




# **MSP430 DriverLib for MSP430FR5xx\_6xx Devices**

## **User's Guide**

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# Revision Information

This is version 2.70.00.08 of this document, last updated on Thu Mar 24 2016 16:49:56.

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# 1 Introduction

The Texas Instruments® MSP430® Peripheral Driver Library is a set of drivers for accessing the peripherals found on the MSP430 FR5xx/FR6xx family of microcontrollers. While they are not drivers in the pure operating system sense (that is, they do not have a common interface and do not connect into a global device driver infrastructure), they do provide a mechanism that makes it easy to use the device's peripherals.

The capabilities and organization of the drivers are governed by the following design goals:

- They are written entirely in C except where absolutely not possible.
- They demonstrate how to use the peripheral in its common mode of operation.
- They are easy to understand.
- They are reasonably efficient in terms of memory and processor usage.
- They are as self-contained as possible.
- Where possible, computations that can be performed at compile time are done there instead of at run time.
- They can be built with more than one tool chain.

Some consequences of these design goals are:

- The drivers are not necessarily as efficient as they could be (from a code size and/or execution speed point of view). While the most efficient piece of code for operating a peripheral would be written in assembly and custom tailored to the specific requirements of the application, further size optimizations of the drivers would make them more difficult to understand.
- The drivers do not support the full capabilities of the hardware. Some of the peripherals provide complex capabilities which cannot be utilized by the drivers in this library, though the existing code can be used as a reference upon which to add support for the additional capabilities.
- The APIs have a means of removing all error checking code. Because the error checking is usually only useful during initial program development, it can be removed to improve code size and speed.

For many applications, the drivers can be used as is. But in some cases, the drivers will have to be enhanced or rewritten in order to meet the functionality, memory, or processing requirements of the application. If so, the existing driver can be used as a reference on how to operate the peripheral.

Each MSP430ware driverlib API takes in the base address of the corresponding peripheral as the first parameter. This base address is obtained from the msp430 device specific header files (or from the device datasheet). The example code for the various peripherals show how base address is used. When using CCS, the eclipse shortcut "Ctrl + Space" helps. Type `_MSP430` and "Ctrl + Space", and the list of base addresses from the included device specific header files is listed.

The following tool chains are supported:

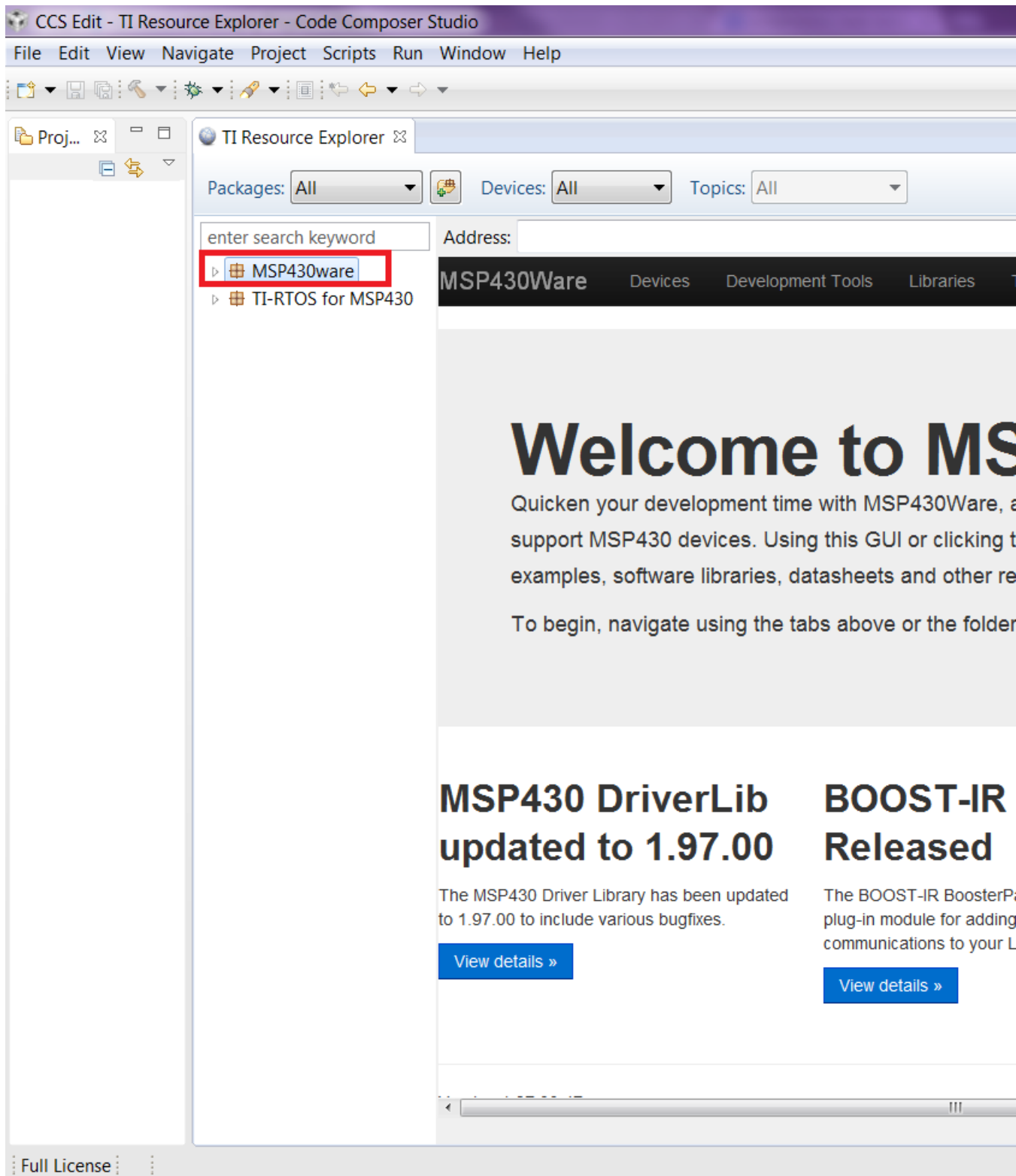
- IAR Embedded Workbench®
- Texas Instruments Code Composer Studio™

