

ENGINE

Teaching online electronics, microcontrollers and programming in Higher Education

Programing of embedded systems

3. Timers and counters

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Declaration

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Funding Disclaimer

This project has been funded with support from the European Commission. This report reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

Programming of embedded systems

3. Timers and counters

I. System Timer

1. Create a new project for the *LPCXpresso804* board as in the previous manual and name the project eg *Lab02*.
2. Configure three GPIO lines to control the RGB LEDs. From the Functional Group menu, select the *BOARD_InitLEDSPins* preset, then activate it by selecting the flag icon on the left, as in the previous manual. Select *Update Code* to generate the code based on the entered configuration.
3. Modify the program code by adding system timer support:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

bool g_pinState = false;

void SysTick_Handler(void)
{
    GPIO_PinWrite(BOARD_INITLEDSPINS_LED_RED_GPIO, BOARD_INITLEDSPINS_LED_RED_PORT, BOARD_INITLEDSPINS_LED_RED_PIN,
g_pinState^=true);
}

/*
 * @brief Application entry point.
 */
int main(void) {
    /* Init board hardware. */
    BOARD_InitBootPins();
    BOARD_InitBootClocks();
    BOARD_InitBootPeripherals();
#ifdef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
    /* Init FSL debug console. */
    BOARD_InitDebugConsole();
#endif

    SysTick_Config(SystemCoreClock / 100); // 10 Hz

    while(1) {
    }

    return 0 ;
}
```

Build a project, program the microcontroller and check the operation. The led should change state 10 times per second (5 flashes per second).

II. Delay function

1. Create a new project for the *LPCXpresso804* board and name it eg *Lab02_2*.
2. As before, configure three GPIO lines to control the RGB LEDs. Modify the program code as in the example below:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

bool g_pinState = false;
uint32_t g_systickCounter;

void SysTick_Handler(void) {
    if (g_systickCounter)
        g_systickCounter--;
}

void delay_ms(uint32_t n) {
    g_systickCounter = n;
    while (g_systickCounter);
}

/*
 * @brief Application entry point.
 */
```

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```
*/
int main(void) {

    /* Init board hardware. */
    BOARD_InitBootPins();
    BOARD_InitBootClocks();
    BOARD_InitBootPeripherals();
#ifdef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
    /* Init FSL debug console. */
    BOARD_InitDebugConsole();
#endif

    SysTick_Config(SystemCoreClock / 1000U); // 1 ms

    while(1) {

        GPIO_PinWrite(BOARD_INITLEDSPINS_LED_RED_GPIO,
                     BOARD_INITLEDSPINS_LED_RED_PORT,
                     BOARD_INITLEDSPINS_LED_RED_PIN,
                     g_pinState ^= true);

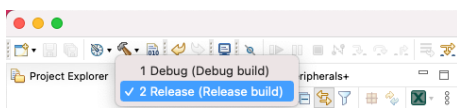
        delay_ms(500);

    }

    return 0 ;
}
```

Build a project, program the microcontroller and check the operation. The led should change state 2 times per second (1 flash every second).

3. Rebuild the project in the *Release* configuration by changing the settings in the drop-down menu next to the Build icon:



Build a project, program the microcontroller and check the operation. Due to compiler optimization, the *g_systickCounter* variable is not "refreshed" in the while loop inside the *delay_ms* function. Hence, the LED will stop flashing.

4. To force the value of the *g_systickCounter* variable to "refresh" each time, add the *volatile* modifier:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

bool g_pinState = false;
volatile uint32_t g_systickCounter;

void SysTick_Handler(void) {

    if (g_systickCounter)
        g_systickCounter--;
}

void delay_ms(uint32_t n) {

    g_systickCounter = n;
    while (g_systickCounter);
}
/*
 * @brief Application entry point.
 */
int main(void) {

    /* Init board hardware. */
    BOARD_InitBootPins();
    BOARD_InitBootClocks();
    BOARD_InitBootPeripherals();
#ifdef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
    /* Init FSL debug console. */
    BOARD_InitDebugConsole();
#endif

    SysTick_Config(SystemCoreClock / 1000U); // 1 ms
```

