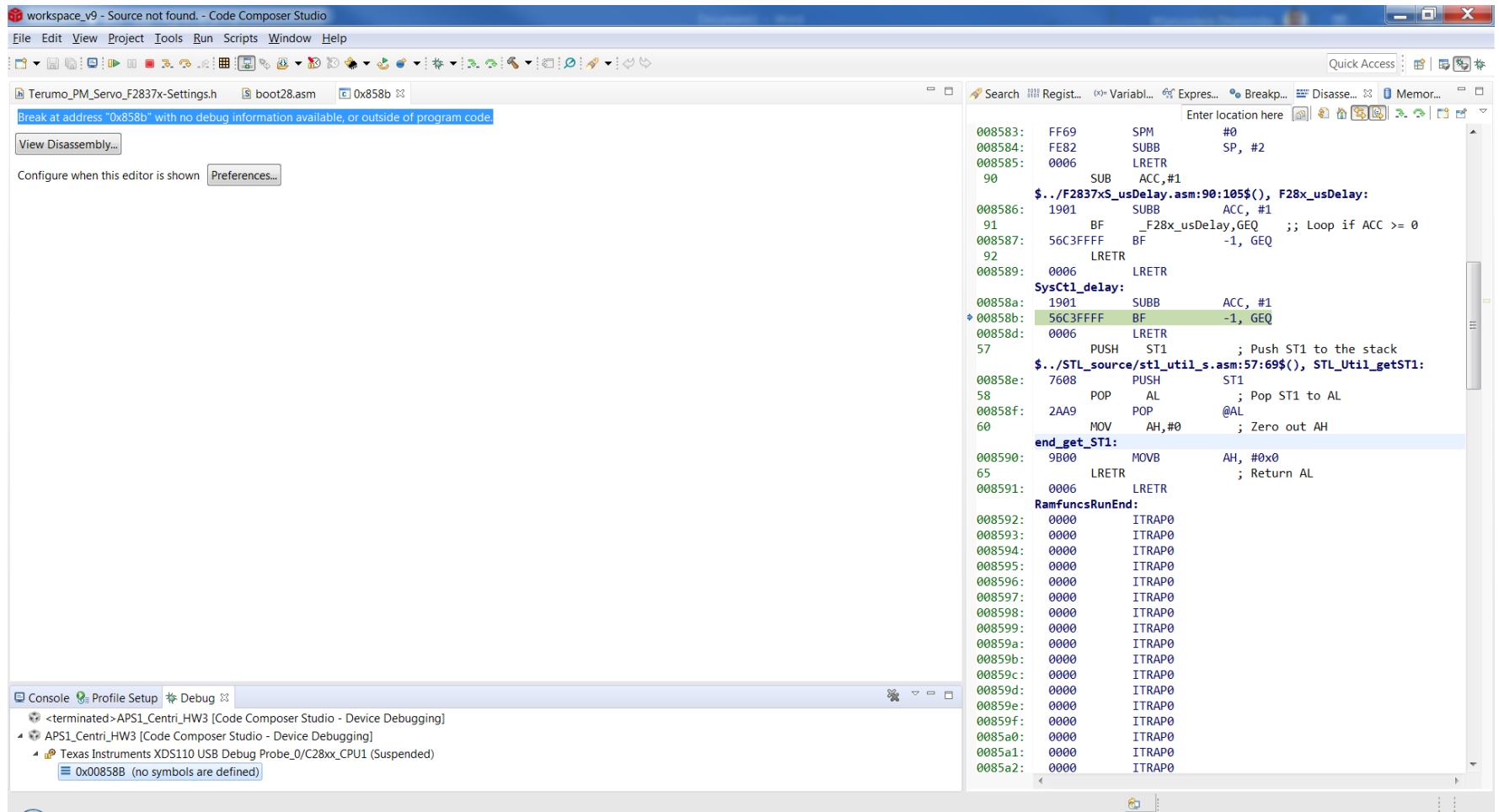


Break at address "0x858b" with no debug information available, or outside of program code.



.....

```
245      uint32_t delay = (((float32_t)microseconds * 1000.0f) /
00855e: E2740008      DIVF32      R0H, R1H, R0H
008560: 7700          NOP
008561: 7700          NOP
008562: 7700          NOP
008563: 7700          NOP
008564: E8B04401      ADDDF32      R1H, #0xc110, R0H
008566: 7700          NOP
008567: E8020500      MOVIZ      R0, #0x40a0
008569: E2740008      DIVF32      R0H, R1H, R0H
00856b: 7700          NOP
00856c: 7700          NOP
00856d: 7700          NOP
00856e: 7700          NOP
00856f: E68A0000      F32TOUI32   R0H, R0H
008571: 7700          NOP
008572: E2030044      MOV32      *-SP[4], R0H
251      SysCtl_delay(delay);
008574: 0644          MOVL      ACC, *-SP[4]
008575: 7640858A      LCR      SysCtl_delay
252      }
008577: FE84          SUBB      SP, #4
008578: 0006          LRETR
528      {
Flash_enableECC():
008579: FE02          ADDB      SP, #2
00857a: 1E42          MOVL      *-SP[2], ACC
534      EALLOW;
00857b: 7622          EALLOW
539      HWREG(eccBase + FLASH_O_ECC_ENABLE) =
00857c: 8A42          MOVL      XAR4, *-SP[2]
00857d: 06C4          MOVL      ACC, *+XAR4[0]
00857e: 18A9FFF0      AND      @AL, #0xffff0
008580: 500A          ORB      AL, #0xa
008581: 1EC4          MOVL      *+XAR4[0], ACC
542      EDIS;
008582: 761A          EDIS
543      }
008583: FF69          SPM      #0
```

```

008584:  FE82      SUBB      SP, #2
008585:  0006      LRETR
    90      SUB      ACC, #1
    $../F2837xS_usDelay.asm:90:105$( ), F28x_usDelay:
008586:  1901      SUBB      ACC, #1
    91      BF      _F28x_usDelay, GEQ    ;; Loop if ACC >= 0
008587:  56C3FFFF  BF      -1, GEQ
    92      LRETR
008589:  0006      LRETR
    SysCtl_delay:
00858a:  1901      SUBB      ACC, #1
00858b:  56C3FFFF  BF      -1, GEQ
00858d:  0006      LRETR
57      PUSH     ST1          ; Push ST1 to the stack
    $../STL_source/stl_util_s.asm:57:69$( ), STL_Util_getST1:
00858e:  7608      PUSH     ST1
58      POP      AL          ; Pop ST1 to AL
00858f:  2AA9      POP      @AL
60      MOV      AH, #0      ; Zero out AH
    end_get_ST1:
008590:  9B00      MOVB     AH, #0x0
65      LRETR          ; Return AL
008591:  0006      LRETR
    RamfuncsRunEnd:
008592:  0000      ITRAP0
008593:  0000      ITRAP0
008594:  0000      ITRAP0
008595:  0000      ITRAP0

```

Once I got the following:

