LM3S6C11 ROM

USER'S GUIDE

ROM-LM3S6C11-UG-461

Copyright

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Revision Information

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1 Introduction

The LM3S6C11 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:

ROM_APITABLE (at `0x0100.0010`)
[0] = ROM_VERSION
[1] = pointer to ROM_UARTTABLE
[2] = pointer to ROM_SSITABLE
[3] = pointer to ROM_I2CTABLE
[4] = pointer to ROM_GPIOTABLE
[5] = reserved
[6] = pointer to ROM_COMPARATORTABLE
[7] = pointer to ROM_FLASHTABLE
...

$\Longrightarrow$

ROM_GPIOTABLE
[0] = pointer to ROM_GPIOPinWrite
[1] = pointer to ROM_GPIODirModeSet
[2] = pointer to ROM_GPIODirModeGet
...

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_FIRESTORM_RA2
#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.

2 Boot Loader

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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
- Ethernet using standard network protocols

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 or Ethernet interface on a PC. The LM Flash Programmer utility is available for download from `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.

2.3 Ethernet Interface

When using the Ethernet interface to communicate with the boot loader, the BOOTP and TFTP protocols are utilized. By using standard protocols, the boot loader will co-exist in a normal Ethernet environment without causing any problems (other than using a small amount of network bandwidth).

The bootstrap protocol (BOOTP), a predecessor to the DHCP protocol, is used to discover the IP address of the client, the IP address of the server, and the name of the firmware image to use. BOOTP uses UDP/IP packets to communicate between the client and the server; the boot loader acts as the client. First, it will send a BOOTP request using a broadcast message. When the server receives the request, it will reply, thereby informing the client of its IP address, the IP address of the server, and the name of the firmware image. Once this reply is received, the BOOTP protocol has completed.

Then, the trivial file transfer protocol (TFTP) is used to transfer the firmware image from the server to the client. TFTP also uses UDP/IP packets to communicate between the client and the server, and the boot loader also acts as the client in this protocol. As each data block is received, it is programmed into flash. Once all data blocks are received and programmed, the device is reset, causing it to start running the new firmware image.

The Ethernet controller will be configured to use the MAC address stored in the USER0/UART1 data registers, or if one is not programmed in USER0/USER1 it will use the default MAC address of 00:1a:b6:00:64:00. When there is data in USER0/USER1, it will be interpreted as a MAC address of U0B0:U0B1:U0B2:U1B0:U1B1:U1B2 (where U0B0 is USER0 bits 7-0, or byte 0, U0B1 is USER0 bits 15-8, or byte 1, and so on).

Note:
When using the Ethernet update, the boot loader can only program images to the beginning of memory since there is no mechanism in BOOTP to specify the address to program the image.

The following IETF specifications define the protocols used by the Ethernet update mechanism:

- RFC951 (`http://tools.ietf.org/html/rfc951.html`) defines the bootstrap protocol.
- RFC1350 (`http://tools.ietf.org/html/rfc1350.html`) defines the trivial file transfer protocol.

3 AES Data Tables

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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

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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.

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_INT_xxx**, **COMP_ASRCP_xxx**, and **COMP_OUTPUT_xxx** values.

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_COMPARATORTABLE` is an array of pointers located at `ROM_APITABLE[6]`.
`ROM_ComparatorRefSet` is a function pointer located at `ROM_COMPARATORTABLE[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 CRC-16

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5.1 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.

5.2 Functions

Functions

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

5.2.1 Function Documentation

5.2.1.1 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.

5.2.1.2 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

6 Ethernet Controller

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6.1 Introduction

The Stellaris Ethernet controller consists of a fully integrated media access controller (MAC) and a network physical (PHY) interface device. The Ethernet controller conforms to IEEE 802.3 specifications and fully supports 10BASE-T and 100BASE-TX standards.

The Ethernet API provides the set of functions required to implement an interrupt-driven Ethernet driver for this Ethernet controller. Functions are provided to configure and control the MAC, to access the register set on the PHY, to transmit and receive Ethernet packets, and to configure and control the interrupts that are available.

For any application, the ROM_EthernetInitExpClk() function must be called first to prepare the Ethernet controller for operation. This function will configure the Ethernet controller options that are based on system parameters, such as the system clock speed.

Once initialized, access to the PHY is available via the ROM_EthernetPHYRead() and ROM_EthernetPHYWrite() functions. By default, the PHY will auto-negotiate the line speed and duplex modes. For most applications, this will be sufficient. If a special configuration is required, the PHY read and write functions can be used to reconfigure the PHY to the desired mode of operation.