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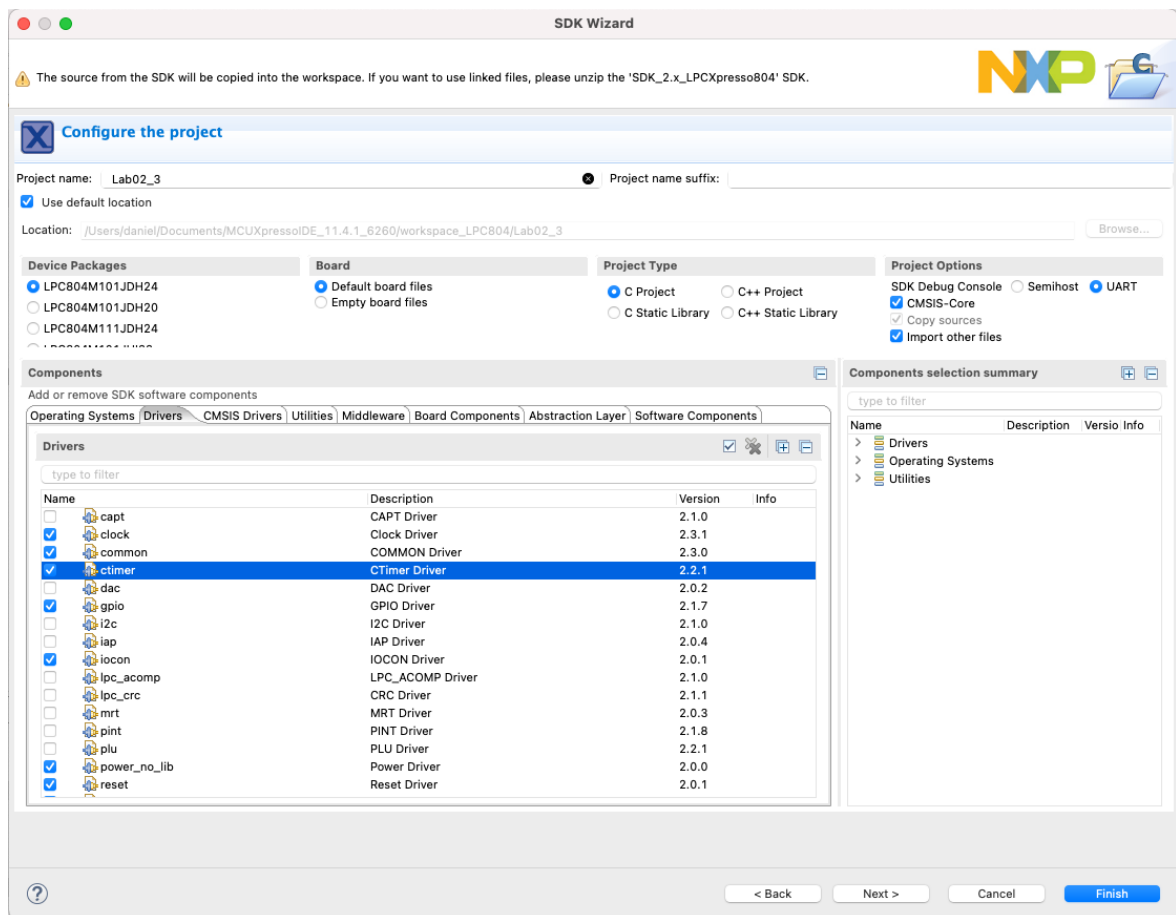
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```
while(1) {  
    GPIO_PinWrite(BOARD_INITLEDSPINS_LED_RED_GPIO,  
                 BOARD_INITLEDSPINS_LED_RED_PORT,  
                 BOARD_INITLEDSPINS_LED_RED_PIN,  
                 g_pinState ^= true);  
  