Using assert statements to debug



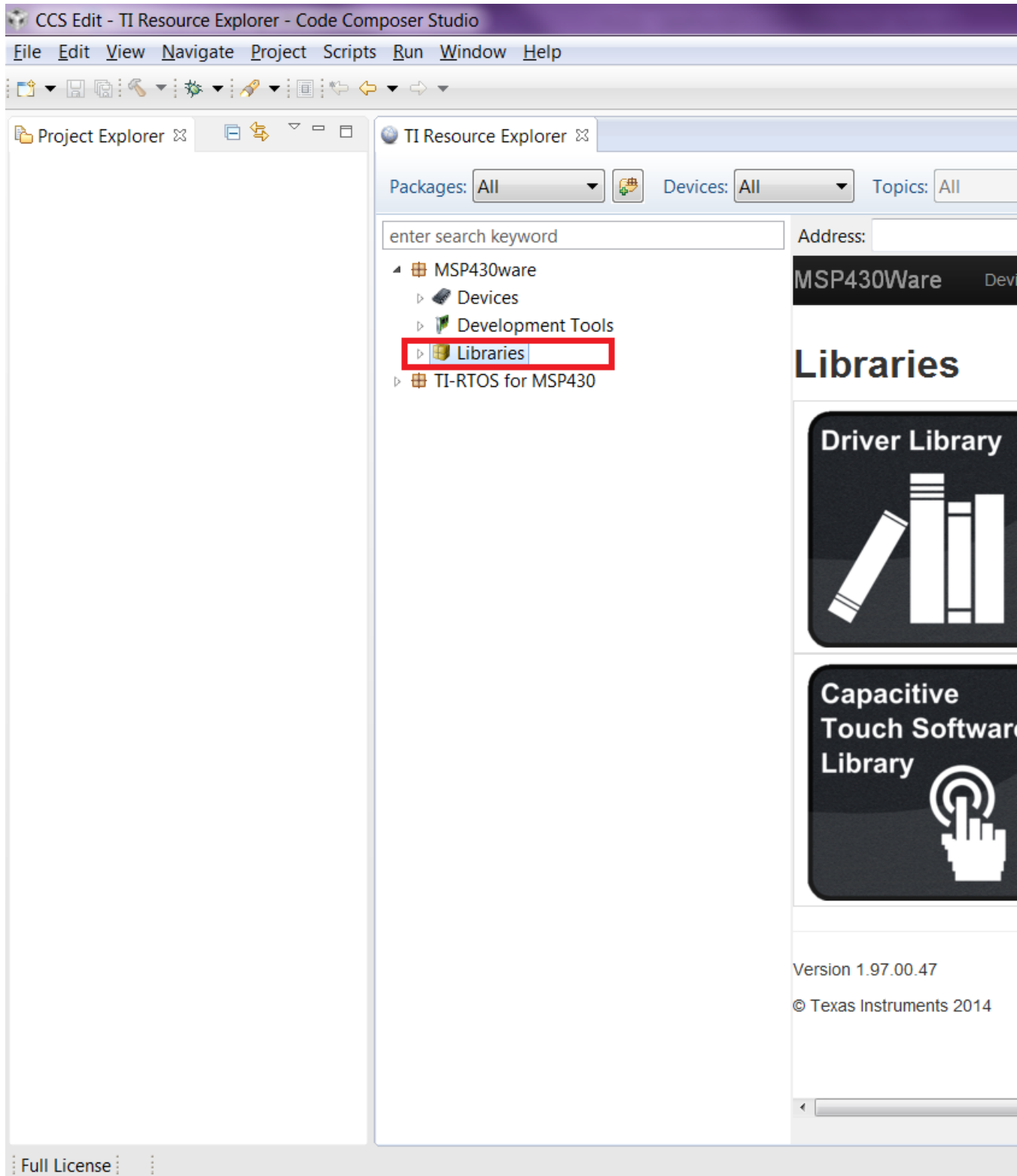
Assert statements are disabled by default. To enable the assert statement edit the `hw_regaccess.h` file in the `inc` folder. Comment out the statement `#define NDEBUG` -> `//#define NDEBUG` Asserts in CCS work only if the project is optimized for size.