The MAC must also be configured using the ROM_EthernetConfigSet() function. The parameters for this function will allow the configuration of options such as Promiscuous Mode, Multicast Reception, Transmit Data Length Padding, and so on. The ROM_EthernetConfigGet() function can be used to query the current configuration of the Ethernet MAC.

The MAC address, used for incoming packet filtering, must also be programmed using the ROM_EthernetMACAddrSet() function. The current value can be queried using the ROM_EthernetMACAddrGet() function.

When configuration has been completed, the Ethernet controller can be enabled using the ROM_EthernetEnable() function. When getting ready to terminate operations on the Ethernet controller, the ROM_EthernetDisable() function may be called.

After the Ethernet controller has been enabled, Ethernet frames can be transmitted and received using the ROM_EthernetPacketPut() and ROM_EthernetPacketGet() functions. Care must be taken when using these functions, as they are blocking functions, and will not return until data is available (for RX) or buffer space is available (for TX). The ROM_EthernetSpaceAvail() and ROM_EthernetPacketAvail() functions can be called to determine if there is room for a TX packet or if there is an RX packet available prior to calling these blocking functions. Alternatively, the ROM_EthernetPacketGetNonBlocking() and ROM_EthernetPacketPutNonBlocking() functions will return immediately if a packet cannot be processed. Otherwise, the packet will be processed normally.

When developing a mapping layer for a TCP/IP stack, you may wish to use the interrupt capability of the Ethernet controller. The ROM_EthernetIntEnable() and ROM_EthernetIntDisable() functions are used to manipulate the individual interrupt sources available in the Ethernet controller (for exam-

ple, RX Error, TX Complete). The ROM_EthernetIntStatus() and ROM_EthernetIntClear() functions would be used to query the active interrupts to determine which process to service, and to clear the indicated interrupts prior to returning from the registered ISR.

6.2 Functions

Functions

- unsigned long ROM_EthernetConfigGet (unsigned long ulBase)
- void ROM_EthernetConfigSet (unsigned long ulBase, unsigned long ulConfig)
- void ROM_EthernetDisable (unsigned long ulBase)
- void ROM_EthernetEnable (unsigned long ulBase)
- void ROM_EthernetInitExpClk (unsigned long ulBase, unsigned long ulEthClk)
- void ROM_EthernetIntClear (unsigned long ulBase, unsigned long ulIntFlags)
- void ROM_EthernetIntDisable (unsigned long ulBase, unsigned long ulIntFlags)
- void ROM_EthernetIntEnable (unsigned long ulBase, unsigned long ulIntFlags)
- unsigned long ROM_EthernetIntStatus (unsigned long ulBase, tBoolean bMasked)
- void ROM_EthernetMACAddrGet (unsigned long ulBase, unsigned char *pucMACAddr)
- void ROM_EthernetMACAddrSet (unsigned long ulBase, unsigned char *pucMACAddr)
- tBoolean ROM_EthernetPacketAvail (unsigned long ulBase)
- long ROM_EthernetPacketGet (unsigned long ulBase, unsigned char *pucBuf, long lBufLen)
- long ROM_EthernetPacketGetNonBlocking (unsigned long ulBase, unsigned char *pucBuf, long lBufLen)
- long ROM_EthernetPacketPut (unsigned long ulBase, unsigned char *pucBuf, long lBufLen)
- long ROM_EthernetPacketPutNonBlocking (unsigned long ulBase, unsigned char *pucBuf, long lBufLen)
- void ROM_EthernetPHYPowerOff (unsigned long ulBase)
- void ROM_EthernetPHYPowerOn (unsigned long ulBase)
- unsigned long ROM_EthernetPHYRead (unsigned long ulBase, unsigned char ucRegAddr)
- void ROM_EthernetPHYWrite (unsigned long ulBase, unsigned char ucRegAddr, unsigned long ulData)
- tBoolean ROM_EthernetSpaceAvail (unsigned long ulBase)
- void ROM_UpdateEthernet (void)

6.2.1 Function Documentation

6.2.1.1 ROM_EthernetConfigGet

Gets the current configuration of the Ethernet controller.

Prototype:

```
unsigned long
ROM_EthernetConfigGet(unsigned long ulBase)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetConfigGet` is a function pointer located at `ROM_ETHERNETTABLE[3]`.

Parameters:

ulBase is the base address of the controller.

Description:

This function will query the control registers of the Ethernet controller and return a bit-mapped configuration value.

See also:

The description of the ROM_EthernetConfigSet() function provides detailed information for the bit-mapped configuration values that will be returned.

Returns:

Returns the bit-mapped Ethernet controller configuration value.

6.2.1.2 ROM_EthernetConfigSet

Sets the configuration of the Ethernet controller.

Prototype:

```
void
ROM_EthernetConfigSet(unsigned long ulBase,
                      unsigned long ulConfig)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetConfigSet` is a function pointer located at `ROM_ETHERNETTABLE[2]`.