    delay_ms(500);  
}  
  
return 0 ;  
}
```

Build a project, program the microcontroller and check the operation. The led should change state 2 times per second (1 flash every second) as it did in *Debug* mode.

III. CTIMER - Match mode

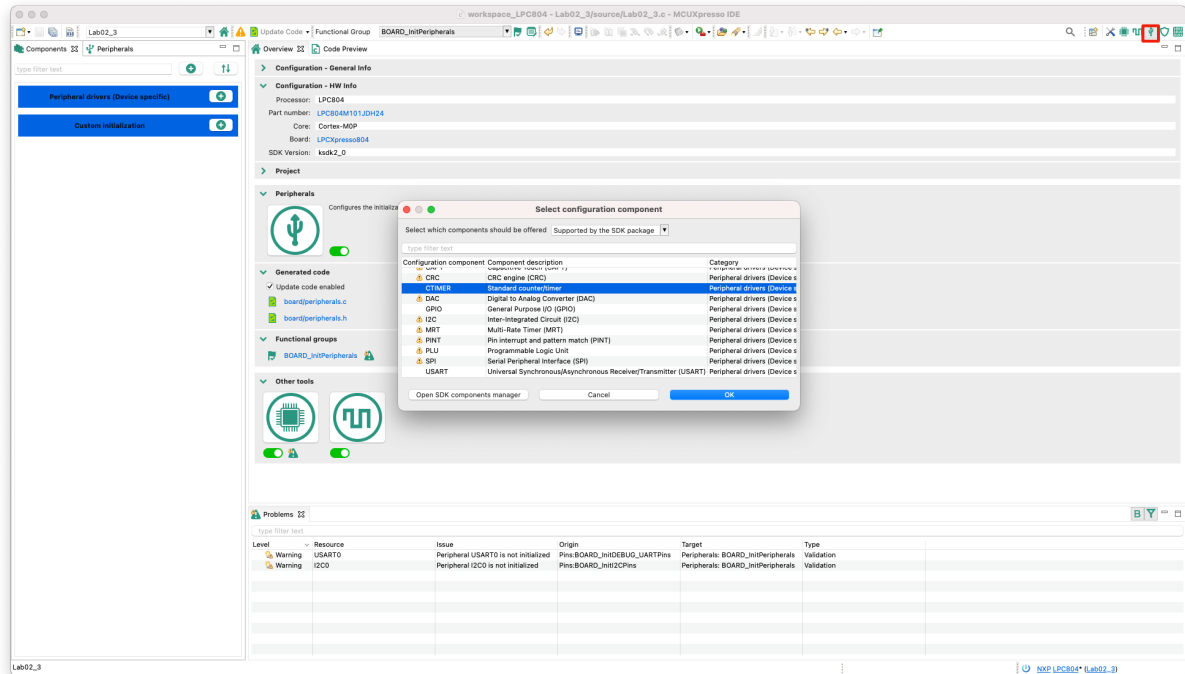
1. Create a new project for the *LPCXpresso804* board and name it eg *Lab02_3*. Add the *ctimer* driver:



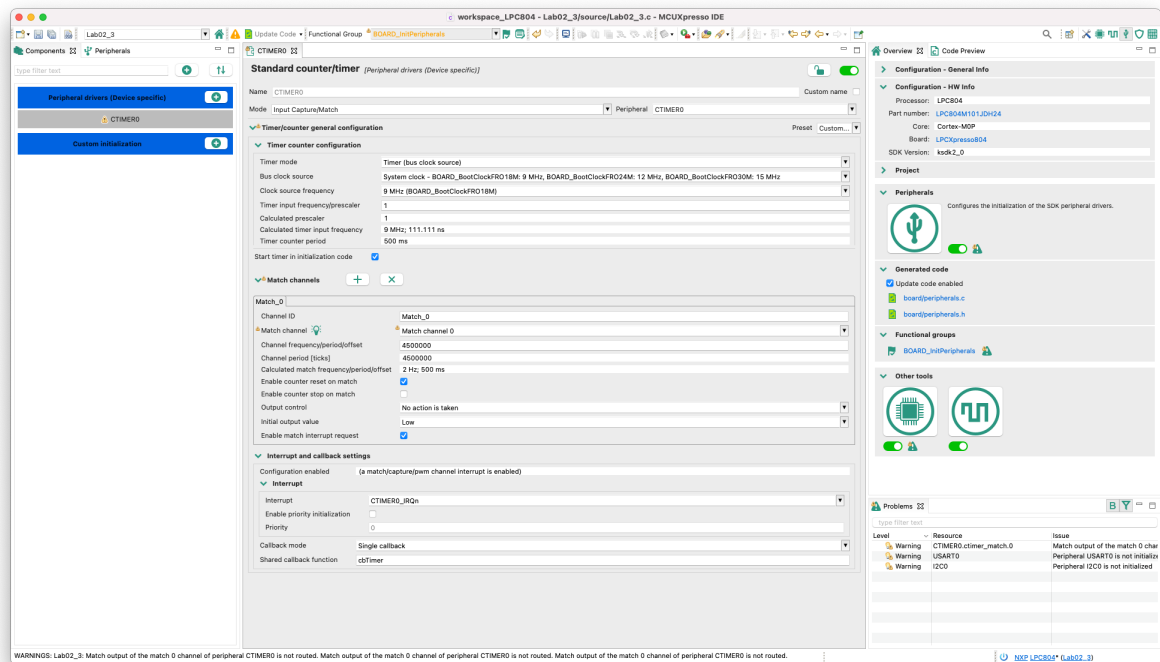
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2. To do this, right-click on the project name and select *MCUXpresso Config Tools -> Open Pheriperals*:



3. Configure the *CTIMER0* peripheral:



