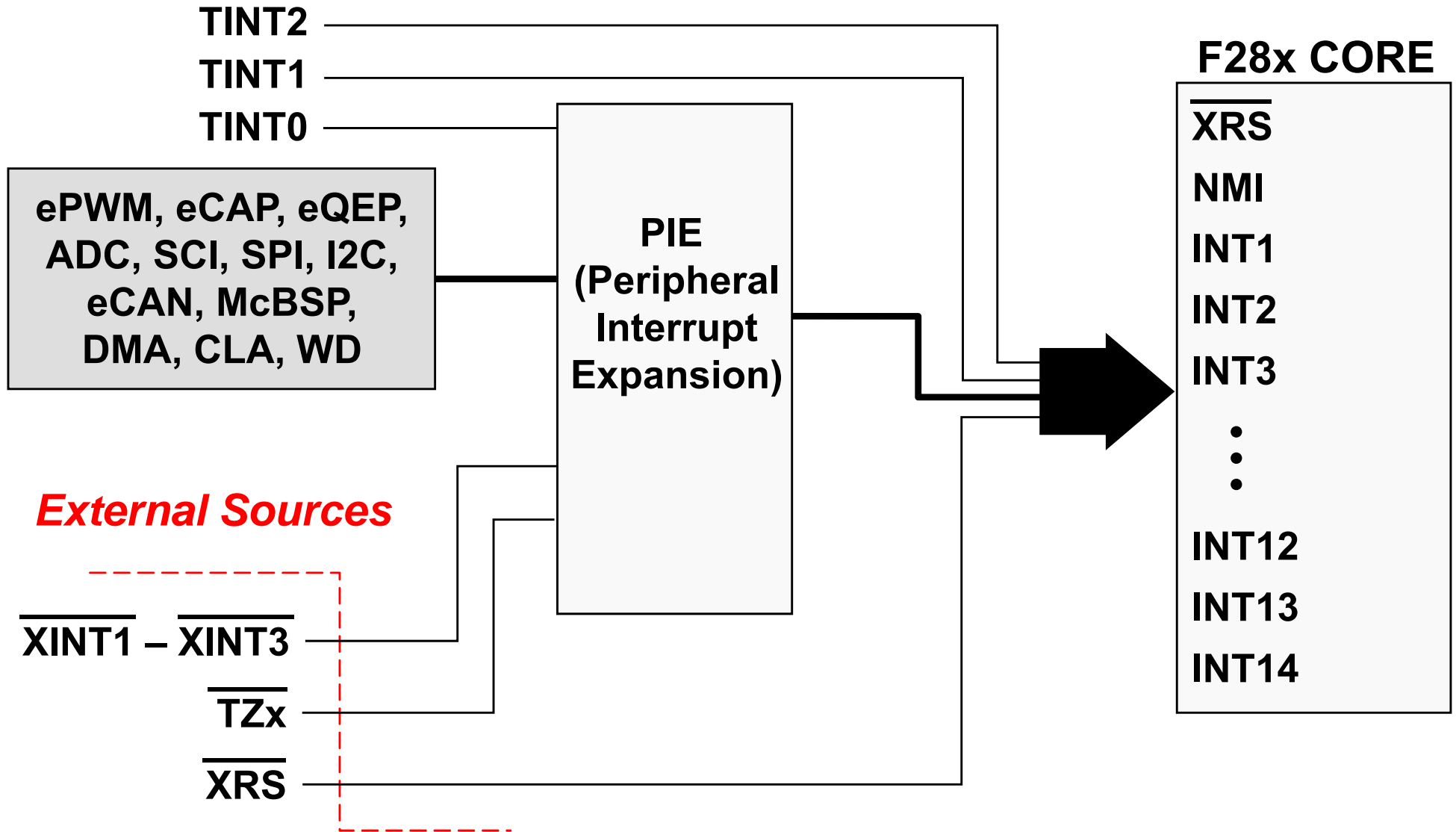


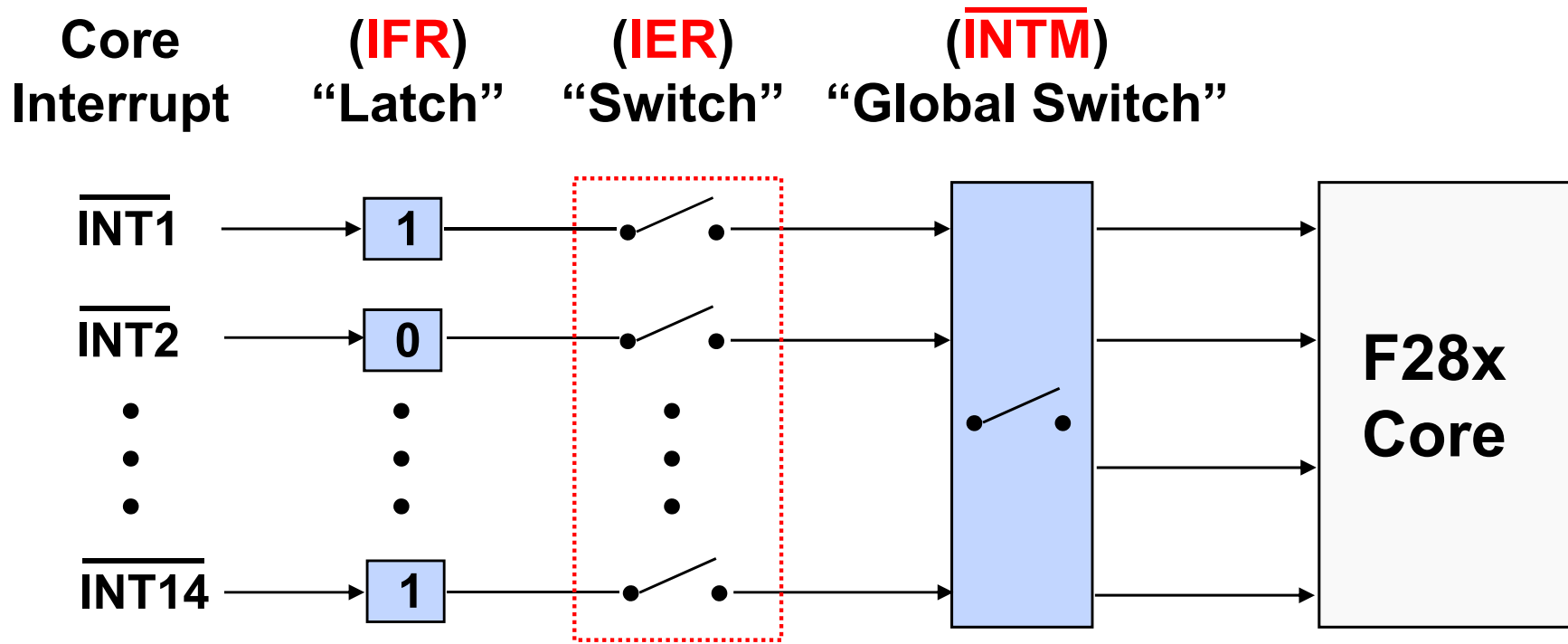
Interrupt Sources

Internal Sources



Maskable Interrupt Processing

Conceptual Core Overview



- ◆ A valid signal on a specific interrupt line causes the latch to display a "1" in the appropriate bit
- ◆ If the individual and global switches are turned "on" the interrupt reaches the core

Interrupt Flag Register (IFR)

15	14	13	12	11	10	9	8
RTOSINT	DLOGINT	INT14	INT13	INT12	INT11	INT10	INT9
7	6	5	4	3	2	1	0
INT8	INT7	INT6	INT5	INT4	INT3	INT2	INT1

