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 4.2.1.3 ROM\_ComparatorIntDisable

Disables the comparator interrupt.

**Prototype:**

```
void  
ROM_ComparatorIntDisable(unsigned long ulBase,  
                          unsigned long ulComp)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_COMPARATORTABLE is an array of pointers located at ROM\_APITABLE[6].

ROM\_ComparatorIntDisable is a function pointer located at ROM\_COMPARATORTABLE[5].

**Parameters:**

*ulBase* is the base address of the comparator module.

*ulComp* is the index of the comparator.

**Description:**

This function disables generation of an interrupt from the specified comparator. Only comparators whose interrupts are enabled can be reflected to the processor.

**Returns:**

None.

#### 4.2.1.4 ROM\_ComparatorIntEnable

Enables the comparator interrupt.

**Prototype:**

```
void  
ROM_ComparatorIntEnable(unsigned long ulBase,  
                        unsigned long ulComp)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_COMPARATORTABLE is an array of pointers located at ROM\_APITABLE[6].  
ROM\_ComparatorIntEnable is a function pointer located at ROM\_COMPARATORTABLE[4].

**Parameters:**

**ulBase** is the base address of the comparator module.  
**ulComp** is the index of the comparator.

**Description:**

This function enables generation of an interrupt from the specified comparator. Only comparators whose interrupts are enabled can be reflected to the processor.

**Returns:**

None.

#### 4.2.1.5 ROM\_ComparatorIntStatus

Gets the current interrupt status.

**Prototype:**

```
tBoolean  
ROM_ComparatorIntStatus(unsigned long ulBase,  
                        unsigned long ulComp,  
                        tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_COMPARATORTABLE is an array of pointers located at ROM\_APITABLE[6].  
ROM\_ComparatorIntStatus is a function pointer located at ROM\_COMPARATORTABLE[6].

**Parameters:**

**ulBase** is the base address of the comparator module.  
**ulComp** is the index of the comparator.  
**bMasked** is **false** if the raw interrupt status is required and **true** if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the comparator. Either the raw or the masked interrupt status can be returned.

**Returns:**

**true** if the interrupt is asserted and **false** if it is not asserted.

### 4.2.1.6 ROM\_ComparatorRefSet

Sets the internal reference voltage.

**Prototype:**

```
void
ROM_ComparatorRefSet(unsigned long ulBase,
                     unsigned long ulRef)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_COMPARATOR\_TABLE is an array of pointers located at ROM\_APITABLE[6].

ROM\_ComparatorRefSet is a function pointer located at ROM\_COMPARATOR\_TABLE[2].

**Parameters:**

*ulBase* is the base address of the comparator module.

*ulRef* is the desired reference voltage.

**Description:**

This function sets the internal reference voltage value. The voltage is specified as one of the following values:

- **COMP\_REF\_OFF** to turn off the reference voltage
- **COMP\_REF\_0V** to set the reference voltage to 0 V
- **COMP\_REF\_0\_1375V** to set the reference voltage to 0.1375 V
- **COMP\_REF\_0\_275V** to set the reference voltage to 0.275 V
- **COMP\_REF\_0\_4125V** to set the reference voltage to 0.4125 V
- **COMP\_REF\_0\_55V** to set the reference voltage to 0.55 V
- **COMP\_REF\_0\_6875V** to set the reference voltage to 0.6875 V
- **COMP\_REF\_0\_825V** to set the reference voltage to 0.825 V
- **COMP\_REF\_0\_928125V** to set the reference voltage to 0.928125 V
- **COMP\_REF\_0\_9625V** to set the reference voltage to 0.9625 V
- **COMP\_REF\_1\_03125V** to set the reference voltage to 1.03125 V
- **COMP\_REF\_1\_134375V** to set the reference voltage to 1.134375 V
- **COMP\_REF\_1\_1V** to set the reference voltage to 1.1 V
- **COMP\_REF\_1\_2375V** to set the reference voltage to 1.2375 V
- **COMP\_REF\_1\_340625V** to set the reference voltage to 1.340625 V
- **COMP\_REF\_1\_375V** to set the reference voltage to 1.375 V
- **COMP\_REF\_1\_44375V** to set the reference voltage to 1.44375 V
- **COMP\_REF\_1\_5125V** to set the reference voltage to 1.5125 V
- **COMP\_REF\_1\_546875V** to set the reference voltage to 1.546875 V
- **COMP\_REF\_1\_65V** to set the reference voltage to 1.65 V
- **COMP\_REF\_1\_753125V** to set the reference voltage to 1.753125 V
- **COMP\_REF\_1\_7875V** to set the reference voltage to 1.7875 V
- **COMP\_REF\_1\_85625V** to set the reference voltage to 1.85625 V
- **COMP\_REF\_1\_925V** to set the reference voltage to 1.925 V
- **COMP\_REF\_1\_959375V** to set the reference voltage to 1.959375 V
- **COMP\_REF\_2\_0625V** to set the reference voltage to 2.0625 V
- **COMP\_REF\_2\_165625V** to set the reference voltage to 2.165625 V

- **COMP\_REF\_2\_26875V** to set the reference voltage to 2.26875 V
- **COMP\_REF\_2\_371875V** to set the reference voltage to 2.371875 V

**Returns:**

None.

#### 4.2.1.7 ROM\_ComparatorValueGet

Gets the current comparator output value.

**Prototype:**

```
tBoolean  
ROM_ComparatorValueGet (unsigned long ulBase,  
                        unsigned long ulComp)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_COMPARATORTABLE is an array of pointers located at ROM\_APITABLE[6].

ROM\_ComparatorValueGet is a function pointer located at ROM\_COMPARATORTABLE[3].

**Parameters:**

**ulBase** is the base address of the comparator module.

**ulComp** is the index of the comparator.

**Description:**

This function retrieves the current value of the comparator output.

**Returns:**

Returns **true** if the comparator output is high and **false** if the comparator output is low.

## 5 Analog to Digital Converter (ADC)

Introduction .....	21
Functions .....	21

### 5.1 Introduction

The analog to digital converter (ADC) API provides a set of functions for dealing with the ADC. Functions are provided to configure the sample sequencers, read the captured data, register a sample sequence interrupt handler, and handle interrupt masking/clearing.

The ADC supports eight input channels plus an internal temperature sensor. Four sampling sequences, each with configurable trigger events, can be captured. The first sequence will capture up to eight samples, the second and third sequences will capture up to four samples, and the fourth sequence will capture a single sample. Each sample can be the same channel, different channels, or any combination in any order.

The sample sequences have configurable priorities that determine the order in which they are captured when multiple triggers occur simultaneously. The highest priority sequence that is currently triggered will be sampled. Care must be taken with triggers that occur frequently (such as the “always” trigger); if their priority is too high it is possible to starve the lower priority sequences.

Hardware oversampling of the ADC data is available for improved accuracy. An oversampling factor of 2x, 4x, 8x, 16x, 32x, and 64x is supported, but reduces the throughput of the ADC by a corresponding factor. Hardware oversampling is applied uniformly across all sample sequences.

### 5.2 Functions

#### Functions

- void [ROM\\_ADCComparatorConfigure](#) (unsigned long ulBase, unsigned long ulComp, unsigned long ulConfig)
- void [ROM\\_ADCComparatorIntClear](#) (unsigned long ulBase, unsigned long ulStatus)
- void [ROM\\_ADCComparatorIntDisable](#) (unsigned long ulBase, unsigned long ulSequenceNum)
- void [ROM\\_ADCComparatorIntEnable](#) (unsigned long ulBase, unsigned long ulSequenceNum)
- unsigned long [ROM\\_ADCComparatorIntStatus](#) (unsigned long ulBase)
- void [ROM\\_ADCComparatorRegionSet](#) (unsigned long ulBase, unsigned long ulComp, unsigned long ulLowRef, unsigned long ulHighRef)
- void [ROM\\_ADCComparatorReset](#) (unsigned long ulBase, unsigned long ulComp, tBoolean bTrigger, tBoolean bInterrupt)
- void [ROM\\_ADCHardwareOversampleConfigure](#) (unsigned long ulBase, unsigned long ulFactor)
- void [ROM\\_ADCIntClear](#) (unsigned long ulBase, unsigned long ulSequenceNum)
- void [ROM\\_ADCIntDisable](#) (unsigned long ulBase, unsigned long ulSequenceNum)
- void [ROM\\_ADCIntEnable](#) (unsigned long ulBase, unsigned long ulSequenceNum)

- unsigned long `ROM_ADCIntStatus` (unsigned long `ulBase`, unsigned long `ulSequenceNum`, tBoolean `bMasked`)
- unsigned long `ROM_ADCPhaseDelayGet` (unsigned long `ulBase`)
- void `ROM_ADCPhaseDelaySet` (unsigned long `ulBase`, unsigned long `ulPhase`)
- void `ROM_ADCProcessorTrigger` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)
- unsigned long `ROM_ADCReferenceGet` (unsigned long `ulBase`)
- void `ROM_ADCReferenceSet` (unsigned long `ulBase`, unsigned long `ulRef`)
- void `ROM_ADCSequenceConfigure` (unsigned long `ulBase`, unsigned long `ulSequenceNum`, unsigned long `ulTrigger`, unsigned long `ulPriority`)
- long `ROM_ADCSequenceDataGet` (unsigned long `ulBase`, unsigned long `ulSequenceNum`, unsigned long `*pulBuffer`)
- void `ROM_ADCSequenceDisable` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)
- void `ROM_ADCSequenceEnable` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)
- long `ROM_ADCSequenceOverflow` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)
- void `ROM_ADCSequenceOverflowClear` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)
- void `ROM_ADCSequenceStepConfigure` (unsigned long `ulBase`, unsigned long `ulSequenceNum`, unsigned long `ulStep`, unsigned long `ulConfig`)
- long `ROM_ADCSequenceUnderflow` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)
- void `ROM_ADCSequenceUnderflowClear` (unsigned long `ulBase`, unsigned long `ulSequenceNum`)

## 5.2.1 Function Documentation

### 5.2.1.1 ROM\_ADCComparatorConfigure

Configures an ADC digital comparator.

**Prototype:**

```
void  
ROM_ADCComparatorConfigure(unsigned long ulBase,  
                           unsigned long ulComp,  
                           unsigned long ulConfig)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_ADCTABLE` is an array of pointers located at `ROM_APITABLE[5]`.  
`ROM_ADCComparatorConfigure` is a function pointer located at `ROM_ADCTABLE[15]`.

**Parameters:**

***ulBase*** is the base address of the ADC module.  
***ulComp*** is the index of the comparator to configure.  
***ulConfig*** is the configuration of the comparator.

**Description:**

This function will configure a comparator. The `ulConfig` parameter is the result of a logical OR operation between the `ADC_COMP_TRIG_xxx`, and `ADC_COMP_INT_xxx` values.

The `ADC_COMP_TRIG_xxx` term can take on the following values:

- **ADC\_COMP\_TRIG\_NONE** to never trigger PWM fault condition.
- **ADC\_COMP\_TRIG\_LOW\_ALWAYS** to always trigger PWM fault condition when ADC output is in the low-band.
- **ADC\_COMP\_TRIG\_LOW\_ONCE** to trigger PWM fault condition once when ADC output transitions into the low-band.
- **ADC\_COMP\_TRIG\_LOW\_HALWAYS** to always trigger PWM fault condition when ADC output is in the low-band only if ADC output has been in the high-band since the last trigger output.
- **ADC\_COMP\_TRIG\_LOW\_HONCE** to trigger PWM fault condition once when ADC output transitions into low-band only if ADC output has been in the high-band since the last trigger output.
- **ADC\_COMP\_TRIG\_MID\_ALWAYS** to always trigger PWM fault condition when ADC output is in the mid-band.
- **ADC\_COMP\_TRIG\_MID\_ONCE** to trigger PWM fault condition once when ADC output transitions into the mid-band.
- **ADC\_COMP\_TRIG\_HIGH\_ALWAYS** to always trigger PWM fault condition when ADC output is in the high-band.
- **ADC\_COMP\_TRIG\_HIGH\_ONCE** to trigger PWM fault condition once when ADC output transitions into the high-band.
- **ADC\_COMP\_TRIG\_HIGH\_HALWAYS** to always trigger PWM fault condition when ADC output is in the high-band only if ADC output has been in the low-band since the last trigger output.
- **ADC\_COMP\_TRIG\_HIGH\_HONCE** to trigger PWM fault condition once when ADC output transitions into high-band only if ADC output has been in the low-band since the last trigger output.

The **ADC\_COMP\_INT\_xxx** term can take on the following values:

- **ADC\_COMP\_INT\_NONE** to never generate ADC interrupt.
- **ADC\_COMP\_INT\_LOW\_ALWAYS** to always generate ADC interrupt when ADC output is in the low-band.
- **ADC\_COMP\_INT\_LOW\_ONCE** to generate ADC interrupt once when ADC output transitions into the low-band.
- **ADC\_COMP\_INT\_LOW\_HALWAYS** to always generate ADC interrupt when ADC output is in the low-band only if ADC output has been in the high-band since the last trigger output.
- **ADC\_COMP\_INT\_LOW\_HONCE** to generate ADC interrupt once when ADC output transitions into low-band only if ADC output has been in the high-band since the last trigger output.
- **ADC\_COMP\_INT\_MID\_ALWAYS** to always generate ADC interrupt when ADC output is in the mid-band.
- **ADC\_COMP\_INT\_MID\_ONCE** to generate ADC interrupt once when ADC output transitions into the mid-band.
- **ADC\_COMP\_INT\_HIGH\_ALWAYS** to always generate ADC interrupt when ADC output is in the high-band.
- **ADC\_COMP\_INT\_HIGH\_ONCE** to generate ADC interrupt once when ADC output transitions into the high-band.
- **ADC\_COMP\_INT\_HIGH\_HALWAYS** to always generate ADC interrupt when ADC output is in the high-band only if ADC output has been in the low-band since the last trigger output.
- **ADC\_COMP\_INT\_HIGH\_HONCE** to generate ADC interrupt once when ADC output transitions into high-band only if ADC output has been in the low-band since the last trigger output.

**Returns:**  
None.

### 5.2.1.2 ROM\_ADCComparatorIntClear

Clears sample sequence comparator interrupt source.

**Prototype:**

```
void  
ROM_ADCComparatorIntClear(unsigned long ulBase,  
                           unsigned long ulStatus)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCComparatorIntClear is a function pointer located at ROM\_ADCTABLE[21].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulStatus** is the bit-mapped interrupts status to clear.

**Description:**

The specified interrupt status is cleared.

**Returns:**  
None.

### 5.2.1.3 ROM\_ADCComparatorIntDisable

Disables a sample sequence comparator interrupt.

**Prototype:**

```
void  
ROM_ADCComparatorIntDisable(unsigned long ulBase,  
                             unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCComparatorIntDisable is a function pointer located at ROM\_ADCTABLE[18].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This function disables the requested sample sequence comparator interrupt.

**Returns:**  
None.



#### 5.2.1.4 ROM\_ADCComparatorIntEnable

Enables a sample sequence comparator interrupt.

**Prototype:**

```
void  
ROM_ADCComparatorIntEnable(unsigned long ulBase,  
                           unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCComparatorIntEnable is a function pointer located at ROM\_ADCTABLE[19].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This function enables the requested sample sequence comparator interrupt.

**Returns:**

None.

#### 5.2.1.5 ROM\_ADCComparatorIntStatus

Gets the current comparator interrupt status.

**Prototype:**

```
unsigned long  
ROM_ADCComparatorIntStatus(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCComparatorIntStatus is a function pointer located at ROM\_ADCTABLE[20].

**Parameters:**

**ulBase** is the base address of the ADC module.

**Description:**

This returns the digital comparator interrupt status bits. This status is sequence agnostic.

**Returns:**

The current comparator interrupt status.

#### 5.2.1.6 ROM\_ADCComparatorRegionSet

Defines the ADC digital comparator regions.

**Prototype:**

```
void  
ROM_ADCComparatorRegionSet (unsigned long ulBase,  
                             unsigned long ulComp,  
                             unsigned long ulLowRef,  
                             unsigned long ulHighRef)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCComparatorRegionSet is a function pointer located at ROM\_ADCTABLE[16].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulComp** is the index of the comparator to configure.  
**ulLowRef** is the reference point for the low/mid band threshold.  
**ulHighRef** is the reference point for the mid/high band threshold.

**Description:**

The ADC digital comparator operation is based on three ADC value regions:

- **low-band** is defined as any ADC value less than or equal to the *ulLowRef* value.
- **mid-band** is defined as any ADC value greater than the *ulLowRef* value but less than or equal to the *ulHighRef* value.
- **high-band** is defined as any ADC value greater than the *ulHighRef* value.

**Returns:**

None.

### 5.2.1.7 ROM\_ADCComparatorReset

Resets the current ADC digital comparator conditions.

**Prototype:**

```
void  
ROM_ADCComparatorReset (unsigned long ulBase,  
                         unsigned long ulComp,  
                         tBoolean bTrigger,  
                         tBoolean bInterrupt)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCComparatorReset is a function pointer located at ROM\_ADCTABLE[17].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulComp** is the index of the comparator.  
**bTrigger** is the flag to indicate reset of Trigger conditions.  
**bInterrupt** is the flag to indicate reset of Interrupt conditions.

**Description:**

Because the digital comparator uses current and previous ADC values, this function is provide to allow the comparator to be reset to its initial value to prevent stale data from being used when a sequence is enabled.

**Returns:**

None.

### 5.2.1.8 ROM\_ADCHardwareOversampleConfigure

Configures the hardware oversampling factor of the ADC.

**Prototype:**

```
void
ROM_ADCHardwareOversampleConfigure(unsigned long ulBase,
                                     unsigned long ulFactor)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
 ROM\_ADCHardwareOversampleConfigure is a function pointer located at ROM\_ADCTABLE[14].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulFactor** is the number of samples to be averaged.

**Description:**

This function configures the hardware oversampling for the ADC, which can be used to provide better resolution on the sampled data. Oversampling is accomplished by averaging multiple samples from the same analog input. Six different oversampling rates are supported; 2x, 4x, 8x, 16x, 32x, and 64x. Specifying an oversampling factor of zero will disable hardware oversampling.

Hardware oversampling applies uniformly to all sample sequencers. It does not reduce the depth of the sample sequencers like the software oversampling APIs; each sample written into the sample sequence FIFO is a fully oversampled analog input reading.

Enabling hardware averaging increases the precision of the ADC at the cost of throughput. For example, enabling 4x oversampling reduces the throughput of a 250 Ksps ADC to 62.5 Ksps.

**Note:**

Hardware oversampling is available beginning with Rev C0 of the Stellaris microcontroller.

**Returns:**

None.

### 5.2.1.9 ROM\_ADCIntClear

Clears sample sequence interrupt source.

**Prototype:**

```
void  
ROM_ADCIntClear(unsigned long ulBase,  
                unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCIntClear is a function pointer located at ROM\_ADCTABLE[4].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

The specified sample sequence interrupt is cleared, so that it no longer asserts. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 5.2.1.10 ROM\_ADCIntDisable

Disables a sample sequence interrupt.

**Prototype:**

```
void  
ROM_ADCIntDisable(unsigned long ulBase,  
                  unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCIntDisable is a function pointer located at ROM\_ADCTABLE[1].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This function disables the requested sample sequence interrupt.

**Returns:**

None.

### 5.2.1.11 ROM\_ADCIntEnable

Enables a sample sequence interrupt.

**Prototype:**

```
void  
ROM_ADCIntEnable(unsigned long ulBase,  
                 unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCIntEnable is a function pointer located at ROM\_ADCTABLE[2].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This function enables the requested sample sequence interrupt. Any outstanding interrupts are cleared before enabling the sample sequence interrupt.

**Returns:**

None.

### 5.2.1.12 ROM\_ADCIntStatus

Gets the current interrupt status.

**Prototype:**

```
unsigned long  
ROM_ADCIntStatus(unsigned long ulBase,  
                 unsigned long ulSequenceNum,  
                 tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCIntStatus is a function pointer located at ROM\_ADCTABLE[3].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.  
**bMasked** is false if the raw interrupt status is required and true if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the specified sample sequence. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current raw or masked interrupt status.

### 5.2.1.13 ROM\_ADCPhaseDelayGet

Gets the phase delay between a trigger and the start of a sequence.

**Prototype:**

```
unsigned long  
ROM_ADCPhaseDelayGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCPhaseDelayGet is a function pointer located at ROM\_ADCTABLE[25].

**Parameters:**

**ulBase** is the base address of the ADC module.

**Description:**

This function gets the current phase delay between the detection of an ADC trigger event and the start of the sample sequence.

**Returns:**

Returns the phase delay, specified as one of **ADC\_PHASE\_0**, **ADC\_PHASE\_22\_5**, **ADC\_PHASE\_45**, **ADC\_PHASE\_67\_5**, **ADC\_PHASE\_90**, **ADC\_PHASE\_112\_5**, **ADC\_PHASE\_135**, **ADC\_PHASE\_157\_5**, **ADC\_PHASE\_180**, **ADC\_PHASE\_202\_5**, **ADC\_PHASE\_225**, **ADC\_PHASE\_247\_5**, **ADC\_PHASE\_270**, **ADC\_PHASE\_292\_5**, **ADC\_PHASE\_315**, or **ADC\_PHASE\_337\_5**.

### 5.2.1.14 ROM\_ADCPhaseDelaySet

Sets the phase delay between a trigger and the start of a sequence.

**Prototype:**

```
void  
ROM_ADCPhaseDelaySet(unsigned long ulBase,  
                      unsigned long ulPhase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCPhaseDelaySet is a function pointer located at ROM\_ADCTABLE[24].

**Parameters:**

**ulBase** is the base address of the ADC module.

**ulPhase** is the phase delay, specified as one of **ADC\_PHASE\_0**, **ADC\_PHASE\_22\_5**, **ADC\_PHASE\_45**, **ADC\_PHASE\_67\_5**, **ADC\_PHASE\_90**, **ADC\_PHASE\_112\_5**, **ADC\_PHASE\_135**, **ADC\_PHASE\_157\_5**, **ADC\_PHASE\_180**, **ADC\_PHASE\_202\_5**, **ADC\_PHASE\_225**, **ADC\_PHASE\_247\_5**, **ADC\_PHASE\_270**, **ADC\_PHASE\_292\_5**, **ADC\_PHASE\_315**, or **ADC\_PHASE\_337\_5**.

**Description:**

This function sets the phase delay between the detection of an ADC trigger event and the start of the sample sequence. By selecting a different phase delay for a pair of ADC modules (such

as **ADC\_PHASE\_0** and **ADC\_PHASE\_180**) and having each ADC module sample the same analog input, it is possible to increase the sampling rate of the analog input (with samples N, N+2, N+4, and so on, coming from the first ADC and samples N+1, N+3, N+5, and so on, coming from the second ADC). The ADC module has a single phase delay that is applied to all sample sequences within that module.

**Returns:**  
None.

### 5.2.1.15 ROM\_ADCProcessorTrigger

Causes a processor trigger for a sample sequence.

**Prototype:**

```
void
ROM_ADCProcessorTrigger(unsigned long ulBase,
                        unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCProcessorTrigger is a function pointer located at ROM\_ADCTABLE[13].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number, with **ADC\_TRIGGER\_WAIT** or **ADC\_TRIGGER\_SIGNAL** optionally ORed into it.

**Description:**

This function triggers a processor-initiated sample sequence if the sample sequence trigger is configured to **ADC\_TRIGGER\_PROCESSOR**. If **ADC\_TRIGGER\_WAIT** is ORed into the sequence number, the processor-initiated trigger is delayed until a later processor-initiated trigger to a different ADC module that specifies **ADC\_TRIGGER\_SIGNAL**, allowing multiple ADCs to start from a processor-initiated trigger in a synchronous manner.

**Returns:**  
None.

### 5.2.1.16 ROM\_ADCReferenceGet

Returns the current setting of the ADC reference.

**Prototype:**

```
unsigned long
ROM_ADCReferenceGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCReferenceGet is a function pointer located at ROM\_ADCTABLE[23].

**Parameters:**

*ulBase* is the base address of the ADC module.

**Description:**

Returns the value of the ADC reference setting. The returned value will be one of **ADC\_REF\_INT** or **ADC\_REF\_EXT\_3V**.

**Returns:**

The current setting of the ADC reference.

### 5.2.1.17 ROM\_ADCReferenceSet

Selects the ADC reference.

**Prototype:**

```
void  
ROM_ADCReferenceSet(unsigned long ulBase,  
                    unsigned long ulRef)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_ADCTABLE** is an array of pointers located at **ROM\_APITABLE**[5].  
**ROM\_ADCReferenceSet** is a function pointer located at **ROM\_ADCTABLE**[22].

**Parameters:**

*ulBase* is the base address of the ADC module.

*ulRef* is the reference to use.

**Description:**

The ADC reference is set as specified by *ulRef*. It must be one of **ADC\_REF\_INT** or **ADC\_REF\_EXT\_3V**, for internal or external reference. If **ADC\_REF\_INT** is chosen, then an internal 3V reference is used and no external reference is needed. If **ADC\_REF\_EXT\_3V** is chosen, then a 3V reference must be supplied to the AVREF pin.

**Returns:**

None.

### 5.2.1.18 ROM\_ADCSequenceConfigure

Configures the trigger source and priority of a sample sequence.

**Prototype:**

```
void  
ROM_ADCSequenceConfigure(unsigned long ulBase,  
                          unsigned long ulSequenceNum,  
                          unsigned long ulTrigger,  
                          unsigned long ulPriority)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_ADCTABLE** is an array of pointers located at **ROM\_APITABLE**[5].  
**ROM\_ADCSequenceConfigure** is a function pointer located at **ROM\_ADCTABLE**[7].



**Parameters:**

***ulBase*** is the base address of the ADC module.

***ulSequenceNum*** is the sample sequence number.

***ulTrigger*** is the trigger source that initiates the sample sequence; must be one of the **ADC\_TRIGGER\_\*** values.

***ulPriority*** is the relative priority of the sample sequence with respect to the other sample sequences.

**Description:**

This function configures the initiation criteria for a sample sequence. Valid sample sequences range from zero to three; sequence zero will capture up to eight samples, sequences one and two will capture up to four samples, and sequence three will capture a single sample. The trigger condition and priority (with respect to other sample sequence execution) is set.

The *ulTrigger* parameter can take on the following values:

- **ADC\_TRIGGER\_PROCESSOR** - A trigger generated by the processor, via the [ROM\\_ADCProcessorTrigger\(\)](#) function.
- **ADC\_TRIGGER\_COMP0** - A trigger generated by the first analog comparator; configured with [ROM\\_ComparatorConfigure\(\)](#).
- **ADC\_TRIGGER\_COMP1** - A trigger generated by the second analog comparator; configured with [ROM\\_ComparatorConfigure\(\)](#).
- **ADC\_TRIGGER\_COMP2** - A trigger generated by the third analog comparator; configured with [ROM\\_ComparatorConfigure\(\)](#).
- **ADC\_TRIGGER\_EXTERNAL** - A trigger generated by an input from the Port B4 pin.
- **ADC\_TRIGGER\_TIMER** - A trigger generated by a timer; configured with [ROM\\_TimerControlTrigger\(\)](#).
- **ADC\_TRIGGER\_ALWAYS** - A trigger that is always asserted, causing the sample sequence to capture repeatedly (so long as there is not a higher priority source active).

The *ulPriority* parameter is a value between 0 and 3, where 0 represents the highest priority and 3 the lowest. Note that when programming the priority among a set of sample sequences, each must have unique priority; it is up to the caller to guarantee the uniqueness of the priorities.

**Returns:**

None.

### 5.2.1.19 ROM\_ADCSequenceDataGet

Gets the captured data for a sample sequence.

**Prototype:**

```
long
ROM_ADCSequenceDataGet(unsigned long ulBase,
                        unsigned long ulSequenceNum,
                        unsigned long *pulBuffer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCSequenceDataGet is a function pointer located at ROM\_ADCTABLE[0].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.  
**pulBuffer** is the address where the data is stored.

**Description:**

This function copies data from the specified sample sequence output FIFO to a memory resident buffer. The number of samples available in the hardware FIFO are copied into the buffer, which is assumed to be large enough to hold that many samples. This will only return the samples that are presently available, which may not be the entire sample sequence if it is in the process of being executed.

**Returns:**

Returns the number of samples copied to the buffer.

### 5.2.1.20 ROM\_ADCSequenceDisable

Disables a sample sequence.

**Prototype:**

```
void  
ROM_ADCSequenceDisable(unsigned long ulBase,  
                        unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCSequenceDisable is a function pointer located at ROM\_ADCTABLE[6].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

Prevents the specified sample sequence from being captured when its trigger is detected. A sample sequence should be disabled before it is configured.

**Returns:**

None.

### 5.2.1.21 ROM\_ADCSequenceEnable

Enables a sample sequence.

**Prototype:**

```
void
ROM_ADCSequenceEnable(unsigned long ulBase,
                      unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
 ROM\_ADCSequenceEnable is a function pointer located at ROM\_ADCTABLE[5].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

Allows the specified sample sequence to be captured when its trigger is detected. A sample sequence must be configured before it is enabled.

**Returns:**

None.

## 5.2.1.22 ROM\_ADCSequenceOverflow

Determines if a sample sequence overflow occurred.

**Prototype:**

```
long
ROM_ADCSequenceOverflow(unsigned long ulBase,
                       unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
 ROM\_ADCSequenceOverflow is a function pointer located at ROM\_ADCTABLE[9].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This determines if a sample sequence overflow has occurred. This will happen if the captured samples are not read from the FIFO before the next trigger occurs.

**Returns:**

Returns zero if there was not an overflow, and non-zero if there was.

## 5.2.1.23 ROM\_ADCSequenceOverflowClear

Clears the overflow condition on a sample sequence.

**Prototype:**

```
void  
ROM_ADCSequenceOverflowClear(unsigned long ulBase,  
                             unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCSequenceOverflowClear is a function pointer located at ROM\_ADCTABLE[10].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This will clear an overflow condition on one of the sample sequences. The overflow condition must be cleared in order to detect a subsequent overflow condition (it otherwise causes no harm).

**Returns:**

None.

### 5.2.1.24 ROM\_ADCSequenceStepConfigure

Configure a step of the sample sequencer.

**Prototype:**

```
void  
ROM_ADCSequenceStepConfigure(unsigned long ulBase,  
                             unsigned long ulSequenceNum,  
                             unsigned long ulStep,  
                             unsigned long ulConfig)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].  
ROM\_ADCSequenceStepConfigure is a function pointer located at ROM\_ADCTABLE[8].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.  
**ulStep** is the step to be configured.  
**ulConfig** is the configuration of this step; must be a logical OR of **ADC\_CTL\_TS**, **ADC\_CTL\_IE**, **ADC\_CTL\_END**, **ADC\_CTL\_D**, one of the input channel selects (**ADC\_CTL\_CH0** through **ADC\_CTL\_CH15**), and one of the digital comparator selects (**ADC\_CTL\_CMP0** through **ADC\_CTL\_CMP7**).

**Description:**

This function will set the configuration of the ADC for one step of a sample sequence. The ADC can be configured for single-ended or differential operation (the **ADC\_CTL\_D** bit selects differential operation when set), the channel to be sampled can be chosen (the **ADC\_CTL\_CH0** through **ADC\_CTL\_CH15** values), and the internal temperature sensor can be selected (the

**ADC\_CTL\_TS** bit). Additionally, this step can be defined as the last in the sequence (the **ADC\_CTL\_END** bit) and it can be configured to cause an interrupt when the step is complete (the **ADC\_CTL\_IE** bit). If the digital comparators are present on the device, this step may also be configured to send the ADC sample to the selected comparator using **ADC\_CTL\_CMP0** through **ADC\_CTL\_CMP7**. The configuration is used by the ADC at the appropriate time when the trigger for this sequence occurs.

**Note:**

If the Digital Comparator is present and enabled using the **ADC\_CTL\_CMP0** through **ADC\_CTL\_CMP7** selects, the ADC sample will NOT be written into the ADC sequence data FIFO.

The *ulStep* parameter determines the order in which the samples are captured by the ADC when the trigger occurs. It can range from zero to seven for the first sample sequence, from zero to three for the second and third sample sequence, and can only be zero for the fourth sample sequence.

Differential mode only works with adjacent channel pairs (for example, 0 and 1). The channel select must be the number of the channel pair to sample (for example, **ADC\_CTL\_CH0** for 0 and 1, or **ADC\_CTL\_CH1** for 2 and 3) or undefined results will be returned by the ADC. Additionally, if differential mode is selected when the temperature sensor is being sampled, undefined results will be returned by the ADC.

It is the responsibility of the caller to ensure that a valid configuration is specified; this function does not check the validity of the specified configuration.

**Returns:**

None.

### 5.2.1.25 ROM\_ADCSequenceUnderflow

Determines if a sample sequence underflow occurred.

**Prototype:**

```
long
ROM_ADCSequenceUnderflow(unsigned long ulBase,
                          unsigned long ulSequenceNum)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_ADCTABLE** is an array of pointers located at **ROM\_APITABLE**[5].  
**ROM\_ADCSequenceUnderflow** is a function pointer located at **ROM\_ADCTABLE**[11].

**Parameters:**

**ulBase** is the base address of the ADC module.  
**ulSequenceNum** is the sample sequence number.

**Description:**

This determines if a sample sequence underflow has occurred. This will happen if too many samples are read from the FIFO.

**Returns:**

Returns zero if there was not an underflow, and non-zero if there was.

### 5.2.1.26 ROM\_ADCSequenceUnderflowClear

Clears the underflow condition on a sample sequence.

**Prototype:**

```
void  
ROM_ADCSequenceUnderflowClear(unsigned long ulBase,  
                               unsigned long ulSequenceNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_ADCTABLE is an array of pointers located at ROM\_APITABLE[5].

ROM\_ADCSequenceUnderflowClear is a function pointer located at ROM\_ADCTABLE[12].

**Parameters:**

***ulBase*** is the base address of the ADC module.

***ulSequenceNum*** is the sample sequence number.

**Description:**

This will clear an underflow condition on one of the sample sequences. The underflow condition must be cleared in order to detect a subsequent underflow condition (it otherwise causes no harm).

**Returns:**

None.

## 6 CRC-16

Introduction .....	39
Functions .....	39

### 6.1 Introduction

CRC (Cyclic Redundancy Check) is a technique to validate a span of data has the same contents as when previously checked. This technique can be used to validate correct receipt of messages (nothing lost or modified in transit), to validate data after decompression, to validate that Flash memory contents have not been changed, and for other cases where the data needs to be validated. A CRC is preferred over a simple checksum (for example, XOR all bits) because it catches changes more readily.

There are a two CRC calculation routines available. Both implement the standard CRC-16 (also known as CRC-16-IBM) polynomial:

$$x^{16} + x^{15} + x^2 + 1$$

The first function, `ROM_Crc16Array()`, performs a CRC-16 calculation across all the bytes in the input data array. The other function, `ROM_Crc16Array3()`, performs three separate CRC-16 calculations; one across all bytes in the input data array, one across the even bytes, and one across the odd bytes.

The ability of a CRC to detect errors decreases as the size of the data array increases. The triple CRC-16 function tries to slow this decrease in error detection rate since it is more difficult for a data error (or errors) to result in all three CRC-16 calculations being correct.

### 6.2 Functions

#### Functions

- unsigned short `ROM_Crc16Array` (unsigned long `ulWordLen`, unsigned long `*pulData`)
- void `ROM_Crc16Array3` (unsigned long `ulWordLen`, unsigned long `*pulData`, unsigned short `*pusCrc3`)

#### 6.2.1 Function Documentation

##### 6.2.1.1 ROM\_Crc16Array

Calculates the CRC-16 of an array of words.

**Prototype:**

```
unsigned short
ROM_Crc16Array(unsigned long ulWordLen,
               unsigned long *pulData)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_SOFTWARETABLE` is an array of pointers located at `ROM_APITABLE[21]`.  
`ROM_Crc16Array` is a function pointer located at `ROM_SOFTWARETABLE[1]`.

**Parameters:**

***ulWordLen*** is the length of the array in words.  
***pulData*** is a pointer to the array of words.

**Description:**

This function is used to calculate a standard CRC-16 cyclical redundancy check on the data passed to it. The length of the data only matters in terms of the “strength” of the CRC (likelihood of catching errors). The longer the data, the more likely it will not catch some errors.

**Returns:**

Returns the calculated CRC-16.

### 6.2.1.2 ROM\_Crc16Array3

Calculates three CRC-16s of an array of words.

**Prototype:**

```
void  
ROM_Crc16Array3(unsigned long ulWordLen,  
                unsigned long *pulData,  
                unsigned short *pusCrc3)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_SOFTWARETABLE` is an array of pointers located at `ROM_APITABLE[21]`.  
`ROM_Crc16Array3` is a function pointer located at `ROM_SOFTWARETABLE[2]`.

**Parameters:**

***ulWordLen*** is the length of the array in words.  
***pulData*** is a pointer to the array of words.  
***pusCrc3*** is a pointer to an array into which the three CRC values are to be placed.

**Description:**

This function is used to calculate three CRC-16s from the same array. This computes the CRC-16 on all of the bytes (same as [ROM\\_Crc16Array\(\)](#)), on the even bytes, and on the odd bytes. This calculation of three CRC-16s increases the chance of detecting errors because it is much harder for a set of errors to end up being correct for all three CRC-16s.

**Returns:**

None



# 7 Flash

Introduction .....	41
Functions .....	41

## 7.1 Introduction

The flash API provides a set of functions for dealing with the on-chip flash. Functions are provided to program and erase the flash, configure the flash protection, and handle the flash interrupt.

The flash is organized as a set of 1 kB blocks that can be individually erased. Erasing a block causes the entire contents of the block to be reset to all ones. These blocks are paired into a set of 2 kB blocks that can be individually protected. The blocks can be marked as read-only or execute-only, providing differing levels of code protection. Read-only blocks cannot be erased or programmed, protecting the contents of those blocks from being modified. Execute-only blocks cannot be erased or programmed, and can only be read by the processor instruction fetch mechanism, protecting the contents of those blocks from being read by either the processor or by debuggers.

The flash can be programmed on a word-by-word basis. Programming causes 1 bits to become 0 bits (where appropriate); because of this, a word can be repeatedly programmed so long as each programming operation only requires changing 1 bits to 0 bits.

The timing for the flash is automatically handled by the flash controller. In order to do this, the flash controller must know the clock rate of the system in order to be able to time the number of micro-seconds certain signals are asserted. The number of clock cycles per micro-second must be provided to the flash controller for it to accomplish this timing.

The flash controller has the ability to generate an interrupt when an invalid access is attempted (such as reading from execute-only flash). This can be used to validate the operation of a program; the interrupt will keep invalid accesses from being silently ignored, hiding potential bugs. The flash protection can be applied without being permanently enabled; this, along with the interrupt, allows the program to be debugged before the flash protection is permanently applied to the device (which is a non-reversible operation). An interrupt can also be generated when an erase or programming operation has completed.

## 7.2 Functions

### Functions

- long [ROM\\_FlashErase](#) (unsigned long ulAddress)
- void [ROM\\_FlashIntClear](#) (unsigned long ullIntFlags)
- void [ROM\\_FlashIntDisable](#) (unsigned long ullIntFlags)
- void [ROM\\_FlashIntEnable](#) (unsigned long ullIntFlags)
- unsigned long [ROM\\_FlashIntStatus](#) (tBoolean bMasked)
- long [ROM\\_FlashProgram](#) (unsigned long \*pulData, unsigned long ulAddress, unsigned long ulCount)
- tFlashProtection [ROM\\_FlashProtectGet](#) (unsigned long ulAddress)
- long [ROM\\_FlashProtectSave](#) (void)

- long [ROM\\_FlashProtectSet](#) (unsigned long ulAddress, tFlashProtection eProtect)
- unsigned long [ROM\\_FlashUsecGet](#) (void)
- void [ROM\\_FlashUsecSet](#) (unsigned long ulClocks)
- long [ROM\\_FlashUserGet](#) (unsigned long \*pulUser0, unsigned long \*pulUser1)
- long [ROM\\_FlashUserSave](#) (void)
- long [ROM\\_FlashUserSet](#) (unsigned long ulUser0, unsigned long ulUser1)

## 7.2.1 Function Documentation

### 7.2.1.1 ROM\_FlashErase

Erases a block of flash.

**Prototype:**

```
long  
ROM_FlashErase(unsigned long ulAddress)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_FLASHTABLE` is an array of pointers located at `ROM_APITABLE[7]`.  
`ROM_FlashErase` is a function pointer located at `ROM_FLASHTABLE[3]`.

