

Text Compare

Produced: 2/20/2019 7:38:20 PM

Mode: All

Left file: Modified (Customer) = Example_2834xCpuTimer.c

Right file: Original (TI) = Example_2834xCpuTimer.c

```
// TI File $Revision: /main/4 $
// Checkin $Date: June 28, 2010 09:18:01 $
// *****
// FILE: Example_2834xCpuTimer.c
// TITLE: DSP2834x Device Getting Started Program.
// ASSUMPTIONS:
// This program requires the DSP2834x header files.
// Other then boot mode configuration, no other hardware configuration
// is required.
// As supplied, this project is configured for "boot to SARAM"
// operation. The 2834x Boot Mode table is shown below.
// For information on configuring the boot mode of an eZdsp,
// please refer to the documentation included with the eZdsp,
//
// $Boot_Table:
//
//      GPIO087   GPIO086   GPIO085   GPIO084
//      XA15      XA14      XA13      XA12
//      PU        PU        PU        PU
//      -----
//      1         1         1         1   TI Test Only
//      1         1         1         0   SCI-A boot
//      1         1         0         1   SPI-A boot
//      1         1         0         0   I2C-A boot timing 1
//      1         0         1         1   eCAN-A boot timing 1
//      1         0         1         0   McBSP-A boot
//      1         0         0         1   Jump to XINTF x16
//      1         0         0         0   Jump to XINTF x32
//      0         1         1         1   eCAN-A boot timing 2
//      0         1         1         0   Parallel GPIO I/O boot
//      0         1         0         1   Parallel XINTF boot
//      0         1         0         0   Jump to SARAM <-
// "boot to SARAM"
//      0         0         1         1   Branch to check boot mode
//      0         0         1         0   I2C-A boot timing 2
//      0         0         0         1   Reserved
//      0         0         0         0   TI Test Only
//      Boot_Table_End$$
//
// DESCRIPTION:
// This example configures CPU Timer0, 1, and 2 and increments
// a counter each time the timers assert an interrupt.
//
// Watch Variables:
// CpuTimer0.InterruptCount
// CpuTimer1.InterruptCount
// CpuTimer2.InterruptCount
//
// *****
// $TI Release: 2834x Header Files V1.12 $
// $Release Date: March 2011 $
// *****

=

// TI File $Revision: /main/4 $
// Checkin $Date: June 28, 2010 09:18:01 $
// *****
// FILE: Example_2834xCpuTimer.c
// TITLE: DSP2834x Device Getting Started Program.
// ASSUMPTIONS:
// This program requires the DSP2834x header files.
// Other then boot mode configuration, no other hardware configuration
// is required.
// As supplied, this project is configured for "boot to SARAM"
// operation. The 2834x Boot Mode table is shown below.
// For information on configuring the boot mode of an eZdsp,
// please refer to the documentation included with the eZdsp,
//
// $Boot_Table:
//
//      GPIO087   GPIO086   GPIO085   GPIO084
//      XA15      XA14      XA13      XA12
//      PU        PU        PU        PU
//      -----
//      1         1         1         1   TI Test Only
//      1         1         1         0   SCI-A boot
//      1         1         0         1   SPI-A boot
//      1         1         0         0   I2C-A boot timing 1
//      1         0         1         1   eCAN-A boot timing 1
//      1         0         1         0   McBSP-A boot
//      1         0         0         1   Jump to XINTF x16
//      1         0         0         0   Jump to XINTF x32
//      0         1         1         1   eCAN-A boot timing 2
//      0         1         1         0   Parallel GPIO I/O boot
//      0         1         0         1   Parallel XINTF boot
//      0         1         0         0   Jump to SARAM <-
// "boot to SARAM"
//      0         0         1         1   Branch to check boot mode
//      0         0         1         0   I2C-A boot timing 2
//      0         0         0         1   Reserved
//      0         0         0         0   TI Test Only
//      Boot_Table_End$$
//
// DESCRIPTION:
// This example configures CPU Timer0, 1, and 2 and increments
// a counter each time the timers assert an interrupt.
//
// Watch Variables:
// CpuTimer0.InterruptCount
// CpuTimer1.InterruptCount
// CpuTimer2.InterruptCount
//
// *****
// $TI Release: 2834x Header Files V1.12 $
// $Release Date: March 2011 $
// *****

+-

#include "DSP28x_Project.h" // Device Headerfile and Examples Include
File

+-

// #define MS_INT_ENABLE(key) if(key) CpuTimer2.RegAddr-
>TCR.bit.TIE = 1;
// #define MS_INT_DISABLE() CpuTimer2.RegAddr-
>TCR.bit.TIE; CpuTimer2.RegAddr->TCR.bit.TIE = 0; //This variant of
interrupt disable should be called when only the millisecond interrupt must
be blocked
// #define MS INT ENABLE(key) if(key) CpuTimer2.RegAddr-
```