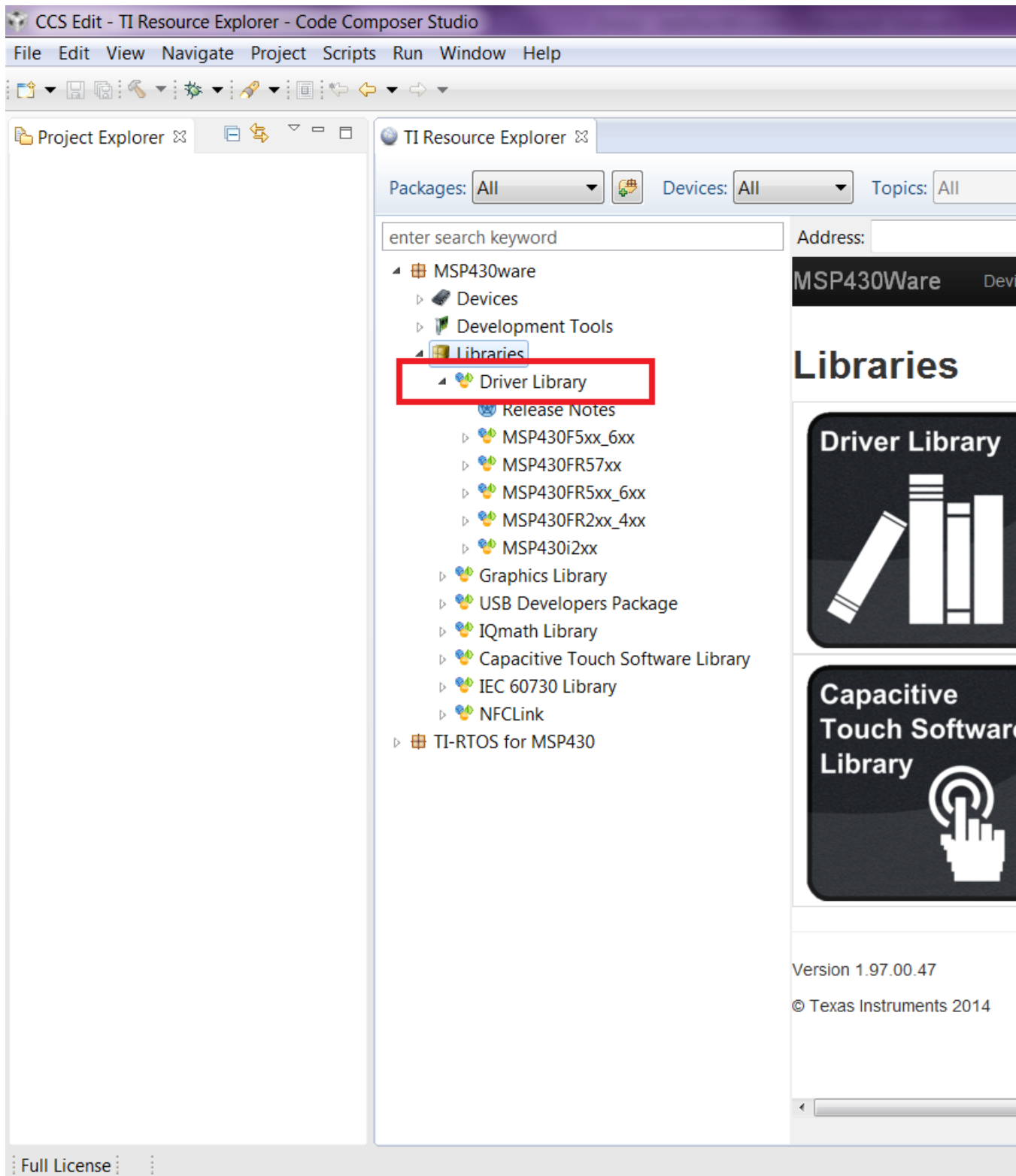




Clicking MSP430ware takes you to the introductory page. The version of the latest MSP430ware installed is available in this page. In this screenshot the version is 1.30.00.15 The various