Parameters:

ulBase is the base address of the controller.

ulConfig is the configuration for the controller.

Description:

After the ROM_EthernetInitExpClk() function has been called, this API function can be used to configure the various features of the Ethernet controller.

The Ethernet controller provides three control registers that are used to configure the controller's operation. The transmit control register provides settings to enable full duplex operation, to auto-generate the frame check sequence, and to pad the transmit packets to the minimum length as required by the IEEE standard. The receive control register provides settings to enable reception of packets with bad frame check sequence values and to enable multi-cast or promiscuous modes.

The *ulConfig* parameter is the logical OR of the following values:

- **ETH_CFG_RX_BADCRCDIS** - Disable reception of packets with a bad CRC
- **ETH_CFG_RX_PRMSEN** - Enable promiscuous mode reception (all packets)
- **ETH_CFG_RX_AMULEN** - Enable reception of multicast packets

- **ETH_CFG_TX_DPLXEN** - Enable full duplex transmit mode
- **ETH_CFG_TX_CRCEN** - Enable transmit with auto CRC generation
- **ETH_CFG_TX_PADEN** - Enable padding of transmit data to minimum size

These bit-mapped values are programmed into the transmit, receive, and/or timestamp control register.

Returns:
None.

6.2.1.3 ROM_EthernetDisable

Disables the Ethernet controller.

Prototype:
```
void
ROM_EthernetDisable(unsigned long ulBase)
```

ROM Location:
`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetDisable` is a function pointer located at `ROM_ETHERNETTABLE[7]`.

Parameters:
ulBase is the base address of the controller.

Description:
When terminating operations on the Ethernet interface, this function should be called. This function will disable the transmitter and receiver, and will clear out the receive FIFO.

Returns:
None.

6.2.1.4 ROM_EthernetEnable

Enables the Ethernet controller for normal operation.

Prototype:
```
void
ROM_EthernetEnable(unsigned long ulBase)
```

ROM Location:
`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetEnable` is a function pointer located at `ROM_ETHERNETTABLE[6]`.

Parameters:
ulBase is the base address of the controller.

Description:

Once the Ethernet controller has been configured using the ROM_EthernetConfigSet() function and the MAC address has been programmed using the ROM_EthernetMACAddrSet() function, this API function can be called to enable the controller for normal operation.

This function will enable the controller's transmitter and receiver, and will reset the receive FIFO.

Returns:

None.

6.2.1.5 ROM_EthernetInitExpClk

Initializes the Ethernet controller for operation.