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4. Press *Update Code* and modify the program code by adding the *cbTimer* function, the definition of which was generated in the file *peripherals.h*:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

void cbTimer(uint32_t flags) {
    PRINTF("Timer INT\r\n");
}

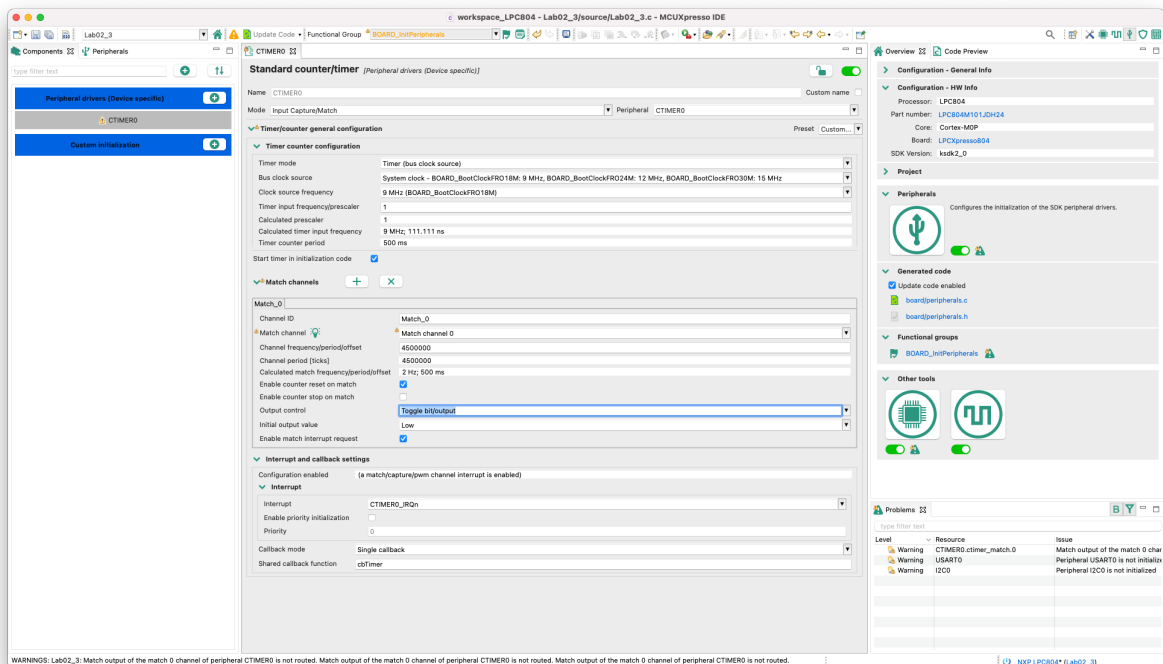
/*
 * @brief Application entry point.
 */
int main(void) {
    /* Init board hardware. */
    BOARD_InitBootPins();
    BOARD_InitBootClocks();
    BOARD_InitBootPeripherals();
#ifdef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
    /* Init FSL debug console. */
    BOARD_InitDebugConsole();
#endif

    PRINTF("Start\n");

    while(1) {
    }
    return 0 ;
}
```

