ENGINE

Teaching online electronics, microcontrollers and programming in Higher Education

Programing of embedded systems

3. Timers and counters

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GRANT NUMBER: 2020-1-PL01-KA226-HE-095653

Declaration

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Programing 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();
#ifndef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
          /* Init FSL debug console. */
          BOARD_InitDebugConsole();
#endif

          SysTick_Config(SystemCoreClock / 10U); // 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

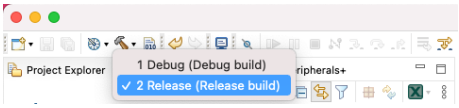
1. Create a new project for the *LPCXpresso804* board and name it eg *Lab02_2*.
2. *As before, configure three GPIO lines to control the RGB LEDs.* Modify the program code as in the example below:

```
#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.
```

```
 */
int main(void) {

          /* Init board hardware. */
          BOARD_InitBootPins();
          BOARD_InitBootClocks();
          BOARD_InitBootPeripherals();
#ifndef 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:

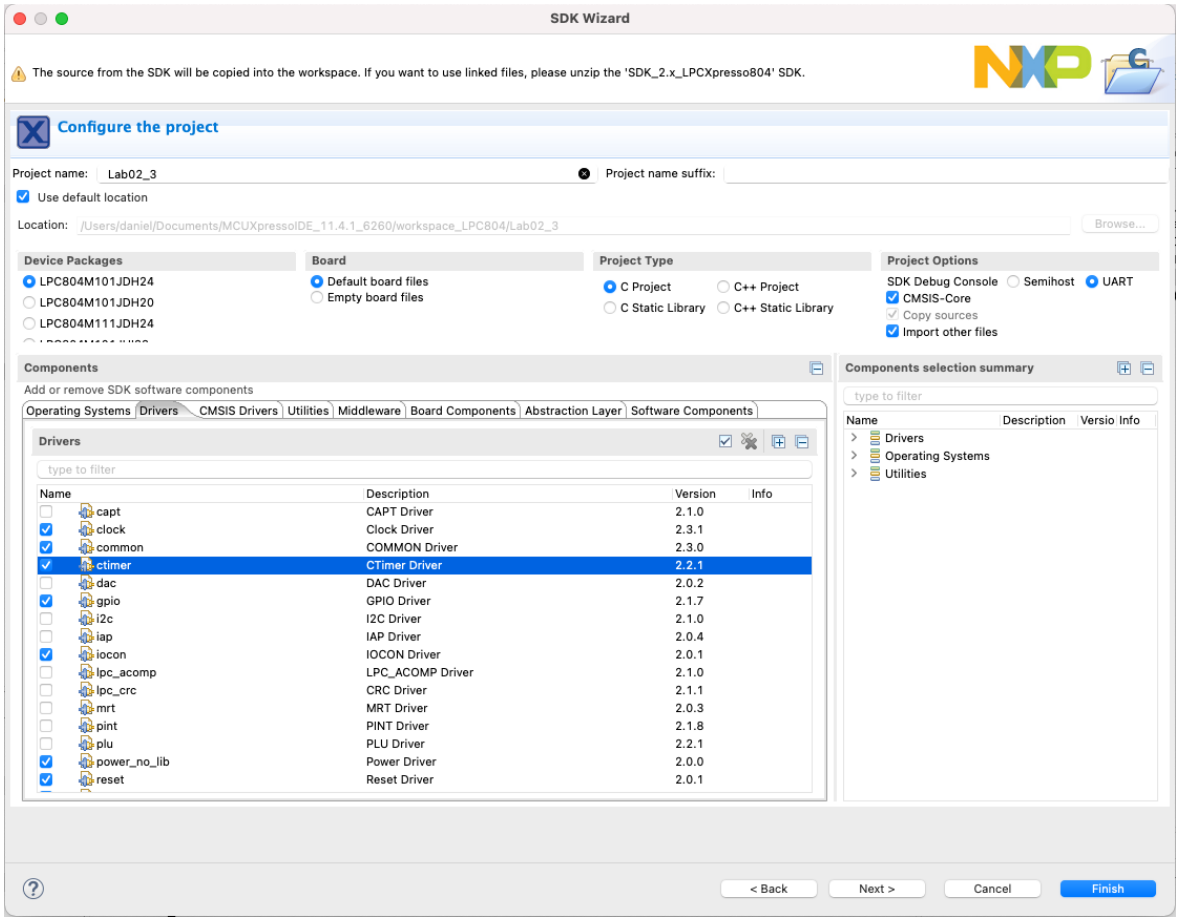
```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