Prototype:

```
void
ROM_EthernetInitExpClk(unsigned long ulBase,
                       unsigned long ulEthClk)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetInitExpClk` is a function pointer located at `ROM_ETHERNETTABLE[1]`.

Parameters:

ulBase is the base address of the controller.

ulEthClk is the rate of the clock supplied to the Ethernet module.

Description:

This function will prepare the Ethernet controller for first time use in a given hardware/software configuration. This function should be called before any other Ethernet API functions are called.

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()).

Note:

If the device configuration is changed (for example, the system clock is reprogrammed to a different speed), then the Ethernet controller must be disabled by calling the ROM_EthernetDisable() function and the controller must be reinitialized by calling the ROM_EthernetInitExpClk() function again. After the controller has been reinitialized, the controller should be reconfigured using the appropriate Ethernet API calls.

Returns:

None.

6.2.1.6 ROM_EthernetIntClear

Clears Ethernet interrupt sources.

Prototype:

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

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetIntClear` is a function pointer located at `ROM_ETHERNETTABLE[0]`.

Parameters:

ulBase is the base address of the controller.

ulIntFlags is a bit mask of the interrupt sources to be cleared.

Description:

The specified Ethernet 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* parameter to ROM_EthernetIntEnable().

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.

6.2.1.7 ROM_EthernetIntDisable

Disables individual Ethernet interrupt sources.

Prototype:

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

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetIntDisable` is a function pointer located at `ROM_ETHERNETTABLE[15]`.

Parameters:

ulBase is the base address of the controller.

ulIntFlags is the bit mask of the interrupt sources to be disabled.

Description:

Disables the indicated Ethernet 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_EthernetIntEnable().

Returns:
None.

6.2.1.8 ROM_EthernetIntEnable

Enables individual Ethernet interrupt sources.

Prototype:
```
void
ROM_EthernetIntEnable(unsigned long ulBase,
                      unsigned long ulIntFlags)
```

ROM Location:
`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetIntEnable` is a function pointer located at `ROM_ETHERNETTABLE[14]`.

Parameters:
ulBase is the base address of the controller.
ulIntFlags is the bit mask of the interrupt sources to be enabled.

Description:
Enables the indicated Ethernet 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 is the logical OR of any of the following:

- **ETH_INT_PHY** - An interrupt from the PHY has occurred. The integrated PHY supports a number of interrupt conditions. The PHY register, PHY_MR17, must be read to determine which PHY interrupt has occurred. This register can be read using the ROM_EthernetPHYRead() API function.
- **ETH_INT_MDIO** - This interrupt indicates that a transaction on the management interface has completed successfully.
- **ETH_INT_RXER** - This interrupt indicates that an error has occurred during reception of a frame. This error can indicate a length mismatch, a CRC failure, or an error indication from the PHY.
- **ETH_INT_RXOF** - This interrupt indicates that a frame has been received that exceeds the available space in the RX FIFO.
- **ETH_INT_TX** - This interrupt indicates that the packet stored in the TX FIFO has been successfully transmitted.
- **ETH_INT_TXER** - This interrupt indicates that an error has occurred during the transmission of a packet. This error can be either a retry failure during the back-off process, or an invalid length stored in the TX FIFO.
- **ETH_INT_RX** - This interrupt indicates that one (or more) packets are available in the RX FIFO for processing.

Returns:
None.

6.2.1.9 ROM_EthernetIntStatus

Gets the current Ethernet interrupt status.

Prototype:

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

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetIntStatus` is a function pointer located at `ROM_ETHERNETTABLE[16]`.

Parameters:

ulBase is the base address of the controller.

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 Ethernet controller. 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_EthernetIntEnable().

6.2.1.10 ROM_EthernetMACAddrGet

Gets the MAC address of the Ethernet controller.

Prototype:

```
void
ROM_EthernetMACAddrGet(unsigned long ulBase,
                       unsigned char *pucMACAddr)
```

ROM Location:

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

Parameters:

ulBase is the base address of the controller.

pucMACAddr is the pointer to the location in which to store the array of MAC-48 address octets.

Description:

This function will read the currently programmed MAC address into the *pucMACAddr* buffer.

See also:

Refer to ROM_EthernetMACAddrSet() API description for more details about the MAC address format.

Returns:
None.

6.2.1.11 ROM_EthernetMACAddrSet

Sets the MAC address of the Ethernet controller.

Prototype:
```
void
ROM_EthernetMACAddrSet(unsigned long ulBase,
                       unsigned char *pucMACAddr)
```

ROM Location:
`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetMACAddrSet` is a function pointer located at `ROM_ETHERNETTABLE[4]`.

Parameters:
ulBase is the base address of the controller.
pucMACAddr is the pointer to the array of MAC-48 address octets.

Description:
This function will program the IEEE-defined MAC-48 address specified in *pucMACAddr* into the Ethernet controller. This address is used by the Ethernet controller for hardware-level filtering of incoming Ethernet packets (when promiscuous mode is not enabled).

The MAC-48 address is defined as 6 octets, illustrated by the following example address. The numbers are shown in hexadecimal format.

AC-DE-48-00-00-80

In this representation, the first three octets (AC-DE-48) are the Organizationally Unique Identifier (OUI). This is a number assigned by the IEEE to an organization that requests a block of MAC addresses. The last three octets (00-00-80) are a 24-bit number managed by the OUI owner to uniquely identify a piece of hardware within that organization that is to be connected to the Ethernet.

In this representation, the octets are transmitted from left to right, with the “AC” octet being transmitted first and the “80” octet being transmitted last. Within an octet, the bits are transmitted LSB to MSB. For this address, the first bit to be transmitted would be “0”, the LSB of “AC”, and the last bit to be transmitted would be “1”, the MSB of “80”.

Returns:
None.

6.2.1.12 ROM_EthernetPacketAvail

Check for packet available from the Ethernet controller.

Prototype:
```
tBoolean
ROM_EthernetPacketAvail(unsigned long ulBase)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPacketAvail` is a function pointer located at `ROM_ETHERNETTABLE[8]`.

Parameters:

ulBase is the base address of the controller.

Description:

The Ethernet controller provides a register that contains the number of packets available in the receive FIFO. When the last bytes of a packet are successfully received (that is, the frame check sequence bytes), the packet count is incremented. Once the packet has been fully read (including the frame check sequence bytes) from the FIFO, the packet count will be decremented.