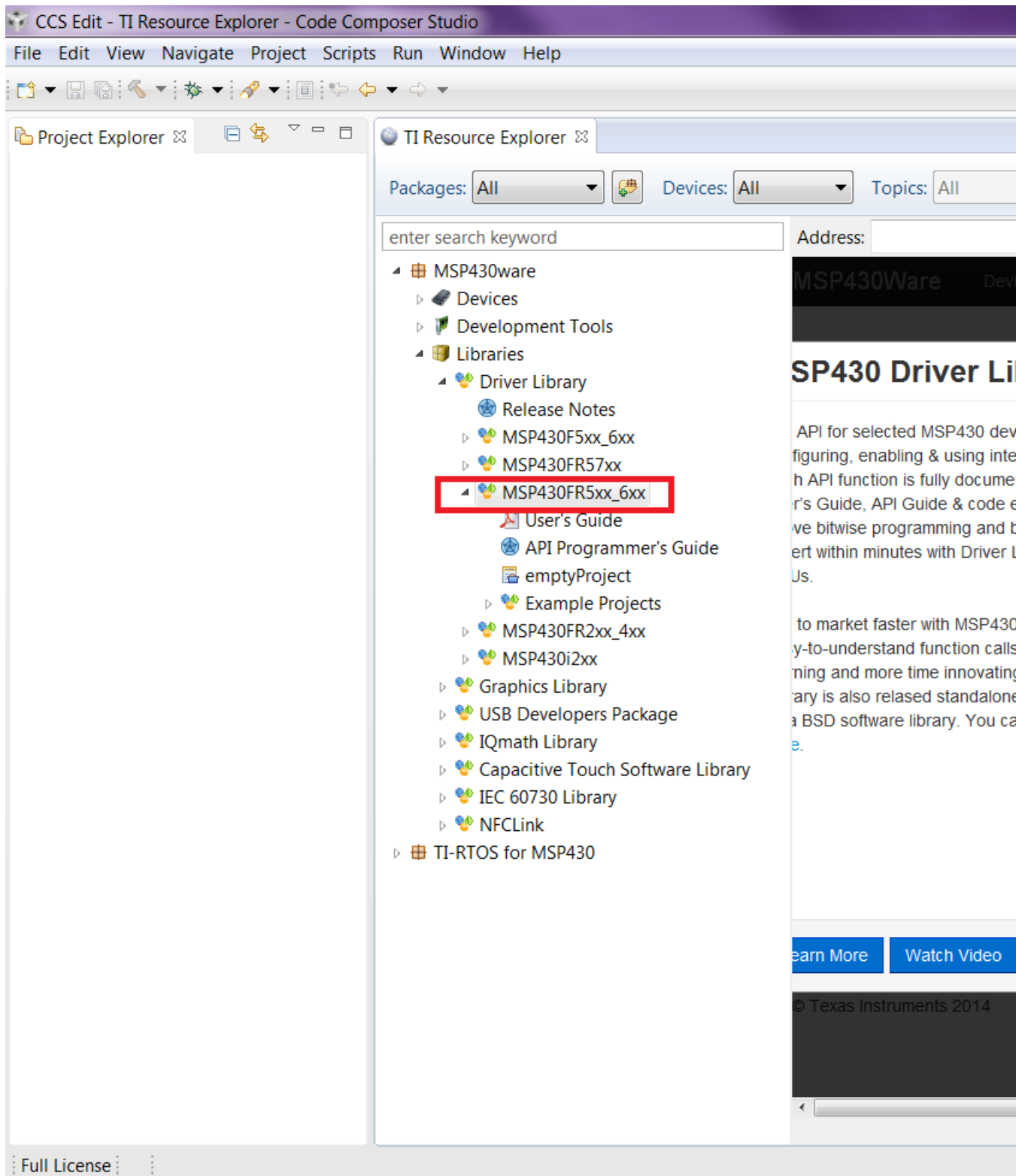
software, collateral, code examples, datasheets and user guides can be navigated by clicking the different topics under MSP430ware. To proceed to driverlib, click on Libraries->Driverlib as shown in the next two screenshots.