Pending : IFR_{Bit} = 1
Absent : IFR_{Bit} = 0

```
/** Manual setting/clearing IFR **/  
extern cregister volatile unsigned int IFR;  
    IFR |= 0x0008;                    //set INT4 in IFR  
    IFR &= 0xFFF7;                   //clear INT4 in IFR
```

- ◆ Compiler generates atomic instructions (non-interruptible) for setting/clearing IFR
- ◆ If interrupt occurs when writing IFR, interrupt has priority
- ◆ IFR(bit) cleared when interrupt is acknowledged by CPU
- ◆ Register cleared on reset

Interrupt Enable Register (IER)

15	14	13	12	11	10	9	8
RTOSINT	DLOGINT	INT14	INT13	INT12	INT11	INT10	INT9
7	6	5	4	3	2	1	0
INT8	INT7	INT6	INT5	INT4	INT3	INT2	INT1

Enable: Set IER_{Bit} = 1
Disable: Clear IER_{Bit} = 0

```
/** Interrupt Enable Register */
extern cregister volatile unsigned int IER;

IER |= 0x0008;           //enable INT4 in IER
IER &= 0xFFF7;         //disable INT4 in IER
```

- ◆ Compiler generates atomic instructions (non-interruptible) for setting/clearing IER
- ◆ Register cleared on reset