**Parameters:**

***ulAddress*** is the start address of the flash block to be erased.

**Description:**

This function will erase a 1 kB block of the on-chip flash. After erasing, the block will be filled with 0xFF bytes. Read-only and execute-only blocks cannot be erased.

This function will not return until the block has been erased.

**Returns:**

Returns 0 on success, or -1 if an invalid block address was specified or the block is write-protected.

### 7.2.1.2 ROM\_FlashIntClear

Clears flash controller interrupt sources.

**Prototype:**

```
void  
ROM_FlashIntClear(unsigned long ulIntFlags)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_FLASHTABLE` is an array of pointers located at `ROM_APITABLE[7]`.  
`ROM_FlashIntClear` is a function pointer located at `ROM_FLASHTABLE[13]`.

**Parameters:**

***ulIntFlags*** is the bit mask of the interrupt sources to be cleared. Can be any of the `FLASH_INT_PROGRAM` or `FLASH_INT_AMISC` values.

**Description:**

The specified flash controller interrupt sources are cleared, so that they no longer assert. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 7.2.1.3 ROM\_FlashIntDisable

Disables individual flash controller interrupt sources.

**Prototype:**

```
void  
ROM_FlashIntDisable(unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].  
ROM\_FlashIntDisable is a function pointer located at ROM\_FLASHTABLE[11].

**Parameters:**

**ulIntFlags** is a bit mask of the interrupt sources to be disabled. Can be any of the **FLASH\_INT\_PROGRAM** or **FLASH\_INT\_ACCESS** values.

**Description:**

Disables the indicated flash controller interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Returns:**

None.

### 7.2.1.4 ROM\_FlashIntEnable

Enables individual flash controller interrupt sources.

**Prototype:**

```
void  
ROM_FlashIntEnable(unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].  
ROM\_FlashIntEnable is a function pointer located at ROM\_FLASHTABLE[10].

**Parameters:**

*ullntFlags* is a bit mask of the interrupt sources to be enabled. Can be any of the **FLASH\_INT\_PROGRAM** or **FLASH\_INT\_ACCESS** values.

**Description:**

Enables the indicated flash controller interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Returns:**

None.

### 7.2.1.5 ROM\_FlashIntStatus

Gets the current interrupt status.

**Prototype:**

```
unsigned long  
ROM_FlashIntStatus(tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].

ROM\_FlashIntStatus is a function pointer located at ROM\_FLASHTABLE[12].

**Parameters:**

*bMasked* is false if the raw interrupt status is required and true if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the flash controller. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current interrupt status, enumerated as a bit field of **FLASH\_INT\_PROGRAM** and **FLASH\_INT\_ACCESS**.

### 7.2.1.6 ROM\_FlashProgram

Programs flash.

**Prototype:**

```
long  
ROM_FlashProgram(unsigned long *pulData,  
                 unsigned long ulAddress,  
                 unsigned long ulCount)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].

ROM\_FlashProgram is a function pointer located at ROM\_FLASHTABLE[0].

**Parameters:**

***pulData*** is a pointer to the data to be programmed.

***ulAddress*** is the starting address in flash to be programmed. Must be a multiple of four.

***ulCount*** is the number of bytes to be programmed. Must be a multiple of four.

**Description:**

This function will program a sequence of words into the on-chip flash. Each word in a page of flash can only be programmed one time between an erase of that page; programming a word multiple times will result in an unpredictable value in that word of flash.

Since the flash is programmed one word at a time, the starting address and byte count must both be multiples of four. It is up to the caller to verify the programmed contents, if such verification is required.

This function will not return until the data has been programmed.

**Returns:**

Returns 0 on success, or -1 if a programming error is encountered.

### 7.2.1.7 ROM\_FlashProtectGet

Gets the protection setting for a block of flash.

**Prototype:**

```
tFlashProtection  
ROM_FlashProtectGet(unsigned long ulAddress)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].

ROM\_FlashProtectGet is a function pointer located at ROM\_FLASHTABLE[4].

**Parameters:**

***ulAddress*** is the start address of the flash block to be queried.

**Description:**

This function will get the current protection for the specified 2 kB block of flash. Each block can be read/write, read-only, or execute-only. Read/write blocks can be read, executed, erased, and programmed. Read-only blocks can be read and executed. Execute-only blocks can only be executed; processor and debugger data reads are not allowed.

**Returns:**

Returns the protection setting for this block. See [ROM\\_FlashProtectSet\(\)](#) for possible values.

### 7.2.1.8 ROM\_FlashProtectSave

Saves the flash protection settings.

**Prototype:**

```
long  
ROM_FlashProtectSave(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].  
ROM\_FlashProtectSave is a function pointer located at ROM\_FLASHTABLE[6].

**Description:**

This function will make the currently programmed flash protection settings permanent. This is a non-reversible operation; a chip reset or power cycle will not change the flash protection.

This function will not return until the protection has been saved.

**Returns:**

Returns 0 on success, or -1 if a hardware error is encountered.

### 7.2.1.9 ROM\_FlashProtectSet

Sets the protection setting for a block of flash.

**Prototype:**

```
long  
ROM_FlashProtectSet(unsigned long ulAddress,  
                    tFlashProtection eProtect)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].  
ROM\_FlashProtectSet is a function pointer located at ROM\_FLASHTABLE[5].

**Parameters:**

**ulAddress** is the start address of the flash block to be protected.

**eProtect** is the protection to be applied to the block. Can be one of **FlashReadWrite**, **FlashReadOnly**, or **FlashExecuteOnly**.

**Description:**

This function will set the protection for the specified 2 kB block of flash. Blocks which are read/write can be made read-only or execute-only. Blocks which are read-only can be made execute-only. Blocks which are execute-only cannot have their protection modified. Attempts to make the block protection less stringent (that is, read-only to read/write) will result in a failure (and be prevented by the hardware).

Changes to the flash protection are maintained only until the next reset. This allows the application to be executed in the desired flash protection environment to check for inappropriate flash access (via the flash interrupt). To make the flash protection permanent, use the [ROM\\_FlashProtectSave\(\)](#) function.

**Returns:**

Returns 0 on success, or -1 if an invalid address or an invalid protection was specified.

### 7.2.1.10 ROM\_FlashUsecGet

Gets the number of processor clocks per micro-second.

**Prototype:**

```
unsigned long  
ROM_FlashUsecGet (void)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_FLASHTABLE is an array of pointers located at ROM_APITABLE[7].  
ROM_FlashUsecGet is a function pointer located at ROM_FLASHTABLE[1].
```

**Description:**

This function returns the number of clocks per micro-second, as presently known by the flash controller.

**Returns:**

Returns the number of processor clocks per micro-second.

### 7.2.1.11 ROM\_FlashUsecSet

Sets the number of processor clocks per micro-second.

**Prototype:**

```
void  
ROM_FlashUsecSet (unsigned long ulClocks)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_FLASHTABLE is an array of pointers located at ROM_APITABLE[7].  
ROM_FlashUsecSet is a function pointer located at ROM_FLASHTABLE[2].
```

**Parameters:**

**ulClocks** is the number of processor clocks per micro-second.

**Description:**

This function is used to tell the flash controller the number of processor clocks per micro-second. This value must be programmed correctly or the flash most likely will not program correctly; it has no affect on reading flash.

**Returns:**

None.

### 7.2.1.12 ROM\_FlashUserGet

Gets the user registers.

**Prototype:**

```
long  
ROM_FlashUserGet (unsigned long *pulUser0,  
                 unsigned long *pulUser1)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_FLASHTABLE is an array of pointers located at ROM_APITABLE[7].  
ROM_FlashUserGet is a function pointer located at ROM_FLASHTABLE[7].
```

**Parameters:**

***puUser0*** is a pointer to the location to store USER Register 0.

***puUser1*** is a pointer to the location to store USER Register 1.

**Description:**

This function will read the contents of user registers (0 and 1), and store them in the specified locations.

**Returns:**

Returns 0 on success, or -1 if a hardware error is encountered.

### 7.2.1.13 ROM\_FlashUserSave

Saves the user registers.

**Prototype:**

```
long  
ROM_FlashUserSave(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].

ROM\_FlashUserSave is a function pointer located at ROM\_FLASHTABLE[9].

**Description:**

This function will make the currently programmed user register settings permanent. This is a non-reversible operation; a chip reset or power cycle will not change this setting.

This function will not return until the protection has been saved.

**Returns:**

Returns 0 on success, or -1 if a hardware error is encountered.

### 7.2.1.14 ROM\_FlashUserSet

Sets the user registers.

**Prototype:**

```
long  
ROM_FlashUserSet(unsigned long ulUser0,  
                 unsigned long ulUser1)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_FLASHTABLE is an array of pointers located at ROM\_APITABLE[7].

ROM\_FlashUserSet is a function pointer located at ROM\_FLASHTABLE[8].

**Parameters:**

***ulUser0*** is the value to store in USER Register 0.

***ulUser1*** is the value to store in USER Register 1.



**Description:**

This function will set the contents of the user registers (0 and 1) to the specified values.

**Returns:**

Returns 0 on success, or -1 if a hardware error is encountered.



## 8 GPIO

Introduction .....	51
Functions .....	51

### 8.1 Introduction

The GPIO module provides control for up to eight independent GPIO pins (the actual number present depend upon the GPIO port and part number). Each pin has the following capabilities:

- Can be configured as an input or an output. On reset, they default to being an input.
- In input mode, can generate interrupts on high level, low level, rising edge, falling edge, or both edges.
- In output mode, can be configured for 2 mA, 4 mA, or 8 mA drive strength. The 8 mA drive strength configuration has optional slew rate control to limit the rise and fall times of the signal. On reset, they default to 2 mA drive strength.
- Optional weak pull-up or pull-down resistors. On reset, they default to no pull-up or pull-down resistors.
- Optional open-drain operation. On reset, they default to standard push/pull operation.
- Can be configured to be a GPIO or a peripheral pin. On reset, they default to being GPIOs. Note that not all pins on all parts have peripheral functions, in which case the pin is only useful as a GPIO (that is, when configured for peripheral function the pin will not do anything useful).

Most of the GPIO functions can operate on more than one GPIO pin (within a single module) at a time. The *ucPins* parameter to these functions is used to specify the pins that are affected; the GPIO pins whose corresponding bits in this parameter that are set will be affected (where pin 0 is in bit 0, pin 1 in bit 1, and so on). For example, if *ucPins* is 0x09, then pins 0 and 3 will be affected by the function.

This is most useful for the [ROM\\_GPIOPinRead\(\)](#) and [ROM\\_GPIOPinWrite\(\)](#) functions; a read will return only the value of the requested pins (with the other pin values masked out) and a write will affect the requested pins simultaneously (that is, the state of multiple GPIO pins can be changed at the same time). This data masking for the GPIO pin state occurs in the hardware; a single read or write is issued to the hardware, which interprets some of the address bits as an indication of the GPIO pins to operate upon (and therefore the ones to not affect). See the part data sheet for details of the GPIO data register address-based bit masking.

For functions that have a *ucPin* (singular) parameter, only a single pin is affected by the function. In this case, this value specifies the pin number (that is, 0 through 7).

### 8.2 Functions

#### Functions

- unsigned long [ROM\\_GPIODirModeGet](#) (unsigned long ulPort, unsigned char ucPin)
- void [ROM\\_GPIODirModeSet](#) (unsigned long ulPort, unsigned char ucPins, unsigned long ulPinIO)

- unsigned long [ROM\\_GPIOIntTypeGet](#) (unsigned long ulPort, unsigned char ucPin)
- void [ROM\\_GPIOIntTypeSet](#) (unsigned long ulPort, unsigned char ucPins, unsigned long ullIntType)
- void [ROM\\_GPIOPadConfigGet](#) (unsigned long ulPort, unsigned char ucPin, unsigned long \*pulStrength, unsigned long \*pulPinType)
- void [ROM\\_GPIOPadConfigSet](#) (unsigned long ulPort, unsigned char ucPins, unsigned long ulStrength, unsigned long ulPinType)
- void [ROM\\_GPIOPinConfigure](#) (unsigned long ulPinConfig)
- void [ROM\\_GPIOPinIntClear](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinIntDisable](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinIntEnable](#) (unsigned long ulPort, unsigned char ucPins)
- long [ROM\\_GPIOPinIntStatus](#) (unsigned long ulPort, tBoolean bMasked)
- long [ROM\\_GPIOPinRead](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeADC](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeComparator](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeGPIOInput](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeGPIOOutput](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeGPIOOutputOD](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeI2C](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeSSI](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeTimer](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinTypeUART](#) (unsigned long ulPort, unsigned char ucPins)
- void [ROM\\_GPIOPinWrite](#) (unsigned long ulPort, unsigned char ucPins, unsigned char ucVal)

## 8.2.1 Function Documentation

### 8.2.1.1 ROM\_GPIODirModeGet

Gets the direction and mode of a pin.

**Prototype:**

```
unsigned long
ROM_GPIODirModeGet(unsigned long ulPort,
                    unsigned char ucPin)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_GPIOTABLE` is an array of pointers located at `ROM_APITABLE[4]`.  
`ROM_GPIODirModeGet` is a function pointer located at `ROM_GPIOTABLE[2]`.

**Parameters:**

***ulPort*** is the base address of the GPIO port.  
***ucPin*** is the pin number.

**Description:**

This function gets the direction and control mode for a specified pin on the selected GPIO port. The pin can be configured as either an input or output under software control, or it can be under hardware control. The type of control and direction are returned as an enumerated data type.

**Returns:**

Returns one of the enumerated data types described for [ROM\\_GPIODirModeSet\(\)](#).

### 8.2.1.2 ROM\_GPIODirModeSet

Sets the direction and mode of the specified pin(s).

**Prototype:**

```
void  
ROM_GPIODirModeSet(unsigned long ulPort,  
                   unsigned char ucPins,  
                   unsigned long ulPinIO)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_GPIOTABLE` is an array of pointers located at `ROM_APITABLE[4]`.  
`ROM_GPIODirModeSet` is a function pointer located at `ROM_GPIOTABLE[1]`.

**Parameters:**

***ulPort*** is the base address of the GPIO port  
***ucPins*** is the bit-packed representation of the pin(s).  
***ulPinIO*** is the pin direction and/or mode.

**Description:**

This function will set the specified pin(s) on the selected GPIO port as either an input or output under software control, or it will set the pin to be under hardware control.

The parameter *ulPinIO* is an enumerated data type that can be one of the following values:

- **GPIO\_DIR\_MODE\_IN**
- **GPIO\_DIR\_MODE\_OUT**
- **GPIO\_DIR\_MODE\_HW**

where **GPIO\_DIR\_MODE\_IN** specifies that the pin will be programmed as a software controlled input, **GPIO\_DIR\_MODE\_OUT** specifies that the pin will be programmed as a software controlled output, and **GPIO\_DIR\_MODE\_HW** specifies that the pin will be placed under hardware control.

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

[ROM\\_GPIOPadConfigSet\(\)](#) must also be used to configure the corresponding pad(s) in order for them to propagate the signal to/from the GPIO.

**Returns:**

None.

### 8.2.1.3 ROM\_GPIOIntTypeGet

Gets the interrupt type for a pin.

**Prototype:**

```
unsigned long
ROM_GPIOIntTypeGet(unsigned long ulPort,
                   unsigned char ucPin)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOIntTypeGet is a function pointer located at ROM\_GPIOTABLE[4].

**Parameters:**

**ulPort** is the base address of the GPIO port.  
**ucPin** is the pin number.

**Description:**

This function gets the interrupt type for a specified pin on the selected GPIO port. The pin can be configured as a falling edge, rising edge, or both edge detected interrupt, or it can be configured as a low level or high level detected interrupt. The type of interrupt detection mechanism is returned as an enumerated data type.

**Returns:**

Returns one of the enumerated data types described for [ROM\\_GPIOIntTypeSet\(\)](#).

#### 8.2.1.4 ROM\_GPIOIntTypeSet

Sets the interrupt type for the specified pin(s).

**Prototype:**

```
void
ROM_GPIOIntTypeSet(unsigned long ulPort,
                   unsigned char ucPins,
                   unsigned long ulIntType)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOIntTypeSet is a function pointer located at ROM\_GPIOTABLE[3].

**Parameters:**

**ulPort** is the base address of the GPIO port.  
**ucPins** is the bit-packed representation of the pin(s).  
**ullIntType** specifies the type of interrupt trigger mechanism.

**Description:**

This function sets up the various interrupt trigger mechanisms for the specified pin(s) on the selected GPIO port.

The parameter *ullIntType* is an enumerated data type that can be one of the following values:

- GPIO\_FALLING\_EDGE
- GPIO\_RISING\_EDGE
- GPIO\_BOTH\_EDGES

- GPIO\_LOW\_LEVEL
- GPIO\_HIGH\_LEVEL

where the different values describe the interrupt detection mechanism (edge or level) and the particular triggering event (falling, rising, or both edges for edge detect, low or high for level detect).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

In order to avoid any spurious interrupts, the user must ensure that the GPIO inputs remain stable for the duration of this function.

**Returns:**

None.

### 8.2.1.5 ROM\_GPIOPadConfigGet

Gets the pad configuration for a pin.

**Prototype:**

```
void
ROM_GPIOPadConfigGet (unsigned long ulPort,
                      unsigned char ucPin,
                      unsigned long *pulStrength,
                      unsigned long *pulPinType)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].

ROM\_GPIOPadConfigGet is a function pointer located at ROM\_GPIOTABLE[6].

**Parameters:**

**ulPort** is the base address of the GPIO port.

**ucPin** is the pin number.

**pulStrength** is a pointer to storage for the output drive strength.

**pulPinType** is a pointer to storage for the output drive type.

**Description:**

This function gets the pad configuration for a specified pin on the selected GPIO port. The values returned in *pulStrength* and *pulPinType* correspond to the values used in [ROM\\_GPIOPadConfigSet\(\)](#). This function also works for pin(s) configured as input pin(s); however, the only meaningful data returned is whether the pin is terminated with a pull-up or down resistor.

**Returns:**

None

### 8.2.1.6 ROM\_GPIOPadConfigSet

Sets the pad configuration for the specified pin(s).

**Prototype:**

```
void  
ROM_GPIOPadConfigSet (unsigned long ulPort,  
                      unsigned char ucPins,  
                      unsigned long ulStrength,  
                      unsigned long ulPinType)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPadConfigSet is a function pointer located at ROM\_GPIOTABLE[5].

**Parameters:**

**ulPort** is the base address of the GPIO port.  
**ucPins** is the bit-packed representation of the pin(s).  
**ulStrength** specifies the output drive strength.  
**ulPinType** specifies the pin type.

**Description:**

This function sets the drive strength and type for the specified pin(s) on the selected GPIO port. For pin(s) configured as input ports, the pad is configured as requested, but the only real effect on the input is the configuration of the pull-up or pull-down termination.

The parameter *ulStrength* can be one of the following values:

- GPIO\_STRENGTH\_2MA
- GPIO\_STRENGTH\_4MA
- GPIO\_STRENGTH\_8MA
- GPIO\_STRENGTH\_8MA\_SC

where **GPIO\_STRENGTH\_xMA** specifies either 2, 4, or 8 mA output drive strength, and **GPIO\_OUT\_STRENGTH\_8MA\_SC** specifies 8 mA output drive with slew control.

The parameter *ulPinType* can be one of the following values:

- GPIO\_PIN\_TYPE\_STD
- GPIO\_PIN\_TYPE\_STD\_WPU
- GPIO\_PIN\_TYPE\_STD\_WPD
- GPIO\_PIN\_TYPE\_OD
- GPIO\_PIN\_TYPE\_OD\_WPU
- GPIO\_PIN\_TYPE\_OD\_WPD
- GPIO\_PIN\_TYPE\_ANALOG

where **GPIO\_PIN\_TYPE\_STD\*** specifies a push-pull pin, **GPIO\_PIN\_TYPE\_OD\*** specifies an open-drain pin, **\*\_WPU** specifies a weak pull-up, **\*\_WPD** specifies a weak pull-down, and **GPIO\_PIN\_TYPE\_ANALOG** specifies an analog input.

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.



**Returns:**  
None.

### 8.2.1.7 ROM\_GPIOPinConfigure

Configures the alternate function of a GPIO pin.

**Prototype:**

```
void  
ROM_GPIOPinConfigure(unsigned long ulPinConfig)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinConfigure is a function pointer located at ROM\_GPIOTABLE[26].

**Parameters:**

*ulPinConfig* is the pin configuration value, specified as only one of the **GPIO\_P??\_???** values.

**Description:**

This function configures the pin mux that selects the peripheral function associated with a particular GPIO pin. Only one peripheral function at a time can be associated with a GPIO pin, and each peripheral function should only be associated with a single GPIO pin at a time (despite the fact that many of them can be associated with more than one GPIO pin).

**Returns:**  
None.

### 8.2.1.8 ROM\_GPIOPinIntClear

Clears the interrupt for the specified pin(s).

**Prototype:**

```
void  
ROM_GPIOPinIntClear(unsigned long ulPort,  
                    unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinIntClear is a function pointer located at ROM\_GPIOTABLE[10].

**Parameters:**

*ulPort* is the base address of the GPIO port.  
*ucPins* is the bit-packed representation of the pin(s).

**Description:**

Clears the interrupt for the specified pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 8.2.1.9 ROM\_GPIOPinIntDisable

Disables interrupts for the specified pin(s).

**Prototype:**

```
void  
ROM_GPIOPinIntDisable(unsigned long ulPort,  
                       unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].

ROM\_GPIOPinIntDisable is a function pointer located at ROM\_GPIOTABLE[8].

**Parameters:**

**ulPort** is the base address of the GPIO port.

**ucPins** is the bit-packed representation of the pin(s).

**Description:**

Masks the interrupt for the specified pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

None.

### 8.2.1.10 ROM\_GPIOPinIntEnable

Enables interrupts for the specified pin(s).

**Prototype:**

```
void  
ROM_GPIOPinIntEnable(unsigned long ulPort,  
                      unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].

ROM\_GPIOPinIntEnable is a function pointer located at ROM\_GPIOTABLE[7].

**Parameters:**

*ulPort* is the base address of the GPIO port.

*ucPins* is the bit-packed representation of the pin(s).

**Description:**

Unmasks the interrupt for the specified pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

None.

### 8.2.1.11 ROM\_GPIOPinIntStatus

Gets interrupt status for the specified GPIO port.

**Prototype:**

```
long
ROM_GPIOPinIntStatus(unsigned long ulPort,
                     tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].

ROM\_GPIOPinIntStatus is a function pointer located at ROM\_GPIOTABLE[9].

**Parameters:**

*ulPort* is the base address of the GPIO port.

*bMasked* specifies whether masked or raw interrupt status is returned.

**Description:**

If *bMasked* is set as **true**, then the masked interrupt status is returned; otherwise, the raw interrupt status will be returned.

**Returns:**

Returns a bit-packed byte, where each bit that is set identifies an active masked or raw interrupt, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on. Bits 31:8 should be ignored.

### 8.2.1.12 ROM\_GPIOPinRead

Reads the values present of the specified pin(s).

**Prototype:**

```
long
ROM_GPIOPinRead(unsigned long ulPort,
                unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinRead is a function pointer located at ROM\_GPIOTABLE[11].

**Parameters:**

*ulPort* is the base address of the GPIO port.  
*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The values at the specified pin(s) are read, as specified by *ucPins*. Values are returned for both input and output pin(s), and the value for pin(s) that are not specified by *ucPins* are set to 0.

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

Returns a bit-packed byte providing the state of the specified pin, where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on. Any bit that is not specified by *ucPins* is returned as a 0. Bits 31:8 should be ignored.

### 8.2.1.13 ROM\_GPIOPinTypeADC

Configures pin(s) for use as analog-to-digital converter inputs.

**Prototype:**

```
void  
ROM_GPIOPinTypeADC(unsigned long ulPort,  
                   unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeADC is a function pointer located at ROM\_GPIOTABLE[23].

**Parameters:**

*ulPort* is the base address of the GPIO port.  
*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The analog-to-digital converter input pins must be properly configured to function correctly. This function provides the proper configuration for those pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

This cannot be used to turn any pin into an ADC input; it only configures an ADC input pin for proper operation.

**Returns:**  
None.

#### 8.2.1.14 ROM\_GPIOPinTypeComparator

Configures pin(s) for use as an analog comparator input.

**Prototype:**  
void  
ROM\_GPIOPinTypeComparator(unsigned long ulPort,  
                                  unsigned char ucPins)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeComparator is a function pointer located at ROM\_GPIOTABLE[13].

**Parameters:**  
*ulPort* is the base address of the GPIO port.  
*ucPins* is the bit-packed representation of the pin(s).

**Description:**  
The analog comparator input pins must be properly configured for the analog comparator to function correctly. This function provides the proper configuration for those pin(s).  
  
The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**  
This cannot be used to turn any pin into an analog comparator input; it only configures an analog comparator pin for proper operation.

**Returns:**  
None.

#### 8.2.1.15 ROM\_GPIOPinTypeGPIOInput

Configures pin(s) for use as GPIO inputs.

**Prototype:**  
void  
ROM\_GPIOPinTypeGPIOInput(unsigned long ulPort,  
                                  unsigned char ucPins)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeGPIOInput is a function pointer located at ROM\_GPIOTABLE[14].

**Parameters:**  
*ulPort* is the base address of the GPIO port.

*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The GPIO pins must be properly configured in order to function correctly as GPIO inputs. This function provides the proper configuration for those pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

None.

### 8.2.1.16 ROM\_GPIOPinTypeGPIOOutput

Configures pin(s) for use as GPIO outputs.

**Prototype:**

```
void  
ROM_GPIOPinTypeGPIOOutput(unsigned long ulPort,  
                           unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].

ROM\_GPIOPinTypeGPIOOutput is a function pointer located at ROM\_GPIOTABLE[15].

**Parameters:**

*ulPort* is the base address of the GPIO port.

*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The GPIO pins must be properly configured in order to function correctly as GPIO outputs. This function provides the proper configuration for those pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

None.

### 8.2.1.17 ROM\_GPIOPinTypeGPIOOutputOD

Configures pin(s) for use as GPIO open drain outputs.

**Prototype:**

```
void  
ROM_GPIOPinTypeGPIOOutputOD(unsigned long ulPort,  
                             unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeGPIOOutputOD is a function pointer located at ROM\_GPIOTABLE[22].

**Parameters:**

*ulPort* is the base address of the GPIO port.  
*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The GPIO pins must be properly configured in order to function correctly as GPIO outputs. This function provides the proper configuration for those pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

None.

### 8.2.1.18 ROM\_GPIOPinTypeI2C

Configures pin(s) for use by the I2C peripheral.

**Prototype:**

```
void  
ROM_GPIOPinTypeI2C(unsigned long ulPort,  
                   unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeI2C is a function pointer located at ROM\_GPIOTABLE[16].

**Parameters:**

*ulPort* is the base address of the GPIO port.  
*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The I2C pins must be properly configured for the I2C peripheral to function correctly. This function provides the proper configuration for those pin(s).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

This cannot be used to turn any pin into an I2C pin; it only configures an I2C pin for proper operation.

**Returns:**

None.

### 8.2.1.19 ROM\_GPIOPinTypeSSI

Configures pin(s) for use by the SSI peripheral.

**Prototype:**

```
void  
ROM_GPIOPinTypeSSI(unsigned long ulPort,  
                    unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeSSI is a function pointer located at ROM\_GPIOTABLE[19].

**Parameters:**

**ulPort** is the base address of the GPIO port.  
**ucPins** is the bit-packed representation of the pin(s).

**Description:**

The SSI pins must be properly configured for the SSI peripheral to function correctly. This function provides a typical configuration for those pin(s); other configurations may work as well depending upon the board setup (for example, using the on-chip pull-ups).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

This cannot be used to turn any pin into a SSI pin; it only configures a SSI pin for proper operation.

**Returns:**

None.

### 8.2.1.20 ROM\_GPIOPinTypeTimer

Configures pin(s) for use by the Timer peripheral.

**Prototype:**

```
void  
ROM_GPIOPinTypeTimer(unsigned long ulPort,  
                      unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinTypeTimer is a function pointer located at ROM\_GPIOTABLE[20].

**Parameters:**

**ulPort** is the base address of the GPIO port.  
**ucPins** is the bit-packed representation of the pin(s).



**Description:**

The CCP pins must be properly configured for the timer peripheral to function correctly. This function provides a typical configuration for those pin(s); other configurations may work as well depending upon the board setup (for example, using the on-chip pull-ups).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

This cannot be used to turn any pin into a timer pin; it only configures a timer pin for proper operation.

**Returns:**

None.

### 8.2.1.21 ROM\_GPIOPinTypeUART

Configures pin(s) for use by the UART peripheral.

**Prototype:**

```
void
ROM_GPIOPinTypeUART(unsigned long ulPort,
                    unsigned char ucPins)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].

ROM\_GPIOPinTypeUART is a function pointer located at ROM\_GPIOTABLE[21].

**Parameters:**

*ulPort* is the base address of the GPIO port.

*ucPins* is the bit-packed representation of the pin(s).

**Description:**

The UART pins must be properly configured for the UART peripheral to function correctly. This function provides a typical configuration for those pin(s); other configurations may work as well depending upon the board setup (for example, using the on-chip pull-ups).

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Note:**

This cannot be used to turn any pin into a UART pin; it only configures a UART pin for proper operation.

**Returns:**

None.

### 8.2.1.22 ROM\_GPIOPinWrite

Writes a value to the specified pin(s).

**Prototype:**

```
void  
ROM_GPIOPinWrite(unsigned long ulPort,  
                 unsigned char ucPins,  
                 unsigned char ucVal)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_GPIOTABLE is an array of pointers located at ROM\_APITABLE[4].  
ROM\_GPIOPinWrite is a function pointer located at ROM\_GPIOTABLE[0].

**Parameters:**

***ulPort*** is the base address of the GPIO port.  
***ucPins*** is the bit-packed representation of the pin(s).  
***ucVal*** is the value to write to the pin(s).

**Description:**

Writes the corresponding bit values to the output pin(s) specified by *ucPins*. Writing to a pin configured as an input pin has no effect.

The pin(s) are specified using a bit-packed byte, where each bit that is set identifies the pin to be accessed, and where bit 0 of the byte represents GPIO port pin 0, bit 1 represents GPIO port pin 1, and so on.

**Returns:**

None.

## 9 Hibernation Module

Introduction .....	67
Functions .....	68

### 9.1 Introduction

The Hibernate API provides a set of functions for using the Hibernation module on the Stellaris microcontroller. The Hibernation module allows the software application to cause power to be removed from the microcontroller, and then be powered on later based on specific time or a signal on the external **WAKE** pin. The API provides functions to configure wake conditions, manage interrupts, read status, save and restore program state information, and request hibernation mode.

Some of the features of the Hibernation module are:

- 32-bit real time clock
- Trim register for fine tuning the RTC rate
- Two RTC match registers for generating RTC events
- External **WAKE** pin to initiate a wake-up
- Low-battery detection
- 64 32-bit words of non-volatile memory
- Programmable interrupts for hibernation events

The Hibernation module must be enabled before it can be used. Use the [ROM\\_HibernateEnableExpClk\(\)](#) function to enable it. If a crystal is used for the clock source, then the initializing code must allow time for the crystal to stabilize after calling the [ROM\\_HibernateEnableExpClk\(\)](#) function. Refer to the device data sheet for information about crystal stabilization time. If an oscillator is used, then no delay is necessary. After the module is enabled, the clock source must be configured by calling [ROM\\_HibernateClockSelect\(\)](#).

In order to use the RTC feature of the Hibernation module, the RTC must be enabled by calling [ROM\\_HibernateRTCEnable\(\)](#). It can be later disabled by calling [ROM\\_HibernateRTCDisable\(\)](#). These functions can be called at any time to start and stop the RTC. The RTC value can be read or set by using the [ROM\\_HibernateRTCGet\(\)](#) and [ROM\\_HibernateRTCSet\(\)](#) functions. The two match registers can be read and set by using the [ROM\\_HibernateRTCMatch0Get\(\)](#), [ROM\\_HibernateRTCMatch0Set\(\)](#), [ROM\\_HibernateRTCMatch1Get\(\)](#), and [ROM\\_HibernateRTCMatch1Set\(\)](#) functions. The real-time clock rate can be adjusted by using the trim register. Use the [ROM\\_HibernateRTCTrimGet\(\)](#) and [ROM\\_HibernateRTCTrimSet\(\)](#) functions for this purpose.

Application state information can be stored in the non-volatile memory of the Hibernation module when the processor is powered off. Use the [ROM\\_HibernateDataSet\(\)](#) and [ROM\\_HibernateDataGet\(\)](#) functions to access the non-volatile memory area.

The module can be configured to wake when the external **WAKE** pin is asserted, or when an RTC match occurs, or both. Use the [ROM\\_HibernateWakeSet\(\)](#) function to configure the wake conditions. The present configuration can be read by calling [ROM\\_HibernateWakeGet\(\)](#).

The Hibernation module can detect a low battery and signal the processor. It can also be configured to abort a hibernation request if the battery voltage is too low. Use the [ROM\\_HibernateLowBatSet\(\)](#) and [ROM\\_HibernateLowBatGet\(\)](#) functions to configure this feature.

Several functions are provided for managing interrupts. Use the [ROM\\_HibernateIntEnable\(\)](#) and [ROM\\_HibernateIntDisable\(\)](#) functions to enable and disable specific interrupt sources. The present interrupt status can be found by calling [ROM\\_HibernateIntStatus\(\)](#). In the interrupt handler, all pending interrupts must be cleared. Use the [ROM\\_HibernateIntClear\(\)](#) function to clear pending interrupts.

Finally, once the module is appropriately configured, the state saved, and the software application is ready to hibernate, call the [ROM\\_HibernateRequest\(\)](#) function. This will initiate the sequence to remove power from the processor. At a power-on reset, the software application can use the [ROM\\_HibernatelsActive\(\)](#) function to determine if the Hibernation module is already active and therefore does not need to be enabled. This can provide a hint to the software that the processor is waking from hibernation instead of a cold start. The software can then use the [ROM\\_HibernateIntStatus\(\)](#) and [ROM\\_HibernateDataGet\(\)](#) functions to discover the cause of the wake and to get the saved system state.

## 9.2 Functions

### Functions

- void [ROM\\_HibernateClockSelect](#) (unsigned long ulClockInput)
- void [ROM\\_HibernateDataGet](#) (unsigned long \*pulData, unsigned long ulCount)
- void [ROM\\_HibernateDataSet](#) (unsigned long \*pulData, unsigned long ulCount)
- void [ROM\\_HibernateDisable](#) (void)
- void [ROM\\_HibernateEnableExpClk](#) (unsigned long ulHibClk)
- void [ROM\\_HibernateIntClear](#) (unsigned long ullIntFlags)
- void [ROM\\_HibernateIntDisable](#) (unsigned long ullIntFlags)
- void [ROM\\_HibernateIntEnable](#) (unsigned long ullIntFlags)
- unsigned long [ROM\\_HibernateIntStatus](#) (tBoolean bMasked)
- unsigned int [ROM\\_HibernatelsActive](#) (void)
- unsigned long [ROM\\_HibernateLowBatGet](#) (void)
- void [ROM\\_HibernateLowBatSet](#) (unsigned long ullLowBatFlags)
- void [ROM\\_HibernateRequest](#) (void)
- void [ROM\\_HibernateRTCDisable](#) (void)
- void [ROM\\_HibernateRTCEnable](#) (void)
- unsigned long [ROM\\_HibernateRTCGet](#) (void)
- unsigned long [ROM\\_HibernateRTCMatch0Get](#) (void)
- void [ROM\\_HibernateRTCMatch0Set](#) (unsigned long ulMatch)
- unsigned long [ROM\\_HibernateRTCMatch1Get](#) (void)
- void [ROM\\_HibernateRTCMatch1Set](#) (unsigned long ulMatch)
- void [ROM\\_HibernateRTCSet](#) (unsigned long ulRTCValue)
- unsigned long [ROM\\_HibernateRTCTrimGet](#) (void)
- void [ROM\\_HibernateRTCTrimSet](#) (unsigned long ulTrim)
- unsigned long [ROM\\_HibernateWakeGet](#) (void)
- void [ROM\\_HibernateWakeSet](#) (unsigned long ulWakeFlags)

## 9.2.1 Function Documentation

### 9.2.1.1 ROM\_HibernateClockSelect

Selects the clock input for the Hibernation module.

**Prototype:**

```
void
ROM_HibernateClockSelect(unsigned long ulClockInput)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
 ROM\_HibernateClockSelect is a function pointer located at ROM\_HIBERNATETABLE[3].

**Parameters:**

***ulClockInput*** specifies the clock input.

**Description:**

Configures the clock input for the Hibernation module. The configuration option chosen depends entirely on hardware design. The clock input for the module will either be a 32.768 kHz oscillator or a 4.194304 MHz crystal. The *ulClockFlags* parameter must be one of the following:

- **HIBERNATE\_CLOCK\_SEL\_RAW** - use the raw signal from a 32.768 kHz oscillator.
- **HIBERNATE\_CLOCK\_SEL\_DIV128** - use the crystal input, divided by 128.

**Returns:**

None.

### 9.2.1.2 ROM\_HibernateDataGet

Reads a set of data from the non-volatile memory of the Hibernation module.

**Prototype:**

```
void
ROM_HibernateDataGet(unsigned long *pulData,
                    unsigned long ulCount)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
 ROM\_HibernateDataGet is a function pointer located at ROM\_HIBERNATETABLE[19].

**Parameters:**

***pulData*** points to a location where the data that is read from the Hibernation module will be stored.

***ulCount*** is the count of 32-bit words to read.

**Description:**

Retrieves a set of data from the Hibernation module non-volatile memory that was previously stored with the [ROM\\_HibernateDataSet\(\)](#) function. The caller must ensure that *pulData* points to a large enough memory block to hold all the data that is read from the non-volatile memory.

**Returns:**  
None.

### 9.2.1.3 ROM\_HibernateDataSet

Stores data in the non-volatile memory of the Hibernation module.

**Prototype:**  
void  
ROM\_HibernateDataSet(unsigned long \*pulData,  
                          unsigned long ulCount)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateDataSet is a function pointer located at ROM\_HIBERNATETABLE[18].

**Parameters:**  
*pulData* points to the data that the caller wants to store in the memory of the Hibernation module.  
*ulCount* is the count of 32-bit words to store.

**Description:**  
Stores a set of data in the Hibernation module non-volatile memory. This memory will be preserved when the power to the processor is turned off, and can be used to store application state information which will be available when the processor wakes. Up to 64 32-bit words can be stored in the non-volatile memory. The data can be restored by calling the [ROM\\_HibernateDataGet\(\)](#) function.

**Returns:**  
None.

### 9.2.1.4 ROM\_HibernateDisable

Disables the Hibernation module for operation.

**Prototype:**  
void  
ROM\_HibernateDisable(void)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateDisable is a function pointer located at ROM\_HIBERNATETABLE[2].

**Description:**  
Disables the Hibernation module for operation. After this function is called, none of the Hibernation module features are available.

**Returns:**  
None.

### 9.2.1.5 ROM\_HibernateEnableExpClk

Enables the Hibernation module for operation.

**Prototype:**

```
void  
ROM_HibernateEnableExpClk(unsigned long ulHibClk)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateEnableExpClk is a function pointer located at ROM\_HIBERNATETABLE[1].

**Parameters:**

**ulHibClk** is the rate of the clock supplied to the Hibernation module.

**Description:**

Enables the Hibernation module for operation. This function should be called before any of the Hibernation module features are used.

The peripheral clock will be the same as the processor clock. This will be the value returned by [ROM\\_SysCtlClockGet\(\)](#), or it can be explicitly hard-coded if it is constant and known (to save the code/execution overhead of a call to [ROM\\_SysCtlClockGet\(\)](#)).

**Returns:**

None.

### 9.2.1.6 ROM\_HibernateIntClear

Clears pending interrupts from the Hibernation module.

**Prototype:**

```
void  
ROM_HibernateIntClear(unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateIntClear is a function pointer located at ROM\_HIBERNATETABLE[0].

**Parameters:**

**ullntFlags** is the bit mask of the interrupts to be cleared.

**Description:**

Clears the specified interrupt sources. This must be done from within the interrupt handler or else the handler will be called again upon exit.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to the [ROM\\_HibernateIntEnable\(\)](#) function.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt

source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 9.2.1.7 ROM\_HibernateIntDisable

Disables interrupts for the Hibernation module.

**Prototype:**

```
void  
ROM_HibernateIntDisable(unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateIntDisable is a function pointer located at ROM\_HIBERNATETABLE[22].

**Parameters:**

***ullntFlags*** is the bit mask of the interrupts to be disabled.

**Description:**

Disables the specified interrupt sources from the Hibernation module.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to the [ROM\\_HibernateIntEnable\(\)](#) function.

**Returns:**

None.

### 9.2.1.8 ROM\_HibernateIntEnable

Enables interrupts for the Hibernation module.

**Prototype:**

```
void  
ROM_HibernateIntEnable(unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateIntEnable is a function pointer located at ROM\_HIBERNATETABLE[21].

**Parameters:**

***ullntFlags*** is the bit mask of the interrupts to be enabled.

**Description:**

Enables the specified interrupt sources from the Hibernation module.

The *ullntFlags* parameter must be the logical OR of any combination of the following:



- **HIBERNATE\_INT\_PIN\_WAKE** - wake from pin interrupt
- **HIBERNATE\_INT\_LOW\_BAT** - low battery interrupt
- **HIBERNATE\_INT\_RTC\_MATCH\_0** - RTC match 0 interrupt
- **HIBERNATE\_INT\_RTC\_MATCH\_1** - RTC match 1 interrupt

**Returns:**

None.

### 9.2.1.9 ROM\_HibernateIntStatus

Gets the current interrupt status of the Hibernation module.

**Prototype:**

```
unsigned long  
ROM_HibernateIntStatus (tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateIntStatus is a function pointer located at ROM\_HIBERNATETABLE[23].

**Parameters:**

***bMasked*** is false to retrieve the raw interrupt status, and true to retrieve the masked interrupt status.

**Description:**

Returns the interrupt status of the Hibernation module. The caller can use this to determine the cause of a hibernation interrupt. Either the masked or raw interrupt status can be returned.

**Returns:**

Returns the interrupt status as a bit field with the values as described in the [ROM\\_HibernateIntEnable\(\)](#) function.

### 9.2.1.10 ROM\_HibernateIsActive

Checks to see if the Hibernation module is already powered up.

**Prototype:**

```
unsigned int  
ROM_HibernateIsActive (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateIsActive is a function pointer located at ROM\_HIBERNATETABLE[24].

**Description:**

This function queries the control register to determine if the module is already active. This function can be called at a power-on reset to help determine if the reset is due to a wake from hibernation or a cold start. If the Hibernation module is already active, then it does not need to be re-enabled and its status can be queried immediately.

The software application should also use the [ROM\\_HibernateIntStatus\(\)](#) function to read the raw interrupt status to determine the cause of the wake. The [ROM\\_HibernateDataGet\(\)](#) function can be used to restore state. These combinations of functions can be used by the software to determine if the processor is waking from hibernation and the appropriate action to take as a result.

**Returns:**

Returns **true** if the module is already active, and **false** if not.

### 9.2.1.11 ROM\_HibernateLowBatGet

Gets the currently configured low battery detection behavior.

**Prototype:**

```
unsigned long  
ROM_HibernateLowBatGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateLowBatGet is a function pointer located at ROM\_HIBERNATETABLE[9].

**Description:**

Returns a value representing the currently configured low battery detection behavior. The return value will be one of the following:

- **HIBERNATE\_LOW\_BAT\_DETECT** - detect a low battery condition.
- **HIBERNATE\_LOW\_BAT\_ABORT** - detect a low battery condition, and abort hibernation if low battery is detected.

**Returns:**

Returns a value indicating the configured low battery detection.

### 9.2.1.12 ROM\_HibernateLowBatSet

Configures the low battery detection.

**Prototype:**

```
void  
ROM_HibernateLowBatSet(unsigned long ulLowBatFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateLowBatSet is a function pointer located at ROM\_HIBERNATETABLE[8].

**Parameters:**

***ulLowBatFlags*** specifies behavior of low battery detection.

**Description:**

Enables the low battery detection and whether hibernation is allowed if a low battery is detected. If low battery detection is enabled, then a low battery condition will be indicated in the raw interrupt status register, and can also trigger an interrupt. Optionally, hibernation can be aborted if a low battery is detected.

The `ulLowBatFlags` parameter is one of the following values:

- **HIBERNATE\_LOW\_BAT\_DETECT** - detect a low battery condition.
- **HIBERNATE\_LOW\_BAT\_ABORT** - detect a low battery condition, and abort hibernation if low battery is detected.

**Returns:**

None.

### 9.2.1.13 ROM\_HibernateRequest

Requests hibernation mode.

**Prototype:**

```
void  
ROM_HibernateRequest (void)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.

`ROM_HIBERNATETABLE` is an array of pointers located at `ROM_APITABLE[19]`.

`ROM_HibernateRequest` is a function pointer located at `ROM_HIBERNATETABLE[20]`.

**Description:**

This function requests the Hibernation module to disable the external regulator, thus removing power from the processor and all peripherals. The Hibernation module will remain powered from the battery or auxiliary power supply.

The Hibernation module will re-enable the external regulator when one of the configured wake conditions occurs (such as RTC match or external **WAKE** pin). When the power is restored the processor will go through a normal power-on reset. The processor can retrieve saved state information with the [ROM\\_HibernateDataGet\(\)](#) function. Prior to calling the function to request hibernation mode, the conditions for waking must have already been set by using the [ROM\\_HibernateWakeSet\(\)](#) function.

Note that this function may return because some time may elapse before the power is actually removed, or it may not be removed at all. For this reason, the processor will continue to execute instructions for some time and the caller should be prepared for this function to return. There are various reasons why the power may not be removed. For example, if the [ROM\\_HibernateLowBatSet\(\)](#) function was used to configure an abort if low battery is detected, then the power will not be removed if the battery voltage is too low. There may be other reasons, related to the external circuit design, that a request for hibernation may not actually occur.

For all these reasons, the caller must be prepared for this function to return. The simplest way to handle it is to just enter an infinite loop and wait for the power to be removed.

**Returns:**

None.

### 9.2.1.14 ROM\_HibernateRTCDisable

Disables the RTC feature of the Hibernation module.

**Prototype:**

```
void  
ROM_HibernateRTCDisable(void)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_HIBERNATETABLE is an array of pointers located at ROM_APITABLE[19].  
ROM_HibernateRTCDisable is a function pointer located at ROM_HIBERNATETABLE[5].
```

**Description:**

Disables the RTC in the Hibernation module. After calling this function the RTC features of the Hibernation module will not be available.

**Returns:**

None.

### 9.2.1.15 ROM\_HibernateRTCEnable

Enables the RTC feature of the Hibernation module.

**Prototype:**

```
void  
ROM_HibernateRTCEnable(void)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_HIBERNATETABLE is an array of pointers located at ROM_APITABLE[19].  
ROM_HibernateRTCEnable is a function pointer located at ROM_HIBERNATETABLE[4].
```

**Description:**

Enables the RTC in the Hibernation module. The RTC can be used to wake the processor from hibernation at a certain time, or to generate interrupts at certain times. This function must be called before using any of the RTC features of the Hibernation module.

**Returns:**

None.

### 9.2.1.16 ROM\_HibernateRTCGet

Gets the value of the real time clock (RTC) counter.

**Prototype:**

```
unsigned long  
ROM_HibernateRTCGet(void)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_HIBERNATETABLE is an array of pointers located at ROM_APITABLE[19].  
ROM_HibernateRTCGet is a function pointer located at ROM_HIBERNATETABLE[11].
```

**Description:**

Gets the value of the RTC and returns it to the caller.

**Returns:**

Returns the value of the RTC.

### 9.2.1.17 ROM\_HibernateRTCMatch0Get

Gets the value of the RTC match 0 register.

**Prototype:**

```
unsigned long  
ROM_HibernateRTCMatch0Get (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCMatch0Get is a function pointer located at  
ROM\_HIBERNATETABLE[13].

**Description:**

Gets the value of the match 0 register for the RTC.

**Returns:**

Returns the value of the match register.

### 9.2.1.18 ROM\_HibernateRTCMatch0Set

Sets the value of the RTC match 0 register.

**Prototype:**

```
void  
ROM_HibernateRTCMatch0Set (unsigned long ulMatch)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCMatch0Set is a function pointer located at  
ROM\_HIBERNATETABLE[12].

**Parameters:**

***ulMatch*** is the value for the match register.

**Description:**

Sets the match 0 register for the RTC. The Hibernation module can be configured to wake from hibernation, and/or generate an interrupt when the value of the RTC counter is the same as the match register.

**Returns:**

None.

### 9.2.1.19 ROM\_HibernateRTCMatch1Get

Gets the value of the RTC match 1 register.

**Prototype:**

```
unsigned long  
ROM_HibernateRTCMatch1Get(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCMatch1Get is a function pointer located at  
ROM\_HIBERNATETABLE[15].

**Description:**

Gets the value of the match 1 register for the RTC.

**Returns:**

Returns the value of the match register.

### 9.2.1.20 ROM\_HibernateRTCMatch1Set

Sets the value of the RTC match 1 register.

**Prototype:**

```
void  
ROM_HibernateRTCMatch1Set(unsigned long ulMatch)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCMatch1Set is a function pointer located at  
ROM\_HIBERNATETABLE[14].

**Parameters:**

*ulMatch* is the value for the match register.

**Description:**

Sets the match 1 register for the RTC. The Hibernation module can be configured to wake from hibernation, and/or generate an interrupt when the value of the RTC counter is the same as the match register.

**Returns:**

None.

### 9.2.1.21 ROM\_HibernateRTCSet

Sets the value of the real time clock (RTC) counter.

**Prototype:**

```
void  
ROM_HibernateRTCSet(unsigned long ulRTCValue)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCSet is a function pointer located at ROM\_HIBERNATETABLE[10].

**Parameters:**

*ulRTCValue* is the new value for the RTC.

**Description:**

Sets the value of the RTC. The RTC will count seconds if the hardware is configured correctly. The RTC must be enabled by calling [ROM\\_HibernateRTCEnable\(\)](#) before calling this function.

**Returns:**

None.

### 9.2.1.22 ROM\_HibernateRTCTrimGet

Gets the value of the RTC predivider trim register.

**Prototype:**

```
unsigned long  
ROM_HibernateRTCTrimGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCTrimGet is a function pointer located at ROM\_HIBERNATETABLE[17].

**Description:**

Gets the value of the pre-divider trim register. This function can be used to get the current value of the trim register prior to making an adjustment by using the [ROM\\_HibernateRTCTrimSet\(\)](#) function.

**Returns:**

None.

### 9.2.1.23 ROM\_HibernateRTCTrimSet

Sets the value of the RTC predivider trim register.

**Prototype:**

```
void  
ROM_HibernateRTCTrimSet(unsigned long ulTrim)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateRTCTrimSet is a function pointer located at ROM\_HIBERNATETABLE[16].

**Parameters:**

*ulTrim* is the new value for the pre-divider trim register.

**Description:**

Sets the value of the pre-divider trim register. The input time source is divided by the pre-divider to achieve a one-second clock rate. Once every 64 seconds, the value of the pre-divider trim register is applied to the predivider to allow fine-tuning of the RTC rate, in order to make corrections to the rate. The software application can make adjustments to the predivider trim register to account for variations in the accuracy of the input time source. The nominal value is 0x7FFF, and it can be adjusted up or down in order to fine-tune the RTC rate.

**Returns:**

None.

### 9.2.1.24 ROM\_HibernateWakeGet

Gets the currently configured wake conditions for the Hibernation module.

**Prototype:**

```
unsigned long  
ROM_HibernateWakeGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateWakeGet is a function pointer located at ROM\_HIBERNATETABLE[7].

**Description:**

Returns the flags representing the wake configuration for the Hibernation module. The return value will be a combination of the following flags:

- **HIBERNATE\_WAKE\_PIN** - wake when the external wake pin is asserted.
- **HIBERNATE\_WAKE\_RTC** - wake when one of the RTC matches occurs.

**Returns:**

Returns flags indicating the configured wake conditions.

### 9.2.1.25 ROM\_HibernateWakeSet

Configures the wake conditions for the Hibernation module.

**Prototype:**

```
void  
ROM_HibernateWakeSet(unsigned long ulWakeFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_HIBERNATETABLE is an array of pointers located at ROM\_APITABLE[19].  
ROM\_HibernateWakeSet is a function pointer located at ROM\_HIBERNATETABLE[6].

**Parameters:**

**ulWakeFlags** specifies which conditions should be used for waking.



**Description:**

Enables the conditions under which the Hibernation module will wake. The *ulWakeFlags* parameter is the logical OR of any combination of the following:

- **HIBERNATE\_WAKE\_PIN** - wake when the external wake pin is asserted.
- **HIBERNATE\_WAKE\_RTC** - wake when one of the RTC matches occurs.

**Returns:**

None.



# 10 Inter-Integrated Circuit (I2C)

Introduction .....	83
Functions .....	84

## 10.1 Introduction

The Inter-Integrated Circuit (I2C) API provides a set of functions for using the Stellaris I2C master and slave modules. Functions are provided to initialize the I2C modules, to send and receive data, obtain status, and to manage interrupts for the I2C modules.

The I2C master and slave modules provide the ability to communicate to other IC devices over an I2C bus. The I2C bus is specified to support devices that can both transmit and receive (write and read) data. Also, devices on the I2C bus can be designated as either a master or a slave. The Stellaris I2C modules support both sending and receiving data as either a master or a slave, and also support the simultaneous operation as both a master and a slave. Finally, the Stellaris I2C modules can operate at two speeds: Standard (100 kb/s) and Fast (400 kb/s).

Both the master and slave I2C modules can generate interrupts. The I2C master module will generate interrupts when a transmit or receive operation is completed (or aborted due to an error). The I2C slave module will generate interrupts when data has been sent or requested by a master.

### 10.1.1 Master Operations

When using this API to drive the I2C master module, the user must first initialize the I2C master module with a call to `ROM_I2CMasterInitExpClk()`. That function will set the bus speed and enable the master module.

The user may transmit or receive data after the successful initialization of the I2C master module. Data is transferred by first setting the slave address using `ROM_I2CMasterSlaveAddrSet()`. That function is also used to define whether the transfer is a send (a write to the slave from the master) or a receive (a read from the slave by the master). Then, if connected to an I2C bus that has multiple masters, the Stellaris I2C master must first call `ROM_I2CMasterBusBusy()` before attempting to initiate the desired transaction. After determining that the bus is not busy, if trying to send data, the user must call the `ROM_I2CMasterDataPut()` function. The transaction can then be initiated on the bus by calling the `ROM_I2CMasterControl()` function with any of the following commands:

- `I2C_MASTER_CMD_SINGLE_SEND`
- `I2C_MASTER_CMD_SINGLE_RECEIVE`
- `I2C_MASTER_CMD_BURST_SEND_START`
- `I2C_MASTER_CMD_BURST_RECEIVE_START`

Any of those commands will result in the master arbitrating for the bus, driving the start sequence onto the bus, and sending the slave address and direction bit across the bus. The remainder of the transaction can then be driven using either a polling or interrupt-driven method.

For the single send and receive cases, the polling method will involve looping on the return from `ROM_I2CMasterBusy()`. Once that function indicates that the I2C master is no longer busy, the bus transaction has been completed and can be checked for errors

using [ROM\\_I2CMasterErr\(\)](#). If there are no errors, then the data has been sent or is ready to be read using [ROM\\_I2CMasterDataGet\(\)](#). For the burst send and receive cases, the polling method also involves calling the [ROM\\_I2CMasterControl\(\)](#) function for each byte transmitted or received (using either the **I2C\_MASTER\_CMD\_BURST\_SEND\_CONT** or **I2C\_MASTER\_CMD\_BURST\_RECEIVE\_CONT** commands), and for the last byte sent or received (using either the **I2C\_MASTER\_CMD\_BURST\_SEND\_FINISH** or **I2C\_MASTER\_CMD\_BURST\_RECEIVE\_FINISH** commands). If any error is detected during the burst transfer, the [ROM\\_I2CMasterControl\(\)](#) function should be called using the appropriate stop command (**I2C\_MASTER\_CMD\_BURST\_SEND\_ERROR\_STOP** or **I2C\_MASTER\_CMD\_BURST\_RECEIVE\_ERROR\_STOP**).

For the interrupt-driven transaction, the user must register an interrupt handler for the I2C devices and enable the I2C master interrupt; the interrupt will occur when the master is no longer busy.

## 10.1.2 Slave Operations

When using this API to drive the I2C slave module, the user must first initialize the I2C slave module with a call to [ROM\\_I2CSlaveInit\(\)](#). This will enable the I2C slave module and initialize the slave's own address. After the initialization is complete, the user may poll the slave status using [ROM\\_I2CSlaveStatus\(\)](#) to determine if a master requested a send or receive operation. Depending on the type of operation requested, the user can call [ROM\\_I2CSlaveDataPut\(\)](#) or [ROM\\_I2CSlaveDataGet\(\)](#) to complete the transaction. Alternatively, the I2C slave can handle transactions using an interrupt handler.

## 10.2 Functions

### Functions

- tBoolean [ROM\\_I2CMasterBusBusy](#) (unsigned long ulBase)
- tBoolean [ROM\\_I2CMasterBusy](#) (unsigned long ulBase)
- void [ROM\\_I2CMasterControl](#) (unsigned long ulBase, unsigned long ulCmd)
- unsigned long [ROM\\_I2CMasterDataGet](#) (unsigned long ulBase)
- void [ROM\\_I2CMasterDataPut](#) (unsigned long ulBase, unsigned char ucData)
- void [ROM\\_I2CMasterDisable](#) (unsigned long ulBase)
- void [ROM\\_I2CMasterEnable](#) (unsigned long ulBase)
- unsigned long [ROM\\_I2CMasterErr](#) (unsigned long ulBase)
- void [ROM\\_I2CMasterInitExpCik](#) (unsigned long ulBase, unsigned long ullI2CCik, tBoolean bFast)
- void [ROM\\_I2CMasterIntClear](#) (unsigned long ulBase)
- void [ROM\\_I2CMasterIntDisable](#) (unsigned long ulBase)
- void [ROM\\_I2CMasterIntEnable](#) (unsigned long ulBase)
- tBoolean [ROM\\_I2CMasterIntStatus](#) (unsigned long ulBase, tBoolean bMasked)
- void [ROM\\_I2CMasterSlaveAddrSet](#) (unsigned long ulBase, unsigned char ucSlaveAddr, tBoolean bReceive)
- unsigned long [ROM\\_I2CSlaveDataGet](#) (unsigned long ulBase)
- void [ROM\\_I2CSlaveDataPut](#) (unsigned long ulBase, unsigned char ucData)

- void [ROM\\_I2CSlaveDisable](#) (unsigned long ulBase)
- void [ROM\\_I2CSlaveEnable](#) (unsigned long ulBase)
- void [ROM\\_I2CSlaveInit](#) (unsigned long ulBase, unsigned char ucSlaveAddr)
- void [ROM\\_I2CSlaveIntClear](#) (unsigned long ulBase)
- void [ROM\\_I2CSlaveIntClearEx](#) (unsigned long ulBase, unsigned long ulIntFlags)
- void [ROM\\_I2CSlaveIntDisable](#) (unsigned long ulBase)
- void [ROM\\_I2CSlaveIntDisableEx](#) (unsigned long ulBase, unsigned long ulIntFlags)
- void [ROM\\_I2CSlaveIntEnable](#) (unsigned long ulBase)
- void [ROM\\_I2CSlaveIntEnableEx](#) (unsigned long ulBase, unsigned long ulIntFlags)
- tBoolean [ROM\\_I2CSlaveIntStatus](#) (unsigned long ulBase, tBoolean bMasked)
- unsigned long [ROM\\_I2CSlaveIntStatusEx](#) (unsigned long ulBase, tBoolean bMasked)
- unsigned long [ROM\\_I2CSlaveStatus](#) (unsigned long ulBase)
- void [ROM\\_UpdateI2C](#) (void)

## 10.2.1 Function Documentation

### 10.2.1.1 ROM\_I2CMasterBusBusy

Indicates whether or not the I2C bus is busy.

**Prototype:**

```
tBoolean
ROM_I2CMasterBusBusy(unsigned long ulBase)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.
ROM_I2CTABLE is an array of pointers located at ROM_APITABLE[3].
ROM_I2CMasterBusBusy is a function pointer located at ROM_I2CTABLE[17].
```

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

This function returns an indication of whether or not the I2C bus is busy. This function can be used in a multi-master environment to determine if another master is currently using the bus.

**Returns:**

Returns **true** if the I2C bus is busy; otherwise, returns **false**.

### 10.2.1.2 ROM\_I2CMasterBusy

Indicates whether or not the I2C Master is busy.

**Prototype:**

```
tBoolean
ROM_I2CMasterBusy(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterBusy is a function pointer located at ROM\_I2CTABLE[16].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

This function returns an indication of whether or not the I2C Master is busy transmitting or receiving data.

**Returns:**

Returns **true** if the I2C Master is busy; otherwise, returns **false**.

### 10.2.1.3 ROM\_I2CMasterControl

Controls the state of the I2C Master module.

**Prototype:**

```
void  
ROM_I2CMasterControl(unsigned long ulBase,  
                     unsigned long ulCmd)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterControl is a function pointer located at ROM\_I2CTABLE[18].

**Parameters:**

**ulBase** is the base address of the I2C Master module.  
**ulCmd** command to be issued to the I2C Master module

**Description:**

This function is used to control the state of the Master module send and receive operations. The *ucCmd* parameter can be one of the following values:

- I2C\_MASTER\_CMD\_SINGLE\_SEND
- I2C\_MASTER\_CMD\_SINGLE\_RECEIVE
- I2C\_MASTER\_CMD\_BURST\_SEND\_START
- I2C\_MASTER\_CMD\_BURST\_SEND\_CONT
- I2C\_MASTER\_CMD\_BURST\_SEND\_FINISH
- I2C\_MASTER\_CMD\_BURST\_SEND\_ERROR\_STOP
- I2C\_MASTER\_CMD\_BURST\_RECEIVE\_START
- I2C\_MASTER\_CMD\_BURST\_RECEIVE\_CONT
- I2C\_MASTER\_CMD\_BURST\_RECEIVE\_FINISH
- I2C\_MASTER\_CMD\_BURST\_RECEIVE\_ERROR\_STOP

**Returns:**

None.

#### 10.2.1.4 ROM\_I2CMasterDataGet

Receives a byte that has been sent to the I2C Master.

**Prototype:**

```
unsigned long  
ROM_I2CMasterDataGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterDataGet is a function pointer located at ROM\_I2CTABLE[20].

**Parameters:**

***ulBase*** is the base address of the I2C Master module.

**Description:**

This function reads a byte of data from the I2C Master Data Register.

**Returns:**

Returns the byte received from by the I2C Master, cast as an unsigned long.

#### 10.2.1.5 ROM\_I2CMasterDataPut

Transmits a byte from the I2C Master.

**Prototype:**

```
void  
ROM_I2CMasterDataPut(unsigned long ulBase,  
                     unsigned char ucData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterDataPut is a function pointer located at ROM\_I2CTABLE[0].

**Parameters:**

***ulBase*** is the base address of the I2C Master module.

***ucData*** data to be transmitted from the I2C Master

**Description:**

This function will place the supplied data into I2C Master Data Register.

**Returns:**

None.

#### 10.2.1.6 ROM\_I2CMasterDisable

Disables the I2C master block.

**Prototype:**

```
void  
ROM_I2CMasterDisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterDisable is a function pointer located at ROM\_I2CTABLE[5].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

This will disable operation of the I2C master block.

**Returns:**

None.

### 10.2.1.7 ROM\_I2CMasterEnable

Enables the I2C Master block.

**Prototype:**

```
void  
ROM_I2CMasterEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterEnable is a function pointer located at ROM\_I2CTABLE[3].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

This will enable operation of the I2C Master block.

**Returns:**

None.

### 10.2.1.8 ROM\_I2CMasterErr

Gets the error status of the I2C Master module.

**Prototype:**

```
unsigned long  
ROM_I2CMasterErr(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterErr is a function pointer located at ROM\_I2CTABLE[19].



**Parameters:**

*ulBase* is the base address of the I2C Master module.

**Description:**

This function is used to obtain the error status of the Master module send and receive operations.

**Returns:**

Returns the error status, as one of **I2C\_MASTER\_ERR\_NONE**, **I2C\_MASTER\_ERR\_ADDR\_ACK**, **I2C\_MASTER\_ERR\_DATA\_ACK**, or **I2C\_MASTER\_ERR\_ARB\_LOST**.

### 10.2.1.9 ROM\_I2CMasterInitExpClk

Initializes the I2C Master block.

**Prototype:**

```
void
ROM_I2CMasterInitExpClk(unsigned long ulBase,
                        unsigned long ulI2CClk,
                        tBoolean bFast)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.

**ROM\_I2CTABLE** is an array of pointers located at **ROM\_APITABLE[3]**.

**ROM\_I2CMasterInitExpClk** is a function pointer located at **ROM\_I2CTABLE[1]**.

**Parameters:**

*ulBase* is the base address of the I2C Master module.

*ulI2CClk* is the rate of the clock supplied to the I2C module.

*bFast* set up for fast data transfers

**Description:**

This function initializes operation of the I2C Master block. Upon successful initialization of the I2C block, this function will have set the bus speed for the master, and will have enabled the I2C Master block.

If the parameter *bFast* is **true**, then the master block will be set up to transfer data at 400 kbps; otherwise, it will be set up to transfer data at 100 kbps.

The peripheral clock will be the same as the processor clock. This will be the value returned by [ROM\\_SysCtlClockGet\(\)](#), or it can be explicitly hard-coded if it is constant and known (to save the code/execution overhead of a call to [ROM\\_SysCtlClockGet\(\)](#)).

**Returns:**

None.

### 10.2.1.10 ROM\_I2CMasterIntClear

Clears I2C Master interrupt sources.

**Prototype:**

```
void  
ROM_I2CMasterIntClear(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterIntClear is a function pointer located at ROM\_I2CTABLE[13].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

The I2C Master interrupt source is cleared, so that it no longer asserts. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 10.2.1.11 ROM\_I2CMasterIntDisable

Disables the I2C Master interrupt.

**Prototype:**

```
void  
ROM_I2CMasterIntDisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterIntDisable is a function pointer located at ROM\_I2CTABLE[9].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

Disables the I2C Master interrupt source.

**Returns:**

None.

### 10.2.1.12 ROM\_I2CMasterIntEnable

Enables the I2C Master interrupt.

**Prototype:**

```
void  
ROM_I2CMasterIntEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterIntEnable is a function pointer located at ROM\_I2CTABLE[7].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**Description:**

Enables the I2C Master interrupt source.

**Returns:**

None.

### 10.2.1.13 ROM\_I2CMasterIntStatus

Gets the current I2C Master interrupt status.

**Prototype:**

```
tBoolean  
ROM_I2CMasterIntStatus(unsigned long ulBase,  
                        tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterIntStatus is a function pointer located at ROM\_I2CTABLE[11].

**Parameters:**

**ulBase** is the base address of the I2C Master module.

**bMasked** is false if the raw interrupt status is requested and true if the masked interrupt status is requested.

**Description:**

This returns the interrupt status for the I2C Master module. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current interrupt status, returned as **true** if active or **false** if not active.

#### 10.2.1.14 ROM\_I2CMasterSlaveAddrSet

Sets the address that the I2C Master will place on the bus.

**Prototype:**

```
void  
ROM_I2CMasterSlaveAddrSet(unsigned long ulBase,  
                           unsigned char ucSlaveAddr,  
                           tBoolean bReceive)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CMasterSlaveAddrSet is a function pointer located at ROM\_I2CTABLE[15].

**Parameters:**

**ulBase** is the base address of the I2C Master module.  
**ucSlaveAddr** 7-bit slave address  
**bReceive** flag indicating the type of communication with the slave

**Description:**

This function will set the address that the I2C Master will place on the bus when initiating a transaction. When the *bReceive* parameter is set to **true**, the address will indicate that the I2C Master is initiating a read from the slave; otherwise the address will indicate that the I2C Master is initiating a write to the slave.

**Returns:**

None.

#### 10.2.1.15 ROM\_I2CSlaveDataGet

Receives a byte that has been sent to the I2C Slave.

**Prototype:**

```
unsigned long  
ROM_I2CSlaveDataGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveDataGet is a function pointer located at ROM\_I2CTABLE[23].

**Parameters:**

**ulBase** is the base address of the I2C Slave module.

**Description:**

This function reads a byte of data from the I2C Slave Data Register.

**Returns:**

Returns the byte received from by the I2C Slave, cast as an unsigned long.

### 10.2.1.16 ROM\_I2CSlaveDataPut

Transmits a byte from the I2C Slave.

**Prototype:**

```
void  
ROM_I2CSlaveDataPut (unsigned long ulBase,  
                    unsigned char ucData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveDataPut is a function pointer located at ROM\_I2CTABLE[22].

**Parameters:**

**ulBase** is the base address of the I2C Slave module.  
**ucData** data to be transmitted from the I2C Slave

**Description:**

This function will place the supplied data into I2C Slave Data Register.

**Returns:**

None.

### 10.2.1.17 ROM\_I2CSlaveDisable

Disables the I2C slave block.

**Prototype:**

```
void  
ROM_I2CSlaveDisable (unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveDisable is a function pointer located at ROM\_I2CTABLE[6].

**Parameters:**

**ulBase** is the base address of the I2C Slave module.

**Description:**

This will disable operation of the I2C slave block.

**Returns:**

None.

### 10.2.1.18 ROM\_I2CSlaveEnable

Enables the I2C Slave block.

**Prototype:**

```
void  
ROM_I2CSlaveEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveEnable is a function pointer located at ROM\_I2CTABLE[4].

**Parameters:**

***ulBase*** is the base address of the I2C Slave module.

**Description:**

This will enable operation of the I2C Slave block.

**Returns:**

None.

### 10.2.1.19 ROM\_I2CSlaveInit

Initializes the I2C Slave block.

**Prototype:**

```
void  
ROM_I2CSlaveInit(unsigned long ulBase,  
                 unsigned char ucSlaveAddr)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveInit is a function pointer located at ROM\_I2CTABLE[2].

**Parameters:**

***ulBase*** is the base address of the I2C Slave module.  
***ucSlaveAddr*** 7-bit slave address

**Description:**

This function initializes operation of the I2C Slave block. Upon successful initialization of the I2C blocks, this function will have set the slave address and have enabled the I2C Slave block.

The parameter *ucSlaveAddr* is the value that will be compared against the slave address sent by an I2C master.

**Returns:**

None.

### 10.2.1.20 ROM\_I2CSlaveIntClear

Clears I2C Slave interrupt sources.

**Prototype:**

```
void  
ROM_I2CSlaveIntClear(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
 ROM\_I2CSlaveIntClear is a function pointer located at ROM\_I2CTABLE[14].

**Parameters:**

***ulBase*** is the base address of the I2C Slave module.

**Description:**

The I2C Slave interrupt source is cleared, so that it no longer asserts. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 10.2.1.21 ROM\_I2CSlaveIntClearEx

Clears I2C Slave interrupt sources.

**Prototype:**

```
void
ROM_I2CSlaveIntClearEx(unsigned long ulBase,
                       unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
 ROM\_I2CSlaveIntClearEx is a function pointer located at ROM\_I2CTABLE[28].

**Parameters:**

***ulBase*** is the base address of the I2C Slave module.  
***ullntFlags*** is a bit mask of the interrupt sources to be cleared.

**Description:**

The specified I2C Slave interrupt sources are cleared, so that they no longer assert. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to [ROM\\_I2CSlaveIntEnableEx\(\)](#).

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to

do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**  
None.

### 10.2.1.22 ROM\_I2CSlaveIntDisable

Disables the I2C Slave interrupt.

**Prototype:**

```
void  
ROM_I2CSlaveIntDisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveIntDisable is a function pointer located at ROM\_I2CTABLE[10].

**Parameters:**

***ulBase*** is the base address of the I2C Slave module.

**Description:**

Disables the I2C Slave interrupt source.

**Returns:**  
None.

### 10.2.1.23 ROM\_I2CSlaveIntDisableEx

Disables individual I2C Slave interrupt sources.

**Prototype:**

```
void  
ROM_I2CSlaveIntDisableEx(unsigned long ulBase,  
                          unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveIntDisableEx is a function pointer located at ROM\_I2CTABLE[26].

**Parameters:**

***ulBase*** is the base address of the I2C Slave module.  
***ulIntFlags*** is the bit mask of the interrupt sources to be disabled.

**Description:**

Disables the indicated I2C Slave interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *ulIntFlags* parameter has the same definition as the *ulIntFlags* parameter to [ROM\\_I2CSlaveIntEnableEx\(\)](#).



**Returns:**  
None.

### 10.2.1.24 ROM\_I2CSlaveIntEnable

Enables the I2C Slave interrupt.

**Prototype:**  
void  
ROM\_I2CSlaveIntEnable(unsigned long ulBase)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveIntEnable is a function pointer located at ROM\_I2CTABLE[8].

**Parameters:**  
*ulBase* is the base address of the I2C Slave module.

**Description:**  
Enables the I2C Slave interrupt source.

**Returns:**  
None.

### 10.2.1.25 ROM\_I2CSlaveIntEnableEx

Enables individual I2C Slave interrupt sources.

**Prototype:**  
void  
ROM\_I2CSlaveIntEnableEx(unsigned long ulBase,  
                          unsigned long ulIntFlags)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveIntEnableEx is a function pointer located at ROM\_I2CTABLE[25].

**Parameters:**  
*ulBase* is the base address of the I2C Slave module.  
*ullntFlags* is the bit mask of the interrupt sources to be enabled.

**Description:**  
Enables the indicated I2C Slave interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *ullntFlags* parameter is the logical OR of any of the following:

- I2C\_SLAVE\_INT\_STOP - Stop condition detected interrupt
- I2C\_SLAVE\_INT\_START - Start condition detected interrupt

■ **I2C\_SLAVE\_INT\_DATA** - Data interrupt

**Returns:**  
None.

### 10.2.1.26 ROM\_I2CSlaveIntStatus

Gets the current I2C Slave interrupt status.

**Prototype:**

```
tBoolean  
ROM_I2CSlaveIntStatus(unsigned long ulBase,  
                      tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveIntStatus is a function pointer located at ROM\_I2CTABLE[12].

**Parameters:**

**ulBase** is the base address of the I2C Slave module.  
**bMasked** is false if the raw interrupt status is requested and true if the masked interrupt status is requested.

**Description:**

This returns the interrupt status for the I2C Slave module. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current interrupt status, returned as **true** if active or **false** if not active.

### 10.2.1.27 ROM\_I2CSlaveIntStatusEx

Gets the current I2C Slave interrupt status.

**Prototype:**

```
unsigned long  
ROM_I2CSlaveIntStatusEx(unsigned long ulBase,  
                       tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
ROM\_I2CSlaveIntStatusEx is a function pointer located at ROM\_I2CTABLE[27].

**Parameters:**

**ulBase** is the base address of the I2C Slave module.  
**bMasked** is false if the raw interrupt status is requested and true if the masked interrupt status is requested.

**Description:**

This returns the interrupt status for the I2C Slave module. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

Returns the current interrupt status, enumerated as a bit field of values described in [ROM\\_I2CSlaveIntEnableEx\(\)](#).

### 10.2.1.28 ROM\_I2CSlaveStatus

Gets the I2C Slave module status

**Prototype:**

```
unsigned long
ROM_I2CSlaveStatus(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
 ROM\_I2CSlaveStatus is a function pointer located at ROM\_I2CTABLE[21].

**Parameters:**

**ulBase** is the base address of the I2C Slave module.

**Description:**

This function will return the action requested from a master, if any. Possible values are:

- I2C\_SLAVE\_ACT\_NONE
- I2C\_SLAVE\_ACT\_RREQ
- I2C\_SLAVE\_ACT\_TREQ
- I2C\_SLAVE\_ACT\_RREQ\_FBR

**Returns:**

Returns **I2C\_SLAVE\_ACT\_NONE** to indicate that no action has been requested of the I2C Slave module, **I2C\_SLAVE\_ACT\_RREQ** to indicate that an I2C master has sent data to the I2C Slave module, **I2C\_SLAVE\_ACT\_TREQ** to indicate that an I2C master has requested that the I2C Slave module send data, and **I2C\_SLAVE\_ACT\_RREQ\_FBR** to indicate that an I2C master has sent data to the I2C slave and the first byte following the slave's own address has been received.

### 10.2.1.29 ROM\_UpdateI2C

Starts an update over the I2C0 interface.

**Prototype:**

```
void
ROM_UpdateI2C(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_I2CTABLE is an array of pointers located at ROM\_APITABLE[3].  
 ROM\_UpdateI2C is a function pointer located at ROM\_I2CTABLE[24].