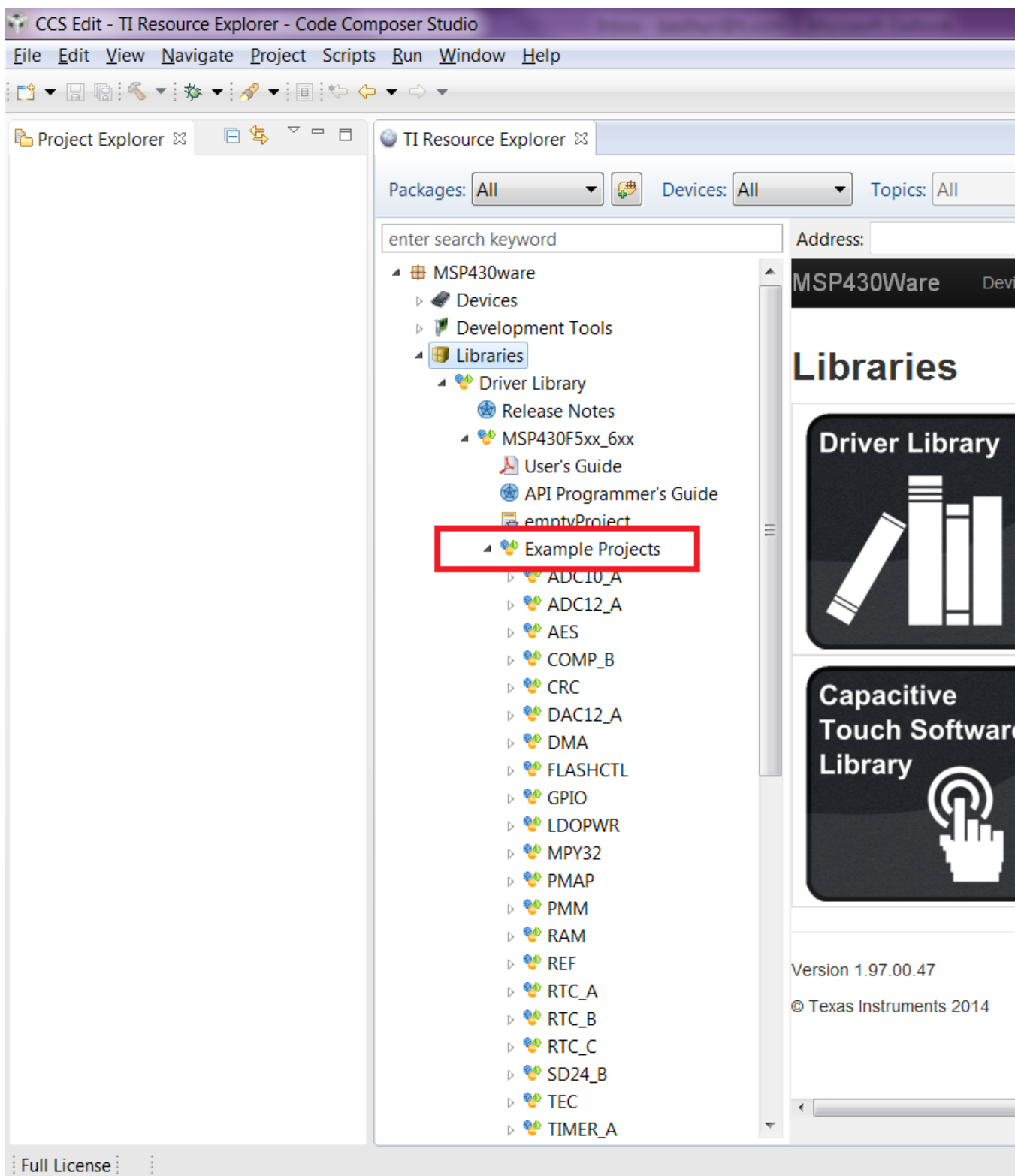
Driverlib is designed per Family. If a common device family user's guide exists for a group of devices, these devices belong to the same 'family'. Currently driverlib is available for the following