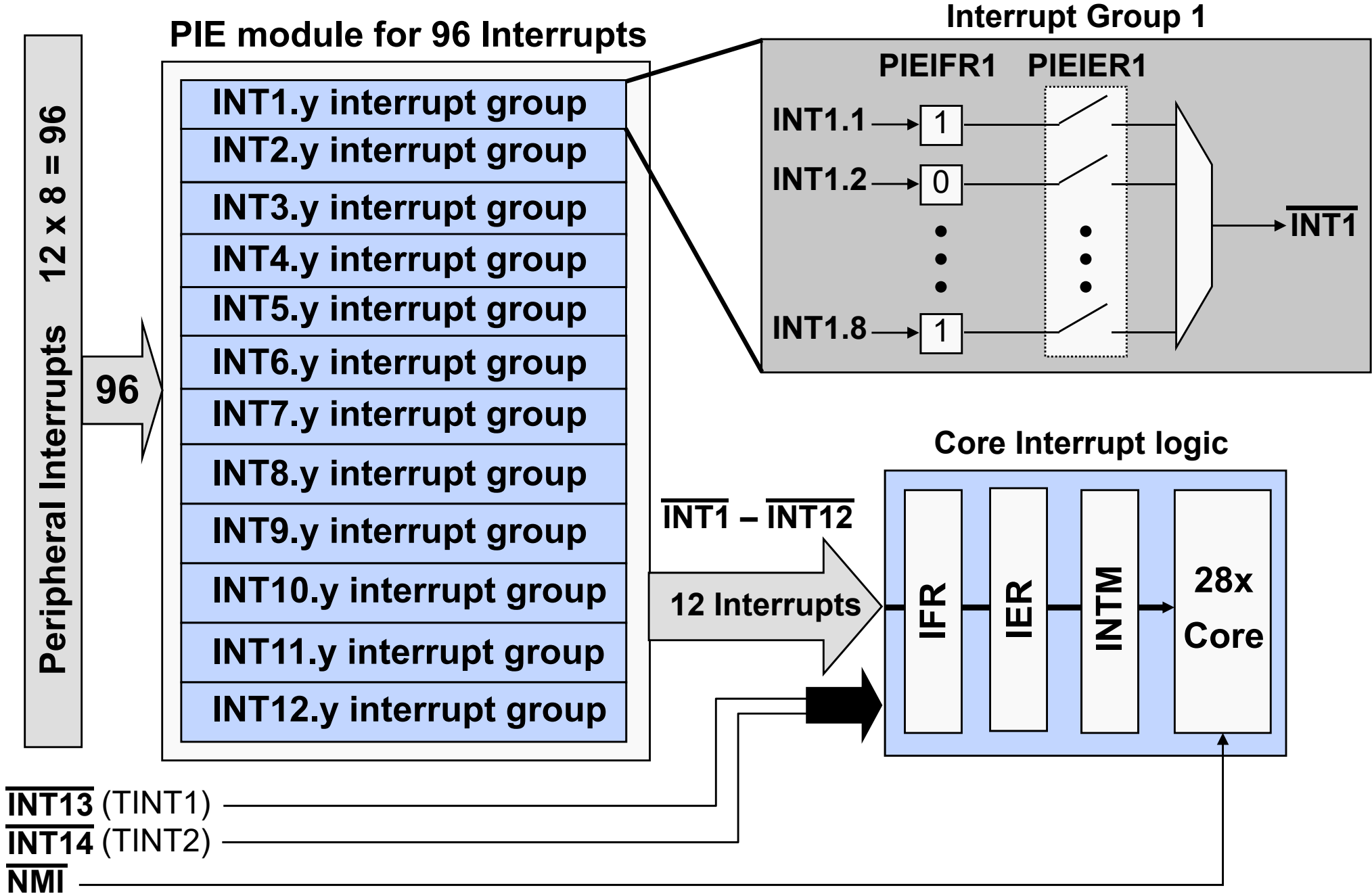
Interrupt Global Mask Bit



- ◆ **INTM used to globally enable/disable interrupts:**
 - ◆ Enable: $\overline{\text{INTM}} = 0$
 - ◆ Disable: $\overline{\text{INTM}} = 1$ (reset value)
- ◆ **INTM modified from assembly code only:**

```
/** Global Interrupts */  
asm(" CLRC INTM"); //enable global interrupts  
asm(" SETC INTM"); //disable global interrupts
```

Peripheral Interrupt Expansion - PIE



F2806x PIE Interrupt Assignment Table

	INTx.8	INTx.7	INTx.6	INTx.5	INTx.4	INTx.3	INTx.2	INTx.1
INT1	WAKEINT	TINT0	ADCINT9	XINT2	XINT1		ADCINT2	ADCINT1
INT2	EPWM8_TZINT	EPWM7_TZINT	EPWM6_TZINT	EPWM5_TZINT	EPWM4_TZINT	EPWM3_TZINT	EPWM2_TZINT	EPWM1_TZINT
INT3	EPWM8_INT	EPWM7_INT	EPWM6_INT	EPWM5_INT	EPWM4_INT	EPWM3_INT	EPWM2_INT	EPWM1_INT
INT4	HRCAP2_INT	HRCAP1_INT				ECAP3_INT	ECAP2_INT	ECAP1_INT
INT5				HRCAP4_INT	HRCAP3_INT		EQEP2_INT	EQEP1_INT
INT6			MXINTA	MRINTA	SPITX_INTB	SPIRX_INTB	SPITX_INTA	SPIRX_INTA
INT7			DINTCH6	DINTCH5	DINTCH4	DINTCH3	DINTCH2	DINTCH1
INT8							I2CINT2A	I2CINT1A
INT9			ECAN1_INTA	ECAN0_INTA	SCITX_INTB	SCIRX_INTB	SCITX_INTA	SCIRX_INTA
INT10	ADCINT8	ADCINT7	ADCINT6	ADCINT5	ADCINT4	ADCINT3	ADCINT2	ADCINT1
INT11	CLA1_INT8	CLA1_INT7	CLA1_INT6	CLA1_INT5	CLA1_INT4	CLA1_INT3	CLA1_INT2	CLA1_INT1
INT12	LUF	LVF						XINT3

PIE Registers

PIEIFRx register (x = 1 to 12)

15 - 8	7	6	5	4	3	2	1	0
reserved	INTx.8	INTx.7	INTx.6	INTx.5	INTx.4	INTx.3	INTx.2	INTx.1