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();
#ifndef 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 ;
}
```

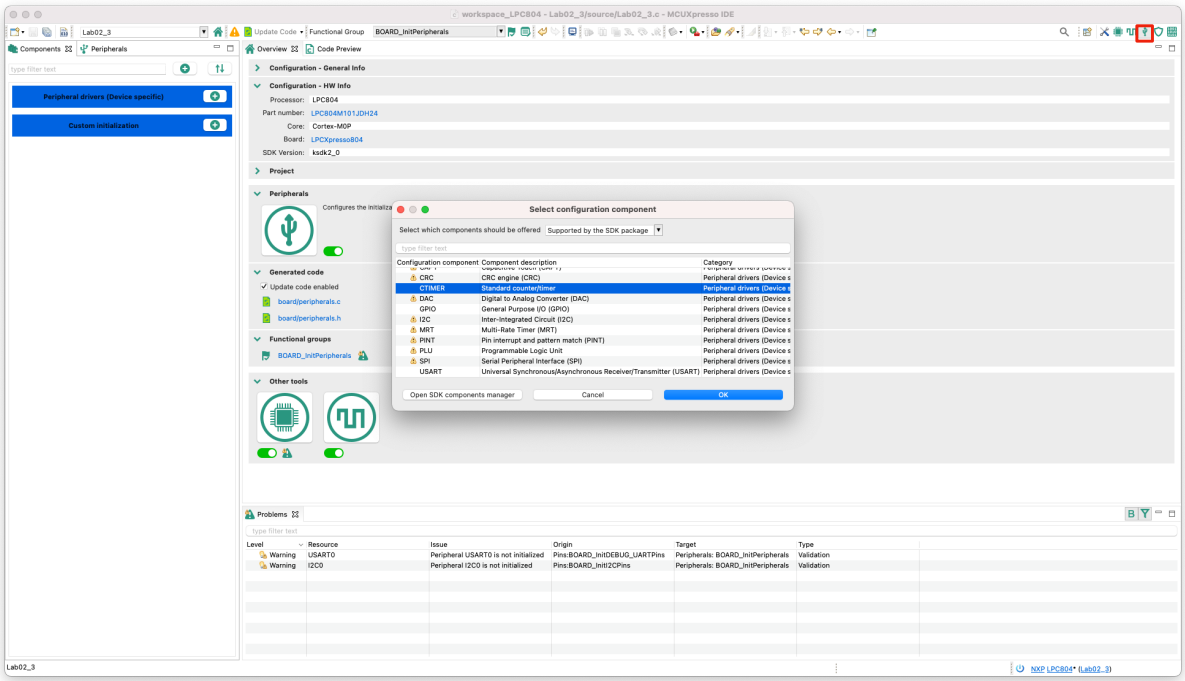
Build a project, program the microcontroller and check the operation. The led should change state 2 times per second (1 flash every second) as it did in *Debug* mode.

III. CTIMER - Match mode

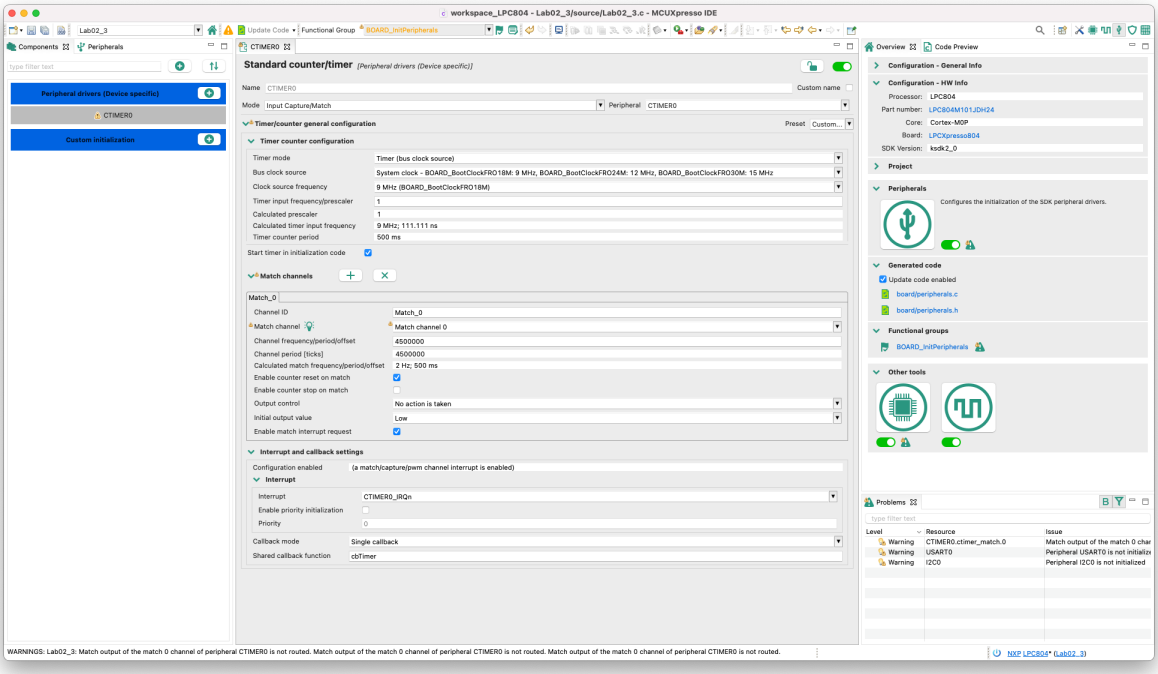