<pre>>TCR.all = ((CpuTimer2.RegAddr->TCR.all 0x4000) & (~0x8000)); // #define MS_INT_DISABLE() CpuTimer2.RegAddr->TCR.bit.TIE; // CpuTimer2.RegAddr->TCR.all = ((CpuTimer2.RegAddr->TCR.all & (~0x4000)) & (~0x8000)); // This variant of interrupt disable should be called when only the millisecond interrupt must be blocked #define MS_INT_ENABLE() CpuTimer2.RegAddr->TCR.all = 0x4001; #define MS_INT_DISABLE() CpuTimer2.RegAddr->TCR.all = 0x0001;</pre>		
<pre>// Prototype statements for functions found within this file.</pre>	=	<pre>// Prototype statements for functions found within this file.</pre>
<pre>interrupt void cpu_timer1_isr(void); interrupt void cpu_timer2_isr(void);</pre>	-+	<pre>interrupt void cpu_timer0_isr(void); interrupt void cpu_timer1_isr(void); interrupt void cpu_timer2_isr(void);</pre>
<pre>void ConfigMicrosecondTimer(struct CPUTIMER_VARS *Timer, unsigned long Freq); unsigned long lastTime; unsigned long maxDifference = 0;</pre>	+-	
<pre>void main(void) { // Step 1. Initialize System Control: // PLL, WatchDog, enable Peripheral Clocks // This example function is found in the DSP2834x_SysCtrl.c file. InitSysCtrl(); // Step 2. Initialize GPIO: // This example function is found in the DSP2834x_Gpio.c file and // illustrates how to set the GPIO to it's default state. // InitGpio(); // Skipped for this example // Step 3. Clear all interrupts and initialize PIE vector table: // Disable CPU interrupts DINT; // Initialize the PIE control registers to their default state. // The default state is all PIE interrupts disabled and flags // are cleared. // This function is found in the DSP2834x_PieCtrl.c file. InitPieCtrl(); // Disable CPU interrupts and clear all CPU interrupt flags: IER = 0x0000; IFR = 0x0000; // Initialize the PIE vector table with pointers to the shell Interrupt // Service Routines (ISR). // This will populate the entire table, even if the interrupt // is not used in this example. This is useful for debug purposes. // The shell ISR routines are found in DSP2834x_DefaultIsr.c. // This function is found in DSP2834x_PieVect.c. InitPieVectTable(); // Interrupts that are used in this example are re-mapped to // ISR functions found within this file. EALLOW; // This is needed to write to EALLOW protected registers</pre>	=	<pre>void main(void) { // Step 1. Initialize System Control: // PLL, WatchDog, enable Peripheral Clocks // This example function is found in the DSP2834x_SysCtrl.c file. InitSysCtrl(); // Step 2. Initialize GPIO: // This example function is found in the DSP2834x_Gpio.c file and // illustrates how to set the GPIO to it's default state. // InitGpio(); // Skipped for this example // Step 3. Clear all interrupts and initialize PIE vector table: // Disable CPU interrupts DINT; // Initialize the PIE control registers to their default state. // The default state is all PIE interrupts disabled and flags // are cleared. // This function is found in the DSP2834x_PieCtrl.c file. InitPieCtrl(); // Disable CPU interrupts and clear all CPU interrupt flags: IER = 0x0000; IFR = 0x0000; // Initialize the PIE vector table with pointers to the shell Interrupt // Service Routines (ISR). // This will populate the entire table, even if the interrupt // is not used in this example. This is useful for debug purposes. // The shell ISR routines are found in DSP2834x_DefaultIsr.c. // This function is found in DSP2834x_PieVect.c. InitPieVectTable(); // Interrupts that are used in this example are re-mapped to // ISR functions found within this file. EALLOW; // This is needed to write to EALLOW protected registers</pre>
	-+	<pre>PieVectTable.TINT0 = &cpu_timer0_isr; PieVectTable.XINT13 = &cpu_timer1_isr;</pre>
<pre>PieVectTable.TINT2 = &cpu_timer2_isr; EDIS; // This is needed to disable write to EALLOW protected registers // Step 4. Initialize the Device Peripheral. This function can be // found in DSP2834x_CpuTimers.c InitCpuTimers(); // For this example, only initialize the Cpu Timers</pre>	=	<pre>PieVectTable.TINT2 = &cpu_timer2_isr; EDIS; // This is needed to disable write to EALLOW protected registers // Step 4. Initialize the Device Peripheral. This function can be // found in DSP2834x_CpuTimers.c InitCpuTimers(); // For this example, only initialize the Cpu Timers</pre>
<pre>// Configure CPU-Timer 2 to interrupt every ms (1kHz) ConfigCpuTimer(&CpuTimer2, 300, 1000L); // XXXMHz CPU Freq, 1 milli second Period (in uSeconds)</pre>	<>	<pre>#if (CPU_FRQ_300MHZ) // Configure CPU-Timer 0, 1, and 2 to interrupt every second: // 300MHz CPU Freq, 1 second Period (in uSeconds) ConfigCpuTimer(&CpuTimer0, 300, 1000000); ConfigCpuTimer(&CpuTimer1, 300, 1000000); ConfigCpuTimer(&CpuTimer2, 300, 1000000);</pre>