**Description:**

Calling this function commences an update of the firmware via the I2C0 interface. This function assumes that the I2C0 interface has already been configured and is currently operational. The I2C0 slave is used for data transfer, and the I2C0 master is used to monitor bus busy conditions (therefore, both must be enabled).

**Returns:**

Never returns.

# 11 Interrupt Controller (NVIC)

Introduction .....	101
Functions .....	101

## 11.1 Introduction

The interrupt controller API provides a set of functions for dealing with the Nested Vectored Interrupt Controller (NVIC). Functions are provided to enable and disable interrupts, register interrupt handlers, and set the priority of interrupts.

The NVIC provides global interrupt masking, prioritization, and handler dispatching. This version of the Stellaris family supports thirty-two interrupt sources and eight priority levels. Individual interrupt sources can be masked, and the processor interrupt can be globally masked as well (without affecting the individual source masks).

The NVIC is tightly coupled with the Cortex-M3 microprocessor. When the processor responds to an interrupt, NVIC will supply the address of the function to handle the interrupt directly to the processor. This eliminates the need for a global interrupt handler that queries the interrupt controller to determine the cause of the interrupt and branch to the appropriate handler, reducing interrupt response time.

The interrupt prioritization in the NVIC allows higher priority interrupts to be handled before lower priority interrupts, as well as allowing preemption of lower priority interrupt handlers by higher priority interrupts. Again, this helps reduce interrupt response time (for example, a 1 ms system control interrupt is not held off by the execution of a lower priority 1 second housekeeping interrupt handler).

Sub-prioritization is also possible; instead of having N bits of preemptable prioritization, NVIC can be configured (via software) for N - M bits of preemptable prioritization and M bits of subpriority. In this scheme, two interrupts with the same preemptable prioritization but different subpriorities will not cause a preemption; tail chaining will instead be used to process the two interrupts back-to-back.

If two interrupts with the same priority (and subpriority if so configured) are asserted at the same time, the one with the lower interrupt number will be processed first. NVIC keeps track of the nesting of interrupt handlers, allowing the processor to return from interrupt context only once all nested and pending interrupts have been handled.

## 11.2 Functions

### Functions

- void [ROM\\_IntDisable](#) (unsigned long ulInterrupt)
- void [ROM\\_IntEnable](#) (unsigned long ulInterrupt)
- tBoolean [ROM\\_IntMasterDisable](#) (void)
- tBoolean [ROM\\_IntMasterEnable](#) (void)
- void [ROM\\_IntPendClear](#) (unsigned long ulInterrupt)
- void [ROM\\_IntPendSet](#) (unsigned long ulInterrupt)

- long [ROM\\_IntPriorityGet](#) (unsigned long ulInterrupt)
- unsigned long [ROM\\_IntPriorityGroupingGet](#) (void)
- void [ROM\\_IntPriorityGroupingSet](#) (unsigned long ulBits)
- unsigned long [ROM\\_IntPriorityMaskGet](#) (void)
- void [ROM\\_IntPriorityMaskSet](#) (unsigned long ulPriorityMask)
- void [ROM\\_IntPrioritySet](#) (unsigned long ulInterrupt, unsigned char ucPriority)

## 11.2.1 Function Documentation

### 11.2.1.1 ROM\_IntDisable

Disables an interrupt.

**Prototype:**

```
void  
ROM_IntDisable(unsigned long ulInterrupt)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_INTERRUPTTABLE` is an array of pointers located at `ROM_APITABLE[14]`.  
`ROM_IntDisable` is a function pointer located at `ROM_INTERRUPTTABLE[3]`.

**Parameters:**

***ulInterrupt*** specifies the interrupt to be disabled.

**Description:**

The specified interrupt is disabled in the interrupt controller. Other enables for the interrupt (such as at the peripheral level) are unaffected by this function.

**Returns:**

None.

### 11.2.1.2 ROM\_IntEnable

Enables an interrupt.

**Prototype:**

```
void  
ROM_IntEnable(unsigned long ulInterrupt)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_INTERRUPTTABLE` is an array of pointers located at `ROM_APITABLE[14]`.  
`ROM_IntEnable` is a function pointer located at `ROM_INTERRUPTTABLE[0]`.

**Parameters:**

***ulInterrupt*** specifies the interrupt to be enabled.

**Description:**

The specified interrupt is enabled in the interrupt controller. Other enables for the interrupt (such as at the peripheral level) are unaffected by this function.

**Returns:**  
None.

### 11.2.1.3 ROM\_IntMasterDisable

Disables the processor interrupt.

**Prototype:**  
tBoolean  
ROM\_IntMasterDisable(void)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].  
ROM\_IntMasterDisable is a function pointer located at ROM\_INTERRUPTTABLE[2].

**Description:**  
Prevents the processor from receiving interrupts. This does not affect the set of interrupts enabled in the interrupt controller; it just gates the single interrupt from the controller to the processor.

**Returns:**  
Returns **true** if interrupts were already disabled when the function was called or **false** if they were initially enabled.

### 11.2.1.4 ROM\_IntMasterEnable

Enables the processor interrupt.

**Prototype:**  
tBoolean  
ROM\_IntMasterEnable(void)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].  
ROM\_IntMasterEnable is a function pointer located at ROM\_INTERRUPTTABLE[1].

**Description:**  
Allows the processor to respond to interrupts. This does not affect the set of interrupts enabled in the interrupt controller; it just gates the single interrupt from the controller to the processor.

**Returns:**  
Returns **true** if interrupts were disabled when the function was called or **false** if they were initially enabled.

### 11.2.1.5 ROM\_IntPendClear

Unpends an interrupt.

**Prototype:**

```
void  
ROM_IntPendClear(unsigned long ulInterrupt)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].  
ROM\_IntPendClear is a function pointer located at ROM\_INTERRUPTTABLE[9].

**Parameters:**

*ulInterrupt* specifies the interrupt to be unpended.

**Description:**

The specified interrupt is unpended in the interrupt controller. This will cause any previously generated interrupts that have not been handled yet (due to higher priority interrupts or the interrupt no having been enabled yet) to be discarded.

**Returns:**

None.

### 11.2.1.6 ROM\_IntPendSet

Pends an interrupt.

**Prototype:**

```
void  
ROM_IntPendSet(unsigned long ulInterrupt)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].  
ROM\_IntPendSet is a function pointer located at ROM\_INTERRUPTTABLE[8].

**Parameters:**

*ulInterrupt* specifies the interrupt to be pended.

**Description:**

The specified interrupt is pended in the interrupt controller. This will cause the interrupt controller to execute the corresponding interrupt handler at the next available time, based on the current interrupt state priorities. For example, if called by a higher priority interrupt handler, the specified interrupt handler will not be called until after the current interrupt handler has completed execution. The interrupt must have been enabled for it to be called.

**Returns:**

None.

### 11.2.1.7 ROM\_IntPriorityGet

Gets the priority of an interrupt.



**Prototype:**

```
long
ROM_IntPriorityGet(unsigned long ulInterrupt)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].  
 ROM\_IntPriorityGet is a function pointer located at ROM\_INTERRUPTTABLE[7].

**Parameters:**

***ulInterrupt*** specifies the interrupt in question.

**Description:**

This function gets the priority of an interrupt. See [ROM\\_IntPrioritySet\(\)](#) for a definition of the priority value.

**Returns:**

Returns the interrupt priority, or -1 if an invalid interrupt was specified.

### 11.2.1.8 ROM\_IntPriorityGroupingGet

Gets the priority grouping of the interrupt controller.

**Prototype:**

```
unsigned long
ROM_IntPriorityGroupingGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].  
 ROM\_IntPriorityGroupingGet is a function pointer located at ROM\_INTERRUPTTABLE[5].

**Description:**

This function returns the split between preemptable priority levels and subpriority levels in the interrupt priority specification.

**Returns:**

The number of bits of preemptable priority.

### 11.2.1.9 ROM\_IntPriorityGroupingSet

Sets the priority grouping of the interrupt controller.

**Prototype:**

```
void
ROM_IntPriorityGroupingSet(unsigned long ulBits)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].

`ROM_IntPriorityGroupingSet` is a function pointer located at `ROM_INTERRUPTTABLE[4]`.

**Parameters:**

*ulBits* specifies the number of bits of preemptable priority.

**Description:**

This function specifies the split between preemptable priority levels and subpriority levels in the interrupt priority specification. The range of the grouping values are dependent upon the hardware implementation; on the Stellaris family, three bits are available for hardware interrupt prioritization and therefore priority grouping values of three through seven have the same effect.

**Returns:**

None.

### 11.2.1.10 ROM\_IntPriorityMaskGet

Gets the priority masking level

**Prototype:**

```
unsigned long  
ROM_IntPriorityMaskGet(void)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_INTERRUPTTABLE` is an array of pointers located at `ROM_APITABLE[14]`.  
`ROM_IntPriorityMaskGet` is a function pointer located at `ROM_INTERRUPTTABLE[11]`.

**Description:**

This function gets the current setting of the interrupt priority masking level. The value returned is the priority level such that all interrupts of that and lesser priority are masked. A value of 0 means that priority masking is disabled.

Smaller numbers correspond to higher interrupt priorities. So for example a priority level mask of 4 will allow interrupts of priority level 0-3, and interrupts with a numerical priority of 4 and greater will be blocked.

The hardware priority mechanism will only look at the upper N bits of the priority level (where N is 3 for the Stellaris family), so any prioritization must be performed in those bits.

**Returns:**

Returns the value of the interrupt priority level mask.

### 11.2.1.11 ROM\_IntPriorityMaskSet

Sets the priority masking level

**Prototype:**

```
void  
ROM_IntPriorityMaskSet(unsigned long ulPriorityMask)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].

ROM\_IntPriorityMaskSet is a function pointer located at ROM\_INTERRUPTTABLE[10].

**Parameters:**

**ulPriorityMask** is the priority level that will be masked.

**Description:**

This function sets the interrupt priority masking level so that all interrupts at the specified or lesser priority level is masked. This can be used to globally disable a set of interrupts with priority below a predetermined threshold. A value of 0 disables priority masking.

Smaller numbers correspond to higher interrupt priorities. So for example a priority level mask of 4 will allow interrupts of priority level 0-3, and interrupts with a numerical priority of 4 and greater will be blocked.

The hardware priority mechanism will only look at the upper N bits of the priority level (where N is 3 for the Stellaris family), so any prioritization must be performed in those bits.

**Returns:**

None.

### 11.2.1.12 ROM\_IntPrioritySet

Sets the priority of an interrupt.

**Prototype:**

```
void
ROM_IntPrioritySet(unsigned long ulInterrupt,
                  unsigned char ucPriority)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_INTERRUPTTABLE is an array of pointers located at ROM\_APITABLE[14].

ROM\_IntPrioritySet is a function pointer located at ROM\_INTERRUPTTABLE[6].

**Parameters:**

**ulInterrupt** specifies the interrupt in question.

**ucPriority** specifies the priority of the interrupt.

**Description:**

This function is used to set the priority of an interrupt. When multiple interrupts are asserted simultaneously, the ones with the highest priority are processed before the lower priority interrupts. Smaller numbers correspond to higher interrupt priorities; priority 0 is the highest interrupt priority.

The hardware priority mechanism will only look at the upper N bits of the priority level (where N is 3 for the Stellaris family), so any prioritization must be performed in those bits. The remaining bits can be used to sub-prioritize the interrupt sources, and may be used by the hardware priority mechanism on a future part. This arrangement allows priorities to migrate to different NVIC implementations without changing the gross prioritization of the interrupts.

**Returns:**

None.



# 12 Memory Protection Unit (MPU)

Introduction .....	109
Functions .....	110

## 12.1 Introduction

The Memory Protection Unit (MPU) API provides functions to configure the MPU. The MPU is tightly coupled to the Cortex-M3 processor core and provides a means to establish access permissions on regions of memory.

Up to eight memory regions can be defined. Each region has a base address and a size. The size is specified as a power of 2 between 32 bytes and 4 GB, inclusive. The region's base address must be aligned to the size of the region. Each region also has access permissions. Code execution can be allowed or disallowed for a region. A region can be set for read-only access, read/write access, or no access for both privileged and user modes. This can be used to set up an environment where only kernel or system code can access certain hardware registers or sections of code.

The MPU creates 8 sub-regions within each region. Any sub-region or combination of sub-regions can be disabled, allowing creation of “holes” or complex overlaying regions with different permissions. The sub-regions can also be used to create an unaligned beginning or ending of a region by disabling one or more of the leading or trailing sub-regions.

Once the regions are defined and the MPU is enabled, any access violation of a region will cause a memory management fault, and the fault handler will be activated.

Generally, the memory protection regions should be defined before enabling the MPU. The regions can be configured by calling [ROM\\_MPURegionSet\(\)](#) once for each region to be configured.

A region that is defined by [ROM\\_MPURegionSet\(\)](#) can be initially enabled or disabled. If the region is not initially enabled, it can be enabled later by calling [ROM\\_MPURegionEnable\(\)](#). An enabled region can be disabled by calling [ROM\\_MPURegionDisable\(\)](#). When a region is disabled, its configuration is preserved as long as it is not overwritten. In this case it can be enabled again with [ROM\\_MPURegionEnable\(\)](#) without the need to reconfigure the region.

Care must be taken when setting up a protection region using [ROM\\_MPURegionSet\(\)](#). The function will write to multiple registers and is not protected from interrupts. Therefore, it is possible that an interrupt which accesses a region may occur while that region is in the process of being changed. The safest way to protect against this is to make sure that a region is always disabled before making any changes. Otherwise, it is up to the caller to ensure that [ROM\\_MPURegionSet\(\)](#) is always called from within code that cannot be interrupted, or from code that will not be affected if an interrupt occurs while the region attributes are being changed.

The attributes of a region that has already been programmed can be retrieved and saved using the [ROM\\_MPURegionGet\(\)](#) function. This function is intended to save the attributes in a format that can be used later to reload the region using the [ROM\\_MPURegionSet\(\)](#) function. Note that the enable state of the region is saved with the attributes and will take effect when the region is reloaded.

When one or more regions are defined, the MPU can be enabled by calling [ROM\\_MPUEnable\(\)](#). This turns on the MPU and also defines the behavior in privileged mode and in the Hard Fault and NMI fault handlers. The MPU can be configured so that when in privileged mode and no regions are

enabled, a default memory map is applied. If this feature is not enabled, then a memory management fault is generated if the MPU is enabled and no regions are configured and enabled. The MPU can also be set to use a default memory map when in the Hard Fault or NMI handlers, instead of using the configured regions. All of these features are selected when calling [ROM\\_MPUEnable\(\)](#). When the MPU is enabled, it can be disabled by calling [ROM\\_MPUDisable\(\)](#).

## 12.2 Functions

### Functions

- void [ROM\\_MPUDisable](#) (void)
- void [ROM\\_MPUEnable](#) (unsigned long ulMPUConfig)
- unsigned long [ROM\\_MPURegionCountGet](#) (void)
- void [ROM\\_MPURegionDisable](#) (unsigned long ulRegion)
- void [ROM\\_MPURegionEnable](#) (unsigned long ulRegion)
- void [ROM\\_MPURegionGet](#) (unsigned long ulRegion, unsigned long \*pulAddr, unsigned long \*pulFlags)
- void [ROM\\_MPURegionSet](#) (unsigned long ulRegion, unsigned long ulAddr, unsigned long ulFlags)

### 12.2.1 Function Documentation

#### 12.2.1.1 ROM\_MPUDisable

Disables the MPU for use.

**Prototype:**

```
void  
ROM_MPUDisable(void)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_MPUPUTABLE is an array of pointers located at ROM_APITABLE[20].  
ROM_MPUDisable is a function pointer located at ROM_MPUPUTABLE[1].
```

**Description:**

This function disables the Cortex-M3 memory protection unit. When the MPU is disabled, the default memory map is used and memory management faults are not generated.

**Returns:**

None.

#### 12.2.1.2 ROM\_MPUEnable

Enables and configures the MPU for use.

**Prototype:**

```
void
ROM_MPUEnable(unsigned long ulMPUConfig)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_MPUPUTABLE is an array of pointers located at ROM\_APITABLE[20].  
 ROM\_MPUEnable is a function pointer located at ROM\_MPUPUTABLE[0].

**Parameters:**

*ulMPUConfig* is the logical OR of the possible configurations.

**Description:**

This function enables the Cortex-M3 memory protection unit. It also configures the default behavior when in privileged mode and while handling a hard fault or NMI. Prior to enabling the MPU, at least one region must be set by calling [ROM MPURegionSet\(\)](#) or else by enabling the default region for privileged mode by passing the **MPU\_CONFIG\_PRIV\_DEFAULT** flag to [ROM\\_MPUEnable\(\)](#). Once the MPU is enabled, a memory management fault will be generated for any memory access violations.

The *ulMPUConfig* parameter should be the logical OR of any of the following:

- **MPU\_CONFIG\_PRIV\_DEFAULT** enables the default memory map when in privileged mode and when no other regions are defined. If this option is not enabled, then there must be at least one valid region already defined when the MPU is enabled.
- **MPU\_CONFIG\_HARDFLT\_NMI** enables the MPU while in a hard fault or NMI exception handler. If this option is not enabled, then the MPU is disabled while in one of these exception handlers and the default memory map is applied.
- **MPU\_CONFIG\_NONE** chooses none of the above options. In this case, no default memory map is provided in privileged mode, and the MPU will not be enabled in the fault handlers.

**Returns:**

None.

### 12.2.1.3 ROM MPURegionCountGet

Gets the count of regions supported by the MPU.

**Prototype:**

```
unsigned long
ROM MPURegionCountGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_MPUPUTABLE is an array of pointers located at ROM\_APITABLE[20].  
 ROM MPURegionCountGet is a function pointer located at ROM\_MPUPUTABLE[2].

**Description:**

This function is used to get the number of regions that are supported by the MPU. This is the total number that are supported, including regions that are already programmed.

**Returns:**

The number of memory protection regions that are available for programming using [ROM\\_MPURegionSet\(\)](#).

### 12.2.1.4 ROM\_MPURegionDisable

Disables a specific region.

**Prototype:**

```
void  
ROM_MPURegionDisable(unsigned long ulRegion)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_MPUTABLE is an array of pointers located at ROM\_APITABLE[20].  
ROM\_MPURegionDisable is a function pointer located at ROM\_MPUTABLE[4].

**Parameters:**

*ulRegion* is the region number to disable.

**Description:**

This function is used to disable a previously enabled memory protection region. The region will remain configured if it is not overwritten with another call to [ROM\\_MPURegionSet\(\)](#), and can be enabled again by calling [ROM\\_MPURegionEnable\(\)](#).

**Returns:**

None.

### 12.2.1.5 ROM\_MPURegionEnable

Enables a specific region.

**Prototype:**

```
void  
ROM_MPURegionEnable(unsigned long ulRegion)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_MPUTABLE is an array of pointers located at ROM\_APITABLE[20].  
ROM\_MPURegionEnable is a function pointer located at ROM\_MPUTABLE[3].

**Parameters:**

*ulRegion* is the region number to enable.

**Description:**

This function is used to enable a memory protection region. The region should already be set up with the [ROM\\_MPURegionSet\(\)](#) function. Once enabled, the memory protection rules of the region will be applied and access violations will cause a memory management fault.

**Returns:**

None.



### 12.2.1.6 ROM\_MPURegionGet

Gets the current settings for a specific region.

**Prototype:**

```
void
ROM_MPURegionGet(unsigned long ulRegion,
                 unsigned long *pulAddr,
                 unsigned long *pulFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_MPUTABLE is an array of pointers located at ROM\_APITABLE[20].  
 ROM\_MPURegionGet is a function pointer located at ROM\_MPUTABLE[6].

**Parameters:**

**ulRegion** is the region number to get.  
**pulAddr** points to storage for the base address of the region.  
**pulFlags** points to the attribute flags for the region.

**Description:**

This function retrieves the configuration of a specific region. The meanings and format of the parameters is the same as that of the [ROM\\_MPURegionSet\(\)](#) function.

This function can be used to save the configuration of a region for later use with the [ROM\\_MPURegionSet\(\)](#) function. The region's enable state will be preserved in the attributes that are saved.

**Returns:**

None.

### 12.2.1.7 ROM\_MPURegionSet

Sets up the access rules for a specific region.

**Prototype:**

```
void
ROM_MPURegionSet(unsigned long ulRegion,
                 unsigned long ulAddr,
                 unsigned long ulFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_MPUTABLE is an array of pointers located at ROM\_APITABLE[20].  
 ROM\_MPURegionSet is a function pointer located at ROM\_MPUTABLE[5].

**Parameters:**

**ulRegion** is the region number to set up.  
**ulAddr** is the base address of the region. It must be aligned according to the size of the region specified in ulFlags.  
**ulFlags** is a set of flags to define the attributes of the region.

**Description:**

This function sets up the protection rules for a region. The region has a base address and a set of attributes including the size, which must be a power of 2. The base address parameter, *ulAddr*, must be aligned according to the size.

The *ulFlags* parameter is the logical OR of all of the attributes of the region. It is a combination of choices for region size, execute permission, read/write permissions, disabled sub-regions, and a flag to determine if the region is enabled.

The size flag determines the size of a region, and must be one of the following:

- **MPU\_RGN\_SIZE\_32B**
- **MPU\_RGN\_SIZE\_64B**
- **MPU\_RGN\_SIZE\_128B**
- **MPU\_RGN\_SIZE\_256B**
- **MPU\_RGN\_SIZE\_512B**
- **MPU\_RGN\_SIZE\_1K**
- **MPU\_RGN\_SIZE\_2K**
- **MPU\_RGN\_SIZE\_4K**
- **MPU\_RGN\_SIZE\_8K**
- **MPU\_RGN\_SIZE\_16K**
- **MPU\_RGN\_SIZE\_32K**
- **MPU\_RGN\_SIZE\_64K**
- **MPU\_RGN\_SIZE\_128K**
- **MPU\_RGN\_SIZE\_256K**
- **MPU\_RGN\_SIZE\_512K**
- **MPU\_RGN\_SIZE\_1M**
- **MPU\_RGN\_SIZE\_2M**
- **MPU\_RGN\_SIZE\_4M**
- **MPU\_RGN\_SIZE\_8M**
- **MPU\_RGN\_SIZE\_16M**
- **MPU\_RGN\_SIZE\_32M**
- **MPU\_RGN\_SIZE\_64M**
- **MPU\_RGN\_SIZE\_128M**
- **MPU\_RGN\_SIZE\_256M**
- **MPU\_RGN\_SIZE\_512M**
- **MPU\_RGN\_SIZE\_1G**
- **MPU\_RGN\_SIZE\_2G**
- **MPU\_RGN\_SIZE\_4G**

The execute permission flag must be one of the following:

- **MPU\_RGN\_PERM\_EXEC** enables the region for execution of code
- **MPU\_RGN\_PERM\_NOEXEC** disables the region for execution of code

The read/write access permissions are applied separately for the privileged and user modes. The read/write access flags must be one of the following:

- **MPU\_RGN\_PERM\_PRV\_NO\_USR\_NO** - no access in privileged or user mode
- **MPU\_RGN\_PERM\_PRV\_RW\_USR\_NO** - privileged read/write, user no access
- **MPU\_RGN\_PERM\_PRV\_RW\_USR\_RO** - privileged read/write, user read-only

- **MPU\_RGN\_PERM\_PRV\_RW\_USR\_RW** - privileged read/write, user read/write
- **MPU\_RGN\_PERM\_PRV\_RO\_USR\_NO** - privileged read-only, user no access
- **MPU\_RGN\_PERM\_PRV\_RO\_USR\_RO** - privileged read-only, user read-only

The region is automatically divided into 8 equally-sized sub-regions by the MPU. Sub-regions can only be used in regions of size 256 bytes or larger. Any of these 8 sub-regions can be disabled. This allows for creation of “holes” in a region which can be left open, or overlaid by another region with different attributes. Any of the 8 sub-regions can be disabled with a logical OR of any of the following flags:

- **MPU\_SUB\_RGN\_DISABLE\_0**
- **MPU\_SUB\_RGN\_DISABLE\_1**
- **MPU\_SUB\_RGN\_DISABLE\_2**
- **MPU\_SUB\_RGN\_DISABLE\_3**
- **MPU\_SUB\_RGN\_DISABLE\_4**
- **MPU\_SUB\_RGN\_DISABLE\_5**
- **MPU\_SUB\_RGN\_DISABLE\_6**
- **MPU\_SUB\_RGN\_DISABLE\_7**

Finally, the region can be initially enabled or disabled with one of the following flags:

- **MPU\_RGN\_ENABLE**
- **MPU\_RGN\_DISABLE**

As an example, to set a region with the following attributes: size of 32 KB, execution enabled, read-only for both privileged and user, one sub-region disabled, and initially enabled; the *ulFlags* parameter would have the following value:

```
(MPU_RG_SIZE_32K | MPU_RGN_PERM_EXEC | MPU_RGN_PERM_PRV_RO_USR_RO |  
MPU_SUB_RGN_DISABLE_2 | MPU_RGN_ENABLE)
```

**Note:**

This function will write to multiple registers and is not protected from interrupts. It is possible that an interrupt which accesses a region may occur while that region is in the process of being changed. The safest way to handle this is to disable a region before changing it. Refer to the discussion of this in the API Detailed Description section.

**Returns:**

None.



# 13 Synchronous Serial Interface (SSI)

Introduction .....	117
Functions .....	117

## 13.1 Introduction

The Synchronous Serial Interface (SSI) module provides the functionality for synchronous serial communications with peripheral devices, and can be configured to use either the Motorola® SPI™, National Semiconductor® Microwire, or the Texas Instruments® synchronous serial interface frame formats. The size of the data frame is also configurable, and can be set to be between 4 and 16 bits, inclusive.

The SSI module performs serial-to-parallel data conversion on data received from a peripheral device, and parallel-to-serial conversion on data transmitted to a peripheral device. The TX and RX paths are buffered with internal FIFOs allowing up to eight 16-bit values to be stored independently.

The SSI module can be configured as either a master or a slave device. As a slave device, the SSI module can also be configured to disable its output, which allows a master device to be coupled with multiple slave devices.

The SSI module also includes a programmable bit rate clock divider and prescaler to generate the output serial clock derived from the SSI module's input clock. Bit rates are generated based on the input clock and the maximum bit rate supported by the connected peripheral.

For devices that include a DMA controller, the SSI module also provides a DMA interface to facilitate data transfer via DMA.

## 13.2 Functions

### Functions

- tBoolean [ROM\\_SSIBusy](#) (unsigned long ulBase)
- void [ROM\\_SSIConfigSetExpClk](#) (unsigned long ulBase, unsigned long ulSSIClk, unsigned long ulProtocol, unsigned long ulMode, unsigned long ulBitRate, unsigned long ulDataWidth)
- void [ROM\\_SSIDataGet](#) (unsigned long ulBase, unsigned long \*pulData)
- long [ROM\\_SSIDataGetNonBlocking](#) (unsigned long ulBase, unsigned long \*pulData)
- void [ROM\\_SSIDataPut](#) (unsigned long ulBase, unsigned long ulData)
- long [ROM\\_SSIDataPutNonBlocking](#) (unsigned long ulBase, unsigned long ulData)
- void [ROM\\_SSIDisable](#) (unsigned long ulBase)
- void [ROM\\_SSIDMADisable](#) (unsigned long ulBase, unsigned long ulDMAFlags)
- void [ROM\\_SSIDMAEnable](#) (unsigned long ulBase, unsigned long ulDMAFlags)
- void [ROM\\_SSIEnable](#) (unsigned long ulBase)
- void [ROM\\_SSIIntClear](#) (unsigned long ulBase, unsigned long ulIntFlags)
- void [ROM\\_SSIIntDisable](#) (unsigned long ulBase, unsigned long ulIntFlags)
- void [ROM\\_SSIIntEnable](#) (unsigned long ulBase, unsigned long ulIntFlags)
- unsigned long [ROM\\_SSIIntStatus](#) (unsigned long ulBase, tBoolean bMasked)

- void [ROM\\_UpdateSSI](#) (void)

## 13.2.1 Function Documentation

### 13.2.1.1 ROM\_SSIBusy

Determines whether the SSI transmitter is busy or not.

**Prototype:**

```
tBoolean  
ROM_SSIBusy(unsigned long ulBase)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_SSITABLE` is an array of pointers located at `ROM_APITABLE[2]`.  
`ROM_SSIBusy` is a function pointer located at `ROM_SSITABLE[14]`.

**Parameters:**

***ulBase*** is the base address of the SSI port.

**Description:**

Allows the caller to determine whether all transmitted bytes have cleared the transmitter hardware. If **false** is returned, then the transmit FIFO is empty and all bits of the last transmitted word have left the hardware shift register.

**Returns:**

Returns **true** if the SSI is transmitting or **false** if all transmissions are complete.

### 13.2.1.2 ROM\_SSIConfigSetExpClk

Configures the synchronous serial interface.

**Prototype:**

```
void  
ROM_SSIConfigSetExpClk(unsigned long ulBase,  
                        unsigned long ulSSIClk,  
                        unsigned long ulProtocol,  
                        unsigned long ulMode,  
                        unsigned long ulBitRate,  
                        unsigned long ulDataWidth)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_SSITABLE` is an array of pointers located at `ROM_APITABLE[2]`.  
`ROM_SSIConfigSetExpClk` is a function pointer located at `ROM_SSITABLE[1]`.

**Parameters:**

***ulBase*** specifies the SSI module base address.  
***ulSSIClk*** is the rate of the clock supplied to the SSI module.  
***ulProtocol*** specifies the data transfer protocol.

***ulMode*** specifies the mode of operation.

***ulBitRate*** specifies the clock rate.

***ulDataWidth*** specifies number of bits transferred per frame.

**Description:**

This function configures the synchronous serial interface. It sets the SSI protocol, mode of operation, bit rate, and data width.

The *ulProtocol* parameter defines the data frame format. The *ulProtocol* parameter can be one of the following values: **SSI\_FRF\_MOTO\_MODE\_0**, **SSI\_FRF\_MOTO\_MODE\_1**, **SSI\_FRF\_MOTO\_MODE\_2**, **SSI\_FRF\_MOTO\_MODE\_3**, **SSI\_FRF\_TI**, or **SSI\_FRF\_NMW**. The Motorola frame formats imply the following polarity and phase configurations:

Polarity	Phase	Mode
0	0	SSI_FRF_MOTO_MODE_0
0	1	SSI_FRF_MOTO_MODE_1
1	0	SSI_FRF_MOTO_MODE_2
1	1	SSI_FRF_MOTO_MODE_3

The *ulMode* parameter defines the operating mode of the SSI module. The SSI module can operate as a master or slave; if a slave, the SSI can be configured to disable output on its serial output line. The *ulMode* parameter can be one of the following values: **SSI\_MODE\_MASTER**, **SSI\_MODE\_SLAVE**, or **SSI\_MODE\_SLAVE\_OD**.

The *ulBitRate* parameter defines the bit rate for the SSI. This bit rate must satisfy the following clock ratio criteria:

- FSSI  $\geq 2 * \text{bit rate}$  (master mode)
- FSSI  $\geq 12 * \text{bit rate}$  (slave modes)

where FSSI is the frequency of the clock supplied to the SSI module.

The *ulDataWidth* parameter defines the width of the data transfers, and can be a value between 4 and 16, inclusive.

The peripheral clock will be the same as the processor clock. This will be the value returned by [ROM\\_SysCtlClockGet\(\)](#), or it can be explicitly hard-coded if it is constant and known (to save the code/execution overhead of a call to [ROM\\_SysCtlClockGet\(\)](#)).

**Returns:**

None.

### 13.2.1.3 ROM\_SSIDataGet

Gets a data element from the SSI receive FIFO.

**Prototype:**

```
void
ROM_SSIDataGet(unsigned long ulBase,
               unsigned long *pulData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].

ROM\_SSIDataGet is a function pointer located at ROM\_SSITABLE[9].

**Parameters:**

***ulBase*** specifies the SSI module base address.

***pulData*** is a pointer to a storage location for data that was received over the SSI interface.

**Description:**

This function gets received data from the receive FIFO of the specified SSI module and places that data into the location specified by the *pulData* parameter.

**Note:**

Only the lower N bits of the value written to *pulData* contain valid data, where N is the data width as configured by [ROM\\_SSIConfigSetExpClk\(\)](#). For example, if the interface is configured for 8-bit data width, only the lower 8 bits of the value written to *pulData* contain valid data.

**Returns:**

None.

### 13.2.1.4 ROM\_SSIDataGetNonBlocking

Gets a data element from the SSI receive FIFO.

**Prototype:**

```
long  
ROM_SSIDataGetNonBlocking(unsigned long ulBase,  
                           unsigned long *pulData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].

ROM\_SSIDataGetNonBlocking is a function pointer located at ROM\_SSITABLE[10].

**Parameters:**

***ulBase*** specifies the SSI module base address.

***pulData*** is a pointer to a storage location for data that was received over the SSI interface.

**Description:**

This function gets received data from the receive FIFO of the specified SSI module and places that data into the location specified by the *ulData* parameter. If there is no data in the FIFO, then this function returns a zero.

**Note:**

Only the lower N bits of the value written to *pulData* contain valid data, where N is the data width as configured by [ROM\\_SSIConfigSetExpClk\(\)](#). For example, if the interface is configured for 8-bit data width, only the lower 8 bits of the value written to *pulData* contain valid data.

**Returns:**

Returns the number of elements read from the SSI receive FIFO.

### 13.2.1.5 ROM\_SSIDataPut

Puts a data element into the SSI transmit FIFO.



**Prototype:**

```
void
ROM_SSIDataPut(unsigned long ulBase,
               unsigned long ulData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
 ROM\_SSIDataPut is a function pointer located at ROM\_SSITABLE[0].

**Parameters:**

**ulBase** specifies the SSI module base address.  
**ulData** is the data to be transmitted over the SSI interface.

**Description:**

This function places the supplied data into the transmit FIFO of the specified SSI module.

**Note:**

The upper 32 - N bits of the *ulData* are discarded by the hardware, where N is the data width as configured by [ROM\\_SSIConfigSetExpClk\(\)](#). For example, if the interface is configured for 8-bit data width, the upper 24 bits of *ulData* are discarded.

**Returns:**

None.

### 13.2.1.6 ROM\_SSIDataPutNonBlocking

Puts a data element into the SSI transmit FIFO.

**Prototype:**

```
long
ROM_SSIDataPutNonBlocking(unsigned long ulBase,
                          unsigned long ulData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
 ROM\_SSIDataPutNonBlocking is a function pointer located at ROM\_SSITABLE[8].

**Parameters:**

**ulBase** specifies the SSI module base address.  
**ulData** is the data to be transmitted over the SSI interface.

**Description:**

This function places the supplied data into the transmit FIFO of the specified SSI module. If there is no space in the FIFO, then this function returns a zero.

**Note:**

The upper 32 - N bits of the *ulData* are discarded by the hardware, where N is the data width as configured by [ROM\\_SSIConfigSetExpClk\(\)](#). For example, if the interface is configured for 8-bit data width, the upper 24 bits of *ulData* are discarded.

**Returns:**

Returns the number of elements written to the SSI transmit FIFO.

### 13.2.1.7 ROM\_SSIDisable

Disables the synchronous serial interface.

**Prototype:**

```
void  
ROM_SSIDisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
ROM\_SSIDisable is a function pointer located at ROM\_SSITABLE[3].

**Parameters:**

**ulBase** specifies the SSI module base address.

**Description:**

This function disables operation of the synchronous serial interface.

**Returns:**

None.

### 13.2.1.8 ROM\_SSIDMADisable

Disable SSI DMA operation.

**Prototype:**

```
void  
ROM_SSIDMADisable(unsigned long ulBase,  
                  unsigned long ulDMAFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
ROM\_SSIDMADisable is a function pointer located at ROM\_SSITABLE[13].

**Parameters:**

**ulBase** is the base address of the SSI port.

**ulDMAFlags** is a bit mask of the DMA features to disable.

**Description:**

This function is used to disable SSI DMA features that were enabled by [ROM\\_SSIDMAEnable\(\)](#). The specified SSI DMA features are disabled. The *ulDMAFlags* parameter is the logical OR of any of the following values:

- SSI\_DMA\_RX - disable DMA for receive
- SSI\_DMA\_TX - disable DMA for transmit

**Returns:**

None.

### 13.2.1.9 ROM\_SSIDMAEnable

Enable SSI DMA operation.

**Prototype:**

```
void
ROM_SSIDMAEnable(unsigned long ulBase,
                 unsigned long ulDMAFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
 ROM\_SSIDMAEnable is a function pointer located at ROM\_SSITABLE[12].

**Parameters:**

**ulBase** is the base address of the SSI port.  
**ulDMAFlags** is a bit mask of the DMA features to enable.

**Description:**

The specified SSI DMA features are enabled. The SSI can be configured to use DMA for transmit and/or receive data transfers. The *ulDMAFlags* parameter is the logical OR of any of the following values:

- SSI\_DMA\_RX - enable DMA for receive
- SSI\_DMA\_TX - enable DMA for transmit

**Note:**

The uDMA controller must also be set up before DMA can be used with the SSI.

**Returns:**

None.

### 13.2.1.10 ROM\_SSIEnable

Enables the synchronous serial interface.

**Prototype:**

```
void
ROM_SSIEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
 ROM\_SSIEnable is a function pointer located at ROM\_SSITABLE[2].

**Parameters:**

**ulBase** specifies the SSI module base address.

**Description:**

This function enables operation of the synchronous serial interface. The synchronous serial interface must be configured before it is enabled.

**Returns:**

None.

### 13.2.1.11 ROM\_SSIIntClear

Clears SSI interrupt sources.

**Prototype:**

```
void  
ROM_SSIIntClear(unsigned long ulBase,  
                unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
ROM\_SSIIntClear is a function pointer located at ROM\_SSITABLE[7].

**Parameters:**

**ulBase** specifies the SSI module base address.  
**ullntFlags** is a bit mask of the interrupt sources to be cleared.

**Description:**

The specified SSI interrupt sources are cleared so that they no longer assert. This function must be called in the interrupt handler to keep the interrupts from being recognized again immediately upon exit. The *ullntFlags* parameter can consist of either or both the **SSI\_RXTO** and **SSI\_RXOR** values.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 13.2.1.12 ROM\_SSIIntDisable

Disables individual SSI interrupt sources.

**Prototype:**

```
void  
ROM_SSIIntDisable(unsigned long ulBase,  
                  unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
ROM\_SSIIntDisable is a function pointer located at ROM\_SSITABLE[5].

**Parameters:**

**ulBase** specifies the SSI module base address.  
**ullntFlags** is a bit mask of the interrupt sources to be disabled.

**Description:**

Disables the indicated SSI interrupt sources. The *ullntFlags* parameter can be any of the **SSI\_TXFF**, **SSI\_RXFF**, **SSI\_RXTO**, or **SSI\_RXOR** values.

**Returns:**

None.