Returns:

Returns **true** if there are one or more packets available in the receive FIFO, including the current packet being read, and **false** otherwise.

6.2.1.13 ROM_EthernetPacketGet

Waits for a packet from the Ethernet controller.

Prototype:

```
long
ROM_EthernetPacketGet(unsigned long ulBase,
                      unsigned char *pucBuf,
                      long lBufLen)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPacketGet` is a function pointer located at `ROM_ETHERNETTABLE[11]`.

Parameters:

ulBase is the base address of the controller.
pucBuf is the pointer to the packet buffer.
lBufLen is the maximum number of bytes to be read into the buffer.

Description:

This function reads a packet from the receive FIFO of the controller and places it into *pucBuf*. The function will wait until a packet is available in the FIFO. Then the function will read the entire packet from the receive FIFO. If there are more bytes in the packet than will fit into *pucBuf* (as specified by *lBufLen*), the function will return the negated length of the packet and the buffer will contain *lBufLen* bytes of the packet. Otherwise, the function will return the length of the packet that was read and *pucBuf* will contain the entire packet (excluding the frame check sequence bytes).

Note:

This function is blocking and will not return until a packet arrives.

Returns:

Returns the negated packet length **-n** if the packet is too large for *pucBuf*, and returns the packet length **n** otherwise.

6.2.1.14 ROM_EthernetPacketGetNonBlocking

Receives a packet from the Ethernet controller.

Prototype:

```
long
ROM_EthernetPacketGetNonBlocking(unsigned long ulBase,
                                 unsigned char *pucBuf,
                                 long lBufLen)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPacketGetNonBlocking` is a function pointer located at `ROM_ETHERNETTABLE[10]`.

Parameters:

ulBase is the base address of the controller.

pucBuf is the pointer to the packet buffer.

lBufLen is the maximum number of bytes to be read into the buffer.

Description:

This function reads a packet from the receive FIFO of the controller and places it into *pucBuf*. If no packet is available the function will return immediately. Otherwise, the function will read the entire packet from the receive FIFO. If there are more bytes in the packet than will fit into *pucBuf* (as specified by *lBufLen*), the function will return the negated length of the packet and the buffer will contain *lBufLen* bytes of the packet. Otherwise, the function will return the length of the packet that was read and *pucBuf* will contain the entire packet (excluding the frame check sequence bytes).

Note:

This function will return immediately if no packet is available.

Returns:

Returns **0** if no packet is available, the negated packet length **-n** if the packet is too large for *pucBuf*, and the packet length **n** otherwise.

6.2.1.15 ROM_EthernetPacketPut

Waits to send a packet from the Ethernet controller.

Prototype:

```
long
ROM_EthernetPacketPut(unsigned long ulBase,
                      unsigned char *pucBuf,
                      long lBufLen)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPacketPut` is a function pointer located at `ROM_ETHERNETTABLE[13]`.

Parameters:

ulBase is the base address of the controller.

pucBuf is the pointer to the packet buffer.

lBufLen is number of bytes in the packet to be transmitted.

Description:

This function writes *lBufLen* bytes of the packet contained in *pucBuf* into the transmit FIFO of the controller and then activates the transmitter for this packet. This function will wait until the transmit FIFO is empty. Once space is available, the function will return once *lBufLen* bytes of the packet have been placed into the FIFO and the transmitter has been started. The function will not wait for the transmission to complete. The function will return the negated *lBufLen* if the length is larger than the space available in the transmit FIFO.

Note:

This function blocks and will wait until space is available for the transmit packet before returning.

Returns:

Returns the negated packet length **-lBufLen** if the packet is too large for FIFO, and the packet length **lBufLen** otherwise.

6.2.1.16 ROM_EthernetPacketPutNonBlocking

Sends a packet to the Ethernet controller.

Prototype:

```
long
ROM_EthernetPacketPutNonBlocking(unsigned long ulBase,
                                 unsigned char *pucBuf,
                                 long lBufLen)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPacketPutNonBlocking` is a function pointer located at `ROM_ETHERNETTABLE[12]`.

Parameters:

ulBase is the base address of the controller.

pucBuf is the pointer to the packet buffer.

lBufLen is number of bytes in the packet to be transmitted.

Description:

This function writes *lBufLen* bytes of the packet contained in *pucBuf* into the transmit FIFO of the controller and then activates the transmitter for this packet. If no space is available in the FIFO, the function will return immediately. If space is available, the function will return once *lBufLen* bytes of the packet have been placed into the FIFO and the transmitter has been started. The function will not wait for the transmission to complete. The function will return the negated *lBufLen* if the length is larger than the space available in the transmit FIFO.