<pre>// Configure CPU-Timer 1 as microsecond timer</pre>	<pre>#endif #if (CPU_FRQ_250MHZ) // Configure CPU-Timer 0, 1, and 2 to interrupt every second: // 250MHz CPU Freq, 1 second Period (in uSeconds)</pre>
<pre>ConfigMicrosecondTimer(&CpuTimer1, 300);</pre>	<pre>ConfigCpuTimer(&CpuTimer0, 250, 1000000); ConfigCpuTimer(&CpuTimer1, 250, 1000000); ConfigCpuTimer(&CpuTimer2, 250, 1000000); #endif</pre>
<pre>=</pre>	<pre>=</pre>
	<pre>++ #if (CPU_FRQ_200MHZ) // Configure CPU-Timer 0, 1, and 2 to interrupt every second: // 200MHz CPU Freq, 1 second Period (in uSeconds)</pre>
<pre>=</pre>	<pre>=</pre>
	<pre>++ ConfigCpuTimer(&CpuTimer0, 200, 1000000); ConfigCpuTimer(&CpuTimer1, 200, 1000000); ConfigCpuTimer(&CpuTimer2, 200, 1000000); #endif</pre>
<pre>// To ensure precise timing, use write-only instructions to write to the entire register. Therefore, if any // of the configuration bits are changed in ConfigCpuTimer and InitCpuTimers (in DSP2834x_CpuTimers.h), the // below settings must also be updated.</pre>	<pre>// To ensure precise timing, use write-only instructions to write to the entire register. Therefore, if any // of the configuration bits are changed in ConfigCpuTimer and InitCpuTimers (in DSP2834x_CpuTimers.h), the // below settings must also be updated.</pre>
<pre>++</pre>	<pre>CpuTimer0Regs.TCR.all = 0x4001; // Use write-only instruction to set TSS bit = 0</pre>
<pre>CpuTimer1Regs.TCR.all = 0x4001; // Use write-only instruction to set TSS bit = 0 CpuTimer2Regs.TCR.all = 0x4001; // Use write-only instruction to set TSS bit = 0</pre>	<pre>CpuTimer1Regs.TCR.all = 0x4001; // Use write-only instruction to set TSS bit = 0 CpuTimer2Regs.TCR.all = 0x4001; // Use write-only instruction to set TSS bit = 0</pre>
<pre>lastTime = -(ReadCpuTimer1Counter());</pre>	<pre>++</pre>
<pre>// Step 5. User specific code, enable interrupts:</pre>	<pre>= // Step 5. User specific code, enable interrupts:</pre>
<pre>// Enable CPU int1 which is connected to CPU-Timer 0, CPU int13 // which is connected to CPU-Timer 1, and CPU int 14, which is connected // to CPU-Timer 2:</pre>	<pre>// Enable CPU int1 which is connected to CPU-Timer 0, CPU int13 // which is connected to CPU-Timer 1, and CPU int 14, which is connected // to CPU-Timer 2:</pre>
<pre>//IER = M_INT1; //IER = M_INT13; IER = M_INT14;</pre>	<pre><> IER = M_INT1; IER = M_INT13; IER = M_INT14;</pre>
<pre>// Enable TINT0 in the PIE: Group 1 interrupt 7 PieCtrlRegs.PIEIER1.bit.INTx7 = 1;</pre>	<pre>= // Enable TINT0 in the PIE: Group 1 interrupt 7 PieCtrlRegs.PIEIER1.bit.INTx7 = 1;</pre>
<pre>// Enable global Interrupts and higher priority real-time debug events: EINT; // Enable Global interrupt INTM ERTM; // Enable Global realtime interrupt DBGM</pre>	<pre>// Enable global Interrupts and higher priority real-time debug events: EINT; // Enable Global interrupt INTM ERTM; // Enable Global realtime interrupt DBGM</pre>
<pre>// Step 6. IDLE loop. Just sit and loop forever (optional):</pre>	<pre>// Step 6. IDLE loop. Just sit and loop forever (optional):</pre>
<pre>for(;;) { MS_INT_DISABLE(); DELAY_US(1); MS_INT_ENABLE(); DELAY_US(950); }</pre>	<pre><> for(;;);</pre>
<pre>=</pre>	<pre>=</pre>
<pre>interrupt void cpu_timer2_isr(void)</pre>	<pre><> interrupt void cpu_timer0_isr(void)</pre>
<pre>{</pre>	<pre>{</pre>
<pre>unsigned long newTime, difference; EALLOW; CpuTimer2.InterruptCount++; // The CPU acknowledges the interrupt.</pre>	<pre><> EALLOW; CpuTimer0.InterruptCount++;</pre>
<pre>EDIS;</pre>	<pre>// Acknowledge this interrupt to receive more interrupts from group 1 PieCtrlRegs.PIEACK.all = PIEACK_GROUP1; EDIS;</pre>
<pre>newTime = -(ReadCpuTimer1Counter());</pre>	
<pre>difference = newTime - lastTime;</pre>	
<pre>if(difference > maxDifference) maxDifference = difference;</pre>	
<pre>lastTime = newTime;</pre>	
<pre>}</pre>	<pre>= }</pre>