### 13.2.1.13 ROM\_SSIIntEnable

Enables individual SSI interrupt sources.

**Prototype:**

```
void  
ROM_SSIIntEnable(unsigned long ulBase,  
                 unsigned long ulIntFlags)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_SSITABLE** is an array of pointers located at **ROM\_APITABLE**[2].  
**ROM\_SSIIntEnable** is a function pointer located at **ROM\_SSITABLE**[4].

**Parameters:**

**ulBase** specifies the SSI module base address.  
**ullntFlags** is a bit mask of the interrupt sources to be enabled.

**Description:**

Enables the indicated SSI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. The *ullntFlags* parameter can be any of the **SSI\_TXFF**, **SSI\_RXFF**, **SSI\_RXTO**, or **SSI\_RXOR** values.

**Returns:**

None.

### 13.2.1.14 ROM\_SSIIntStatus

Gets the current interrupt status.

**Prototype:**

```
unsigned long  
ROM_SSIIntStatus(unsigned long ulBase,  
                 tBoolean bMasked)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_SSITABLE** is an array of pointers located at **ROM\_APITABLE**[2].  
**ROM\_SSIIntStatus** is a function pointer located at **ROM\_SSITABLE**[6].

**Parameters:**

**ulBase** specifies the SSI module base address.  
**bMasked** is **false** if the raw interrupt status is required or **true** if the masked interrupt status is required.

**Description:**

This function returns the interrupt status for the SSI module. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current interrupt status, enumerated as a bit field of **SSI\_TXFF**, **SSI\_RXFF**, **SSI\_RXTO**, and **SSI\_RXOR**.

### 13.2.1.15 ROM\_UpdateSSI

Starts an update over the SSI0 interface.

**Prototype:**

```
void  
ROM_UpdateSSI(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SSITABLE is an array of pointers located at ROM\_APITABLE[2].  
ROM\_UpdateSSI is a function pointer located at ROM\_SSITABLE[11].

**Description:**

Calling this function commences an update of the firmware via the SSI0 interface. This function assumes that the SSI0 interface has already been configured and is currently operational.

**Returns:**

Never returns.

# 14 System Control

Introduction .....	127
Functions .....	128

## 14.1 Introduction

System control determines the overall operation of the device. It controls the clocking of the device, the set of peripherals that are enabled, configuration of the device and its resets, and provides information about the device.

The members of the Stellaris family have a varying peripheral set and memory sizes. The device has a set of read-only registers that indicate the size of the memories, the peripherals that are present, and the pins that are present for peripherals that have a varying number of pins. This information can be used to write adaptive software that will run on more than one member of the Stellaris family.

The device can be clocked from one of five sources: an external oscillator, the main oscillator, the internal oscillator, the internal oscillator divided by four, or the PLL. The PLL can use any of the four oscillators as its input. When using the PLL, the input clock frequency is constrained to specific frequencies between 3.579545 MHz and 16.384 MHz (that is, the standard crystal frequencies in that range). When direct clocking with an external oscillator or the main oscillator, the frequency is constrained to between 0 Hz and 100 MHz (depending on the device). The internal oscillator is 16 MHz, +/- 1%; its frequency will vary by device, with voltage, and with temperature.

Three modes of operation are supported by the Stellaris family: run mode, sleep mode, and deep-sleep mode. In run mode, the processor is actively executing code. In sleep mode, the clocking of the device is unchanged but the processor no longer executes code (and is no longer clocked). In deep-sleep mode, the clocking of the device may change (depending upon the run mode clock configuration) and the processor no longer executes code (and is no longer clocked). An interrupt will return the device to run mode from one of the sleep modes; the sleep modes are entered upon request from the code.

There are several system events that, when detected, will cause system control to reset the device. These events are the input voltage dropping too low, the LDO voltage dropping too low, an external reset, a software reset request, and a watchdog timeout. The properties of some of these events can be configured, and the reason for a reset can be determined from system control.

Each peripheral in the device can be individually enabled, disabled, or reset. Additionally, the set of peripherals that remain enabled during sleep mode and deep-sleep mode can be configured, allowing custom sleep and deep-sleep modes to be defined. Care must be taken with deep-sleep mode, though, since in this mode the PLL is no longer used and the system is clocked by the input crystal. Peripherals that depend upon a particular input clock rate (such as a timer) will not operate as expected in deep-sleep mode due to the clock rate change; these peripherals must either be reconfigured upon entry to and exit from deep-sleep mode, or simply not enabled in deep-sleep mode.

There are various system events that, when detected, will cause system control to generate a processor interrupt. These events are the PLL achieving lock, the internal LDO current limit being exceeded, the internal oscillator failing, the main oscillator failing, the input voltage dropping too low, the internal LDO voltage dropping too low, and the PLL failing. Each of these interrupts can be individually enabled or disabled, and the sources must be cleared by the interrupt handler when

they occur.

## 14.2 Functions

### Functions

- unsigned long [ROM\\_SysCtlADCSpeedGet](#) (void)
- void [ROM\\_SysCtlADCSpeedSet](#) (unsigned long ulSpeed)
- unsigned long [ROM\\_SysCtlClockGet](#) (void)
- void [ROM\\_SysCtlClockSet](#) (unsigned long ulConfig)
- void [ROM\\_SysCtlDeepSleep](#) (void)
- void [ROM\\_SysCtlDelay](#) (unsigned long ulCount)
- unsigned long [ROM\\_SysCtlFlashSizeGet](#) (void)
- void [ROM\\_SysCtlGPIOAHBDisable](#) (unsigned long ulGPIOPeripheral)
- void [ROM\\_SysCtlGPIOAHBEnable](#) (unsigned long ulGPIOPeripheral)
- void [ROM\\_SysCtlIntClear](#) (unsigned long ulInts)
- void [ROM\\_SysCtlIntDisable](#) (unsigned long ulInts)
- void [ROM\\_SysCtlIntEnable](#) (unsigned long ulInts)
- unsigned long [ROM\\_SysCtlIntStatus](#) (tBoolean bMasked)
- unsigned long [ROM\\_SysCtlLDOGet](#) (void)
- void [ROM\\_SysCtlLDOSet](#) (unsigned long ulVoltage)
- void [ROM\\_SysCtlPeripheralClockGating](#) (tBoolean bEnable)
- void [ROM\\_SysCtlPeripheralDeepSleepDisable](#) (unsigned long ulPeripheral)
- void [ROM\\_SysCtlPeripheralDeepSleepEnable](#) (unsigned long ulPeripheral)
- void [ROM\\_SysCtlPeripheralDisable](#) (unsigned long ulPeripheral)
- void [ROM\\_SysCtlPeripheralEnable](#) (unsigned long ulPeripheral)
- tBoolean [ROM\\_SysCtlPeripheralPresent](#) (unsigned long ulPeripheral)
- void [ROM\\_SysCtlPeripheralReset](#) (unsigned long ulPeripheral)
- void [ROM\\_SysCtlPeripheralSleepDisable](#) (unsigned long ulPeripheral)
- void [ROM\\_SysCtlPeripheralSleepEnable](#) (unsigned long ulPeripheral)
- tBoolean [ROM\\_SysCtlPinPresent](#) (unsigned long ulPin)
- void [ROM\\_SysCtlReset](#) (void)
- void [ROM\\_SysCtlResetCauseClear](#) (unsigned long ulCauses)
- unsigned long [ROM\\_SysCtlResetCauseGet](#) (void)
- void [ROM\\_SysCtlSleep](#) (void)
- unsigned long [ROM\\_SysCtlSRAMSizeGet](#) (void)

### 14.2.1 Function Documentation

#### 14.2.1.1 ROM\_SysCtlADCSpeedGet

Gets the sample rate of the ADC.



**Prototype:**

```
unsigned long
ROM_SysCtlADCSpeedGet (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE [13].  
 ROM\_SysCtlADCSpeedGet is a function pointer located at ROM\_SYSCTLTABLE [28].

**Description:**

This function gets the current sample rate of the ADC.

**Returns:**

Returns the current ADC sample rate; will be one of **SYSCTL\_ADCSPEED\_1MSPS**, **SYSCTL\_ADCSPEED\_500KSPS**, **SYSCTL\_ADCSPEED\_250KSPS**, or **SYSCTL\_ADCSPEED\_125KSPS**.

### 14.2.1.2 ROM\_SysCtlADCSpeedSet

Sets the sample rate of the ADC.

**Prototype:**

```
void
ROM_SysCtlADCSpeedSet (unsigned long ulSpeed)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE [13].  
 ROM\_SysCtlADCSpeedSet is a function pointer located at ROM\_SYSCTLTABLE [27].

**Parameters:**

**ulSpeed** is the desired sample rate of the ADC; must be one of **SYSCTL\_ADCSPEED\_1MSPS**, **SYSCTL\_ADCSPEED\_500KSPS**, **SYSCTL\_ADCSPEED\_250KSPS**, or **SYSCTL\_ADCSPEED\_125KSPS**.

**Description:**

This function sets the rate at which the ADC samples are captured by the ADC block. The sampling speed may be limited by the hardware, so the sample rate may end up being slower than requested. [ROM\\_SysCtlADCSpeedGet\(\)](#) will return the actual speed in use.

**Returns:**

None.

### 14.2.1.3 ROM\_SysCtlClockGet

Gets the processor clock rate.

**Prototype:**

```
unsigned long
ROM_SysCtlClockGet (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlClockGet is a function pointer located at ROM\_SYSCCTLTABLE[24].

**Description:**

This function determines the clock rate of the processor clock. This is also the clock rate of all the peripheral modules.

**Note:**

This will not return accurate results if ROM\_SysCtlClockSet() has not been called to configure the clocking of the device, or if the device is directly clocked from a crystal (or a clock source) that is not one of the supported crystal frequencies. In the later case, this function should be modified to directly return the correct system clock rate.

**Returns:**

The processor clock rate.

#### 14.2.1.4 ROM\_SysCtlClockSet

Sets the clocking of the device.

**Prototype:**

```
void  
ROM_SysCtlClockSet(unsigned long ulConfig)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlClockSet is a function pointer located at ROM\_SYSCCTLTABLE[23].

**Parameters:**

*ulConfig* is the required configuration of the device clocking.

**Description:**

This function configures the clocking of the device. The input crystal frequency, oscillator to be used, use of the PLL, and the system clock divider are all configured with this function.

The *ulConfig* parameter is the logical OR of several different values, many of which are grouped into sets where only one can be chosen.

The system clock divider is chosen with one of the following values: **SYSCCTL\_SYSDIV\_1**, **SYSCCTL\_SYSDIV\_2**, **SYSCCTL\_SYSDIV\_3**, ... **SYSCCTL\_SYSDIV\_64**.

The use of the PLL is chosen with either **SYSCCTL\_USE\_PLL** or **SYSCCTL\_USE\_OSC**.

The external crystal frequency is chosen with one of the following values:  
**SYSCCTL\_XTAL\_1MHZ**, **SYSCCTL\_XTAL\_1\_84MHZ**, **SYSCCTL\_XTAL\_2MHZ**,  
**SYSCCTL\_XTAL\_2\_45MHZ**, **SYSCCTL\_XTAL\_3\_57MHZ**, **SYSCCTL\_XTAL\_3\_68MHZ**,  
**SYSCCTL\_XTAL\_4MHZ**, **SYSCCTL\_XTAL\_4\_09MHZ**, **SYSCCTL\_XTAL\_4\_91MHZ**,  
**SYSCCTL\_XTAL\_5MHZ**, **SYSCCTL\_XTAL\_5\_12MHZ**, **SYSCCTL\_XTAL\_6MHZ**,  
**SYSCCTL\_XTAL\_6\_14MHZ**, **SYSCCTL\_XTAL\_7\_37MHZ**, **SYSCCTL\_XTAL\_8MHZ**,  
**SYSCCTL\_XTAL\_8\_19MHZ**, **SYSCCTL\_XTAL\_10MHZ**, **SYSCCTL\_XTAL\_12MHZ**,  
**SYSCCTL\_XTAL\_12\_2MHZ**, **SYSCCTL\_XTAL\_13\_5MHZ**, **SYSCCTL\_XTAL\_14\_3MHZ**,

**SYSCTL\_XTAL\_16MHZ**, or **SYSCTL\_XTAL\_16\_3MHZ**. Values below **SYSCTL\_XTAL\_3\_57MHZ** are not valid when the PLL is in operation.

The oscillator source is chosen with one of the following values: **SYSCTL\_OSC\_MAIN**, **SYSCTL\_OSC\_INT**, **SYSCTL\_OSC\_INT4**, **SYSCTL\_OSC\_EXT32**, or **SYSCTL\_OSC\_INT30**. **SYSCTL\_OSC\_EXT32** is only available when the hibernate module has been enabled.

The internal and main oscillators are disabled with the **SYSCTL\_INT\_OSC\_DIS** and **SYSCTL\_MAIN\_OSC\_DIS** flags, respectively. The external oscillator must be enabled in order to use an external clock source. Note that attempts to disable the oscillator used to clock the device will be prevented by the hardware.

To clock the system from an external source (such as an external crystal oscillator), use **SYSCTL\_USE\_OSC | SYSCTL\_OSC\_MAIN**. To clock the system from the main oscillator, use **SYSCTL\_USE\_OSC | SYSCTL\_OSC\_MAIN**. To clock the system from the PLL, use **SYSCTL\_USE\_PLL | SYSCTL\_OSC\_MAIN**, and select the appropriate crystal with one of the **SYSCTL\_XTAL\_xxx** values.

**Note:**

If selecting the PLL as the system clock source (that is, via **SYSCTL\_USE\_PLL**), this function will poll the PLL lock interrupt to determine when the PLL has locked. If an interrupt handler for the system control interrupt is in place, and it responds to and clears the PLL lock interrupt, this function will delay until its timeout has occurred instead of completing as soon as PLL lock is achieved.

**Returns:**

None.

#### 14.2.1.5 ROM\_SysCtlDeepSleep

Puts the processor into deep-sleep mode.

**Prototype:**

```
void
ROM_SysCtlDeepSleep(void)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at `0x0100.0010`.  
**ROM\_SYSCTLTABLE** is an array of pointers located at `ROM_APITABLE[13]`.  
**ROM\_SysCtlDeepSleep** is a function pointer located at `ROM_SYSCTLTABLE[20]`.

**Description:**

This function places the processor into deep-sleep mode; it will not return until the processor returns to run mode. The peripherals that are enabled via [ROM\\_SysCtlPeripheralDeepSleepEnable\(\)](#) continue to operate and can wake up the processor (if automatic clock gating is enabled with [ROM\\_SysCtlPeripheralClockGating\(\)](#), otherwise all peripherals continue to operate).

**Returns:**

None.

#### 14.2.1.6 ROM\_SysCtlDelay

Provides a small delay.

**Prototype:**

```
void  
ROM_SysCtlDelay(unsigned long ulCount)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlDelay is a function pointer located at ROM\_SYSCTLTABLE[34].

**Parameters:**

*ulCount* is the number of delay loop iterations to perform.

**Description:**

This function provides a means of generating a constant length delay. It is written in assembly to keep the delay consistent across tool chains, avoiding the need to tune the delay based on the tool chain in use.

The loop takes 3 cycles/loop.

**Returns:**

None.

#### 14.2.1.7 ROM\_SysCtlFlashSizeGet

Gets the size of the flash.

**Prototype:**

```
unsigned long  
ROM_SysCtlFlashSizeGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlFlashSizeGet is a function pointer located at ROM\_SYSCTLTABLE[2].

**Description:**

This function determines the size of the flash on the Stellaris device.

**Returns:**

The total number of bytes of flash.

#### 14.2.1.8 ROM\_SysCtlGPIOAHBDisable

Disables a GPIO peripheral for access from the AHB.

**Prototype:**

```
void  
ROM_SysCtlGPIOAHBDisable(unsigned long ulGPIOPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
 ROM\_SysCtlGPIOAHBDisable is a function pointer located at ROM\_SYSCCTLTABLE[30].

**Parameters:**

*ulGPIOPeripheral* is the GPIO peripheral to disable.

**Description:**

This function disables the specified GPIO peripheral for access from the Advanced Host Bus (AHB). Once disabled, the GPIO peripheral is accessed from the legacy Advanced Peripheral Bus (APB).

The *ulGPIOPeripheral* argument must be only one of the following values:  
**SYSCTL\_PERIPH\_GPIOA**, **SYSCTL\_PERIPH\_GPIOB**, **SYSCTL\_PERIPH\_GPIOC**,  
**SYSCTL\_PERIPH\_GPIOD**, **SYSCTL\_PERIPH\_GPIOE**, **SYSCTL\_PERIPH\_GPIOF**,  
**SYSCTL\_PERIPH\_GPIOG**, or **SYSCTL\_PERIPH\_GPIOH**.

**Returns:**

None.

#### 14.2.1.9 ROM\_SysCtlGPIOAHBEnable

Enables a GPIO peripheral for access from the AHB.

**Prototype:**

```
void
ROM_SysCtlGPIOAHBEnable(unsigned long ulGPIOPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
 ROM\_SysCtlGPIOAHBEnable is a function pointer located at ROM\_SYSCCTLTABLE[29].

**Parameters:**

*ulGPIOPeripheral* is the GPIO peripheral to enable.

**Description:**

This function is used to enable the specified GPIO peripheral to be accessed from the Advanced Host Bus (AHB) instead of the legacy Advanced Peripheral Bus (APB). When a GPIO peripheral is enabled for AHB access, the **\_AHB\_BASE** form of the base address should be used for GPIO functions. For example, instead of using **GPIO\_PORTA\_BASE** as the base address for GPIO functions, use **GPIO\_PORTA\_AHB\_BASE** instead.

The *ulGPIOPeripheral* argument must be only one of the following values:  
**SYSCTL\_PERIPH\_GPIOA**, **SYSCTL\_PERIPH\_GPIOB**, **SYSCTL\_PERIPH\_GPIOC**,  
**SYSCTL\_PERIPH\_GPIOD**, **SYSCTL\_PERIPH\_GPIOE**, **SYSCTL\_PERIPH\_GPIOF**,  
**SYSCTL\_PERIPH\_GPIOG**, or **SYSCTL\_PERIPH\_GPIOH**.

**Returns:**

None.

### 14.2.1.10 ROM\_SysCtlIntClear

Clears system control interrupt sources.

**Prototype:**

```
void  
ROM_SysCtlIntClear(unsigned long ulInts)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlIntClear is a function pointer located at ROM\_SYSCCTLTABLE[15].

**Parameters:**

*ullnts* is a bit mask of the interrupt sources to be cleared. Must be a logical OR of **SYSCTL\_INT\_PLL\_LOCK**, **SYSCTL\_INT\_CUR\_LIMIT**, **SYSCTL\_INT\_IOSC\_FAIL**, **SYSCTL\_INT\_MOSC\_FAIL**, **SYSCTL\_INT\_POR**, **SYSCTL\_INT\_BOR**, and/or **SYSCTL\_INT\_PLL\_FAIL**.

**Description:**

The specified system control interrupt sources are cleared, so that they no longer assert. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 14.2.1.11 ROM\_SysCtlIntDisable

Disables individual system control interrupt sources.

**Prototype:**

```
void  
ROM_SysCtlIntDisable(unsigned long ulInts)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlIntDisable is a function pointer located at ROM\_SYSCCTLTABLE[14].

**Parameters:**

*ullnts* is a bit mask of the interrupt sources to be disabled. Must be a logical OR of **SYSCTL\_INT\_PLL\_LOCK**, **SYSCTL\_INT\_CUR\_LIMIT**, **SYSCTL\_INT\_IOSC\_FAIL**, **SYSCTL\_INT\_MOSC\_FAIL**, **SYSCTL\_INT\_POR**, **SYSCTL\_INT\_BOR**, and/or **SYSCTL\_INT\_PLL\_FAIL**.

**Description:**

Disables the indicated system control interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Returns:**

None.

### 14.2.1.12 ROM\_SysCtlIntEnable

Enables individual system control interrupt sources.

**Prototype:**

```
void  
ROM_SysCtlIntEnable(unsigned long ulInts)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlIntEnable is a function pointer located at ROM\_SYSCTLTABLE[13].

**Parameters:**

**ulInts** is a bit mask of the interrupt sources to be enabled. Must be a logical OR of **SYSCTL\_INT\_PLL\_LOCK**, **SYSCTL\_INT\_CUR\_LIMIT**, **SYSCTL\_INT\_IOOSC\_FAIL**, **SYSCTL\_INT\_MOSC\_FAIL**, **SYSCTL\_INT\_POR**, **SYSCTL\_INT\_BOR**, and/or **SYSCTL\_INT\_PLL\_FAIL**.

**Description:**

Enables the indicated system control interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Returns:**

None.

### 14.2.1.13 ROM\_SysCtlIntStatus

Gets the current interrupt status.

**Prototype:**

```
unsigned long  
ROM_SysCtlIntStatus(tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlIntStatus is a function pointer located at ROM\_SYSCTLTABLE[16].

**Parameters:**

**bMasked** is false if the raw interrupt status is required and true if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the system controller. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current interrupt status, enumerated as a bit field of **SYSCTL\_INT\_PLL\_LOCK**, **SYSCTL\_INT\_CUR\_LIMIT**, **SYSCTL\_INT\_IOSF\_FAIL**, **SYSCTL\_INT\_MOSC\_FAIL**, **SYSCTL\_INT\_POR**, **SYSCTL\_INT\_BOR**, and **SYSCTL\_INT\_PLL\_FAIL**.

#### 14.2.1.14 ROM\_SysCtlLDOGet

Gets the output voltage of the LDO.

**Prototype:**

```
unsigned long  
ROM_SysCtlLDOGet(void)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_SYSCTLTABLE** is an array of pointers located at **ROM\_APITABLE**[13].  
**ROM\_SysCtlLDOGet** is a function pointer located at **ROM\_SYSCTLTABLE**[18].

**Description:**

This function determines the output voltage of the LDO, as specified by the control register.

**Returns:**

Returns the current voltage of the LDO; will be one of **SYSCTL\_LDO\_2\_25V**, **SYSCTL\_LDO\_2\_30V**, **SYSCTL\_LDO\_2\_35V**, **SYSCTL\_LDO\_2\_40V**, **SYSCTL\_LDO\_2\_45V**, **SYSCTL\_LDO\_2\_50V**, **SYSCTL\_LDO\_2\_55V**, **SYSCTL\_LDO\_2\_60V**, **SYSCTL\_LDO\_2\_65V**, **SYSCTL\_LDO\_2\_70V**, or **SYSCTL\_LDO\_2\_75V**.

#### 14.2.1.15 ROM\_SysCtlLDOSet

Sets the output voltage of the LDO.

**Prototype:**

```
void  
ROM_SysCtlLDOSet(unsigned long ulVoltage)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_SYSCTLTABLE** is an array of pointers located at **ROM\_APITABLE**[13].  
**ROM\_SysCtlLDOSet** is a function pointer located at **ROM\_SYSCTLTABLE**[17].

**Parameters:**

**ulVoltage** is the required output voltage from the LDO. Must be one of **SYSCTL\_LDO\_2\_25V**, **SYSCTL\_LDO\_2\_30V**, **SYSCTL\_LDO\_2\_35V**, **SYSCTL\_LDO\_2\_40V**, **SYSCTL\_LDO\_2\_45V**, **SYSCTL\_LDO\_2\_50V**, **SYSCTL\_LDO\_2\_55V**, **SYSCTL\_LDO\_2\_60V**, **SYSCTL\_LDO\_2\_65V**, **SYSCTL\_LDO\_2\_70V**, or **SYSCTL\_LDO\_2\_75V**.



**Description:**

This function sets the output voltage of the LDO. The default voltage is 2.5 V; it can be adjusted +/- 10%.

**Returns:**

None.

### 14.2.1.16 ROM\_SysCtlPeripheralClockGating

Controls peripheral clock gating in sleep and deep-sleep mode.

**Prototype:**

```
void
ROM_SysCtlPeripheralClockGating(tBoolean bEnable)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
 ROM\_SysCtlPeripheralClockGating is a function pointer located at ROM\_SYSCTLTABLE[12].

**Parameters:**

**bEnable** is a boolean that is **true** if the sleep and deep-sleep peripheral configuration should be used and **false** if not.

**Description:**

This function controls how peripherals are clocked when the processor goes into sleep or deep-sleep mode. By default, the peripherals are clocked the same as in run mode; if peripheral clock gating is enabled they are clocked according to the configuration set by [ROM\\_SysCtlPeripheralSleepEnable\(\)](#), [ROM\\_SysCtlPeripheralSleepDisable\(\)](#), [ROM\\_SysCtlPeripheralDeepSleepEnable\(\)](#), and [ROM\\_SysCtlPeripheralDeepSleepDisable\(\)](#).

**Returns:**

None.

### 14.2.1.17 ROM\_SysCtlPeripheralDeepSleepDisable

Disables a peripheral in deep-sleep mode.

**Prototype:**

```
void
ROM_SysCtlPeripheralDeepSleepDisable(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
 ROM\_SysCtlPeripheralDeepSleepDisable is a function pointer located at ROM\_SYSCTLTABLE[11].

**Parameters:**

**ulPeripheral** is the peripheral to disable in deep-sleep mode.

**Description:**

This function causes a peripheral to stop operating when the processor goes into deep-sleep mode. Disabling peripherals while in deep-sleep mode helps to lower the current draw of the device, and can keep peripherals that require a particular clock frequency from operating when the clock changes as a result of entering deep-sleep mode. If enabled (via [ROM\\_SysCtlPeripheralEnable\(\)](#)), the peripheral will automatically resume operation when the processor leaves deep-sleep mode, maintaining its entire state from before deep-sleep mode was entered.

Deep-sleep mode clocking of peripherals must be enabled via [ROM\\_SysCtlPeripheralClockGating\(\)](#); if disabled, the peripheral deep-sleep mode configuration is maintained but has no effect when deep-sleep mode is entered.

The *ulPeripheral* parameter must be only one of the following values:  
**SYSCTL\_PERIPH\_ADC0, SYSCTL\_PERIPH\_ADC1, SYSCTL\_PERIPH\_COMP0,**  
**SYSCTL\_PERIPH\_COMP1, SYSCTL\_PERIPH\_COMP2, SYSCTL\_PERIPH\_GPIOA,**  
**SYSCTL\_PERIPH\_GPIOB, SYSCTL\_PERIPH\_GPIOC, SYSCTL\_PERIPH\_GPIOD,**  
**SYSCTL\_PERIPH\_GPIOE, SYSCTL\_PERIPH\_GPIOF, SYSCTL\_PERIPH\_GPIOG,**  
**SYSCTL\_PERIPH\_GPIOH, SYSCTL\_PERIPH\_GPIOJ, SYSCTL\_PERIPH\_HIBERNATE,**  
**SYSCTL\_PERIPH\_I2C0, SYSCTL\_PERIPH\_I2C1, SYSCTL\_PERIPH\_SSI0,**  
**SYSCTL\_PERIPH\_SSI1, SYSCTL\_PERIPH\_TIMER0, SYSCTL\_PERIPH\_TIMER1,**  
**SYSCTL\_PERIPH\_TIMER2, SYSCTL\_PERIPH\_TIMER3, SYSCTL\_PERIPH\_UART0,**  
**SYSCTL\_PERIPH\_UART1, SYSCTL\_PERIPH\_UART2, SYSCTL\_PERIPH\_UDMA,**  
**SYSCTL\_PERIPH\_WDOG0, or SYSCTL\_PERIPH\_WDOG1.**

**Returns:**

None.

#### 14.2.1.18 ROM\_SysCtlPeripheralDeepSleepEnable

Enables a peripheral in deep-sleep mode.

**Prototype:**

```
void  
ROM_SysCtlPeripheralDeepSleepEnable(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlPeripheralDeepSleepEnable is a function pointer located at ROM\_SYSCTLTABLE[10].

**Parameters:**

*ulPeripheral* is the peripheral to enable in deep-sleep mode.

**Description:**

This function allows a peripheral to continue operating when the processor goes into deep-sleep mode. Since the clocking configuration of the device may change, not all peripherals can safely continue operating while the processor is in sleep mode. Those that must run at a particular frequency (such as a timer) will not work as expected if the clock changes. It is the responsibility of the caller to make sensible choices.

Deep-sleep mode clocking of peripherals must be enabled via `ROM_SysCtlPeripheralClockGating()`; if disabled, the peripheral deep-sleep mode configuration is maintained but has no effect when deep-sleep mode is entered.

The `ulPeripheral` parameter must be only one of the following values:  
**SYSCTL\_PERIPH\_ADC0, SYSCTL\_PERIPH\_ADC1, SYSCTL\_PERIPH\_COMP0,**  
**SYSCTL\_PERIPH\_COMP1, SYSCTL\_PERIPH\_COMP2, SYSCTL\_PERIPH\_GPIOA,**  
**SYSCTL\_PERIPH\_GPIOB, SYSCTL\_PERIPH\_GPIOC, SYSCTL\_PERIPH\_GPIOD,**  
**SYSCTL\_PERIPH\_GPIOE, SYSCTL\_PERIPH\_GPIOF, SYSCTL\_PERIPH\_GPIOG,**  
**SYSCTL\_PERIPH\_GPIOH, SYSCTL\_PERIPH\_GPIOJ, SYSCTL\_PERIPH\_HIBERNATE,**  
**SYSCTL\_PERIPH\_I2C0, SYSCTL\_PERIPH\_I2C1, SYSCTL\_PERIPH\_SSI0,**  
**SYSCTL\_PERIPH\_SSI1, SYSCTL\_PERIPH\_TIMER0, SYSCTL\_PERIPH\_TIMER1,**  
**SYSCTL\_PERIPH\_TIMER2, SYSCTL\_PERIPH\_TIMER3, SYSCTL\_PERIPH\_UART0,**  
**SYSCTL\_PERIPH\_UART1, SYSCTL\_PERIPH\_UART2, SYSCTL\_PERIPH\_UDMA,**  
**SYSCTL\_PERIPH\_WDOG0, or SYSCTL\_PERIPH\_WDOG1.**

**Returns:**

None.

#### 14.2.1.19 ROM\_SysCtlPeripheralDisable

Disables a peripheral.

**Prototype:**

```
void
ROM_SysCtlPeripheralDisable(unsigned long ulPeripheral)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.

`ROM_SYSCTLTABLE` is an array of pointers located at `ROM_APITABLE[13]`.

`ROM_SysCtlPeripheralDisable` is a function pointer located at `ROM_SYSCTLTABLE[7]`.

**Parameters:**

`ulPeripheral` is the peripheral to disable.

**Description:**

Peripherals are disabled with this function. Once disabled, they will not operate or respond to register reads/writes.

The `ulPeripheral` parameter must be only one of the following values:  
**SYSCTL\_PERIPH\_ADC0, SYSCTL\_PERIPH\_ADC1, SYSCTL\_PERIPH\_COMP0,**  
**SYSCTL\_PERIPH\_COMP1, SYSCTL\_PERIPH\_COMP2, SYSCTL\_PERIPH\_GPIOA,**  
**SYSCTL\_PERIPH\_GPIOB, SYSCTL\_PERIPH\_GPIOC, SYSCTL\_PERIPH\_GPIOD,**  
**SYSCTL\_PERIPH\_GPIOE, SYSCTL\_PERIPH\_GPIOF, SYSCTL\_PERIPH\_GPIOG,**  
**SYSCTL\_PERIPH\_GPIOH, SYSCTL\_PERIPH\_GPIOJ, SYSCTL\_PERIPH\_HIBERNATE,**  
**SYSCTL\_PERIPH\_I2C0, SYSCTL\_PERIPH\_I2C1, SYSCTL\_PERIPH\_SSI0,**  
**SYSCTL\_PERIPH\_SSI1, SYSCTL\_PERIPH\_TIMER0, SYSCTL\_PERIPH\_TIMER1,**  
**SYSCTL\_PERIPH\_TIMER2, SYSCTL\_PERIPH\_TIMER3, SYSCTL\_PERIPH\_UART0,**  
**SYSCTL\_PERIPH\_UART1, SYSCTL\_PERIPH\_UART2, SYSCTL\_PERIPH\_UDMA,**  
**SYSCTL\_PERIPH\_WDOG0, or SYSCTL\_PERIPH\_WDOG1.**

**Returns:**

None.

### 14.2.1.20 ROM\_SysCtlPeripheralEnable

Enables a peripheral.

**Prototype:**

```
void  
ROM_SysCtlPeripheralEnable(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlPeripheralEnable is a function pointer located at ROM\_SYSCTLTABLE[6].

**Parameters:**

*ulPeripheral* is the peripheral to enable.

**Description:**

Peripherals are enabled with this function. At power-up, all peripherals are disabled; they must be enabled in order to operate or respond to register reads/writes.

The *ulPeripheral* parameter must be only one of the following values:  
SYSCTL\_PERIPH\_ADC0,      SYSCTL\_PERIPH\_ADC1,      SYSCTL\_PERIPH\_COMP0,  
SYSCTL\_PERIPH\_COMP1,      SYSCTL\_PERIPH\_COMP2,      SYSCTL\_PERIPH\_GPIOA,  
SYSCTL\_PERIPH\_GPIOB,      SYSCTL\_PERIPH\_GPIOC,      SYSCTL\_PERIPH\_GPIOD,  
SYSCTL\_PERIPH\_GPIOE,      SYSCTL\_PERIPH\_GPIOF,      SYSCTL\_PERIPH\_GPIOG,  
SYSCTL\_PERIPH\_GPIOH,      SYSCTL\_PERIPH\_GPIOJ,      SYSCTL\_PERIPH\_HIBERNATE,  
SYSCTL\_PERIPH\_I2C0,      SYSCTL\_PERIPH\_I2C1,      SYSCTL\_PERIPH\_SSI0,  
SYSCTL\_PERIPH\_SSI1,      SYSCTL\_PERIPH\_TIMER0,      SYSCTL\_PERIPH\_TIMER1,  
SYSCTL\_PERIPH\_TIMER2,      SYSCTL\_PERIPH\_TIMER3,      SYSCTL\_PERIPH\_UART0,  
SYSCTL\_PERIPH\_UART1,      SYSCTL\_PERIPH\_UART2,      SYSCTL\_PERIPH\_UDMA,  
SYSCTL\_PERIPH\_WDOG0, or SYSCTL\_PERIPH\_WDOG1.

**Note:**

It takes five clock cycles after the write to enable a peripheral before the the peripheral is actually enabled. During this time, attempts to access the peripheral will result in a bus fault. Care should be taken to ensure that the peripheral is not accessed during this brief time period.

**Returns:**

None.

### 14.2.1.21 ROM\_SysCtlPeripheralPresent

Determines if a peripheral is present.

**Prototype:**

```
tBoolean  
ROM_SysCtlPeripheralPresent(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlPeripheralPresent is a function pointer located at ROM\_SYSCTLTABLE[4].

**Parameters:**

*ulPeripheral* is the peripheral in question.

**Description:**

Determines if a particular peripheral is present in the device. Each member of the Stellaris family has a different peripheral set; this will determine which are present on this device.

The *ulPeripheral* parameter must be only one of the following values:

<b>SYSCTL_PERIPH_ADC0,</b>	<b>SYSCTL_PERIPH_ADC1,</b>	<b>SYSCTL_PERIPH_CAN0,</b>
<b>SYSCTL_PERIPH_CAN1,</b>	<b>SYSCTL_PERIPH_CAN2,</b>	<b>SYSCTL_PERIPH_COMP0,</b>
<b>SYSCTL_PERIPH_COMP1,</b>	<b>SYSCTL_PERIPH_COMP2,</b>	<b>SYSCTL_PERIPH_EPI0,</b>
<b>SYSCTL_PERIPH_ETH,</b>	<b>SYSCTL_PERIPH_GPIOA,</b>	<b>SYSCTL_PERIPH_GPIOB,</b>
<b>SYSCTL_PERIPH_GPIOC,</b>	<b>SYSCTL_PERIPH_GPIOD,</b>	<b>SYSCTL_PERIPH_GPIOE,</b>
<b>SYSCTL_PERIPH_GPIOF,</b>	<b>SYSCTL_PERIPH_GPIOG,</b>	<b>SYSCTL_PERIPH_GPIOH,</b>
<b>SYSCTL_PERIPH_GPIOJ,</b>	<b>SYSCTL_PERIPH_HIBERNATE,</b>	<b>SYSCTL_PERIPH_I2C0,</b>
<b>SYSCTL_PERIPH_I2C1,</b>	<b>SYSCTL_PERIPH_I2S0,</b>	<b>SYSCTL_PERIPH_IEEE1588,</b>
<b>SYSCTL_PERIPH_MPU,</b>	<b>SYSCTL_PERIPH_PLL,</b>	<b>SYSCTL_PERIPH_PWM,</b>
<b>SYSCTL_PERIPH_QEI0,</b>	<b>SYSCTL_PERIPH_QEI1,</b>	<b>SYSCTL_PERIPH_SSI0,</b>
<b>SYSCTL_PERIPH_SSI1,</b>	<b>SYSCTL_PERIPH_TIMER0,</b>	<b>SYSCTL_PERIPH_TIMER1,</b>
<b>SYSCTL_PERIPH_TIMER2,</b>	<b>SYSCTL_PERIPH_TIMER3,</b>	<b>SYSCTL_PERIPH_TEMP,</b>
<b>SYSCTL_PERIPH_UART0,</b>	<b>SYSCTL_PERIPH_UART1,</b>	<b>SYSCTL_PERIPH_UART2,</b>
<b>SYSCTL_PERIPH_UDMA,</b>	<b>SYSCTL_PERIPH_USB0,</b>	<b>SYSCTL_PERIPH_WDOG0,</b>
<b>SYSCTL_PERIPH_WDOG1.</b>		

**Returns:**

Returns **true** if the specified peripheral is present and **false** if it is not.

#### 14.2.1.22 ROM\_SysCtlPeripheralReset

Performs a software reset of a peripheral.

**Prototype:**

```
void
ROM_SysCtlPeripheralReset(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].

ROM\_SysCtlPeripheralReset is a function pointer located at ROM\_SYSCTLTABLE[5].

**Parameters:**

*ulPeripheral* is the peripheral to reset.

**Description:**

This function performs a software reset of the specified peripheral. An individual peripheral reset signal is asserted for a brief period and then deasserted, returning the internal state of the peripheral to its reset condition.

The *ulPeripheral* parameter must be only one of the following values:

<b>SYSCTL_PERIPH_ADC0,</b>	<b>SYSCTL_PERIPH_ADC1,</b>	<b>SYSCTL_PERIPH_COMP0,</b>
<b>SYSCTL_PERIPH_COMP1,</b>	<b>SYSCTL_PERIPH_COMP2,</b>	<b>SYSCTL_PERIPH_GPIOA,</b>
<b>SYSCTL_PERIPH_GPIOB,</b>	<b>SYSCTL_PERIPH_GPIOC,</b>	<b>SYSCTL_PERIPH_GPIOD,</b>
<b>SYSCTL_PERIPH_GPIOE,</b>	<b>SYSCTL_PERIPH_GPIOF,</b>	<b>SYSCTL_PERIPH_GPIOG,</b>

SYSCTL\_PERIPH\_GPIOH, SYSCTL\_PERIPH\_GPIOJ, SYSCTL\_PERIPH\_HIBERNATE,  
 SYSCTL\_PERIPH\_I2C0, SYSCTL\_PERIPH\_I2C1, SYSCTL\_PERIPH\_SSI0,  
 SYSCTL\_PERIPH\_SSI1, SYSCTL\_PERIPH\_TIMER0, SYSCTL\_PERIPH\_TIMER1,  
 SYSCTL\_PERIPH\_TIMER2, SYSCTL\_PERIPH\_TIMER3, SYSCTL\_PERIPH\_UART0,  
 SYSCTL\_PERIPH\_UART1, SYSCTL\_PERIPH\_UART2, SYSCTL\_PERIPH\_UDMA,  
 SYSCTL\_PERIPH\_WDOG0, or SYSCTL\_PERIPH\_WDOG1.

**Returns:**

None.

### 14.2.1.23 ROM\_SysCtlPeripheralSleepDisable

Disables a peripheral in sleep mode.

**Prototype:**

```
void
ROM_SysCtlPeripheralSleepDisable(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
 ROM\_SysCtlPeripheralSleepDisable is a function pointer located at  
 ROM\_SYSCTLTABLE[9].

