Your code samples are in black.

My code is in red.

(1) SysCtlClockSet(SYSCTL\_SYSDIV\_1 | SYSCTL\_USE\_OSC | SYSCTL\_XTAL\_16MHZ | SYSCTL\_OSC\_INT);

ROM\_SysCtlClockSet(SYSCTL\_SYSDIV\_1 | SYSCTL\_USE\_OSC | SYSCTL\_OSC\_INT | SYSCTL\_MAIN\_OSC\_DIS);

(2) SysCtlPeripheralClockGating(1);

SysCtlPeripheralClockGating(1);

(3) SysCtlDeepSleepClockSet(SYSCTL\_DSLP\_DIV\_1|SYSCTL\_DSLP\_OSC\_INT30|SYSCTL\_DSLP\_PIOSC\_PD);

SysCtlDeepSleepClockSet(SYSCTL\_DSLP\_DIV\_1 | SYSCTL\_DSLP\_OSC\_INT30 | SYSCTL\_DSLP\_PIOSC\_PD);

(4) SysCtlLDODeepSleepSet(SYSCTL\_LDO\_0\_90V);

SysCtlLDODeepSleepSet(SYSCTL\_LDO\_0\_90V);

(5) SysCtlDeepSleepPowerSet(SYSCTL\_FLASH\_LOW\_POWER | SYSCTL\_SRAM\_LOW\_POWER);

SysCtlDeepSleepPowerSet(SYSCTL\_FLASH\_LOW\_POWER | SYSCTL\_SRAM\_LOW\_POWER);

(6) SysCtlDeepSleep();

**while** (1)

{

SysCtlDeepSleep();

SysCtlDelay(1);

}

The only difference is in (1). Is there something special about the difference between yours and mine that I am missing? I am not using an external crystal, that is why I set SYSCTL\_MAIN\_OSC\_DIS.

**#define** SYSCTL\_XTAL\_16MHZ 0x00000540 // External crystal is 16 MHz