

## How to configure Captivate Library to use UART with host MCU.

Modify the CAPT\_CommConfig.h as show in the highlighted text. This is the trick that allows you to re-use the I2C and UART drivers that are normally dedicated to communications with the GUI.

```
#if 1 // Enabling all
#define UART__ENABLE (true)
#define I2CSLAVE__ENABLE (true)
#define FUNCTIONTIMER__ENABLE (true)
#else
#if (CAPT_INTERFACE==__CAPT_UART_INTERFACE__)
#define UART__ENABLE (true)
#define I2CSLAVE__ENABLE (false)
#define FUNCTIONTIMER__ENABLE (false)
#elif (CAPT_INTERFACE==__CAPT_BULKI2C_INTERFACE__)
#define UART__ENABLE (false)
#define I2CSLAVE__ENABLE (true)
#define FUNCTIONTIMER__ENABLE (true)
#elif (CAPT_INTERFACE==__CAPT_REGISTERI2C_INTERFACE__)
#define UART__ENABLE (false)
#define I2CSLAVE__ENABLE (true)
#define FUNCTIONTIMER__ENABLE (true)
#endif
#endif
```

Next, modify CAPT\_UserConfig.h as shown, if no longer using CapTlvate Design Center and only using the UART to communicate with host MCU.

```
80 #define CAPT_SENSOR_COUNT (1)
81 #define CAPT_INTERFACE ( __CAPT_NONE_INTERFACE__ )
82 #define CAPT_CONDUCTED_NOISE_IMMUNITY_ENABLE (false)
83 #define CAPT_WAKEONPROX_ENABLE (false)
84 #define CAPT_WAKEONPROX_SENSOR (none)
85 #define CAPT_TRACKPAD_ENABLE (true)
86 #define CAPT_GESTURE_ENABLE (true)
87
```

Else, modify CAPT\_UserConfig.h as shown using I2C with the CapTlvate design center to continue to tune sensors while using UART to communicate with host MCU.

```
80 #define CAPT_SENSOR_COUNT (1)
81 #define CAPT_INTERFACE ( __CAPT_BULKI2C_INTERFACE__ )
82 #define CAPT_CONDUCTED_NOISE_IMMUNITY_ENABLE (false)
83 #define CAPT_WAKEONPROX_ENABLE (false)
84 #define CAPT_WAKEONPROX_SENSOR (none)
85 #define CAPT_TRACKPAD_ENABLE (true)
86 #define CAPT_GESTURE_ENABLE (true)
87
```

Because the UART is not selected as the CAPT\_INTERFACE, you will need to copy the tUARTPort and #defines that are located in CAPT\_Interface\_definitions.h (shown here), and paste somewhere in your project (maybe same file as your sensor callback function).

```
//===== UART INTERFACE =====
//
//!! def UART_EUSCI_A_PERIPHERAL defines the MSP430 base address of the
//!! eUSCI_A instance being used with this UART port.
//
//=====
#define UART_EUSCI_A_PERIPHERAL          (EUSCI_A0_BASE)

//=====
//
//!! def I2CSLAVE_LPMx_bits defines the low power mode to enter
//!! when pending on a resource.
//
//=====
#define UART_LPMx_bits                   (LPM0_bits)

//=====
//
//!! def UART_SAMPLING_MODE defines the eUSCI_A LF or HF mode.
//
//!! def UART_PRESCALER defines the eUSCI_A prescaler.
//
//!! def UART_FIRST_STAGE_MOD defines the eUSCI_A first stage modulation.
//
//!! def UART_SECOND_STAGE_MOD defines the eUSCI_A second stage modulation.
//
//=====
#define UART_SAMPLING_MODE      (EUSCI_A_UART_LOW_FREQUENCY_BAUDRATE_GENERATION)
#define UART_PRESCALER          (0x08)
#define UART_FIRST_STAGE_MOD    (0x00)
#define UART_SECOND_STAGE_MOD   (0x00)

static const tUARTPort UARTPort =
{
    .pbReceiveCallback = NULL,
    .pbErrorCallback = 0,
    .peripheralParameters.selectClockSource = EUSCI_A_UART_CLOCKSOURCE_SMCLK,
    .peripheralParameters.clockPrescaler = UART_PRESCALER,
    .peripheralParameters.firstModReg = UART_FIRST_STAGE_MOD,
    .peripheralParameters.secondModReg = UART_SECOND_STAGE_MOD,
    .peripheralParameters.parity = EUSCI_A_UART_NO_PARITY,
    .peripheralParameters.msborLsbFirst = EUSCI_A_UART_LSB_FIRST,
    .peripheralParameters.numberofStopBits = EUSCI_A_UART_ONE_STOP_BIT,
    .peripheralParameters.uartMode = EUSCI_A_UART_MODE,
    .peripheralParameters.overSampling = UART_SAMPLING_MODE
};
```

You will need to determine the appropriate settings for the UART (the 4 #defines above) with your clock system and desired baud rate. Refer to the MSP430FR2xx\_4xx family users guide, chapter 22 (refer to table 22-5).

<http://www.ti.com/lit/ug/slau445h/slau445h.pdf>

You will also need to create a communications buffer something like:

```
// CREATE A CUSTOM TRANSMIT AND RECEIVE BUFFER THAT IS SMALL AND EFFICIENT (CAN BE USED FOR EITHER I2C OR UART)
uint8_t customTXBuffer[16];
uint8_t customRXBuffer[16];
}
// ELSE, FOR SENDING ASCII DATA, NEED LARGER BUFFER
uint8_t asciiBuffer[20];
}
```

Somewhere early in your code you will need to initialize the UART, passing the address of the UARTPort structure you copied:

```
UART_openPort(&UARTPort);
```

Then lastly, populate your buffer and transmit the data in your sensor callback function:

```
UART_transmitBuffer(asciiBuffer,ui8Length);
```