Build a project, program the microcontroller, start the debugger console and check the program operation.

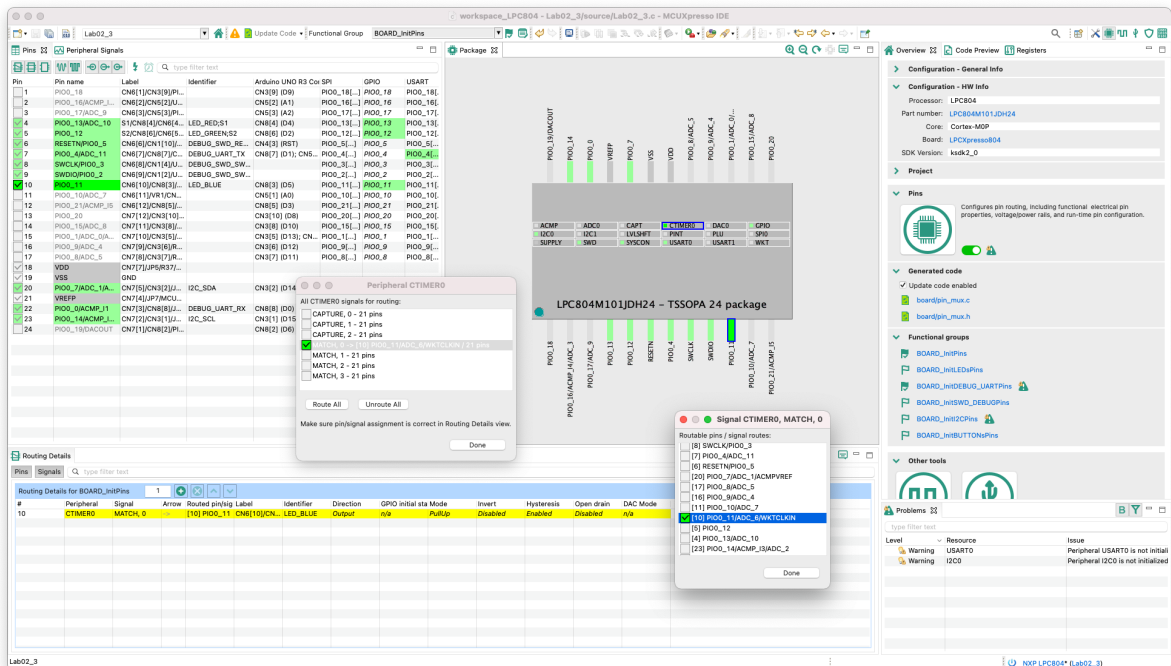
5. Go back to *MCUXpresso Config Tools-> Peripherals* and activate the hardware output of the *Match* block:



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6. In the picture showing the microcontroller, click on *CTIMER*.
7. In the open dialog boxes select *MATCH, 0* and then *PIO0_11*, respectively:



8. Press *Done* in the individual dialog boxes and then *Update Code*.
9. Build a project, program the microcontroller and check the operation. The LED (blue) should change state 2 times per second (1 flash every second).