family of devices. MSP430F5xx\_6xx MSP430FR57xx MSP430FR5xx\_6xx MSP430i2xx

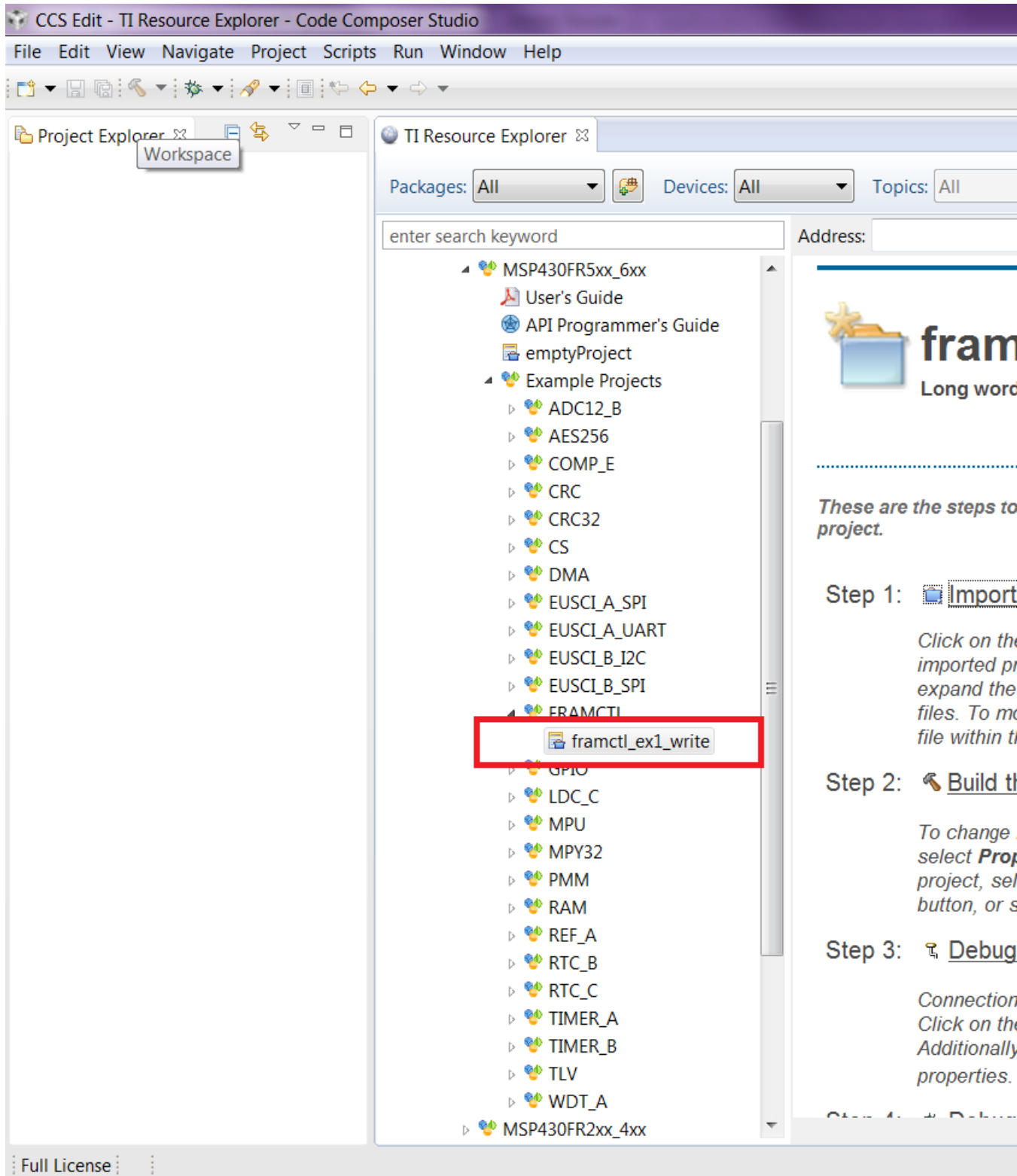


Click on the MSP430FR5xx\_6xx to navigate to the driverlib based example code for that family.





The various peripherals are listed in alphabetical order. The names of peripherals are as in device family user's guide. Clicking on a peripheral name lists the driverlib example code for that peripheral. The screenshot below shows an example when the user clicks on GPIO peripheral.



Now click on the specific example you are interested in. On the right side there are options to Import/Build/Download and Debug. Import the project by clicking on the "Import the example

project into CCS”