void ConfigMicrosecondTimer(struct CPTIMER_VARS *Timer, unsigned long Freq)	<>	interrupt void cpu_timer1_isr(void)
{	=	{
<pre> // Initialize timer period: // Counter decrements once every TPR+1 System Clock Cycles //Period = Period - 1; Timer->CPUFreqInMHz = (float) 1.0*Freq; Timer->PeriodInUsec = 0xFFFFFFFF; Timer->RegsAddr->PRD.all = 0xFFFFFFFF; Timer->RegsAddr->TPR.bit.TDDR = (Freq-1) & 0xFF; Timer->RegsAddr->TPRH.bit.TDDRH = ((Freq-1) >> 8) & 0xFF; // Initialize timer control register: Timer->RegsAddr->TCR.bit.TSS = 1; // 1 = Stop timer, 0 = Start/Restart Timer Timer->RegsAddr->TCR.bit.TRB = 1; // 1 = reload timer Timer->RegsAddr->TCR.bit.SOFT = 1; Timer->RegsAddr->TCR.bit.FREE = 1; // Timer Free Run Timer->RegsAddr->TCR.bit.TIE = 0; // 0 = Disable/ 1 = Enable Timer Interrupt </pre>	<>	<pre> EALLOW; CpuTimer1.InterruptCount++; // The CPU acknowledges the interrupt. EDIS; } </pre>
<pre> // Reset interrupt counter: Timer->InterruptCount = 0; </pre>	=	<pre> interrupt void cpu_timer2_isr(void) { EALLOW; CpuTimer2.InterruptCount++; // The CPU acknowledges the interrupt. EDIS; } </pre>
<pre> } //===== // No more. //===== </pre>	=	<pre> } //===== // No more. //===== </pre>