PIEIERx register (x = 1 to 12)

15 - 8	7	6	5	4	3	2	1	0
reserved	INTx.8	INTx.7	INTx.6	INTx.5	INTx.4	INTx.3	INTx.2	INTx.1

PIE Interrupt Acknowledge Register (PIEACK)

15 - 12	11	10	9	8	7	6	5	4	3	2	1	0
reserved	PIEACKx											

PIECTRL register

15 - 1	0
PIEVECT	ENPIE

```
#include "F2806x_Device.h"
```

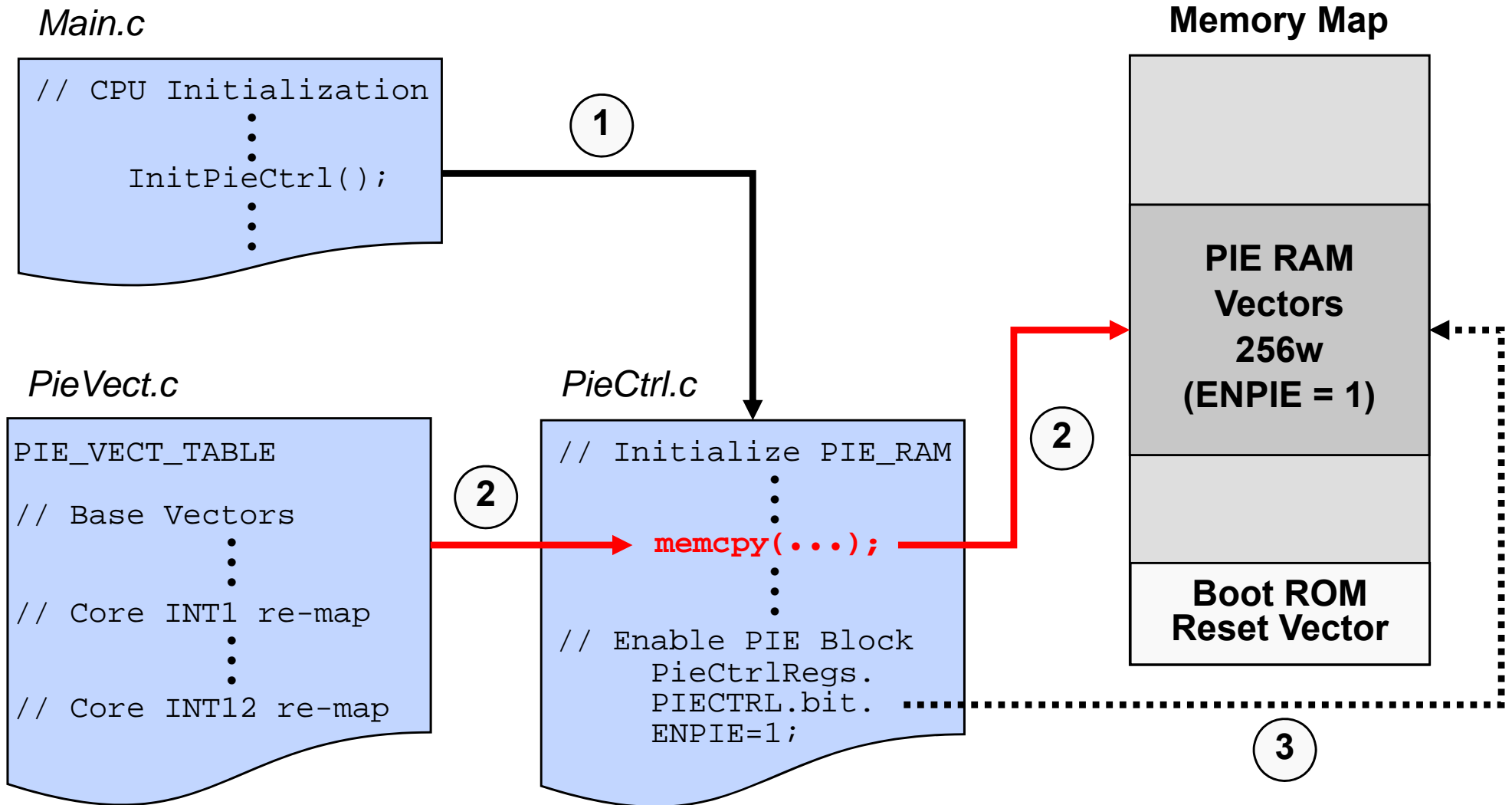
```
PieCtrlRegs.PIEIFR1.bit.INTx4 = 1; //manually set IFR for XINT1 in PIE group 1
```

```
PieCtrlRegs.PIEIER3.bit.INTx2 = 1; //enable EPWM2_INT in PIE group 3
```