**Parameters:**

*ulPeripheral* is the peripheral to disable in sleep mode.

**Description:**

This function causes a peripheral to stop operating when the processor goes into sleep mode. Disabling peripherals while in sleep mode helps to lower the current draw of the device. If enabled (via [ROM\\_SysCtlPeripheralEnable\(\)](#)), the peripheral will automatically resume operation when the processor leaves sleep mode, maintaining its entire state from before sleep mode was entered.

Sleep mode clocking of peripherals must be enabled via [ROM\\_SysCtlPeripheralClockGating\(\)](#); if disabled, the peripheral sleep mode configuration is maintained but has no effect when sleep mode is entered.

The *ulPeripheral* parameter must be only one of the following values:

SYSCTL\_PERIPH\_ADC0, SYSCTL\_PERIPH\_ADC1, SYSCTL\_PERIPH\_COMP0,  
 SYSCTL\_PERIPH\_COMP1, SYSCTL\_PERIPH\_COMP2, SYSCTL\_PERIPH\_GPIOA,  
 SYSCTL\_PERIPH\_GPIOB, SYSCTL\_PERIPH\_GPIOC, SYSCTL\_PERIPH\_GPIOD,  
 SYSCTL\_PERIPH\_GPIOE, SYSCTL\_PERIPH\_GPIOF, SYSCTL\_PERIPH\_GPIOG,  
 SYSCTL\_PERIPH\_GPIOH, SYSCTL\_PERIPH\_GPIOJ, SYSCTL\_PERIPH\_HIBERNATE,  
 SYSCTL\_PERIPH\_I2C0, SYSCTL\_PERIPH\_I2C1, SYSCTL\_PERIPH\_SSI0,  
 SYSCTL\_PERIPH\_SSI1, SYSCTL\_PERIPH\_TIMER0, SYSCTL\_PERIPH\_TIMER1,  
 SYSCTL\_PERIPH\_TIMER2, SYSCTL\_PERIPH\_TIMER3, SYSCTL\_PERIPH\_UART0,  
 SYSCTL\_PERIPH\_UART1, SYSCTL\_PERIPH\_UART2, SYSCTL\_PERIPH\_UDMA,  
 SYSCTL\_PERIPH\_WDOG0, or SYSCTL\_PERIPH\_WDOG1.

**Returns:**

None.

### 14.2.1.24 ROM\_SysCtlPeripheralSleepEnable

Enables a peripheral in sleep mode.

**Prototype:**

```
void
ROM_SysCtlPeripheralSleepEnable(unsigned long ulPeripheral)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].

ROM\_SysCtlPeripheralSleepEnable is a function pointer located at ROM\_SYSCTLTABLE[8].

**Parameters:**

*ulPeripheral* is the peripheral to enable in sleep mode.

**Description:**

This function allows a peripheral to continue operating when the processor goes into sleep mode. Since the clocking configuration of the device does not change, any peripheral can safely continue operating while the processor is in sleep mode, and can therefore wake the processor from sleep mode.

Sleep mode clocking of peripherals must be enabled via [ROM\\_SysCtlPeripheralClockGating\(\)](#); if disabled, the peripheral sleep mode configuration is maintained but has no effect when sleep mode is entered.

The *ulPeripheral* parameter must be only one of the following values:

**SYSCTL\_PERIPH\_ADC0,**      **SYSCTL\_PERIPH\_ADC1,**      **SYSCTL\_PERIPH\_COMP0,**  
**SYSCTL\_PERIPH\_COMP1,**      **SYSCTL\_PERIPH\_COMP2,**      **SYSCTL\_PERIPH\_GPIOA,**  
**SYSCTL\_PERIPH\_GPIOB,**      **SYSCTL\_PERIPH\_GPIOC,**      **SYSCTL\_PERIPH\_GPIOD,**  
**SYSCTL\_PERIPH\_GPIOE,**      **SYSCTL\_PERIPH\_GPIOF,**      **SYSCTL\_PERIPH\_GPIOG,**  
**SYSCTL\_PERIPH\_GPIOH,**      **SYSCTL\_PERIPH\_GPIOJ,**      **SYSCTL\_PERIPH\_HIBERNATE,**  
**SYSCTL\_PERIPH\_I2C0,**      **SYSCTL\_PERIPH\_I2C1,**      **SYSCTL\_PERIPH\_SSI0,**  
**SYSCTL\_PERIPH\_SSI1,**      **SYSCTL\_PERIPH\_TIMER0,**      **SYSCTL\_PERIPH\_TIMER1,**  
**SYSCTL\_PERIPH\_TIMER2,**      **SYSCTL\_PERIPH\_TIMER3,**      **SYSCTL\_PERIPH\_UART0,**  
**SYSCTL\_PERIPH\_UART1,**      **SYSCTL\_PERIPH\_UART2,**      **SYSCTL\_PERIPH\_UDMA,**  
**SYSCTL\_PERIPH\_WDOG0,** or **SYSCTL\_PERIPH\_WDOG1.**

**Returns:**

None.

### 14.2.1.25 ROM\_SysCtlPinPresent

Determines if a pin is present.

**Prototype:**

```
tBoolean
ROM_SysCtlPinPresent(unsigned long ulPin)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].

ROM\_SysCtlPinPresent is a function pointer located at ROM\_SYSCTLTABLE[3].

**Parameters:**

*ulPin* is the pin in question.

**Description:**

Determines if a particular pin is present in the device. The PWM, analog comparators, ADC, and timers have a varying number of pins across members of the Stellaris family; this will determine which are present on this device.

The *ulPin* argument must be only one of the following values: **SYSCTL\_PIN\_C0MINUS**, **SYSCTL\_PIN\_C0PLUS**, **SYSCTL\_PIN\_C0O**, **SYSCTL\_PIN\_C1MINUS**, **SYSCTL\_PIN\_C1PLUS**, **SYSCTL\_PIN\_C1O**, **SYSCTL\_PIN\_C2MINUS**, **SYSCTL\_PIN\_C2PLUS**, **SYSCTL\_PIN\_C2O**, **SYSCTL\_PIN\_ADC0**, **SYSCTL\_PIN\_ADC1**, **SYSCTL\_PIN\_ADC2**, **SYSCTL\_PIN\_ADC3**, **SYSCTL\_PIN\_ADC4**, **SYSCTL\_PIN\_ADC5**, **SYSCTL\_PIN\_ADC6**, **SYSCTL\_PIN\_ADC7**, **SYSCTL\_PIN\_CCP0**, **SYSCTL\_PIN\_CCP1**, **SYSCTL\_PIN\_CCP2**, **SYSCTL\_PIN\_CCP3**, **SYSCTL\_PIN\_CCP4**, **SYSCTL\_PIN\_CCP5**, **SYSCTL\_PIN\_CCP6**, **SYSCTL\_PIN\_CCP7**, or **SYSCTL\_PIN\_32KHZ**.

**Returns:**

Returns **true** if the specified pin is present and **false** if it is not.

#### 14.2.1.26 ROM\_SysCtlReset

Resets the device.

**Prototype:**

```
void  
ROM_SysCtlReset(void)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_SYSCTLTABLE** is an array of pointers located at ROM\_APITABLE[13].  
**ROM\_SysCtlReset** is a function pointer located at ROM\_SYSCTLTABLE[19].

**Description:**

This function will perform a software reset of the entire device. The processor and all peripherals will be reset and all device registers will return to their default values (with the exception of the reset cause register, which will maintain its current value but have the software reset bit set as well).

**Returns:**

This function does not return.

#### 14.2.1.27 ROM\_SysCtlResetCauseClear

Clears reset reasons.

**Prototype:**

```
void  
ROM_SysCtlResetCauseClear(unsigned long ulCauses)
```



**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].

ROM\_SysCtlResetCauseClear is a function pointer located at ROM\_SYSCTLTABLE[22].

**Parameters:**

*ulCauses* are the reset causes to be cleared; must be a logical OR of **SYSCTL\_CAUSE\_LDO**, **SYSCTL\_CAUSE\_SW**, **SYSCTL\_CAUSE\_WDOG**, **SYSCTL\_CAUSE\_BOR**, **SYSCTL\_CAUSE\_POR**, and/or **SYSCTL\_CAUSE\_EXT**.

**Description:**

This function clears the specified sticky reset reasons. Once cleared, another reset for the same reason can be detected, and a reset for a different reason can be distinguished (instead of having two reset causes set). If the reset reason is used by an application, all reset causes should be cleared after they are retrieved with [ROM\\_SysCtlResetCauseGet\(\)](#).

**Returns:**

None.

#### 14.2.1.28 ROM\_SysCtlResetCauseGet

Gets the reason for a reset.

**Prototype:**

```
unsigned long  
ROM_SysCtlResetCauseGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].

ROM\_SysCtlResetCauseGet is a function pointer located at ROM\_SYSCTLTABLE[21].

**Description:**

This function will return the reason(s) for a reset. Since the reset reasons are sticky until either cleared by software or an external reset, multiple reset reasons may be returned if multiple resets have occurred. The reset reason will be a logical OR of **SYSCTL\_CAUSE\_LDO**, **SYSCTL\_CAUSE\_SW**, **SYSCTL\_CAUSE\_WDOG**, **SYSCTL\_CAUSE\_BOR**, **SYSCTL\_CAUSE\_POR**, and/or **SYSCTL\_CAUSE\_EXT**.

**Returns:**

Returns the reason(s) for a reset.

#### 14.2.1.29 ROM\_SysCtlSleep

Puts the processor into sleep mode.

**Prototype:**

```
void  
ROM_SysCtlSleep(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlSleep is a function pointer located at ROM\_SYSCTLTABLE[0].

**Description:**

This function places the processor into sleep mode; it will not return until the processor returns to run mode. The peripherals that are enabled via [ROM\\_SysCtlPeripheralSleepEnable\(\)](#) continue to operate and can wake up the processor (if automatic clock gating is enabled with [ROM\\_SysCtlPeripheralClockGating\(\)](#), otherwise all peripherals continue to operate).

**Returns:**

None.

### 14.2.1.30 ROM\_SysCtlSRAMSizeGet

Gets the size of the SRAM.

**Prototype:**

```
unsigned long  
ROM_SysCtlSRAMSizeGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSCTLTABLE is an array of pointers located at ROM\_APITABLE[13].  
ROM\_SysCtlSRAMSizeGet is a function pointer located at ROM\_SYSCTLTABLE[1].

**Description:**

This function determines the size of the SRAM on the Stellaris device.

**Returns:**

The total number of bytes of SRAM.

# 15 System Tick (SysTick)

Introduction .....	147
Functions .....	147

## 15.1 Introduction

SysTick is a simple timer that is part of the NVIC controller in the Cortex-M3 microprocessor. Its intended purpose is to provide a periodic interrupt for a RTOS, but it can be used for other simple timing purposes.

The SysTick interrupt handler does not need to clear the SysTick interrupt source. This will be done automatically by NVIC when the SysTick interrupt handler is called.

## 15.2 Functions

### Functions

- void [ROM\\_SysTickDisable](#) (void)
- void [ROM\\_SysTickEnable](#) (void)
- void [ROM\\_SysTickIntDisable](#) (void)
- void [ROM\\_SysTickIntEnable](#) (void)
- unsigned long [ROM\\_SysTickPeriodGet](#) (void)
- void [ROM\\_SysTickPeriodSet](#) (unsigned long ulPeriod)
- unsigned long [ROM\\_SysTickValueGet](#) (void)

### 15.2.1 Function Documentation

#### 15.2.1.1 ROM\_SysTickDisable

Disables the SysTick counter.

**Prototype:**

```
void  
ROM_SysTickDisable(void)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_SYSTICKTABLE` is an array of pointers located at `ROM_APITABLE[10]`.  
`ROM_SysTickDisable` is a function pointer located at `ROM_SYSTICKTABLE[2]`.

**Description:**

This will stop the SysTick counter. If an interrupt handler has been registered, it will no longer be called until SysTick is restarted.

**Returns:**  
None.

### 15.2.1.2 ROM\_SysTickEnable

Enables the SysTick counter.

**Prototype:**  
void  
ROM\_SysTickEnable(void)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSTICKTABLE is an array of pointers located at ROM\_APITABLE[10].  
ROM\_SysTickEnable is a function pointer located at ROM\_SYSTICKTABLE[1].

**Description:**  
This will start the SysTick counter. If an interrupt handler has been registered, it will be called when the SysTick counter rolls over.

**Note:**  
Calling this function will cause the SysTick counter to (re)commence counting from its current value. The counter is not automatically reloaded with the period as specified in a previous call to [ROM\\_SysTickPeriodSet\(\)](#). If an immediate reload is required, the **NVIC\_ST\_CURRENT** register must be written to force this. Any write to this register clears the SysTick counter to 0 and will cause a reload with the supplied period on the next clock.

**Returns:**  
None.

### 15.2.1.3 ROM\_SysTickIntDisable

Disables the SysTick interrupt.

**Prototype:**  
void  
ROM\_SysTickIntDisable(void)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSTICKTABLE is an array of pointers located at ROM\_APITABLE[10].  
ROM\_SysTickIntDisable is a function pointer located at ROM\_SYSTICKTABLE[4].

**Description:**  
This function will disable the SysTick interrupt, preventing it from being reflected to the processor.

**Returns:**  
None.

#### 15.2.1.4 ROM\_SysTickIntEnable

Enables the SysTick interrupt.

**Prototype:**

```
void  
ROM_SysTickIntEnable(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSTICKTABLE is an array of pointers located at ROM\_APITABLE[10].  
ROM\_SysTickIntEnable is a function pointer located at ROM\_SYSTICKTABLE[3].

**Description:**

This function will enable the SysTick interrupt, allowing it to be reflected to the processor.

**Note:**

The SysTick interrupt handler does not need to clear the SysTick interrupt source as this is done automatically by NVIC when the interrupt handler is called.

**Returns:**

None.

#### 15.2.1.5 ROM\_SysTickPeriodGet

Gets the period of the SysTick counter.

**Prototype:**

```
unsigned long  
ROM_SysTickPeriodGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSTICKTABLE is an array of pointers located at ROM\_APITABLE[10].  
ROM\_SysTickPeriodGet is a function pointer located at ROM\_SYSTICKTABLE[6].

**Description:**

This function returns the rate at which the SysTick counter wraps; this equates to the number of processor clocks between interrupts.

**Returns:**

Returns the period of the SysTick counter.

#### 15.2.1.6 ROM\_SysTickPeriodSet

Sets the period of the SysTick counter.

**Prototype:**

```
void  
ROM_SysTickPeriodSet(unsigned long ulPeriod)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSTICKTABLE is an array of pointers located at ROM\_APITABLE[10].  
ROM\_SysTickPeriodSet is a function pointer located at ROM\_SYSTICKTABLE[5].

**Parameters:**

*ulPeriod* is the number of clock ticks in each period of the SysTick counter; must be between 1 and 16,777,216, inclusive.

**Description:**

This function sets the rate at which the SysTick counter wraps; this equates to the number of processor clocks between interrupts.

**Note:**

Calling this function does not cause the SysTick counter to reload immediately. If an immediate reload is required, the **NVIC\_ST\_CURRENT** register must be written. Any write to this register clears the SysTick counter to 0 and will cause a reload with the *ulPeriod* supplied here on the next clock after the SysTick is enabled.

**Returns:**

None.

### 15.2.1.7 ROM\_SysTickValueGet

Gets the current value of the SysTick counter.

**Prototype:**

```
unsigned long  
ROM_SysTickValueGet(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_SYSTICKTABLE is an array of pointers located at ROM\_APITABLE[10].  
ROM\_SysTickValueGet is a function pointer located at ROM\_SYSTICKTABLE[0].

**Description:**

This function returns the current value of the SysTick counter; this will be a value between the period - 1 and zero, inclusive.

**Returns:**

Returns the current value of the SysTick counter.

---

# 16 Timer

Introduction .....	151
Functions .....	151

## 16.1 Introduction

The timer API provides a set of functions for dealing with the timer module. Functions are provided to configure and control the timer, along with functions to modify timer/counter values, and to manage interrupt handling for the timer.

The timer module provides two 16-bit timer/counters that can be configured to operate independently as timers or event counters, or they can be configured to operate as one 32-bit timer or one 32-bit Real Time Clock (RTC). For the purpose of this API, the two timers provided by the timer are referred to as TimerA and TimerB.

When configured as either a 32-bit or 16-bit timer, a timer can be set up to run as a one-shot timer or a continuous timer. If configured as a one-shot timer, when it reaches zero the timer will cease counting. If configured as a continuous timer, when it reaches zero the timer will continue counting from a reloaded value. When configured as a 32-bit timer, the timer can also be configured to operate as an RTC. In that case, the timer expects to be driven by a 32 KHz external clock, which is divided down to produce 1 second clock ticks.

When in 16-bit mode, the timer can also be configured for event capture or as a Pulse Width Modulation (PWM) generator. When configured for event capture, the timer acts as a counter. It can be configured to either count the time between events, or it can count the events themselves. The type of event being counted can be configured as a positive edge, a negative edge, or both edges. When a timer is configured as a PWM generator, the input line used to capture events becomes an output line, and the timer is used to drive an edge-aligned pulse onto that line.

The timer module also provides the ability to control other functional parameters, such as output inversion, output triggers, and timer behavior during stalls.

Control is also provided over interrupt sources and events. Interrupts can be generated to indicate that an event has been captured, or that a certain number of events have been captured. Interrupts can also be generated when the timer has counted down to zero, or when the RTC matches a certain value.

## 16.2 Functions

### Functions

- void [ROM\\_TimerConfigure](#) (unsigned long ulBase, unsigned long ulConfig)
- void [ROM\\_TimerControlLevel](#) (unsigned long ulBase, unsigned long ulTimer, tBoolean blnvert)
- void [ROM\\_TimerControlStall](#) (unsigned long ulBase, unsigned long ulTimer, tBoolean bStall)
- void [ROM\\_TimerControlTrigger](#) (unsigned long ulBase, unsigned long ulTimer, tBoolean bEnable)

- void `ROM_TimerControlWaitOnTrigger` (unsigned long ulBase, unsigned long ulTimer, tBoolean bWait)
- void `ROM_TimerDisable` (unsigned long ulBase, unsigned long ulTimer)
- void `ROM_TimerEnable` (unsigned long ulBase, unsigned long ulTimer)
- void `ROM_TimerIntClear` (unsigned long ulBase, unsigned long ulIntFlags)
- void `ROM_TimerIntDisable` (unsigned long ulBase, unsigned long ulIntFlags)
- void `ROM_TimerIntEnable` (unsigned long ulBase, unsigned long ulIntFlags)
- unsigned long `ROM_TimerIntStatus` (unsigned long ulBase, tBoolean bMasked)
- unsigned long `ROM_TimerLoadGet` (unsigned long ulBase, unsigned long ulTimer)
- void `ROM_TimerLoadSet` (unsigned long ulBase, unsigned long ulTimer, unsigned long ulValue)
- unsigned long `ROM_TimerMatchGet` (unsigned long ulBase, unsigned long ulTimer)
- void `ROM_TimerMatchSet` (unsigned long ulBase, unsigned long ulTimer, unsigned long ulValue)
- unsigned long `ROM_TimerPrescaleGet` (unsigned long ulBase, unsigned long ulTimer)
- unsigned long `ROM_TimerPrescaleMatchGet` (unsigned long ulBase, unsigned long ulTimer)
- void `ROM_TimerPrescaleMatchSet` (unsigned long ulBase, unsigned long ulTimer, unsigned long ulValue)
- void `ROM_TimerPrescaleSet` (unsigned long ulBase, unsigned long ulTimer, unsigned long ulValue)
- void `ROM_TimerRTCDisable` (unsigned long ulBase)
- void `ROM_TimerRTCEnable` (unsigned long ulBase)
- unsigned long `ROM_TimerValueGet` (unsigned long ulBase, unsigned long ulTimer)

## 16.2.1 Function Documentation

### 16.2.1.1 ROM\_TimerConfigure

Configures the timer(s).

**Prototype:**

```
void  
ROM_TimerConfigure(unsigned long ulBase,  
                  unsigned long ulConfig)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_TIMERTABLE` is an array of pointers located at `ROM_APITABLE[11]`.  
`ROM_TimerConfigure` is a function pointer located at `ROM_TIMERTABLE[3]`.

**Parameters:**

*ulBase* is the base address of the timer module.  
*ulConfig* is the configuration for the timer.

**Description:**

This function configures the operating mode of the timer(s). The timer module is disabled before being configured, and is left in the disabled state. The configuration is specified in *ulConfig* as one of the following values:



- **TIMER\_CFG\_32\_BIT\_OS** - 32-bit one-shot timer
- **TIMER\_CFG\_32\_BIT\_OS\_UP** - 32-bit one-shot timer that counts up instead of down
- **TIMER\_CFG\_32\_BIT\_PER** - 32-bit periodic timer
- **TIMER\_CFG\_32\_BIT\_PER\_UP** - 32-bit periodic timer that counts up instead of down
- **TIMER\_CFG\_32\_RTC** - 32-bit real time clock timer
- **TIMER\_CFG\_16\_BIT\_PAIR** - Two 16-bit timers

When configured for a pair of 16-bit timers, each timer is separately configured. The first timer is configured by setting *ulConfig* to the result of a logical OR operation between one of the following values and *ulConfig*:

- **TIMER\_CFG\_A\_ONE\_SHOT** - 16-bit one-shot timer
- **TIMER\_CFG\_A\_ONE\_SHOT\_UP** - 16-bit one-shot timer that counts up instead of down
- **TIMER\_CFG\_A\_PERIODIC** - 16-bit periodic timer
- **TIMER\_CFG\_A\_PERIODIC\_UP** - 16-bit periodic timer that counts up instead of down
- **TIMER\_CFG\_A\_CAP\_COUNT** - 16-bit edge count capture
- **TIMER\_CFG\_A\_CAP\_COUNT\_UP** - 16-bit edge count capture that counts up instead of down
- **TIMER\_CFG\_A\_CAP\_TIME** - 16-bit edge time capture
- **TIMER\_CFG\_A\_CAP\_TIME\_UP** - 16-bit edge time capture that counts up instead of down
- **TIMER\_CFG\_A\_PWM** - 16-bit PWM output

Similarly, the second timer is configured by setting *ulConfig* to the result of a logical OR operation between one of the corresponding **TIMER\_CFG\_B\_\*** values and *ulConfig*.

**Returns:**

None.

### 16.2.1.2 ROM\_TimerControlLevel

Controls the output level.

**Prototype:**

```
void
ROM_TimerControlLevel(unsigned long ulBase,
                     unsigned long ulTimer,
                     tBoolean bInvert)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_TIMERTABLE` is an array of pointers located at `ROM_APITABLE[11]`.  
`ROM_TimerControlLevel` is a function pointer located at `ROM_TIMERTABLE[4]`.

**Parameters:**

*ulBase* is the base address of the timer module.

*ulTimer* specifies the timer(s) to adjust; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

*blInvert* specifies the output level.

**Description:**

This function sets the PWM output level for the specified timer. If the *blnvert* parameter is **true**, then the timer's output will be made active low; otherwise, it will be made active high.

**Returns:**

None.

### 16.2.1.3 ROM\_TimerControlStall

Controls the stall handling.

**Prototype:**

```
void  
ROM_TimerControlStall(unsigned long ulBase,  
                      unsigned long ulTimer,  
                      tBoolean bStall)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerControlStall is a function pointer located at ROM\_TIMERTABLE[7].

**Parameters:**

*ulBase* is the base address of the timer module.

*ulTimer* specifies the timer(s) to be adjusted; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

*bStall* specifies the response to a stall signal.

**Description:**

This function controls the stall response for the specified timer. If the *bStall* parameter is **true**, then the timer will stop counting if the processor enters debug mode; otherwise the timer will keep running while in debug mode.

**Returns:**

None.

### 16.2.1.4 ROM\_TimerControlTrigger

Enables or disables the trigger output.

**Prototype:**

```
void  
ROM_TimerControlTrigger(unsigned long ulBase,  
                       unsigned long ulTimer,  
                       tBoolean bEnable)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerControlTrigger is a function pointer located at ROM\_TIMERTABLE[5].

**Parameters:**

*ulBase* is the base address of the timer module.

*ulTimer* specifies the timer to adjust; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

*bEnable* specifies the desired trigger state.

**Description:**

This function controls the trigger output for the specified timer. If the *bEnable* parameter is **true**, then the timer's output trigger is enabled; otherwise it is disabled.

**Returns:**

None.

### 16.2.1.5 ROM\_TimerControlWaitOnTrigger

Controls the wait on trigger handling.

**Prototype:**

```
void  
ROM_TimerControlWaitOnTrigger(unsigned long ulBase,  
                               unsigned long ulTimer,  
                               tBoolean bWait)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].

ROM\_TimerControlWaitOnTrigger is a function pointer located at ROM\_TIMERTABLE[22].

**Parameters:**

*ulBase* is the base address of the timer module.

*ulTimer* specifies the timer(s) to be adjusted; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

*bWait* specifies if the timer should wait for a trigger input.

**Description:**

This function controls whether or not a timer waits for a trigger input to start counting. When enabled, the previous timer in the trigger chain must count to its timeout in order for this timer to start counting. Refer to the data sheet for a description of the trigger chain.

**Returns:**

None.

### 16.2.1.6 ROM\_TimerDisable

Disables the timer(s).

**Prototype:**

```
void  
ROM_TimerDisable(unsigned long ulBase,  
                 unsigned long ulTimer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerDisable is a function pointer located at ROM\_TIMERTABLE[2].

**Parameters:**

**ulBase** is the base address of the timer module.  
**ulTimer** specifies the timer(s) to disable; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

**Description:**

This will disable operation of the timer module.

**Returns:**

None.

### 16.2.1.7 ROM\_TimerEnable

Enables the timer(s).

**Prototype:**

```
void  
ROM_TimerEnable(unsigned long ulBase,  
                unsigned long ulTimer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerEnable is a function pointer located at ROM\_TIMERTABLE[1].

**Parameters:**

**ulBase** is the base address of the timer module.  
**ulTimer** specifies the timer(s) to enable; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

**Description:**

This will enable operation of the timer module. The timer must be configured before it is enabled.

**Returns:**

None.

### 16.2.1.8 ROM\_TimerIntClear

Clears timer interrupt sources.

**Prototype:**

```
void  
ROM_TimerIntClear(unsigned long ulBase,  
                  unsigned long ulIntFlags)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_TIMERTABLE` is an array of pointers located at `ROM_APITABLE[11]`.  
`ROM_TimerIntClear` is a function pointer located at `ROM_TIMERTABLE[0]`.

**Parameters:**

***ulBase*** is the base address of the timer module.  
***ullntFlags*** is a bit mask of the interrupt sources to be cleared.

**Description:**

The specified timer interrupt sources are cleared, so that they no longer assert. This must be done in the interrupt handler to keep it from being called again immediately upon exit.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to [ROM\\_TimerIntEnable\(\)](#).

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 16.2.1.9 ROM\_TimerIntDisable

Disables individual timer interrupt sources.

**Prototype:**

```
void  
ROM_TimerIntDisable(unsigned long ulBase,  
                    unsigned long ulIntFlags)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_TIMERTABLE` is an array of pointers located at `ROM_APITABLE[11]`.  
`ROM_TimerIntDisable` is a function pointer located at `ROM_TIMERTABLE[20]`.

**Parameters:**

***ulBase*** is the base address of the timer module.  
***ullntFlags*** is the bit mask of the interrupt sources to be disabled.

**Description:**

Disables the indicated timer interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to [ROM\\_TimerIntEnable\(\)](#).

**Returns:**

None.

### 16.2.1.10 ROM\_TimerIntEnable

Enables individual timer interrupt sources.

**Prototype:**

```
void  
ROM_TimerIntEnable(unsigned long ulBase,  
                   unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerIntEnable is a function pointer located at ROM\_TIMERTABLE[19].

**Parameters:**

**ulBase** is the base address of the timer module.  
**ullntFlags** is the bit mask of the interrupt sources to be enabled.

**Description:**

Enables the indicated timer interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *ullntFlags* parameter must be the logical OR of any combination of the following:

- **TIMER\_CAPB\_EVENT** - Capture B event interrupt
- **TIMER\_CAPB\_MATCH** - Capture B match interrupt
- **TIMER\_TIMB\_TIMEOUT** - Timer B timeout interrupt
- **TIMER\_RTC\_MATCH** - RTC interrupt mask
- **TIMER\_CAPA\_EVENT** - Capture A event interrupt
- **TIMER\_CAPA\_MATCH** - Capture A match interrupt
- **TIMER\_TIMA\_TIMEOUT** - Timer A timeout interrupt

**Returns:**

None.

### 16.2.1.11 ROM\_TimerIntStatus

Gets the current interrupt status.

**Prototype:**

```
unsigned long  
ROM_TimerIntStatus(unsigned long ulBase,  
                   tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerIntStatus is a function pointer located at ROM\_TIMERTABLE[21].

**Parameters:**

**ulBase** is the base address of the timer module.

---

***bMasked*** is false if the raw interrupt status is required and true if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the timer module. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

The current interrupt status, enumerated as a bit field of values described in [ROM\\_TimerIntEnable\(\)](#).

### 16.2.1.12 ROM\_TimerLoadGet

Gets the timer load value.

**Prototype:**

```
unsigned long
ROM_TimerLoadGet(unsigned long ulBase,
                 unsigned long ulTimer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerLoadGet is a function pointer located at ROM\_TIMERTABLE[15].

**Parameters:**

***ulBase*** is the base address of the timer module.

***ulTimer*** specifies the timer; must be one of **TIMER\_A** or **TIMER\_B**. Only **TIMER\_A** should be used when the timer is configured for 32-bit operation.

**Description:**

This function gets the currently programmed interval load value for the specified timer.

**Returns:**

Returns the load value for the timer.

### 16.2.1.13 ROM\_TimerLoadSet

Sets the timer load value.

**Prototype:**

```
void
ROM_TimerLoadSet(unsigned long ulBase,
                 unsigned long ulTimer,
                 unsigned long ulValue)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerLoadSet is a function pointer located at ROM\_TIMERTABLE[14].

**Parameters:**

**ulBase** is the base address of the timer module.

**ulTimer** specifies the timer(s) to adjust; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**. Only **TIMER\_A** should be used when the timer is configured for 32-bit operation.

**ulValue** is the load value.

**Description:**

This function sets the timer load value; if the timer is running then the value will be immediately loaded into the timer.

**Returns:**

None.

### 16.2.1.14 ROM\_TimerMatchGet

Gets the timer match value.

**Prototype:**

```
unsigned long
ROM_TimerMatchGet(unsigned long ulBase,
                  unsigned long ulTimer)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.

**ROM\_TIMERTABLE** is an array of pointers located at **ROM\_APITABLE**[11].

**ROM\_TimerMatchGet** is a function pointer located at **ROM\_TIMERTABLE**[18].

**Parameters:**

**ulBase** is the base address of the timer module.

**ulTimer** specifies the timer; must be one of **TIMER\_A** or **TIMER\_B**. Only **TIMER\_A** should be used when the timer is configured for 32-bit operation.

**Description:**

This function gets the match value for the specified timer.

**Returns:**

Returns the match value for the timer.

### 16.2.1.15 ROM\_TimerMatchSet

Sets the timer match value.

**Prototype:**

```
void
ROM_TimerMatchSet(unsigned long ulBase,
                  unsigned long ulTimer,
                  unsigned long ulValue)
```



**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].

ROM\_TimerMatchSet is a function pointer located at ROM\_TIMERTABLE[17].

**Parameters:**

**ulBase** is the base address of the timer module.

**ulTimer** specifies the timer(s) to adjust; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**. Only **TIMER\_A** should be used when the timer is configured for 32-bit operation.

**ulValue** is the match value.

**Description:**

This function sets the match value for a timer. This is used in capture count mode to determine when to interrupt the processor and in PWM mode to determine the duty cycle of the output signal.

**Returns:**

None.

### 16.2.1.16 ROM\_TimerPrescaleGet

Get the timer prescale value.

**Prototype:**

```
unsigned long  
ROM_TimerPrescaleGet(unsigned long ulBase,  
                     unsigned long ulTimer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].

ROM\_TimerPrescaleGet is a function pointer located at ROM\_TIMERTABLE[11].

**Parameters:**

**ulBase** is the base address of the timer module.

**ulTimer** specifies the timer; must be one of **TIMER\_A** or **TIMER\_B**.

**Description:**

This function gets the value of the input clock prescaler. The prescaler is only operational when in 16-bit mode and is used to extend the range of the 16-bit timer modes.

**Returns:**

The value of the timer prescaler.

### 16.2.1.17 ROM\_TimerPrescaleMatchGet

Get the timer prescale match value.

**Prototype:**

```
unsigned long  
ROM_TimerPrescaleMatchGet (unsigned long ulBase,  
                           unsigned long ulTimer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerPrescaleMatchGet is a function pointer located at ROM\_TIMERTABLE[13].

**Parameters:**

**ulBase** is the base address of the timer module.  
**ulTimer** specifies the timer; must be one of **TIMER\_A** or **TIMER\_B**.

**Description:**

This function gets the value of the input clock prescaler match value. When in a 16-bit mode that uses the counter match and prescaler, the prescale match effectively extends the range of the counter to 24-bits.

**Returns:**

The value of the timer prescale match.

### 16.2.1.18 ROM\_TimerPrescaleMatchSet

Set the timer prescale match value.

**Prototype:**

```
void  
ROM_TimerPrescaleMatchSet (unsigned long ulBase,  
                           unsigned long ulTimer,  
                           unsigned long ulValue)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerPrescaleMatchSet is a function pointer located at ROM\_TIMERTABLE[12].

**Parameters:**

**ulBase** is the base address of the timer module.  
**ulTimer** specifies the timer(s) to adjust; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.  
**ulValue** is the timer prescale match value; must be between 0 and 255, inclusive.

**Description:**

This function sets the value of the input clock prescaler match value. When in a 16-bit mode that uses the counter match and the prescaler, the prescale match effectively extends the range of the counter to 24-bits.

**Returns:**

None.

### 16.2.1.19 ROM\_TimerPrescaleSet

Set the timer prescale value.

**Prototype:**

```
void  
ROM_TimerPrescaleSet (unsigned long ulBase,  
                     unsigned long ulTimer,  
                     unsigned long ulValue)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerPrescaleSet is a function pointer located at ROM\_TIMERTABLE[10].

**Parameters:**

**ulBase** is the base address of the timer module.

**ulTimer** specifies the timer(s) to adjust; must be one of **TIMER\_A**, **TIMER\_B**, or **TIMER\_BOTH**.

**ulValue** is the timer prescale value; must be between 0 and 255, inclusive.

**Description:**

This function sets the value of the input clock prescaler. The prescaler is only operational when in 16-bit mode and is used to extend the range of the 16-bit timer modes.

**Returns:**

None.

### 16.2.1.20 ROM\_TimerRTCDisable

Disable RTC counting.

**Prototype:**

```
void  
ROM_TimerRTCDisable (unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerRTCDisable is a function pointer located at ROM\_TIMERTABLE[9].

**Parameters:**

**ulBase** is the base address of the timer module.

**Description:**

This function causes the timer to stop counting when in RTC mode.

**Returns:**

None.

### 16.2.1.21 ROM\_TimerRTCEnable

Enable RTC counting.

**Prototype:**

```
void  
ROM_TimerRTCEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerRTCEnable is a function pointer located at ROM\_TIMERTABLE[8].

**Parameters:**

*ulBase* is the base address of the timer module.

**Description:**

This function causes the timer to start counting when in RTC mode. If not configured for RTC mode, this will do nothing.

**Returns:**

None.

### 16.2.1.22 ROM\_TimerValueGet

Gets the current timer value.

**Prototype:**

```
unsigned long  
ROM_TimerValueGet(unsigned long ulBase,  
                  unsigned long ulTimer)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_TIMERTABLE is an array of pointers located at ROM\_APITABLE[11].  
ROM\_TimerValueGet is a function pointer located at ROM\_TIMERTABLE[16].

**Parameters:**

*ulBase* is the base address of the timer module.

*ulTimer* specifies the timer; must be one of **TIMER\_A** or **TIMER\_B**. Only **TIMER\_A** should be used when the timer is configured for 32-bit operation.

**Description:**

This function reads the current value of the specified timer.

**Returns:**

Returns the current value of the timer.

# 17 UART

Introduction .....	165
Functions .....	165

## 17.1 Introduction

The Universal Asynchronous Receiver/Transmitter (UART) API provides a set of functions for using the Stellaris UART modules. Functions are provided to configure and control the UART modules, to send and receive data, and to manage interrupts for the UART modules.

The Stellaris UART performs the functions of parallel-to-serial and serial-to-parallel conversions. It is very similar in functionality to a 16C550 UART, but is not register-compatible.