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IV. CTIMER - PWM mode

1. Go to *Peripherals* and change the configuration of CTIMER0 to PWM and set the values as below:

The screenshot shows the configuration interface for the CTIMER0 peripheral. The mode is set to PWM. The timer counter configuration is as follows:

- Timer mode: Timer (bus clock source)
- Bus clock source: System clock - BOARD_BootClockFRO18M: 9 MHz, BOARD_BootClockFRO24M: 12 MHz, BOARD_BootClockFRO30M: 15 MHz
- Clock source frequency: 9 MHz (BOARD_BootClockFRO18M)
- Timer input frequency/prescaler: 1
- Calculated prescaler: 1
- Calculated timer input frequency: 9 MHz; 111.111 ns

The PWM channels configuration is as follows:

- PWM period channel: PWM channel 3
- PWM frequency/period: 9000
- PWM period [ticks]: 9000
- Calculated PWM frequency/period: 1 kHz; 1 ms
- Enable PWM period interrupt request:

The PWM channels section shows a table for PWM_0:

Channel ID	PWM channel	PWM duty	PWM duty period [ticks]	Calculated PWM duty period
PWM_0	PWM channel 0	50	50	5.556 µs

The interrupt and callback settings are as follows:

- Configuration enabled: (a match/capture/pwm channel interrupt is enabled)
- Interrupt: CTIMER0_IRQn
- Enable priority initialization:
- Priority: 0
- Callback mode: Single callback
- Shared callback function: cbTimer

2. Press *Update Code* and modify the program code:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

volatile uint8_t pwmDuty0=0;

void cbTimer(uint32_t flags) {
    CTIMER_UpdatePwmDutyCycle(CTIMER0_PERIPHERAL,
                              CTIMER0_PWM_PERIOD_CH,
                              CTIMER0_PWM_0_CHANNEL,
                              100-pwmDuty0); // Because the LED is active low
}

/*
 * @brief Application entry point.
 */
int main(void) {
    char c;

    /* Init board hardware. */
    BOARD_InitBootPins();
    BOARD_InitBootClocks();
    BOARD_InitBootPeripherals();
#ifdef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
    /* Init FSL debug console. */
    BOARD_InitDebugConsole();
#endif

    EnableIRQ(CTIMER0_TIMER_IRQN); // Fix the BUG in Config Tools

    PRINTF("Start\r\n");

    while(1) {
```

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```
c=GETCHAR();
switch(c) {
    case 'a':
        if(pwmDuty0<100)
            pwmDuty0++;
        PRINTF("PWM0: %d\r\n", pwmDuty0);
        break;
    case 'z':
        if(pwmDuty0>0)
            pwmDuty0--;
        PRINTF("PWM0: %d\r\n", pwmDuty0);
        break;
}
return 0 ;
}
```

Adding the *EnableIRQ* function is necessary due to a bug in Config Tools (does not set the interrupt activation flag in the generated code).

Build a project, program the microcontroller and check the operation. Open the terminal and check the LED brightness control operation.

V. Exercises

1. Add an additional PWM channels (PWM_1 and PWM_2) to *CTIMER0*, connect its outputs to PIO0_12 (Green LED) and PIO0_13 (Red LED). Write a program to control LEDs brightness using the terminal. Send a mark:

- a: Blue PWM ++
- z: Blue PWM --
- s: Green PWM ++
- x: Green PWM --
- d: Red PWM ++
- c: Red PWM --