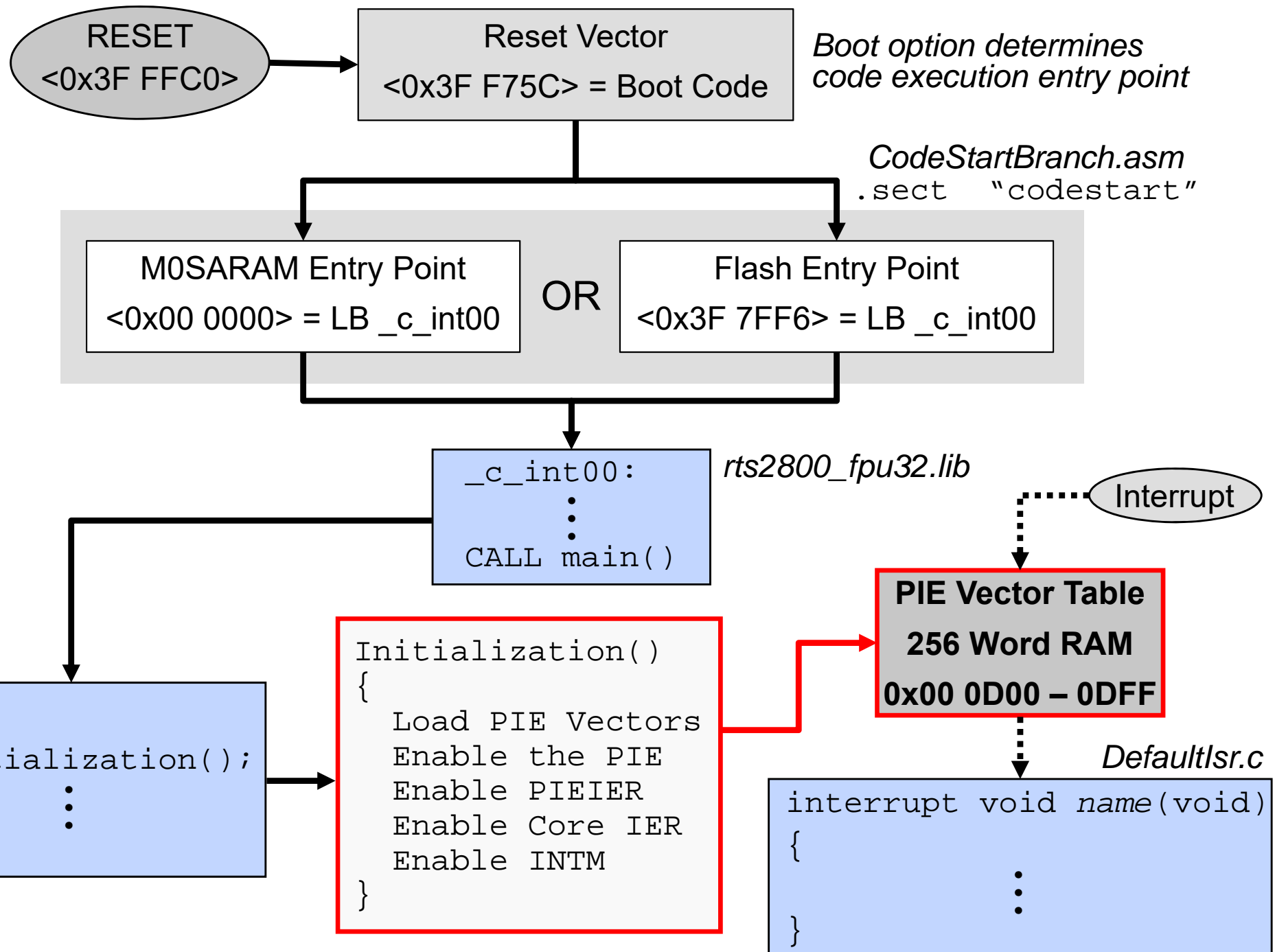
```
PieCtrlRegs.PIEACK.all = 0x0004; //acknowledge the PIE group 3
```

```
PieCtrlRegs.PIECTRL.bit.ENPIE = 1; //enable the PIE
```