Note:

This function does not block and will return immediately if no space is available for the transmit packet.

Returns:

Returns **0** if no space is available in the transmit FIFO, the negated packet length **-lBufLen** if the packet is too large for FIFO, and the packet length **lBufLen** otherwise.

6.2.1.17 ROM_EthernetPHYPowerOff

Powers off the Ethernet PHY.

Prototype:

```
void
ROM_EthernetPHYPowerOff(unsigned long ulBase)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPHYPowerOff` is a function pointer located at `ROM_ETHERNETTABLE[21]`.

Parameters:

ulBase is the base address of the controller.

Description:

This function will power off the Ethernet PHY, reducing the current consuption of the device. While in the powered off state, the Ethernet controller will be unable to connect to the Ethernet.

Returns:

None.

6.2.1.18 ROM_EthernetPHYPowerOn

Powers on the Ethernet PHY.

Prototype:

```
void
ROM_EthernetPHYPowerOn(unsigned long ulBase)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPHYPowerOn` is a function pointer located at `ROM_ETHERNETTABLE[22]`.

Parameters:

ulBase is the base address of the controller.

Description:

This function will power on the Ethernet PHY, enabling it return to normal operation. By default, the PHY is powered on, so this function only needs to be called if ROM_EthernetPHYPowerOff() has previously been called.

Returns:

None.

6.2.1.19 ROM_EthernetPHYRead

Reads from a PHY register.

Prototype:

```
unsigned long
ROM_EthernetPHYRead(unsigned long ulBase,
                    unsigned char ucRegAddr)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPHYRead` is a function pointer located at `ROM_ETHERNETTABLE[18]`.

Parameters:

ulBase is the base address of the controller.
ucRegAddr is the address of the PHY register to be accessed.

Description:

This function will return the contents of the PHY register specified by *ucRegAddr*.

Returns:

Returns the 16-bit value read from the PHY.

6.2.1.20 ROM_EthernetPHYWrite

Writes to the PHY register.

Prototype:

```
void
ROM_EthernetPHYWrite(unsigned long ulBase,
                     unsigned char ucRegAddr,
                     unsigned long ulData)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetPHYWrite` is a function pointer located at `ROM_ETHERNETTABLE[17]`.

Parameters:

ulBase is the base address of the controller.
ucRegAddr is the address of the PHY register to be accessed.
ulData is the data to be written to the PHY register.

Description:

This function will write the *ulData* to the PHY register specified by *ucRegAddr*.

Returns:

None.

6.2.1.21 ROM_EthernetSpaceAvail

Checks for packet space available in the Ethernet controller.

Prototype:

```
tBoolean
ROM_EthernetSpaceAvail(unsigned long ulBase)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_EthernetSpaceAvail` is a function pointer located at `ROM_ETHERNETTABLE[9]`.

Parameters:

ulBase is the base address of the controller.

Description:

The Ethernet controller's transmit FIFO is designed to support a single packet at a time. After the packet has been written into the FIFO, the transmit request bit must be set to enable the transmission of the packet. Only after the packet has been transmitted can a new packet be written into the FIFO. This function will simply check to see if a packet is in progress. If so, there is no space available in the transmit FIFO.

Returns:

Returns **true** if a space is available in the transmit FIFO, and **false** otherwise.

6.2.1.22 ROM_UpdateEthernet

Starts an update over the Ethernet interface.

Prototype:

```
void
ROM_UpdateEthernet(void)
```

ROM Location:

`ROM_APITABLE` is an array of pointers located at `0x0100.0010`.
`ROM_ETHERNETTABLE` is an array of pointers located at `ROM_APITABLE[15]`.
`ROM_UpdateEthernet` is a function pointer located at `ROM_ETHERNETTABLE[19]`.

Description:

Calling this function commences an update of the firmware via the Ethernet interface. This function assumes that the Ethernet interface has already been configured, had its MAC address programmed, and is currently operational. The BOOTP requests that are generated will have the server name field set to "stellaris".

Returns:

Never returns.

7 Flash

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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 ulIntFlags)
- void ROM_FlashIntDisable (unsigned long ulIntFlags)
- void ROM_FlashIntEnable (unsigned long ulIntFlags)
- 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:

ulIntFlags 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:

pulUser0 is a pointer to the location to store USER Register 0.

pulUser1 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

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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 ulIntType)
- 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_GPIOPinTypeComparator (unsigned long ulPort, unsigned char ucPins)
- void ROM_GPIOPinTypeEthernetLED (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).

ulIntType 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 *ulIntType* 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_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.

8.2.1.14 ROM_GPIOPinTypeEthernetLED

Configures pin(s) for use by the Ethernet peripheral as LED signals.

Prototype:
```
void
ROM_GPIOPinTypeEthernetLED(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_GPIOPinTypeEthernetLED` is a function pointer located at `ROM_GPIOTABLE[27]`.