1. Create a new project for the *LPCXpresso804* board and name it eg *Lab02_3*. Add the *ctimer* driver:



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



3. Configure the *CTIMER0* pheriperal:

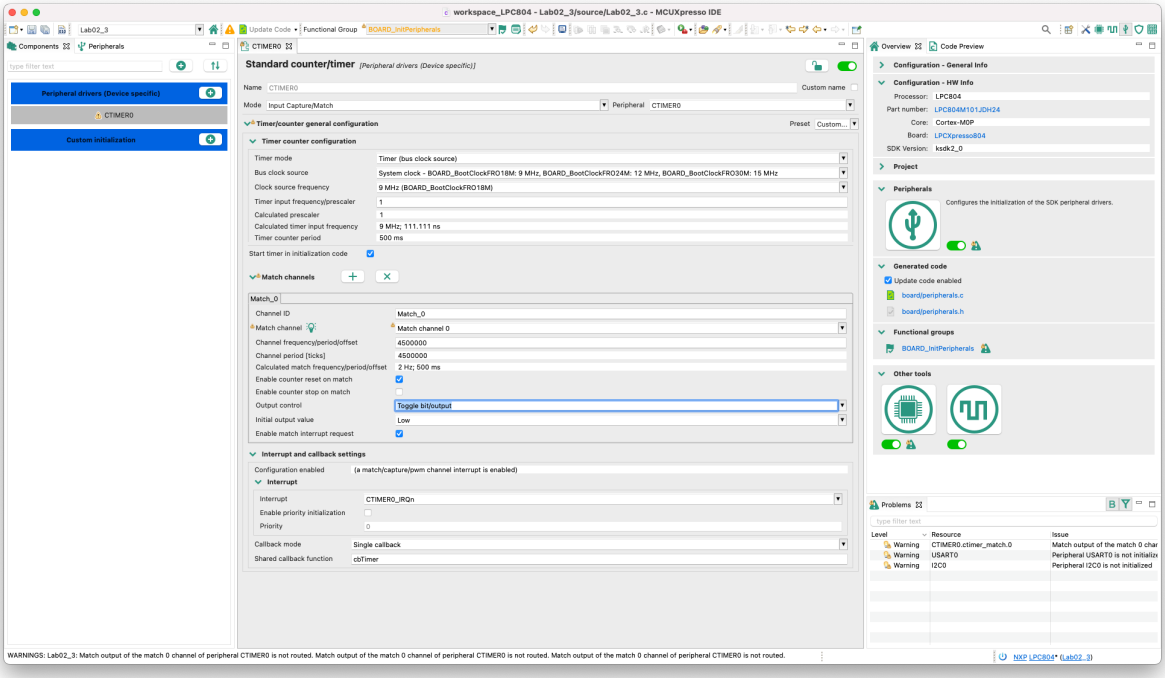


4. Press *Update Code* and modify the program code by adding the *cbTimer* function, the definition of which was generated in the file *peripherals.h*:

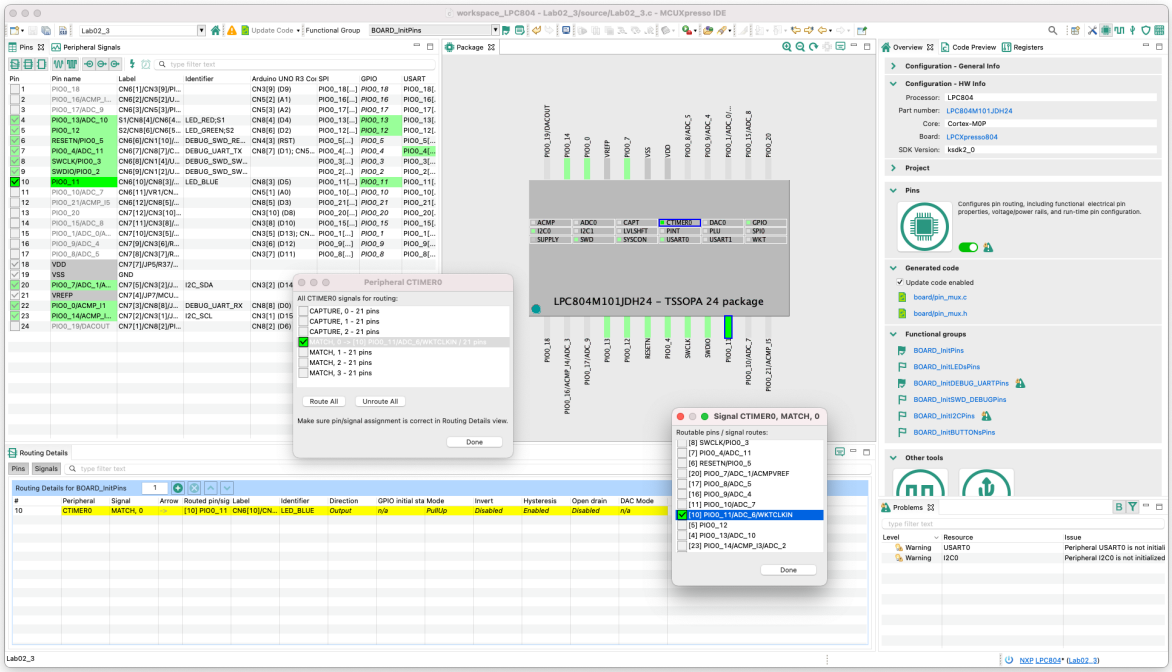
```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"