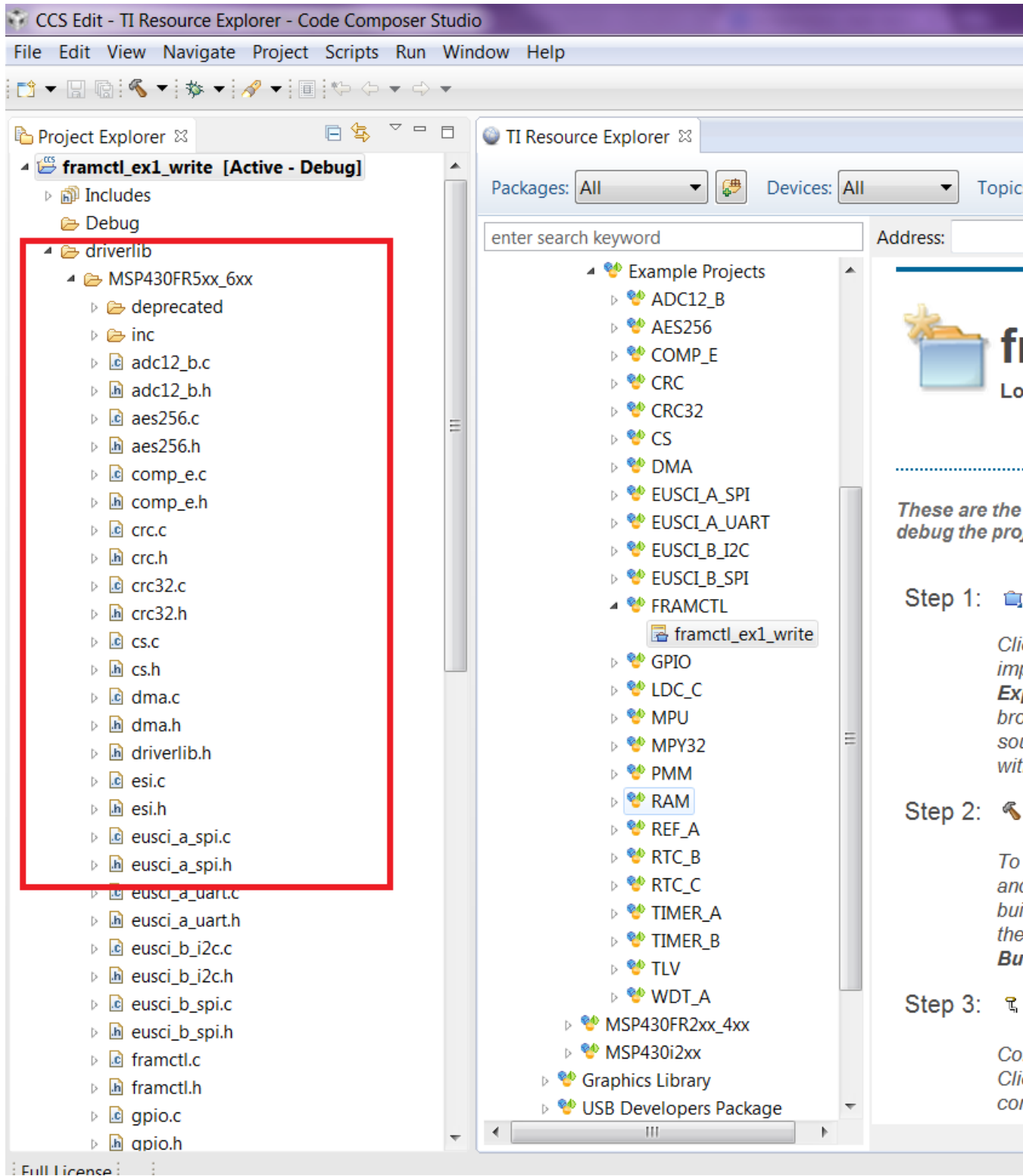
The screenshot shows the CCS Resource Explorer interface. On the left, a tree view displays the project structure under 'MSP430FR5xx\_6xx'. The 'FRAMCTL' folder is expanded, and 'framctl\_ex1\_write' is selected. On the right, the project page for 'framctl\_ex1\_write' is displayed, featuring a star icon and the title 'Long word writes to FRAM'. Below the title, there is a section with the heading 'These are the steps to import the project, build the project, and project.' followed by three numbered steps:

**Step 1: [Import the example project into CCS](#)**  
 Click on the link above to import the project. The imported project is available in the **Project Explorer**. Expand the project node to browse the imported source files. To modify source code, double clicks on the source file within the project to open the source file editor.

**Step 2: [Build the imported project](#)**  
 To change build options, right click on the project and select **Properties** from the context menu. To build the project, select the link above, or select the **Build** toolbar button, or select the **Project | Build Project** menu item.

**Step 3: [Debugger Configuration](#)**  
 Connection: **TI MSP430 USB1**  
 Click on the link above to change the device connection. Additionally, this option is also available in the project properties.

The imported project can be viewed on the left in the Project Explorer. All required driverlib source and header files are included inside the driverlib folder. All driverlib source and header files are linked to the example projects. So if the user modifies any of these source or header files, the original copy of the installed MSP430ware driverlib source and header files get modified.