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

Description:
The Ethernet peripheral provides two signals that can be used to drive an LED (e.g. for link status/activity). This function provides a typical configuration for the pins.

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 Ethernet LED pin; it only configures an Ethernet LED 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

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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_HibernateIsActive() 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 ulIntFlags)
- void ROM_HibernateIntDisable (unsigned long ulIntFlags)
- void ROM_HibernateIntEnable (unsigned long ulIntFlags)
- unsigned long ROM_HibernateIntStatus (tBoolean bMasked)
- unsigned int ROM_HibernateIsActive (void)
- unsigned long ROM_HibernateLowBatGet (void)
- void ROM_HibernateLowBatSet (unsigned long ulLowBatFlags)
- 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:

ulIntFlags 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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:
ulIntFlags is the bit mask of the interrupts to be disabled.

Description:
Disables the specified interrupt sources from the Hibernation module.

The *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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:
ulIntFlags is the bit mask of the interrupts to be enabled.

Description:
Enables the specified interrupt sources from the Hibernation module.

The *ulIntFlags* 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)

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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_I2CMasterInitExpClk (unsigned long ulBase, unsigned long ulI2CClk, 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.

ulIntFlags 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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.
ulIntFlags 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 *ulIntFlags* 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)

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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)

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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_MPUTABLE` is an array of pointers located at `ROM_APITABLE[20]`.
`ROM_MPUDisable` is a function pointer located at `ROM_MPUTABLE[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_MPUTABLE` is an array of pointers located at `ROM_APITABLE[20]`.
`ROM_MPUEnable` is a function pointer located at `ROM_MPUTABLE[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_MPUTABLE` is an array of pointers located at `ROM_APITABLE[20]`.
`ROM_MPURegionCountGet` is a function pointer located at `ROM_MPUTABLE[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)

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Functions 115

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 >= 2 * bit rate (master mode)
- FSSI >= 12 * 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.

ulIntFlags 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 *ulIntFlags* 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.

ulIntFlags is a bit mask of the interrupt sources to be disabled.

Description:
Disables the indicated SSI interrupt sources. The *ulIntFlags* 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.
ulIntFlags 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 *ulIntFlags* 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 oprational.

Returns:

Never returns.

14 System Control

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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_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_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_SYSCTLTABLE` is an array of pointers located at `ROM_APITABLE[13]`.
`ROM_SysCtlClockGet` is a function pointer located at `ROM_SYSCTLTABLE[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.

14.2.1.2 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_SYSCTLTABLE` is an array of pointers located at `ROM_APITABLE[13]`.
`ROM_SysCtlClockSet` is a function pointer located at `ROM_SYSCTLTABLE[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: **SYSCTL_SYSDIV_1**, **SYSCTL_SYSDIV_2**, **SYSCTL_SYSDIV_3**, ... **SYSCTL_SYSDIV_64**.

The use of the PLL is chosen with either **SYSCTL_USE_PLL** or **SYSCTL_USE_OSC**.

The external crystal frequency is chosen with one of the following values: **SYSCTL_XTAL_1MHZ**, **SYSCTL_XTAL_1_84MHZ**, **SYSCTL_XTAL_2MHZ**, **SYSCTL_XTAL_2_45MHZ**, **SYSCTL_XTAL_3_57MHZ**, **SYSCTL_XTAL_3_68MHZ**, **SYSCTL_XTAL_4MHZ**, **SYSCTL_XTAL_4_09MHZ**, **SYSCTL_XTAL_4_91MHZ**, **SYSCTL_XTAL_5MHZ**, **SYSCTL_XTAL_5_12MHZ**, **SYSCTL_XTAL_6MHZ**, **SYSCTL_XTAL_6_14MHZ**, **SYSCTL_XTAL_7_37MHZ**, **SYSCTL_XTAL_8MHZ**, **SYSCTL_XTAL_8_19MHZ**, **SYSCTL_XTAL_10MHZ**, **SYSCTL_XTAL_12MHZ**, **SYSCTL_XTAL_12_2MHZ**, **SYSCTL_XTAL_13_5MHZ**, **SYSCTL_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.

14.2.1.3 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.

14.2.1.4 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.

14.2.1.5 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.

14.2.1.6 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_SYSCTLTABLE is an array of pointers located at ROM_APITABLE[13].
ROM_SysCtlGPIOAHBDisable is a function pointer located at ROM_SYSCTLTABLE[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 (AHB).