Some of the features of the Stellaris UART are:

- A 16x12 bit receive FIFO and a 16x8 bit transmit FIFO.
- Programmable baud rate generator.
- Automatic generation and stripping of start, stop, and parity bits.
- Line break generation and detection.
- Programmable serial interface
  - 5, 6, 7, or 8 data bits
  - even, odd, stick, or no parity bit generation and detection
  - 1 or 2 stop bit generation
  - baud rate generation, from DC to processor clock/16
- IrDA serial-IR (SIR) encoder/decoder.
- DMA interface

## 17.2 Functions

### Functions

- void [ROM\\_UARTBreakCtl](#) (unsigned long ulBase, tBoolean bBreakState)
- tBoolean [ROM\\_UARTBusy](#) (unsigned long ulBase)
- long [ROM\\_UARTCharGet](#) (unsigned long ulBase)
- long [ROM\\_UARTCharGetNonBlocking](#) (unsigned long ulBase)
- void [ROM\\_UARTCharPut](#) (unsigned long ulBase, unsigned char ucData)
- tBoolean [ROM\\_UARTCharPutNonBlocking](#) (unsigned long ulBase, unsigned char ucData)
- tBoolean [ROM\\_UARTCharsAvail](#) (unsigned long ulBase)
- void [ROM\\_UARTConfigGetExpClk](#) (unsigned long ulBase, unsigned long ulUARTClk, unsigned long \*pulBaud, unsigned long \*pulConfig)
- void [ROM\\_UARTConfigSetExpClk](#) (unsigned long ulBase, unsigned long ulUARTClk, unsigned long ulBaud, unsigned long ulConfig)
- void [ROM\\_UARTDisable](#) (unsigned long ulBase)

- void [ROM\\_UARTDisableSIR](#) (unsigned long ulBase)
- void [ROM\\_UARTDMADisable](#) (unsigned long ulBase, unsigned long ulDMAFlags)
- void [ROM\\_UARTDMAEnable](#) (unsigned long ulBase, unsigned long ulDMAFlags)
- void [ROM\\_UARTEnable](#) (unsigned long ulBase)
- void [ROM\\_UARTEnableSIR](#) (unsigned long ulBase, tBoolean bLowPower)
- void [ROM\\_UARTFIFODisable](#) (unsigned long ulBase)
- void [ROM\\_UARTFIFOEnable](#) (unsigned long ulBase)
- void [ROM\\_UARTFIFOLevelGet](#) (unsigned long ulBase, unsigned long \*pulTxLevel, unsigned long \*pulRxLevel)
- void [ROM\\_UARTFIFOLevelSet](#) (unsigned long ulBase, unsigned long ulTxLevel, unsigned long ulRxLevel)
- void [ROM\\_UARTIntClear](#) (unsigned long ulBase, unsigned long ulIntFlags)
- void [ROM\\_UARTIntDisable](#) (unsigned long ulBase, unsigned long ulIntFlags)
- void [ROM\\_UARTIntEnable](#) (unsigned long ulBase, unsigned long ulIntFlags)
- unsigned long [ROM\\_UARTIntStatus](#) (unsigned long ulBase, tBoolean bMasked)
- unsigned long [ROM\\_UARTParityModeGet](#) (unsigned long ulBase)
- void [ROM\\_UARTParityModeSet](#) (unsigned long ulBase, unsigned long ulParity)
- void [ROM\\_UARTRxErrorClear](#) (unsigned long ulBase)
- unsigned long [ROM\\_UARTRxErrorGet](#) (unsigned long ulBase)
- tBoolean [ROM\\_UARTSpaceAvail](#) (unsigned long ulBase)
- unsigned long [ROM\\_UARTTxIntModeGet](#) (unsigned long ulBase)
- void [ROM\\_UARTTxIntModeSet](#) (unsigned long ulBase, unsigned long ulMode)
- void [ROM\\_UpdateUART](#) (void)

## 17.2.1 Function Documentation

### 17.2.1.1 ROM\_UARTBreakCtl

Causes a BREAK to be sent.

**Prototype:**

```
void  
ROM_UARTBreakCtl(unsigned long ulBase,  
                 tBoolean bBreakState)
```

**ROM Location:**

[ROM\\_APITABLE](#) is an array of pointers located at 0x0100.0010.  
[ROM\\_UARTTABLE](#) is an array of pointers located at [ROM\\_APITABLE](#)[1].  
[ROM\\_UARTBreakCtl](#) is a function pointer located at [ROM\\_UARTTABLE](#)[16].

**Parameters:**

***ulBase*** is the base address of the UART port.  
***bBreakState*** controls the output level.

**Description:**

Calling this function with *bBreakState* set to **true** asserts a break condition on the UART. Calling this function with *bBreakState* set to **false** removes the break condition. For proper transmission of a break command, the break must be asserted for at least two complete frames.

**Returns:**  
None.

### 17.2.1.2 ROM\_UARTBusy

Determines whether the UART transmitter is busy or not.

**Prototype:**  
tBoolean  
ROM\_UARTBusy(unsigned long ulBase)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTBusy is a function pointer located at ROM\_UARTTABLE[26].

**Parameters:**  
*ulBase* is the base address of the UART port.

**Description:**  
Allows the caller to determine whether all transmitted bytes have cleared the transmitter hardware. If **false** is returned, the transmit FIFO is empty and all bits of the last transmitted character, including all stop bits, have left the hardware shift register.

**Returns:**  
Returns **true** if the UART is transmitting or **false** if all transmissions are complete.

### 17.2.1.3 ROM\_UARTCharGet

Waits for a character from the specified port.

**Prototype:**  
long  
ROM\_UARTCharGet(unsigned long ulBase)

**ROM Location:**  
ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTCharGet is a function pointer located at ROM\_UARTTABLE[14].

**Parameters:**  
*ulBase* is the base address of the UART port.

**Description:**  
Gets a character from the receive FIFO for the specified port. If there are no characters available, this function waits until a character is received before returning.

**Returns:**  
Returns the character read from the specified port, cast as a *long*.

#### 17.2.1.4 ROM\_UARTCharGetNonBlocking

Receives a character from the specified port.

**Prototype:**

```
long  
ROM_UARTCharGetNonBlocking(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTCharGetNonBlocking is a function pointer located at ROM\_UARTTABLE[13].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

Gets a character from the receive FIFO for the specified port.

**Returns:**

Returns the character read from the specified port, cast as a *long*. A -1 is returned if there are no characters present in the receive FIFO. The [ROM\\_UARTCharsAvail\(\)](#) function should be called before attempting to call this function.

#### 17.2.1.5 ROM\_UARTCharPut

Waits to send a character from the specified port.

**Prototype:**

```
void  
ROM_UARTCharPut(unsigned long ulBase,  
                unsigned char ucData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTCharPut is a function pointer located at ROM\_UARTTABLE[0].

**Parameters:**

*ulBase* is the base address of the UART port.  
*ucData* is the character to be transmitted.

**Description:**

Sends the character *ucData* to the transmit FIFO for the specified port. If there is no space available in the transmit FIFO, this function waits until there is space available before returning.

**Returns:**

None.



### 17.2.1.6 ROM\_UARTCharPutNonBlocking

Sends a character to the specified port.

**Prototype:**

```
tBoolean  
ROM_UARTCharPutNonBlocking(unsigned long ulBase,  
                             unsigned char ucData)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTCharPutNonBlocking is a function pointer located at ROM\_UARTTABLE[15].

**Parameters:**

**ulBase** is the base address of the UART port.  
**ucData** is the character to be transmitted.

**Description:**

Writes the character *ucData* to the transmit FIFO for the specified port. This function does not block, so if there is no space available, then a **false** is returned, and the application must retry the function later.

**Returns:**

Returns **true** if the character was successfully placed in the transmit FIFO or **false** if there was no space available in the transmit FIFO.

### 17.2.1.7 ROM\_UARTCharsAvail

Determines if there are any characters in the receive FIFO.

**Prototype:**

```
tBoolean  
ROM_UARTCharsAvail(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTCharsAvail is a function pointer located at ROM\_UARTTABLE[11].

**Parameters:**

**ulBase** is the base address of the UART port.

**Description:**

This function returns a flag indicating whether or not there is data available in the receive FIFO.

**Returns:**

Returns **true** if there is data in the receive FIFO or **false** if there is no data in the receive FIFO.

### 17.2.1.8 ROM\_UARTConfigGetExpClk

Gets the current configuration of a UART.

**Prototype:**

```
void
ROM_UARTConfigGetExpClk(unsigned long ulBase,
                        unsigned long ulUARTClk,
                        unsigned long *pulBaud,
                        unsigned long *pulConfig)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTConfigGetExpClk is a function pointer located at ROM\_UARTTABLE[6].

**Parameters:**

**ulBase** is the base address of the UART port.  
**ulUARTClk** is the rate of the clock supplied to the UART module.  
**pulBaud** is a pointer to storage for the baud rate.  
**pulConfig** is a pointer to storage for the data format.

**Description:**

The baud rate and data format for the UART is determined, given an explicitly provided peripheral clock (hence the ExpClk suffix). The returned baud rate is the actual baud rate; it may not be the exact baud rate requested or an “official” baud rate. The data format returned in *pulConfig* is enumerated the same as the *ulConfig* parameter of [ROM\\_UARTConfigSetExpClk\(\)](#).

The peripheral clock will be the same as the processor clock. This will be the value returned by [ROM\\_SysCtlClockGet\(\)](#), or it can be explicitly hard-coded if it is constant and known (to save the code/execution overhead of a call to [ROM\\_SysCtlClockGet\(\)](#)).

**Returns:**

None.

### 17.2.1.9 ROM\_UARTConfigSetExpClk

Sets the configuration of a UART.

**Prototype:**

```
void
ROM_UARTConfigSetExpClk(unsigned long ulBase,
                        unsigned long ulUARTClk,
                        unsigned long ulBaud,
                        unsigned long ulConfig)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTConfigSetExpClk is a function pointer located at ROM\_UARTTABLE[5].

**Parameters:**

**ulBase** is the base address of the UART port.

***ulUARTClk*** is the rate of the clock supplied to the UART module.

***ulBaud*** is the desired baud rate.

***ulConfig*** is the data format for the port (number of data bits, number of stop bits, and parity).

**Description:**

This function configures the UART for operation in the specified data format. The baud rate is provided in the *ulBaud* parameter and the data format in the *ulConfig* parameter.

The *ulConfig* parameter is the logical OR of three values: the number of data bits, the number of stop bits, and the parity. **UART\_CONFIG\_WLEN\_8**, **UART\_CONFIG\_WLEN\_7**, **UART\_CONFIG\_WLEN\_6**, and **UART\_CONFIG\_WLEN\_5** select from eight to five data bits per byte (respectively). **UART\_CONFIG\_STOP\_ONE** and **UART\_CONFIG\_STOP\_TWO** select one or two stop bits (respectively). **UART\_CONFIG\_PAR\_NONE**, **UART\_CONFIG\_PAR\_EVEN**, **UART\_CONFIG\_PAR\_ODD**, **UART\_CONFIG\_PAR\_ONE**, and **UART\_CONFIG\_PAR\_ZERO** select the parity mode (no parity bit, even parity bit, odd parity bit, parity bit always one, and parity bit always zero, respectively).

The peripheral clock will be the same as the processor clock. This will be the value returned by [ROM\\_SysCtlClockGet\(\)](#), or it can be explicitly hard-coded if it is constant and known (to save the code/execution overhead of a call to [ROM\\_SysCtlClockGet\(\)](#)).

**Returns:**

None.

### 17.2.1.10 ROM\_UARTDisable

Disables transmitting and receiving.

**Prototype:**

```
void
ROM_UARTDisable(unsigned long ulBase)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.  
**ROM\_UARTTABLE** is an array of pointers located at ROM\_APITABLE[1].  
**ROM\_UARTDisable** is a function pointer located at ROM\_UARTTABLE[8].

**Parameters:**

***ulBase*** is the base address of the UART port.

**Description:**

Clears the UARTEN, TXE, and RXE bits, then waits for the end of transmission of the current character, and flushes the transmit FIFO.

**Returns:**

None.

### 17.2.1.11 ROM\_UARTDisableSIR

Disables SIR (IrDA) mode on the specified UART.

**Prototype:**

```
void  
ROM_UARTDisableSIR(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTDisableSIR is a function pointer located at ROM\_UARTTABLE[10].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

Clears the SIREN (IrDA) and SIRLP (Low Power) bits.

**Returns:**

None.

### 17.2.1.12 ROM\_UARTDMADisable

Disable UART DMA operation.

**Prototype:**

```
void  
ROM_UARTDMADisable(unsigned long ulBase,  
                    unsigned long ulDMAFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTDMADisable is a function pointer located at ROM\_UARTTABLE[23].

**Parameters:**

*ulBase* is the base address of the UART port.  
*ulDMAFlags* is a bit mask of the DMA features to disable.

**Description:**

This function is used to disable UART DMA features that were enabled by [ROM\\_UARTDMAEnable\(\)](#). The specified UART DMA features are disabled. The *ulDMAFlags* parameter is the logical OR of any of the following values:

- UART\_DMA\_RX - disable DMA for receive
- UART\_DMA\_TX - disable DMA for transmit
- UART\_DMA\_ERR\_RXSTOP - do not disable DMA receive on UART error

**Returns:**

None.

### 17.2.1.13 ROM\_UARTDMAEnable

Enable UART DMA operation.

**Prototype:**

```
void
ROM_UARTDMAEnable(unsigned long ulBase,
                  unsigned long ulDMAFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTDMAEnable is a function pointer located at ROM\_UARTTABLE[22].

**Parameters:**

**ulBase** is the base address of the UART port.  
**ulDMAFlags** is a bit mask of the DMA features to enable.

**Description:**

The specified UART DMA features are enabled. The UART can be configured to use DMA for transmit or receive, and to disable receive if an error occurs. The *ulDMAFlags* parameter is the logical OR of any of the following values:

- UART\_DMA\_RX - enable DMA for receive
- UART\_DMA\_TX - enable DMA for transmit
- UART\_DMA\_ERR\_RXSTOP - disable DMA receive on UART error

**Note:**

The uDMA controller must also be set up before DMA can be used with the UART.

**Returns:**

None.

### 17.2.1.14 ROM\_UARTEnable

Enables transmitting and receiving.

**Prototype:**

```
void
ROM_UARTEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTEnable is a function pointer located at ROM\_UARTTABLE[7].

**Parameters:**

**ulBase** is the base address of the UART port.

**Description:**

Sets the UARTEN, TXE, and RXE bits, and enables the transmit and receive FIFOs.

**Returns:**

None.

### 17.2.1.15 ROM\_UARTEnableSIR

Enables SIR (IrDA) mode on the specified UART.

**Prototype:**

```
void  
ROM_UARTEnableSIR(unsigned long ulBase,  
                  tBoolean bLowPower)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTEnableSIR is a function pointer located at ROM\_UARTTABLE[9].

**Parameters:**

**ulBase** is the base address of the UART port.  
**bLowPower** indicates if SIR Low Power Mode is to be used.

**Description:**

Enables the SIREN control bit for IrDA mode on the UART. If the *bLowPower* flag is set, then SIRLP bit will also be set.

**Returns:**

None.

### 17.2.1.16 ROM\_UARTFIFODisable

Disables the transmit and receive FIFOs.

**Prototype:**

```
void  
ROM_UARTFIFODisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTFIFODisable is a function pointer located at ROM\_UARTTABLE[25].

**Parameters:**

**ulBase** is the base address of the UART port.

**Description:**

This functions disables the transmit and receive FIFOs in the UART.

**Returns:**

None.

### 17.2.1.17 ROM\_UARTFIFOEnable

Enables the transmit and receive FIFOs.

**Prototype:**

```
void
ROM_UARTFIFOEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTFIFOEnable is a function pointer located at ROM\_UARTTABLE[24].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

This functions enables the transmit and receive FIFOs in the UART.

**Returns:**

None.

### 17.2.1.18 ROM\_UARTFIFOLevelGet

Gets the FIFO level at which interrupts are generated.

**Prototype:**

```
void
ROM_UARTFIFOLevelGet(unsigned long ulBase,
                     unsigned long *pulTxLevel,
                     unsigned long *pulRxLevel)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTFIFOLevelGet is a function pointer located at ROM\_UARTTABLE[4].

**Parameters:**

*ulBase* is the base address of the UART port.

*pulTxLevel* is a pointer to storage for the transmit FIFO level, returned as one of **UART\_FIFO\_TX1\_8**, **UART\_FIFO\_TX2\_8**, **UART\_FIFO\_TX4\_8**, **UART\_FIFO\_TX6\_8**, or **UART\_FIFO\_TX7\_8**.

*pulRxLevel* is a pointer to storage for the receive FIFO level, returned as one of **UART\_FIFO\_RX1\_8**, **UART\_FIFO\_RX2\_8**, **UART\_FIFO\_RX4\_8**, **UART\_FIFO\_RX6\_8**, or **UART\_FIFO\_RX7\_8**.

**Description:**

This function gets the FIFO level at which transmit and receive interrupts are generated.

**Returns:**

None.

### 17.2.1.19 ROM\_UARTFIFOLevelSet

Sets the FIFO level at which interrupts are generated.

**Prototype:**

```
void
ROM_UARTFIFOLevelSet(unsigned long ulBase,
                     unsigned long ulTxLevel,
                     unsigned long ulRxLevel)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTFIFOLevelSet is a function pointer located at ROM\_UARTTABLE[3].

**Parameters:**

**ulBase** is the base address of the UART port.  
**ulTxLevel** is the transmit FIFO interrupt level, specified as one of **UART\_FIFO\_TX1\_8**, **UART\_FIFO\_TX2\_8**, **UART\_FIFO\_TX4\_8**, **UART\_FIFO\_TX6\_8**, or **UART\_FIFO\_TX7\_8**.  
**ulRxLevel** is the receive FIFO interrupt level, specified as one of **UART\_FIFO\_RX1\_8**, **UART\_FIFO\_RX2\_8**, **UART\_FIFO\_RX4\_8**, **UART\_FIFO\_RX6\_8**, or **UART\_FIFO\_RX7\_8**.

**Description:**

This function sets the FIFO level at which transmit and receive interrupts are generated.

**Returns:**

None.

### 17.2.1.20 ROM\_UARTIntClear

Clears UART interrupt sources.

**Prototype:**

```
void
ROM_UARTIntClear(unsigned long ulBase,
                 unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTIntClear is a function pointer located at ROM\_UARTTABLE[20].

**Parameters:**

**ulBase** is the base address of the UART port.  
**ullntFlags** is a bit mask of the interrupt sources to be cleared.

**Description:**

The specified UART interrupt sources are cleared, so that they no longer assert. This function must be called in the interrupt handler to keep the interrupt from being recognized again immediately upon exit.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to [ROM\\_UARTIntEnable\(\)](#).

**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt



source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 17.2.1.21 ROM\_UARTIntDisable

Disables individual UART interrupt sources.

**Prototype:**

```
void  
ROM_UARTIntDisable(unsigned long ulBase,  
                   unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTIntDisable is a function pointer located at ROM\_UARTTABLE[18].

**Parameters:**

**ulBase** is the base address of the UART port.  
**ullntFlags** is the bit mask of the interrupt sources to be disabled.

**Description:**

Disables the indicated UART interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *ullntFlags* parameter has the same definition as the *ullntFlags* parameter to [ROM\\_UARTIntEnable\(\)](#).

**Returns:**

None.

### 17.2.1.22 ROM\_UARTIntEnable

Enables individual UART interrupt sources.

**Prototype:**

```
void  
ROM_UARTIntEnable(unsigned long ulBase,  
                  unsigned long ulIntFlags)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTIntEnable is a function pointer located at ROM\_UARTTABLE[17].

**Parameters:**

**ulBase** is the base address of the UART port.

***ullntFlags*** is the bit mask of the interrupt sources to be enabled.

**Description:**

Enables the indicated UART interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

The *ullntFlags* parameter is the logical OR of any of the following:

- **UART\_INT\_OE** - Overrun Error interrupt
- **UART\_INT\_BE** - Break Error interrupt
- **UART\_INT\_PE** - Parity Error interrupt
- **UART\_INT\_FE** - Framing Error interrupt
- **UART\_INT\_RT** - Receive Timeout interrupt
- **UART\_INT\_TX** - Transmit interrupt
- **UART\_INT\_RX** - Receive interrupt
- **UART\_INT\_DSR** - DSR interrupt
- **UART\_INT\_DCD** - DCD interrupt
- **UART\_INT\_CTS** - CTS interrupt
- **UART\_INT\_RI** - RI interrupt

**Returns:**

None.

### 17.2.1.23 ROM\_UARTIntStatus

Gets the current interrupt status.

**Prototype:**

```
unsigned long
ROM_UARTIntStatus(unsigned long ulBase,
                  tBoolean bMasked)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_UARTTABLE` is an array of pointers located at `ROM_APITABLE[1]`.  
`ROM_UARTIntStatus` is a function pointer located at `ROM_UARTTABLE[19]`.

**Parameters:**

***ulBase*** is the base address of the UART port.

***bMasked*** is **false** if the raw interrupt status is required and **true** if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the specified UART. Either the raw interrupt status or the status of interrupts that are allowed to reflect to the processor can be returned.

**Returns:**

Returns the current interrupt status, enumerated as a bit field of values described in [ROM\\_UARTIntEnable\(\)](#).

---

### 17.2.1.24 ROM\_UARTParityModeGet

Gets the type of parity currently being used.

**Prototype:**

```
unsigned long  
ROM_UARTParityModeGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTParityModeGet is a function pointer located at ROM\_UARTTABLE[2].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

This function gets the type of parity used for transmitting data and expected when receiving data.

**Returns:**

Returns the current parity settings, specified as one of **UART\_CONFIG\_PAR\_NONE**, **UART\_CONFIG\_PAR\_EVEN**, **UART\_CONFIG\_PAR\_ODD**, **UART\_CONFIG\_PAR\_ONE**, or **UART\_CONFIG\_PAR\_ZERO**.

### 17.2.1.25 ROM\_UARTParityModeSet

Sets the type of parity.

**Prototype:**

```
void  
ROM_UARTParityModeSet(unsigned long ulBase,  
                      unsigned long ulParity)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTParityModeSet is a function pointer located at ROM\_UARTTABLE[1].

**Parameters:**

*ulBase* is the base address of the UART port.  
*ulParity* specifies the type of parity to use.

**Description:**

Sets the type of parity to use for transmitting and expect when receiving. The *ulParity* parameter must be one of **UART\_CONFIG\_PAR\_NONE**, **UART\_CONFIG\_PAR\_EVEN**, **UART\_CONFIG\_PAR\_ODD**, **UART\_CONFIG\_PAR\_ONE**, or **UART\_CONFIG\_PAR\_ZERO**. The last two allow direct control of the parity bit; it is always either one or zero based on the mode.

**Returns:**

None.

### 17.2.1.26 ROM\_UARTRxErrorClear

Clears all reported receiver errors.

**Prototype:**

```
void  
ROM_UARTRxErrorClear(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTRxErrorClear is a function pointer located at ROM\_UARTTABLE[30].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

This function is used to clear all receiver error conditions reported via [ROM\\_UARTRxErrorGet\(\)](#). If using the overrun, framing error, parity error or break interrupts, this function must be called after clearing the interrupt to ensure that later errors of the same type trigger another interrupt.

**Returns:**

None.

### 17.2.1.27 ROM\_UARTRxErrorGet

Gets current receiver errors.

**Prototype:**

```
unsigned long  
ROM_UARTRxErrorGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTRxErrorGet is a function pointer located at ROM\_UARTTABLE[29].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

This function returns the current state of each of the 4 receiver error sources. The returned errors are equivalent to the four error bits returned via the previous call to [ROM\\_UARTCharGet\(\)](#) or [ROM\\_UARTCharGetNonBlocking\(\)](#) with the exception that the overrun error is set immediately the overrun occurs rather than when a character is next read.

**Returns:**

Returns a logical OR combination of the receiver error flags, **UART\_RXERROR\_FRAMING**, **UART\_RXERROR\_PARITY**, **UART\_RXERROR\_BREAK** and **UART\_RXERROR\_OVERRUN**.

---

### 17.2.1.28 ROM\_UARTSpaceAvail

Determines if there is any space in the transmit FIFO.

**Prototype:**

```
tBoolean  
ROM_UARTSpaceAvail(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTSpaceAvail is a function pointer located at ROM\_UARTTABLE[12].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

This function returns a flag indicating whether or not there is space available in the transmit FIFO.

**Returns:**

Returns **true** if there is space available in the transmit FIFO or **false** if there is no space available in the transmit FIFO.

### 17.2.1.29 ROM\_UARTTxIntModeGet

Returns the current operating mode for the UART transmit interrupt.

**Prototype:**

```
unsigned long  
ROM_UARTTxIntModeGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTTxIntModeGet is a function pointer located at ROM\_UARTTABLE[28].

**Parameters:**

*ulBase* is the base address of the UART port.

**Description:**

This function returns the current operating mode for the UART transmit interrupt. The return value will be **UART\_TXINT\_MODE\_EOT** if the transmit interrupt is currently set to be asserted once the transmitter is completely idle - the transmit FIFO is empty and all bits, including any stop bits, have cleared the transmitter. The return value will be **UART\_TXINT\_MODE\_FIFO** if the interrupt is set to be asserted based upon the level of the transmit FIFO.

**Returns:**

Returns **UART\_TXINT\_MODE\_FIFO** or **UART\_TXINT\_MODE\_EOT**.

### 17.2.1.30 ROM\_UARTTxIntModeSet

Sets the operating mode for the UART transmit interrupt.

**Prototype:**

```
void  
ROM_UARTTxIntModeSet (unsigned long ulBase,  
                      unsigned long ulMode)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UARTTxIntModeSet is a function pointer located at ROM\_UARTTABLE[27].

**Parameters:**

**ulBase** is the base address of the UART port.

**ulMode** is the operating mode for the transmit interrupt. It may be **UART\_TXINT\_MODE\_EOT** to trigger interrupts when the transmitter is idle or **UART\_TXINT\_MODE\_FIFO** to trigger based on the current transmit FIFO level.

**Description:**

This function allows the mode of the UART transmit interrupt to be set. By default, the transmit interrupt is asserted when the FIFO level falls past a threshold set via a call to [ROM\\_UARTFIFOLevelSet\(\)](#). Alternatively, if this function is called with *ulMode* set to **UART\_TXINT\_MODE\_EOT**, the transmit interrupt will only be asserted once the transmitter is completely idle - the transmit FIFO is empty and all bits, including any stop bits, have cleared the transmitter.

**Returns:**

None.

### 17.2.1.31 ROM\_UpdateUART

Starts an update over the UART0 interface.

**Prototype:**

```
void  
ROM_UpdateUART (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UARTTABLE is an array of pointers located at ROM\_APITABLE[1].  
ROM\_UpdateUART is a function pointer located at ROM\_UARTTABLE[21].

**Description:**

Calling this function commences an update of the firmware via the UART0 interface. This function assumes that the UART0 interface has already been configured and is currently operational.

**Returns:**

Never returns.

# 18 uDMA Controller

Introduction .....	183
Functions .....	185

## 18.1 Introduction

The microDMA (uDMA) API provides functions to configure the Stellaris uDMA (Direct Memory Access) controller. The uDMA controller is designed to work with the the ARM Cortex-M3 processor and provides an efficient and low-overhead means of transferring blocks of data in the system.

The uDMA controller has the following features:

- dedicated channels for supported peripherals
- one channel each for receive and transmit for devices with receive and transmit paths
- dedicated channel for software initiated data transfers
- channels can be independently configured and operated
- an arbitration scheme that is configurable per channel
- two levels of priority
- subordinate to Cortex-M3 processor bus usage
- data sizes of 8, 16, or 32 bits
- address increment of byte, half-word, word, or none
- maskable device requests
- optional software initiated transfers on any channel
- interrupt on transfer completion

The uDMA controller supports several different transfer modes, allowing for complex transfer schemes. The following transfer modes are provided:

- **Basic** mode performs a simple transfer when request is asserted by a device. This is appropriate to use with peripherals where the peripheral asserts the request line whenever data should be transferred. The transfer will stop if request is de-asserted, even if the transfer is not complete.
- **Auto-request** mode performs a simple transfer that is started by a request, but will always complete the entire transfer, even if request is de-asserted. This is appropriate to use with software initiated transfers.
- **Ping-Pong** mode is used to transfer data to or from two buffers, switching from one buffer to the other as each buffer fills. This mode is appropriate to use with peripherals as a way to ensure a continuous flow of data to or from the peripheral. However, it is more complex to set up and requires code to manage the ping-pong buffers in the interrupt handler.
- **Memory scatter/gather** mode is a complex mode that provides a way to set up a list of transfer “tasks” for the uDMA controller. Blocks of data can be transferred to and from arbitrary locations in memory.

- **Peripheral scatter/gather** mode is similar to memory scatter/gather mode except that it is controlled by a peripheral request.

Detailed explanation of the various transfer modes is beyond the scope of this document. Please refer to the device data sheet for more information on the operation of the uDMA controller.

The naming convention for the microDMA controller is to use the Greek letter “mu” to represent “micro”. For the purposes of this document, and in the software library function names, a lower case “u” will be used in place of “mu” when the controller is referred to as “uDMA”.

The general order of function calls to set up and perform a uDMA transfer is the following:

- [ROM\\_uDMAEnable\(\)](#) is called once to enable the controller.
- [ROM\\_uDMAControlBaseSet\(\)](#) is called once to set the channel control table.
- [ROM\\_uDMAChannelAttributeEnable\(\)](#) is called once or infrequently to configure the behavior of the channel.
- [ROM\\_uDMAChannelControlSet\(\)](#) is used to set up characteristics of the data transfer. It only needs to be called once if the nature of the data transfer does not change.
- [ROM\\_uDMAChannelTransferSet\(\)](#) is used to set the buffer pointers and size for a transfer. It is called before each new transfer.
- [ROM\\_uDMAChannelEnable\(\)](#) enables a channel to perform data transfers.
- [ROM\\_uDMAChannelRequest\(\)](#) is used to initiate a software based transfer. This is normally not used for peripheral based transfers.

In order to use the uDMA controller, you must first enable it by calling [ROM\\_uDMAEnable\(\)](#). You can later disable it, if no longer needed, by calling [ROM\\_uDMADisable\(\)](#).

Once the uDMA controller is enabled, you must tell it where to find the channel control structures in system memory. This is done by using the function [ROM\\_uDMAControlBaseSet\(\)](#) and passing a pointer to the base of the channel control structure. The control structure must be allocated by the application. One way to do this is to declare an array of data type `char` or `unsigned char`. In order to support all channels and transfer modes, the control table array should be 1024 bytes, but it can be fewer depending on transfer modes used and number of channels actually used.

**Note:**

The control table must be aligned on a 1024 byte boundary.

The uDMA controller supports multiple channels. Each channel has a set of attribute flags to control certain uDMA features and channel behavior. The attribute flags are set with the function [ROM\\_uDMAChannelAttributeEnable\(\)](#) and cleared with [ROM\\_uDMAChannelAttributeDisable\(\)](#). The setting of the channel attribute flags can be queried by using the function [ROM\\_uDMAChannelAttributeGet\(\)](#).

Next, the control parameters of the DMA transfer must be set. These parameters control the size and address increment of the data items to be transferred. The function [ROM\\_uDMAChannelControlSet\(\)](#) is used to set up these control parameters.

All of the functions mentioned so far are used only once or infrequently to set up the uDMA channel and transfer. In order to set the transfer addresses, transfer size, and transfer mode, use the function [ROM\\_uDMAChannelTransferSet\(\)](#). This function must be called for each new transfer. Once everything is set up, then channel is enabled by calling [ROM\\_uDMAChannelEnable\(\)](#), which must be done before each new transfer. The uDMA controller will automatically disable the channel at the completion of a transfer. A channel can be manually disabled by using [ROM\\_uDMAChannelDisable\(\)](#).



There are additional functions that can be used to query the status of a channel, either from an interrupt handler or in polling fashion. The function `ROM_uDMAChannelSizeGet()` is used to find the amount of data remaining to transfer on a channel. This will be zero when a transfer is complete. The function `ROM_uDMAChannelModeGet()` can be used to find the transfer mode of a uDMA channel. This is usually used to see if the mode indicates stopped which means that a transfer has completed on a channel that was previously running. The function `ROM_uDMAChannelsEnabled()` can be used to determine if a particular channel is enabled.

The uDMA interrupt handler is only for software initiated transfers or errors. uDMA interrupts for a peripheral occur on the peripheral's dedicated interrupt channel, and should be handled by the peripheral interrupt handler. It is not necessary to acknowledge or clear uDMA interrupt sources. They are cleared automatically when they are serviced.

The uDMA interrupt handler should use the function `ROM_uDMAErrorStatusGet()` to test if a uDMA error occurred. If so, the interrupt must be cleared by calling `ROM_uDMAErrorStatusClear()`.

**Note:**

Many of the API functions take a channel parameter that includes the logical OR of one of the values `UDMA_PRI_SELECT` or `UDMA_ALT_SELECT` to choose the primary or alternate control structure. For Basic and Auto transfer modes, only the primary control structure is needed. The alternate control structure is only needed for complex transfer modes of Ping-pong or Scatter/gather. Refer to the device data sheet for detailed information about transfer modes.

## 18.2 Functions

### Functions

- void `ROM_uDMAChannelAttributeDisable` (unsigned long ulChannelNum, unsigned long ulAttr)
- void `ROM_uDMAChannelAttributeEnable` (unsigned long ulChannelNum, unsigned long ulAttr)
- unsigned long `ROM_uDMAChannelAttributeGet` (unsigned long ulChannelNum)
- void `ROM_uDMAChannelControlSet` (unsigned long ulChannelStructIndex, unsigned long ulControl)
- void `ROM_uDMAChannelDisable` (unsigned long ulChannelNum)
- void `ROM_uDMAChannelEnable` (unsigned long ulChannelNum)
- tBoolean `ROM_uDMAChannelsEnabled` (unsigned long ulChannelNum)
- unsigned long `ROM_uDMAChannelModeGet` (unsigned long ulChannelStructIndex)
- void `ROM_uDMAChannelRequest` (unsigned long ulChannelNum)
- void `ROM_uDMAChannelScatterGatherSet` (unsigned long ulChannelNum, unsigned ul-TaskCount, void \*pvTaskList, unsigned long ullsPeriphSG)
- void `ROM_uDMAChannelSelectDefault` (unsigned long ulDefPeriphs)
- void `ROM_uDMAChannelSelectSecondary` (unsigned long ulSecPeriphs)
- unsigned long `ROM_uDMAChannelSizeGet` (unsigned long ulChannelStructIndex)
- void `ROM_uDMAChannelTransferSet` (unsigned long ulChannelStructIndex, unsigned long ulMode, void \*pvSrcAddr, void \*pvDstAddr, unsigned long ulTransferSize)
- void \* `ROM_uDMAControlAlternateBaseGet` (void)
- void \* `ROM_uDMAControlBaseGet` (void)

- void [ROM\\_uDMAControlBaseSet](#) (void \*pControlTable)
- void [ROM\\_uDMADisable](#) (void)
- void [ROM\\_uDMAEnable](#) (void)
- void [ROM\\_uDMAErrorStatusClear](#) (void)
- unsigned long [ROM\\_uDMAErrorStatusGet](#) (void)

## 18.2.1 Function Documentation

### 18.2.1.1 ROM\_uDMAChannelAttributeDisable

Disables attributes of a uDMA channel.

**Prototype:**

```
void  
ROM_uDMAChannelAttributeDisable(unsigned long ulChannelNum,  
                                unsigned long ulAttr)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_UDMATABLE` is an array of pointers located at `ROM_APITABLE[17]`.  
`ROM_uDMAChannelAttributeDisable` is a function pointer located at `ROM_UDMATABLE[12]`.

**Parameters:**

*ulChannelNum* is the channel to configure.  
*ulAttr* is a combination of attributes for the channel.

**Description:**

This function is used to disable attributes of a uDMA channel.

The *ulChannelNum* parameter must be only one of the following values:

- `UDMA_CHANNEL_ADC0`
- `UDMA_CHANNEL_ADC1`
- `UDMA_CHANNEL_ADC2`
- `UDMA_CHANNEL_ADC3`
- `UDMA_SEC_CHANNEL_ADC10`
- `UDMA_SEC_CHANNEL_ADC11`
- `UDMA_SEC_CHANNEL_ADC12`
- `UDMA_SEC_CHANNEL_ADC13`
- `UDMA_CHANNEL_SSI0RX`
- `UDMA_CHANNEL_SSI0TX`
- `UDMA_CHANNEL_SSI1RX`
- `UDMA_CHANNEL_SSI1TX`
- `UDMA_SEC_CHANNEL_SSI1RX`
- `UDMA_SEC_CHANNEL_SSI1TX`
- `UDMA_CHANNEL_TMR0A`
- `UDMA_CHANNEL_TMR0B`
- `UDMA_CHANNEL_TMR1A`

- UDMA\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR1A
- UDMA\_SEC\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW
- UDMA\_SEC\_CHANNEL\_SW

The *ulAttr* parameter is the logical OR of any of the following:

- **UDMA\_ATTR\_USEBURST** is used to restrict transfers to use only a burst mode.
- **UDMA\_ATTR\_ALTSELECT** is used to select the alternate control structure for this channel.
- **UDMA\_ATTR\_HIGH\_PRIORITY** is used to set this channel to high priority.
- **UDMA\_ATTR\_REQMASK** is used to mask the hardware request signal from the peripheral for this channel.

**Returns:**

None.

### 18.2.1.2 ROM\_uDMAChannelAttributeEnable

Enables attributes of a uDMA channel.

**Prototype:**

```
void
ROM_uDMAChannelAttributeEnable(unsigned long ulChannelNum,
                               unsigned long ulAttr)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAChannelAttributeEnable is a function pointer located at ROM\_UDMATABLE[11].

**Parameters:**

*ulChannelNum* is the channel to configure.

*ulAttr* is a combination of attributes for the channel.

**Description:**

This function is used to enable attributes of a uDMA channel.

The *ulChannelNum* parameter must be only one of the following values:

- UDMA\_CHANNEL\_ADC0
- UDMA\_CHANNEL\_ADC1
- UDMA\_CHANNEL\_ADC2
- UDMA\_CHANNEL\_ADC3
- UDMA\_SEC\_CHANNEL\_ADC10
- UDMA\_SEC\_CHANNEL\_ADC11
- UDMA\_SEC\_CHANNEL\_ADC12
- UDMA\_SEC\_CHANNEL\_ADC13
- UDMA\_CHANNEL\_SSI0RX
- UDMA\_CHANNEL\_SSI0TX
- UDMA\_CHANNEL\_SSI1RX
- UDMA\_CHANNEL\_SSI1TX
- UDMA\_SEC\_CHANNEL\_SSI1RX
- UDMA\_SEC\_CHANNEL\_SSI1TX
- UDMA\_CHANNEL\_TMR0A
- UDMA\_CHANNEL\_TMR0B
- UDMA\_CHANNEL\_TMR1A
- UDMA\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR1A
- UDMA\_SEC\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW

- **UDMA\_SEC\_CHANNEL\_SW**

The *ulAttr* parameter is the logical OR of any of the following:

- **UDMA\_ATTR\_USEBURST** is used to restrict transfers to use only a burst mode.
- **UDMA\_ATTR\_ALTSELECT** is used to select the alternate control structure for this channel (it is very unlikely that this flag should be used).
- **UDMA\_ATTR\_HIGH\_PRIORITY** is used to set this channel to high priority.
- **UDMA\_ATTR\_REQMASK** is used to mask the hardware request signal from the peripheral for this channel.

**Returns:**

None.

### 18.2.1.3 ROM\_uDMAChannelAttributeGet

Gets the enabled attributes of a uDMA channel.