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();
#ifndef 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-> Pheriperals* and activate the hardware output of the *Match* block:



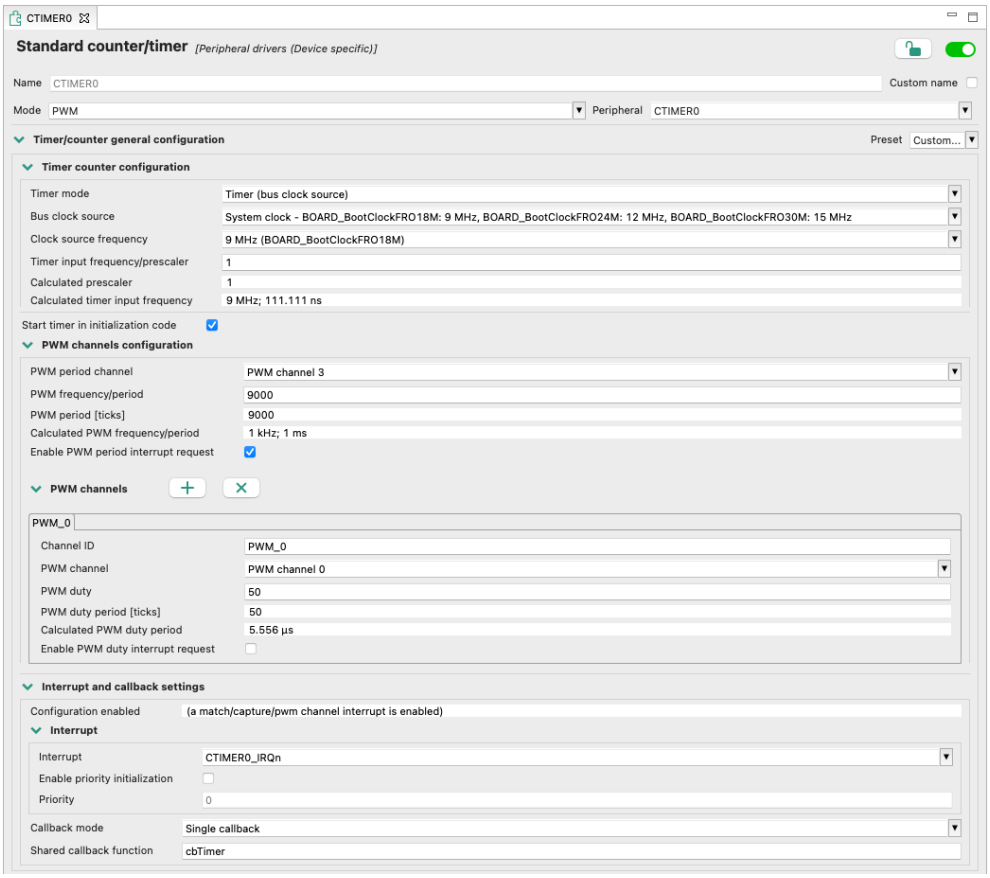
6. In the picture showing the microcontroller, click on *CTIMER*.
7. In the open dialog boxes select MATCH, 0 and then PIO0_11, respectively:



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).

IV. CTIMER - PWM mode

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



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();
#ifndef 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) {
```

```
                    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 - -