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.

14.2.1.7 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_SYSCTLTABLE is an array of pointers located at ROM_APITABLE[13].
ROM_SysCtlGPIOAHBEnable is a function pointer located at ROM_SYSCTLTABLE[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.

14.2.1.8 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_SYSCTLTABLE` is an array of pointers located at `ROM_APITABLE[13]`.
`ROM_SysCtlIntClear` is a function pointer located at `ROM_SYSCTLTABLE[15]`.

Parameters:

ulInts 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.

14.2.1.9 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_SYSCTLTABLE` is an array of pointers located at `ROM_APITABLE[13]`.
`ROM_SysCtlIntDisable` is a function pointer located at `ROM_SYSCTLTABLE[14]`.

Parameters:

ulInts 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.

14.2.1.10 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_IOSC_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.

14.2.1.11 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_IOSC_FAIL**, **SYSCTL_INT_MOSC_FAIL**, **SYSCTL_INT_POR**, **SYSCTL_INT_BOR**, and **SYSCTL_INT_PLL_FAIL**.

14.2.1.12 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**.

14.2.1.13 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.

14.2.1.14 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.

14.2.1.15 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_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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.

14.2.1.16 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_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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.

14.2.1.17 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_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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_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_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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.

14.2.1.19 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: **SYSCTL_PERIPH_ADC0**, **SYSCTL_PERIPH_ADC1**, **SYSCTL_PERIPH_CAN0**, **SYSCTL_PERIPH_CAN1**, **SYSCTL_PERIPH_CAN2**, **SYSCTL_PERIPH_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_EPI0**, **SYSCTL_PERIPH_ETH**, **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_I2S0**, **SYSCTL_PERIPH_IEEE1588**, **SYSCTL_PERIPH_MPU**, **SYSCTL_PERIPH_PLL**, **SYSCTL_PERIPH_PWM**, **SYSCTL_PERIPH_QEI0**, **SYSCTL_PERIPH_QEI1**, **SYSCTL_PERIPH_SSI0**, **SYSCTL_PERIPH_SSI1**, **SYSCTL_PERIPH_TIMER0**, **SYSCTL_PERIPH_TIMER1**, **SYSCTL_PERIPH_TIMER2**, **SYSCTL_PERIPH_TIMER3**, **SYSCTL_PERIPH_TEMP**, **SYSCTL_PERIPH_UART0**, **SYSCTL_PERIPH_UART1**, **SYSCTL_PERIPH_UART2**, **SYSCTL_PERIPH_UDMA**, **SYSCTL_PERIPH_USB0**, **SYSCTL_PERIPH_WDOG0**, or **SYSCTL_PERIPH_WDOG1**.

Returns:

Returns **true** if the specified peripheral is present and **false** if it is not.

14.2.1.20 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: **SYSCTL_PERIPH_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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.

14.2.1.21 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_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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.

14.2.1.22 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_COMP0**, **SYSCTL_PERIPH_COMP1**, **SYSCTL_PERIPH_COMP2**, **SYSCTL_PERIPH_ETH**, **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.

14.2.1.23 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_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.

14.2.1.24 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.

14.2.1.25 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.

14.2.1.26 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.

14.2.1.27 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.

14.2.1.28 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)

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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

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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 bInvert)
- 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**.
bInvert specifies the output level.

Description:
This function sets the PWM output level for the specified timer. If the *bInvert* 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.
ulIntFlags 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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.
ulIntFlags 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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.

ulIntFlags 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 *ulIntFlags* 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.

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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.

ulIntFlags 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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.
ulIntFlags 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 *ulIntFlags* parameter has the same definition as the *ulIntFlags* 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.

ulIntFlags 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 *ulIntFlags* 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

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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_uDMAChannelIsEnabled() 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_uDMAChannelIsEnabled (unsigned long ulChannelNum)
- unsigned long ROM_uDMAChannelModeGet (unsigned long ulChannelStructIndex)
- void ROM_uDMAChannelRequest (unsigned long ulChannelNum)
- void ROM_uDMAChannelScatterGatherSet (unsigned long ulChannelNum, unsigned ulTaskCount, void *pvTaskList, unsigned long ulIsPeriphSG)
- 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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**
- **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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**
- **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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**
- **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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**
- **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.

18.2.1.6 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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**
- **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_uDMAChannelIsEnabled

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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**
- **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_ETH0RX**
- **UDMA_CHANNEL_ETH0TX**

- **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.

ulIsPeriphSG 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 *bIsPeriphSG* 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_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_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**

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

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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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