**Prototype:**

```
unsigned long
ROM_uDMAChannelAttributeGet(unsigned long ulChannelNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAChannelAttributeGet is a function pointer located at ROM\_UDMATABLE[13].

**Parameters:**

*ulChannelNum* is the channel to configure.

**Description:**

This function returns a combination of flags representing the attributes of the uDMA channel.

The *ulChannelNum* parameter must be only one of the following values:

- **UDMA\_CHANNEL\_ADC0**
- **UDMA\_CHANNEL\_ADC1**
- **UDMA\_CHANNEL\_ADC2**
- **UDMA\_CHANNEL\_ADC3**
- **UDMA\_SEC\_CHANNEL\_ADC10**
- **UDMA\_SEC\_CHANNEL\_ADC11**
- **UDMA\_SEC\_CHANNEL\_ADC12**
- **UDMA\_SEC\_CHANNEL\_ADC13**
- **UDMA\_CHANNEL\_SSI0RX**
- **UDMA\_CHANNEL\_SSI0TX**
- **UDMA\_CHANNEL\_SSI1RX**
- **UDMA\_CHANNEL\_SSI1TX**
- **UDMA\_SEC\_CHANNEL\_SSI1RX**
- **UDMA\_SEC\_CHANNEL\_SSI1TX**
- **UDMA\_CHANNEL\_TMR0A**

- UDMA\_CHANNEL\_TMR0B
- UDMA\_CHANNEL\_TMR1A
- UDMA\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR1A
- UDMA\_SEC\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW
- UDMA\_SEC\_CHANNEL\_SW

**Returns:**

Returns the logical OR of the attributes of the uDMA channel, which can be any of the following:

- **UDMA\_ATTR\_USEBURST** is used to restrict transfers to use only a burst mode.
- **UDMA\_ATTR\_ALTSELECT** is used to select the alternate control structure for this channel.
- **UDMA\_ATTR\_HIGH\_PRIORITY** is used to set this channel to high priority.
- **UDMA\_ATTR\_REQMASK** is used to mask the hardware request signal from the peripheral for this channel.

#### 18.2.1.4 ROM\_uDMAChannelControlSet

Sets the control parameters for a uDMA channel control structure.

**Prototype:**

```
void
ROM_uDMAChannelControlSet (unsigned long ulChannelStructIndex,
                           unsigned long ulControl)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAChannelControlSet is a function pointer located at ROM\_UDMATABLE[14].

**Parameters:**

*ulChannelStructIndex* is the logical OR of the uDMA channel number with **UDMA\_PRI\_SELECT** or **UDMA\_ALT\_SELECT**.

*ulControl* is logical OR of several control values to set the control parameters for the channel.

**Description:**

This function is used to set control parameters for a uDMA transfer. These are typically parameters that are not changed often.

The *ulChannelStructIndex* parameter should be the logical OR of the channel number with one of **UDMA\_PRI\_SELECT** or **UDMA\_ALT\_SELECT** to choose whether the primary or alternate data structure is used.

The *ulControl* parameter is the logical OR of five values: the data size, the source address increment, the destination address increment, the arbitration size, and the use burst flag. The choices available for each of these values is described below.

Choose the data size from one of **UDMA\_SIZE\_8**, **UDMA\_SIZE\_16**, or **UDMA\_SIZE\_32** to select a data size of 8, 16, or 32 bits.

Choose the source address increment from one of **UDMA\_SRC\_INC\_8**, **UDMA\_SRC\_INC\_16**, **UDMA\_SRC\_INC\_32**, or **UDMA\_SRC\_INC\_NONE** to select an address increment of 8-bit bytes, 16-bit halfwords, 32-bit words, or to select non-incrementing.

Choose the destination address increment from one of **UDMA\_DST\_INC\_8**, **UDMA\_DST\_INC\_16**, **UDMA\_DST\_INC\_32**, or **UDMA\_DST\_INC\_NONE** to select an address increment of 8-bit bytes, 16-bit halfwords, 32-bit words, or to select non-incrementing.

The arbitration size determines how many items are transferred before the uDMA controller re-arbitrates for the bus. Choose the arbitration size from one of **UDMA\_ARB\_1**, **UDMA\_ARB\_2**, **UDMA\_ARB\_4**, **UDMA\_ARB\_8**, through **UDMA\_ARB\_1024** to select the arbitration size from 1 to 1024 items, in powers of 2.

The value **UDMA\_NEXT\_USEBURST** is used to force the channel to only respond to burst requests at the tail end of a scatter-gather transfer.

**Note:**

The address increment cannot be smaller than the data size.

**Returns:**

None.

### 18.2.1.5 ROM\_uDMAChannelDisable

Disables a uDMA channel for operation.

**Prototype:**

```
void
ROM_uDMAChannelDisable(unsigned long ulChannelNum)
```

**ROM Location:**

**ROM\_APITABLE** is an array of pointers located at 0x0100.0010.

**ROM\_UDMATABLE** is an array of pointers located at **ROM\_APITABLE**[17].

**ROM\_uDMAChannelDisable** is a function pointer located at **ROM\_UDMATABLE**[6].

**Parameters:**

*ulChannelNum* is the channel number to disable.

**Description:**

This function disables a specific uDMA channel. Once disabled, a channel will not respond to uDMA transfer requests until re-enabled via [ROM\\_uDMAChannelEnable\(\)](#).

The *ulChannelNum* parameter must be only one of the following values:

- UDMA\_CHANNEL\_ADC0
- UDMA\_CHANNEL\_ADC1
- UDMA\_CHANNEL\_ADC2
- UDMA\_CHANNEL\_ADC3
- UDMA\_SEC\_CHANNEL\_ADC10
- UDMA\_SEC\_CHANNEL\_ADC11
- UDMA\_SEC\_CHANNEL\_ADC12
- UDMA\_SEC\_CHANNEL\_ADC13
- UDMA\_CHANNEL\_SSI0RX
- UDMA\_CHANNEL\_SSI0TX
- UDMA\_CHANNEL\_SSI1RX
- UDMA\_CHANNEL\_SSI1TX
- UDMA\_SEC\_CHANNEL\_SSI1RX
- UDMA\_SEC\_CHANNEL\_SSI1TX
- UDMA\_CHANNEL\_TMR0A
- UDMA\_CHANNEL\_TMR0B
- UDMA\_CHANNEL\_TMR1A
- UDMA\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR1A
- UDMA\_SEC\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW



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- **UDMA\_SEC\_CHANNEL\_SW**

**Returns:**

None.

## 18.2.1.6 ROM\_uDMAChannelEnable

Enables a uDMA channel for operation.

**Prototype:**

```
void
ROM_uDMAChannelEnable(unsigned long ulChannelNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAChannelEnable is a function pointer located at ROM\_UDMATABLE[5].

**Parameters:***ulChannelNum* is the channel number to enable.**Description:**

This function enables a specific uDMA channel for use. This function must be used to enable a channel before it can be used to perform a uDMA transfer.

When a uDMA transfer is completed, the channel will be automatically disabled by the uDMA controller. Therefore, this function should be called prior to starting up any new transfer.

The *ulChannelNum* parameter must be only one of the following values:

- **UDMA\_CHANNEL\_ADC0**
- **UDMA\_CHANNEL\_ADC1**
- **UDMA\_CHANNEL\_ADC2**
- **UDMA\_CHANNEL\_ADC3**
- **UDMA\_SEC\_CHANNEL\_ADC10**
- **UDMA\_SEC\_CHANNEL\_ADC11**
- **UDMA\_SEC\_CHANNEL\_ADC12**
- **UDMA\_SEC\_CHANNEL\_ADC13**
- **UDMA\_CHANNEL\_SSI0RX**
- **UDMA\_CHANNEL\_SSI0TX**
- **UDMA\_CHANNEL\_SSI1RX**
- **UDMA\_CHANNEL\_SSI1TX**
- **UDMA\_SEC\_CHANNEL\_SSI1RX**
- **UDMA\_SEC\_CHANNEL\_SSI1TX**
- **UDMA\_CHANNEL\_TMR0A**
- **UDMA\_CHANNEL\_TMR0B**
- **UDMA\_CHANNEL\_TMR1A**
- **UDMA\_CHANNEL\_TMR1B**
- **UDMA\_SEC\_CHANNEL\_TMR1A**
- **UDMA\_SEC\_CHANNEL\_TMR1B**

- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW
- UDMA\_SEC\_CHANNEL\_SW

**Returns:**

None.

### 18.2.1.7 ROM\_uDMAChannelsEnabled

Checks if a uDMA channel is enabled for operation.

**Prototype:**

```
tBoolean
ROM_uDMAChannelIsEnabled(unsigned long ulChannelNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
 ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
 ROM\_uDMAChannelIsEnabled is a function pointer located at ROM\_UDMATABLE[7].

**Parameters:**

*ulChannelNum* is the channel number to check.

**Description:**

This function checks to see if a specific uDMA channel is enabled. This can be used to check the status of a transfer, since the channel will be automatically disabled at the end of a transfer.

The *ulChannelNum* parameter must be only one of the following values:

- UDMA\_CHANNEL\_ADC0
- UDMA\_CHANNEL\_ADC1
- UDMA\_CHANNEL\_ADC2

- UDMA\_CHANNEL\_ADC3
- UDMA\_SEC\_CHANNEL\_ADC10
- UDMA\_SEC\_CHANNEL\_ADC11
- UDMA\_SEC\_CHANNEL\_ADC12
- UDMA\_SEC\_CHANNEL\_ADC13
- UDMA\_CHANNEL\_SSI0RX
- UDMA\_CHANNEL\_SSI0TX
- UDMA\_CHANNEL\_SSI1RX
- UDMA\_CHANNEL\_SSI1TX
- UDMA\_SEC\_CHANNEL\_SSI1RX
- UDMA\_SEC\_CHANNEL\_SSI1TX
- UDMA\_CHANNEL\_TMR0A
- UDMA\_CHANNEL\_TMR0B
- UDMA\_CHANNEL\_TMR1A
- UDMA\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR1A
- UDMA\_SEC\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW
- UDMA\_SEC\_CHANNEL\_SW

**Returns:**

Returns **true** if the channel is enabled, **false** if disabled.

### 18.2.1.8 ROM\_uDMAChannelModeGet

Gets the transfer mode for a uDMA channel control structure.

**Prototype:**

```
unsigned long  
ROM_uDMAChannelModeGet (unsigned long ulChannelStructIndex)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE [17].  
ROM\_uDMAChannelModeGet is a function pointer located at ROM\_UDMATABLE [16].

**Parameters:**

*ulChannelStructIndex* is the logical OR of the uDMA channel number with either **UDMA\_PRI\_SELECT** or **UDMA\_ALT\_SELECT**.

**Description:**

This function is used to get the transfer mode for the uDMA channel. It can be used to query the status of a transfer on a channel. When the transfer is complete the mode will be **UDMA\_MODE\_STOP**.

**Returns:**

Returns the transfer mode of the specified channel and control structure, which will be one of the following values: **UDMA\_MODE\_STOP**, **UDMA\_MODE\_BASIC**, **UDMA\_MODE\_AUTO**, **UDMA\_MODE\_PINGPONG**, **UDMA\_MODE\_MEM\_SCATTER\_GATHER**, or **UDMA\_MODE\_PER\_SCATTER\_GATHER**.

### 18.2.1.9 ROM\_uDMAChannelRequest

Requests a uDMA channel to start a transfer.

**Prototype:**

```
void  
ROM_uDMAChannelRequest (unsigned long ulChannelNum)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE [17].  
ROM\_uDMAChannelRequest is a function pointer located at ROM\_UDMATABLE [10].

**Parameters:**

*ulChannelNum* is the channel number on which to request a uDMA transfer.

**Description:**

This function allows software to request a uDMA channel to begin a transfer. This could be used for performing a memory to memory transfer, or if for some reason a transfer needs to be initiated by software instead of the peripheral associated with that channel.

The *ulChannelNum* parameter must be only one of the following values:

- **UDMA\_CHANNEL\_ADC0**
- **UDMA\_CHANNEL\_ADC1**
- **UDMA\_CHANNEL\_ADC2**
- **UDMA\_CHANNEL\_ADC3**
- **UDMA\_SEC\_CHANNEL\_ADC10**
- **UDMA\_SEC\_CHANNEL\_ADC11**

- UDMA\_SEC\_CHANNEL\_ADC12
- UDMA\_SEC\_CHANNEL\_ADC13
- UDMA\_CHANNEL\_SSI0RX
- UDMA\_CHANNEL\_SSI0TX
- UDMA\_CHANNEL\_SSI1RX
- UDMA\_CHANNEL\_SSI1TX
- UDMA\_SEC\_CHANNEL\_SSI1RX
- UDMA\_SEC\_CHANNEL\_SSI1TX
- UDMA\_CHANNEL\_TMR0A
- UDMA\_CHANNEL\_TMR0B
- UDMA\_CHANNEL\_TMR1A
- UDMA\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR1A
- UDMA\_SEC\_CHANNEL\_TMR1B
- UDMA\_SEC\_CHANNEL\_TMR2A\_4
- UDMA\_SEC\_CHANNEL\_TMR2B\_5
- UDMA\_SEC\_CHANNEL\_TMR2A\_6
- UDMA\_SEC\_CHANNEL\_TMR2B\_7
- UDMA\_SEC\_CHANNEL\_TMR2A\_14
- UDMA\_SEC\_CHANNEL\_TMR2B\_15
- UDMA\_SEC\_CHANNEL\_TMR3A
- UDMA\_SEC\_CHANNEL\_TMR3B
- UDMA\_CHANNEL\_UART0RX
- UDMA\_CHANNEL\_UART0TX
- UDMA\_CHANNEL\_UART1RX
- UDMA\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART1RX
- UDMA\_SEC\_CHANNEL\_UART1TX
- UDMA\_SEC\_CHANNEL\_UART2RX\_0
- UDMA\_SEC\_CHANNEL\_UART2TX\_1
- UDMA\_SEC\_CHANNEL\_UART2RX\_12
- UDMA\_SEC\_CHANNEL\_UART2TX\_13
- UDMA\_CHANNEL\_SW
- UDMA\_SEC\_CHANNEL\_SW

**Note:**

If the channel is **UDMA\_CHANNEL\_SW** and interrupts are used, then the completion will be signaled on the uDMA dedicated interrupt. If a peripheral channel is used, then the completion will be signaled on the peripheral's interrupt.

**Returns:**

None.

#### 18.2.1.10 ROM\_uDMAChannelScatterGatherSet

Configures a uDMA channel for scatter-gather mode.

**Prototype:**

```
void
ROM_uDMAChannelScatterGatherSet(unsigned long ulChannelNum,
                                unsigned ulTaskCount,
                                void *pvTaskList,
                                unsigned long ulIsPeriphSG)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAChannelScatterGatherSet is a function pointer located at ROM\_UDMATABLE[22].

**Parameters:**

**ulChannelNum** is the uDMA channel number.  
**ulTaskCount** is the number of scatter-gather tasks to execute.  
**pvTaskList** is a pointer to the beginning of the scatter-gather task list.  
**ullsPeriphSG** is a flag to indicate it is a peripheral scatter-gather transfer (else it will be memory scatter-gather transfer)

**Description:**

This function is used to configure a channel for scatter-gather mode. The caller must have already set up a task list, and pass a pointer to the start of the task list as the *pvTaskList* parameter. The *ulTaskCount* parameter is the count of tasks in the task list, not the size of the task list. The flag *blsPeriphSG* should be used to indicate if the scatter-gather should be configured for a peripheral or memory scatter-gather operation.

**Returns:**

None.

### 18.2.1.11 ROM\_uDMAChannelSelectDefault

Selects the default peripheral for a set of uDMA channels.

**Prototype:**

```
void
ROM_uDMAChannelSelectDefault(unsigned long ulDefPeriphs)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAChannelSelectDefault is a function pointer located at ROM\_UDMATABLE[18].

**Parameters:**

**ulDefPeriphs** is the logical or of the uDMA channels for which to use the default peripheral, instead of the secondary peripheral.

**Description:**

This function is used to select the default peripheral assignment for a set of uDMA channels.

The parameter *ulDefPeriphs* can be the logical OR of any of the following macros. If one of the macros below is in the list passed to this function, then the default peripheral (marked as **\_DEF\_**) will be selected.

- UDMA\_DEF\_UART0RX\_SEC\_UART1RX
- UDMA\_DEF\_UART0TX\_SEC\_UART1TX
- UDMA\_DEF\_SSI0RX\_SEC\_SSI1RX
- UDMA\_DEF\_SSI0TX\_SEC\_SSI1TX
- UDMA\_DEF\_ADC00\_SEC\_TMR2A
- UDMA\_DEF\_ADC01\_SEC\_TMR2B
- UDMA\_DEF\_ADC02\_SEC\_RESERVED
- UDMA\_DEF\_ADC03\_SEC\_RESERVED
- UDMA\_DEF\_TMR0A\_SEC\_TMR1A
- UDMA\_DEF\_TMR0B\_SEC\_TMR1B
- UDMA\_DEF\_TMR1A\_SEC\_EPI0RX
- UDMA\_DEF\_TMR1B\_SEC\_EPI0TX
- UDMA\_DEF\_UART1RX\_SEC\_RESERVED
- UDMA\_DEF\_UART1TX\_SEC\_RESERVED
- UDMA\_DEF\_SSI1RX\_SEC\_ADC10
- UDMA\_DEF\_SSI1TX\_SEC\_ADC11

**Returns:**

None.

### 18.2.1.12 ROM\_uDMAChannelSelectSecondary

Selects the secondary peripheral for a set of uDMA channels.

**Prototype:**

```
void
ROM_uDMAChannelSelectSecondary(unsigned long ulSecPeriphs)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAChannelSelectSecondary is a function pointer located at ROM\_UDMATABLE[17].

**Parameters:**

**ulSecPeriphs** is the logical OR of the uDMA channels for which to use the secondary peripheral, instead of the default peripheral.

**Description:**

This function is used to select the secondary peripheral assignment for a set of uDMA channels. By selecting the secondary peripheral assignment for a channel, the default peripheral assignment is no longer available for that channel.

The parameter *ulSecPeriphs* can be the logical OR of any of the following macros. If one of the macros below is in the list passed to this function, then the secondary peripheral (marked as **\_SEC\_**) will be selected.

- UDMA\_DEF\_USBEP1RX\_SEC\_UART2RX
- UDMA\_DEF\_USBEP1TX\_SEC\_UART2TX
- UDMA\_DEF\_USBEP2RX\_SEC\_TMR3A

- UDMA\_DEF\_USBEP2TX\_SEC\_TMR3B
- UDMA\_DEF\_USBEP3RX\_SEC\_TMR2A
- UDMA\_DEF\_USBEP3TX\_SEC\_TMR2B
- UDMA\_DEF\_ETH0RX\_SEC\_TMR2A
- UDMA\_DEF\_ETH0TX\_SEC\_TMR2B
- UDMA\_DEF\_UART0RX\_SEC\_UART1RX
- UDMA\_DEF\_UART0TX\_SEC\_UART1TX
- UDMA\_DEF\_SSI0RX\_SEC\_SSI1RX
- UDMA\_DEF\_SSI0TX\_SEC\_SSI1TX
- UDMA\_DEF\_RESERVED\_SEC\_UART2RX
- UDMA\_DEF\_RESERVED\_SEC\_UART2TX
- UDMA\_DEF\_ADC00\_SEC\_TMR2A
- UDMA\_DEF\_ADC01\_SEC\_TMR2B
- UDMA\_DEF\_TMR0A\_SEC\_TMR1A
- UDMA\_DEF\_TMR0B\_SEC\_TMR1B
- UDMA\_DEF\_SSI1RX\_SEC\_ADC10
- UDMA\_DEF\_SSI1TX\_SEC\_ADC11
- UDMA\_DEF\_RESERVED\_SEC\_ADC12
- UDMA\_DEF\_RESERVED\_SEC\_ADC13

**Returns:**  
None.

### 18.2.1.13 ROM\_uDMAChannelSizeGet

Gets the current transfer size for a uDMA channel control structure.

**Prototype:**

```
unsigned long  
ROM_uDMAChannelSizeGet(unsigned long ulChannelStructIndex)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAChannelSizeGet is a function pointer located at ROM\_UDMATABLE[15].

**Parameters:**

*ulChannelStructIndex* is the logical OR of the uDMA channel number with either **UDMA\_PRI\_SELECT** or **UDMA\_ALT\_SELECT**.

**Description:**

This function is used to get the uDMA transfer size for a channel. The transfer size is the number of items to transfer, where the size of an item might be 8, 16, or 32 bits. If a partial transfer has already occurred, then the number of remaining items will be returned. If the transfer is complete, then 0 will be returned.

**Returns:**

Returns the number of items remaining to transfer.



### 18.2.1.14 ROM\_uDMAChannelTransferSet

Sets the transfer parameters for a uDMA channel control structure.

**Prototype:**

```
void
ROM_uDMAChannelTransferSet(unsigned long ulChannelStructIndex,
                           unsigned long ulMode,
                           void *pvSrcAddr,
                           void *pvDstAddr,
                           unsigned long ulTransferSize)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAChannelTransferSet is a function pointer located at ROM\_UDMATABLE[0].

**Parameters:**

*ulChannelStructIndex* is the logical OR of the uDMA channel number with either **UDMA\_PRI\_SELECT** or **UDMA\_ALT\_SELECT**.

*ulMode* is the type of uDMA transfer.

*pvSrcAddr* is the source address for the transfer.

*pvDstAddr* is the destination address for the transfer.

*ulTransferSize* is the number of data items to transfer.

**Description:**

This function is used to set the parameters for a uDMA transfer. These are typically parameters that are changed often. The function [ROM\\_uDMAChannelControlSet\(\)](#) MUST be called at least once for this channel prior to calling this function.

The *ulChannelStructIndex* parameter should be the logical OR of the channel number with one of **UDMA\_PRI\_SELECT** or **UDMA\_ALT\_SELECT** to choose whether the primary or alternate data structure is used.

The *ulMode* parameter should be one of the following values:

- **UDMA\_MODE\_STOP** stops the uDMA transfer. The controller sets the mode to this value at the end of a transfer.
- **UDMA\_MODE\_BASIC** to perform a basic transfer based on request.
- **UDMA\_MODE\_AUTO** to perform a transfer that will always complete once started even if request is removed.
- **UDMA\_MODE\_PINGPONG** to set up a transfer that switches between the primary and alternate control structures for the channel. This allows use of ping-pong buffering for uDMA transfers.
- **UDMA\_MODE\_MEM\_SCATTER\_GATHER** to set up a memory scatter-gather transfer.
- **UDMA\_MODE\_PER\_SCATTER\_GATHER** to set up a peripheral scatter-gather transfer.

The *pvSrcAddr* and *pvDstAddr* parameters are pointers to the first location of the data to be transferred. These addresses should be aligned according to the item size. The compiler will take care of this if the pointers are pointing to storage of the appropriate data type.

The *ulTransferSize* parameter is the number of data items, not the number of bytes.

The two scatter/gather modes, memory and peripheral, are actually different depending on whether the primary or alternate control structure is selected. This function will look for the

**UDMA\_PRI\_SELECT** and **UDMA\_ALT\_SELECT** flag along with the channel number and will set the scatter/gather mode as appropriate for the primary or alternate control structure.

The channel must also be enabled using [ROM\\_uDMAChannelEnable\(\)](#) after calling this function. The transfer will not begin until the channel has been set up and enabled. Note that the channel is automatically disabled after the transfer is completed, meaning that [ROM\\_uDMAChannelEnable\(\)](#) must be called again after setting up the next transfer.

**Note:**

Great care must be taken to not modify a channel control structure that is in use or else the results will be unpredictable, including the possibility of undesired data transfers to or from memory or peripherals. For BASIC and AUTO modes, it is safe to make changes when the channel is disabled, or the [ROM\\_uDMAChannelModeGet\(\)](#) returns **UDMA\_MODE\_STOP**. For PINGPONG or one of the SCATTER\_GATHER modes, it is safe to modify the primary or alternate control structure only when the other is being used. The [ROM\\_uDMAChannelModeGet\(\)](#) function will return **UDMA\_MODE\_STOP** when a channel control structure is inactive and safe to modify.

**Returns:**

None.

### 18.2.1.15 ROM\_uDMAControlAlternateBaseGet

Gets the base address for the channel control table alternate structures.

**Prototype:**

```
void *  
ROM_uDMAControlAlternateBaseGet (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].

ROM\_uDMAControlAlternateBaseGet is a function pointer located at ROM\_UDMATABLE[21].

**Description:**

This function gets the base address of the second half of the channel control table that holds the alternate control structures for each channel.

**Returns:**

Returns a pointer to the base address of the second half of the channel control table.

### 18.2.1.16 ROM\_uDMAControlBaseGet

Gets the base address for the channel control table.

**Prototype:**

```
void *  
ROM_uDMAControlBaseGet (void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAControlBaseGet is a function pointer located at ROM\_UDMATABLE[9].

**Description:**

This function gets the base address of the channel control table. This table resides in system memory and holds control information for each uDMA channel.

**Returns:**

Returns a pointer to the base address of the channel control table.

### 18.2.1.17 ROM\_uDMAControlBaseSet

Sets the base address for the channel control table.

**Prototype:**

```
void  
ROM_uDMAControlBaseSet(void *pControlTable)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAControlBaseSet is a function pointer located at ROM\_UDMATABLE[8].

**Parameters:**

***pControlTable*** is a pointer to the 1024 byte aligned base address of the uDMA channel control table.

**Description:**

This function sets the base address of the channel control table. This table resides in system memory and holds control information for each uDMA channel. The table must be aligned on a 1024 byte boundary. The base address must be set before any of the channel functions can be used.

The size of the channel control table depends on the number of uDMA channels, and which transfer modes are used. Refer to the introductory text and the microcontroller data sheet for more information about the channel control table.

**Returns:**

None.

### 18.2.1.18 ROM\_uDMADisable

Disables the uDMA controller for use.

**Prototype:**

```
void  
ROM_uDMADisable(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMADisable is a function pointer located at ROM\_UDMATABLE[2].

**Description:**

This function disables the uDMA controller. Once disabled, the uDMA controller will not operate until re-enabled with [ROM\\_uDMAEnable\(\)](#).

**Returns:**

None.

### 18.2.1.19 ROM\_uDMAEnable

Enables the uDMA controller for use.

**Prototype:**

```
void  
ROM_uDMAEnable(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAEnable is a function pointer located at ROM\_UDMATABLE[1].

**Description:**

This function enables the uDMA controller. The uDMA controller must be enabled before it can be configured and used.

**Returns:**

None.

### 18.2.1.20 ROM\_uDMAErrorStatusClear

Clears the uDMA error interrupt.

**Prototype:**

```
void  
ROM_uDMAErrorStatusClear(void)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_UDMATABLE is an array of pointers located at ROM\_APITABLE[17].  
ROM\_uDMAErrorStatusClear is a function pointer located at ROM\_UDMATABLE[4].

**Description:**

This function clears a pending uDMA error interrupt. It should be called from within the uDMA error interrupt handler to clear the interrupt.

**Returns:**

None.

### 18.2.1.21 ROM\_uDMAErrorStatusGet

Gets the uDMA error status.

**Prototype:**

```
unsigned long  
ROM_uDMAErrorStatusGet (void)
```

**ROM Location:**

```
ROM_APITABLE is an array of pointers located at 0x0100.0010.  
ROM_UDMATABLE is an array of pointers located at ROM_APITABLE[17].  
ROM_uDMAErrorStatusGet is a function pointer located at ROM_UDMATABLE[3].
```

**Description:**

This function returns the uDMA error status. It should be called from within the uDMA error interrupt handler to determine if a uDMA error occurred.

**Returns:**

Returns non-zero if a uDMA error is pending.



# 19 Watchdog Timer

Introduction .....	207
Functions .....	207

## 19.1 Introduction

The watchdog timer API provides a set of functions for using the watchdog timer module. Functions are provided to deal with the watchdog timer interrupts, and to handle status and configuration of the watchdog timer.

The watchdog timer module's function is to prevent system hangs. The watchdog timer module consists of a 32-bit down counter, a programmable load register, interrupt generation logic, and a locking register. Once the watchdog timer has been configured, the lock register can be written to prevent the timer configuration from being inadvertently altered.

The watchdog timer can be configured to generate an interrupt to the processor upon its first timeout, and to generate a reset signal upon its second timeout. The watchdog timer module generates the first timeout signal when the 32-bit counter reaches the zero state after being enabled; enabling the counter also enables the watchdog timer interrupt. After the first timeout event, the 32-bit counter is reloaded with the value of the watchdog timer load register, and the timer resumes counting down from that value. If the timer counts down to its zero state again before the first timeout interrupt is cleared, and the reset signal has been enabled, the watchdog timer asserts its reset signal to the system. If the interrupt is cleared before the 32-bit counter reaches its second timeout, the 32-bit counter is loaded with the value in the load register, and counting resumes from that value. If the load register is written with a new value while the watchdog timer counter is counting, then the counter is loaded with the new value and continues counting.

## 19.2 Functions

### Functions

- void [ROM\\_WatchdogEnable](#) (unsigned long ulBase)
- void [ROM\\_WatchdogIntClear](#) (unsigned long ulBase)
- void [ROM\\_WatchdogIntEnable](#) (unsigned long ulBase)
- unsigned long [ROM\\_WatchdogIntStatus](#) (unsigned long ulBase, tBoolean bMasked)
- void [ROM\\_WatchdogLock](#) (unsigned long ulBase)
- tBoolean [ROM\\_WatchdogLockState](#) (unsigned long ulBase)
- unsigned long [ROM\\_WatchdogReloadGet](#) (unsigned long ulBase)
- void [ROM\\_WatchdogReloadSet](#) (unsigned long ulBase, unsigned long ulLoadVal)
- void [ROM\\_WatchdogResetDisable](#) (unsigned long ulBase)
- void [ROM\\_WatchdogResetEnable](#) (unsigned long ulBase)
- tBoolean [ROM\\_WatchdogRunning](#) (unsigned long ulBase)
- void [ROM\\_WatchdogStallDisable](#) (unsigned long ulBase)
- void [ROM\\_WatchdogStallEnable](#) (unsigned long ulBase)
- void [ROM\\_WatchdogUnlock](#) (unsigned long ulBase)

- unsigned long [ROM\\_WatchdogValueGet](#) (unsigned long ulBase)

## 19.2.1 Function Documentation

### 19.2.1.1 ROM\_WatchdogEnable

Enables the watchdog timer.

**Prototype:**

```
void  
ROM_WatchdogEnable(unsigned long ulBase)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_WATCHDOGTABLE` is an array of pointers located at `ROM_APITABLE[12]`.  
`ROM_WatchdogEnable` is a function pointer located at `ROM_WATCHDOGTABLE[2]`.

**Parameters:**

***ulBase*** is the base address of the watchdog timer module.

**Description:**

This will enable the watchdog timer counter and interrupt.

**Note:**

This function will have no effect if the watchdog timer has been locked.

**See also:**

[ROM\\_WatchdogLock\(\)](#), [ROM\\_WatchdogUnlock\(\)](#)

**Returns:**

None.

### 19.2.1.2 ROM\_WatchdogIntClear

Clears the watchdog timer interrupt.

**Prototype:**

```
void  
ROM_WatchdogIntClear(unsigned long ulBase)
```

**ROM Location:**

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.  
`ROM_WATCHDOGTABLE` is an array of pointers located at `ROM_APITABLE[12]`.  
`ROM_WatchdogIntClear` is a function pointer located at `ROM_WATCHDOGTABLE[0]`.

**Parameters:**

***ulBase*** is the base address of the watchdog timer module.

**Description:**

The watchdog timer interrupt source is cleared, so that it no longer asserts.



**Note:**

Because there is a write buffer in the Cortex-M3 processor, it may take several clock cycles before the interrupt source is actually cleared. Therefore, it is recommended that the interrupt source be cleared early in the interrupt handler (as opposed to the very last action) to avoid returning from the interrupt handler before the interrupt source is actually cleared. Failure to do so may result in the interrupt handler being immediately reentered (because the interrupt controller still sees the interrupt source asserted).

**Returns:**

None.

### 19.2.1.3 ROM\_WatchdogIntEnable

Enables the watchdog timer interrupt.

**Prototype:**

```
void  
ROM_WatchdogIntEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogIntEnable is a function pointer located at ROM\_WATCHDOGTABLE[11].

**Parameters:**

**ulBase** is the base address of the watchdog timer module.

**Description:**

Enables the watchdog timer interrupt.

**Note:**

This function will have no effect if the watchdog timer has been locked.

**See also:**

[ROM\\_WatchdogLock\(\)](#), [ROM\\_WatchdogUnlock\(\)](#), [ROM\\_WatchdogEnable\(\)](#)

**Returns:**

None.

### 19.2.1.4 ROM\_WatchdogIntStatus

Gets the current watchdog timer interrupt status.

**Prototype:**

```
unsigned long  
ROM_WatchdogIntStatus(unsigned long ulBase,  
                       tBoolean bMasked)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogIntStatus is a function pointer located at ROM\_WATCHDOGTABLE[12].

**Parameters:**

***ulBase*** is the base address of the watchdog timer module.

***bMasked*** is **false** if the raw interrupt status is required and **true** if the masked interrupt status is required.

**Description:**

This returns the interrupt status for the watchdog timer module. Either the raw interrupt status or the status of interrupt that is allowed to reflect to the processor can be returned.

**Returns:**

Returns the current interrupt status, where a 1 indicates that the watchdog interrupt is active, and a 0 indicates that it is not active.

### 19.2.1.5 ROM\_WatchdogLock

Enables the watchdog timer lock mechanism.

**Prototype:**

```
void  
ROM_WatchdogLock(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogLock is a function pointer located at ROM\_WATCHDOGTABLE[5].

**Parameters:**

***ulBase*** is the base address of the watchdog timer module.

**Description:**

Locks out write access to the watchdog timer configuration registers.

**Returns:**

None.

### 19.2.1.6 ROM\_WatchdogLockState

Gets the state of the watchdog timer lock mechanism.

**Prototype:**

```
tBoolean  
ROM_WatchdogLockState(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogLockState is a function pointer located at ROM\_WATCHDOGTABLE[7].

**Parameters:**

***ulBase*** is the base address of the watchdog timer module.

**Description:**

Returns the lock state of the watchdog timer registers.

**Returns:**

Returns **true** if the watchdog timer registers are locked, and **false** if they are not locked.

### 19.2.1.7 ROM\_WatchdogReloadGet

Gets the watchdog timer reload value.

**Prototype:**

```
unsigned long  
ROM_WatchdogReloadGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].  
ROM\_WatchdogReloadGet is a function pointer located at ROM\_WATCHDOGTABLE[9].

**Parameters:**

**ulBase** is the base address of the watchdog timer module.

**Description:**

This function gets the value that is loaded into the watchdog timer when the count reaches zero for the first time.

**See also:**

[ROM\\_WatchdogReloadSet\(\)](#)

**Returns:**

None.

### 19.2.1.8 ROM\_WatchdogReloadSet

Sets the watchdog timer reload value.

**Prototype:**

```
void  
ROM_WatchdogReloadSet(unsigned long ulBase,  
                      unsigned long ulLoadVal)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.  
ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].  
ROM\_WatchdogReloadSet is a function pointer located at ROM\_WATCHDOGTABLE[8].

**Parameters:**

**ulBase** is the base address of the watchdog timer module.

**ulLoadVal** is the load value for the watchdog timer.

**Description:**

This function sets the value to load into the watchdog timer when the count reaches zero for the first time; if the watchdog timer is running when this function is called, then the value will be immediately loaded into the watchdog timer counter. If the *ulLoadVal* parameter is 0, then an interrupt is immediately generated.

**Note:**

This function will have no effect if the watchdog timer has been locked.

**See also:**

[ROM\\_WatchdogLock\(\)](#), [ROM\\_WatchdogUnlock\(\)](#), [ROM\\_WatchdogReloadGet\(\)](#)

**Returns:**

None.

### 19.2.1.9 ROM\_WatchdogResetDisable

Disables the watchdog timer reset.

**Prototype:**

```
void  
ROM_WatchdogResetDisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogResetDisable is a function pointer located at ROM\_WATCHDOGTABLE[4].

**Parameters:**

***ulBase*** is the base address of the watchdog timer module.

**Description:**

Disables the capability of the watchdog timer to issue a reset to the processor upon a second timeout condition.

**Note:**

This function will have no effect if the watchdog timer has been locked.

**See also:**

[ROM\\_WatchdogLock\(\)](#), [ROM\\_WatchdogUnlock\(\)](#)

**Returns:**

None.

### 19.2.1.10 ROM\_WatchdogResetEnable

Enables the watchdog timer reset.

**Prototype:**

```
void  
ROM_WatchdogResetEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogResetEnable is a function pointer located at ROM\_WATCHDOGTABLE[3].

**Parameters:**

**ulBase** is the base address of the watchdog timer module.

**Description:**

Enables the capability of the watchdog timer to issue a reset to the processor upon a second timeout condition.

**Note:**

This function will have no effect if the watchdog timer has been locked.

**See also:**

[ROM\\_WatchdogLock\(\)](#), [ROM\\_WatchdogUnlock\(\)](#)

**Returns:**

None.

### 19.2.1.11 ROM\_WatchdogRunning

Determines if the watchdog timer is enabled.

**Prototype:**

```
tBoolean  
ROM_WatchdogRunning(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogRunning is a function pointer located at ROM\_WATCHDOGTABLE[1].

**Parameters:**

**ulBase** is the base address of the watchdog timer module.

**Description:**

This will check to see if the watchdog timer is enabled.

**Returns:**

Returns **true** if the watchdog timer is enabled, and **false** if it is not.

### 19.2.1.12 ROM\_WatchdogStallDisable

Disables stalling of the watchdog timer during debug events.

**Prototype:**

```
void  
ROM_WatchdogStallDisable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogStallDisable is a function pointer located at ROM\_WATCHDOGTABLE[14].

**Parameters:**

*ulBase* is the base address of the watchdog timer module.

**Description:**

This function disables the debug mode stall of the watchdog timer. By doing so, the watchdog timer continues to count regardless of the processor debug state.

**Returns:**

None.

### 19.2.1.13 ROM\_WatchdogStallEnable

Enables stalling of the watchdog timer during debug events.

**Prototype:**

```
void  
ROM_WatchdogStallEnable(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogStallEnable is a function pointer located at ROM\_WATCHDOGTABLE[13].

**Parameters:**

*ulBase* is the base address of the watchdog timer module.

**Description:**

This function allows the watchdog timer to stop counting when the processor is stopped by the debugger. By doing so, the watchdog is prevented from expiring (typically almost immediately from a human time perspective) and resetting the system (if reset is enabled). The watchdog will instead expired after the appropriate number of processor cycles have been executed while debugging (or at the appropriate time after the processor has been restarted).

**Returns:**

None.

### 19.2.1.14 ROM\_WatchdogUnlock

Disables the watchdog timer lock mechanism.

**Prototype:**

```
void  
ROM_WatchdogUnlock(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogUnlock is a function pointer located at ROM\_WATCHDOGTABLE[6].

**Parameters:**

*ulBase* is the base address of the watchdog timer module.

**Description:**

Enables write access to the watchdog timer configuration registers.

**Returns:**

None.

### 19.2.1.15 ROM\_WatchdogValueGet

Gets the current watchdog timer value.

**Prototype:**

```
unsigned long  
ROM_WatchdogValueGet(unsigned long ulBase)
```

**ROM Location:**

ROM\_APITABLE is an array of pointers located at 0x0100.0010.

ROM\_WATCHDOGTABLE is an array of pointers located at ROM\_APITABLE[12].

ROM\_WatchdogValueGet is a function pointer located at ROM\_WATCHDOGTABLE[10].

**Parameters:**

*ulBase* is the base address of the watchdog timer module.

**Description:**

This function reads the current value of the watchdog timer.

**Returns:**

Returns the current value of the watchdog timer.

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