PIE Block Initialization

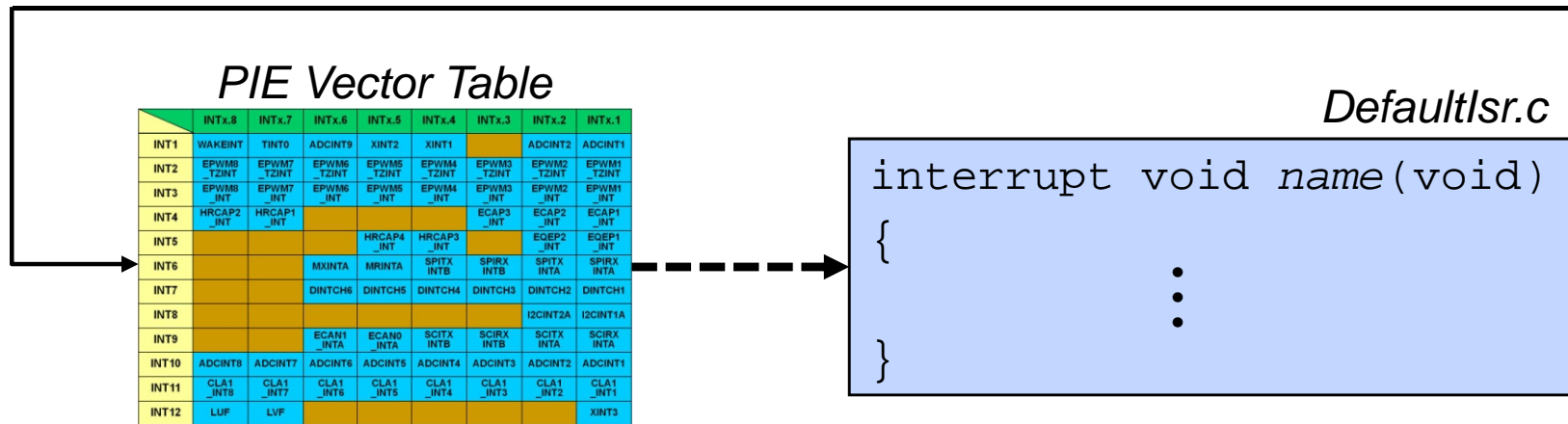
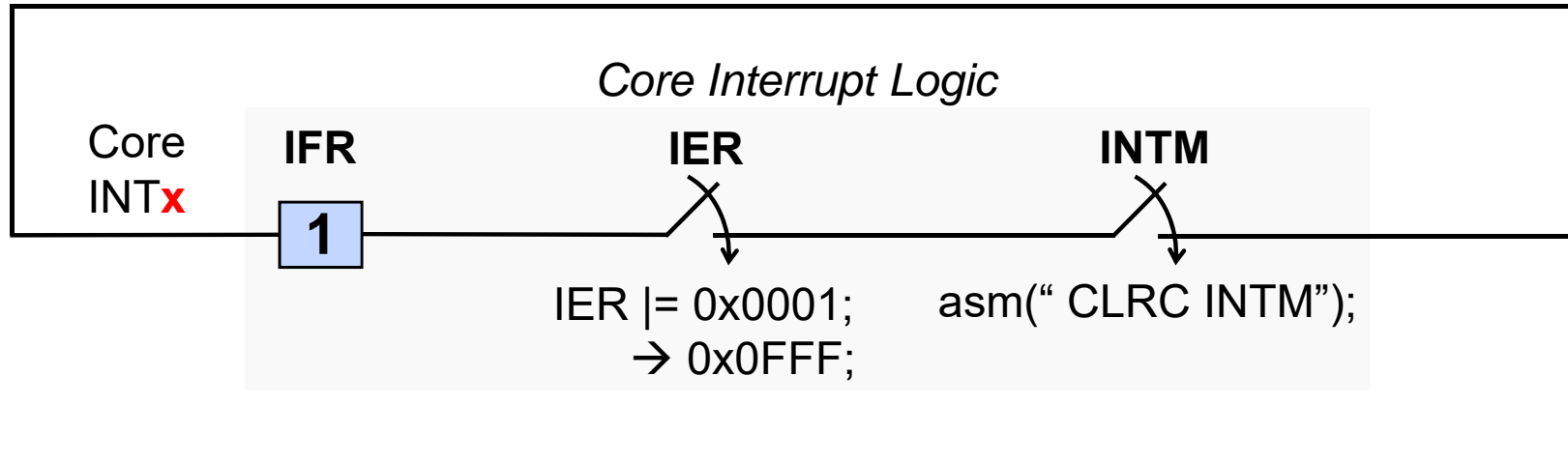
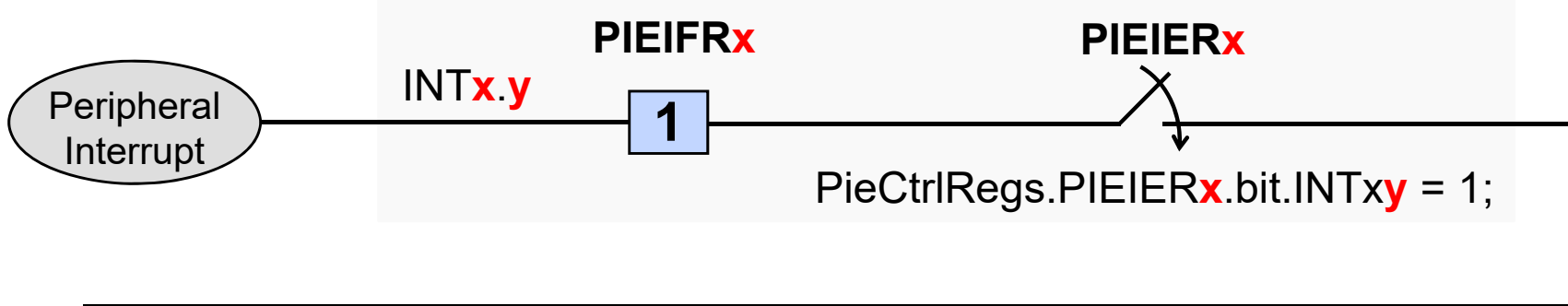


PIE Initialization Code Flow - Summary



Interrupt Signal Flow – Summary

Peripheral Interrupt Expansion (PIE) – Interrupt Group **x**



INT_{x.y} → name

(For peripheral interrupts where **x** = 1 to 12, and **y** = 1 to 8)