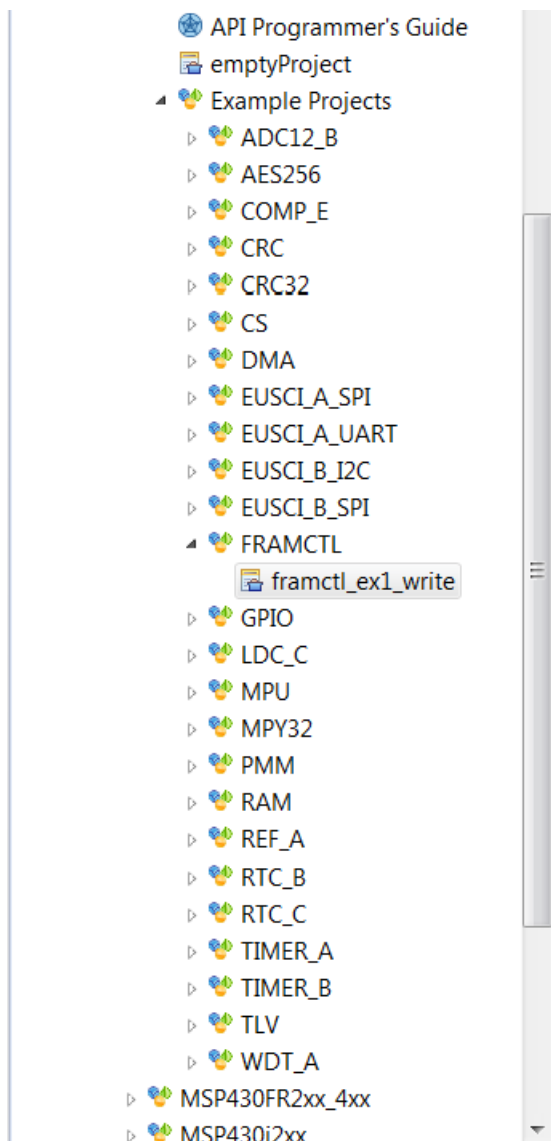


Now click on Build the imported project on the right to build the example project.

The screenshot shows the CCS Resource Explorer interface. On the left, a tree view displays a hierarchy of projects. The 'Example Projects' folder is expanded, and the 'FRAMCTL' folder is selected. Under 'FRAMCTL', the 'framctl\_ex1\_write' project is highlighted. On the right, the project overview page for 'framctl\_ex1\_write' is displayed. The page title is 'framctl\_ex1\_write' with the subtitle 'Long word writes to FRAM'. Below the title, there is a section titled 'These are the steps to import the project, build the project, and debug the project.' The steps are:

- Step 1:** [Import the example project into CCS](#)  
Click on the link above to import the project. The imported project is available in the **Project Explorer**. Expand the project node to browse the imported source files. To modify source code, double clicks on the source file within the project to open the source file editor.
- Step 2:** [Build the imported project](#)  
To change build options, right click on the project and select **Properties** from the context menu. To build the project, select the link above, or select the **Build** tool button, or select the **Project | Build Project** menu item.
- Step 3:** [Debugger Configuration](#)  
Connection: **TI MSP430 USB1**  
Click on the link above to change the device connection. Additionally, this option is also available in the project properties.

Now click on Build the imported project on the right to build the example project.



The screenshot shows the CCS Resource Explorer interface. On the left, a tree view displays the project structure. The 'Example Projects' folder is expanded, and the 'framctl\_ex1\_write' project is selected. The tree includes various peripheral drivers like ADC12\_B, AES256, COMP\_E, CRC, CRC32, CS, DMA, EUSCI\_A\_SPI, EUSCI\_A\_UART, EUSCI\_B\_I2C, EUSCI\_B\_SPI, GPIO, LDC\_C, MPU, MPY32, PMM, RAM, REF\_A, RTC\_B, RTC\_C, TIMER\_A, TIMER\_B, TLV, and WDT\_A. At the bottom, two device folders are visible: 'MSP430FR2xx\_4xx' and 'MSP430i2xx'.

**Step 1: [Import the example project into CCS](#)**

Click on the link above to import the project. The imported project is available in the **Project Explorer**. Expand the project node to browse the imported source files. To modify source code, double clicks on the source file within the project to open the source file editor.

**Step 2: [Build the imported project](#)**

To change build options, right click on the project and select **Properties** from the context menu. To build the project, select the link above, or select the **Build** toolbar button, or select the **Project | Build Project** menu item.

**Step 3: [Debugger Configuration](#)**

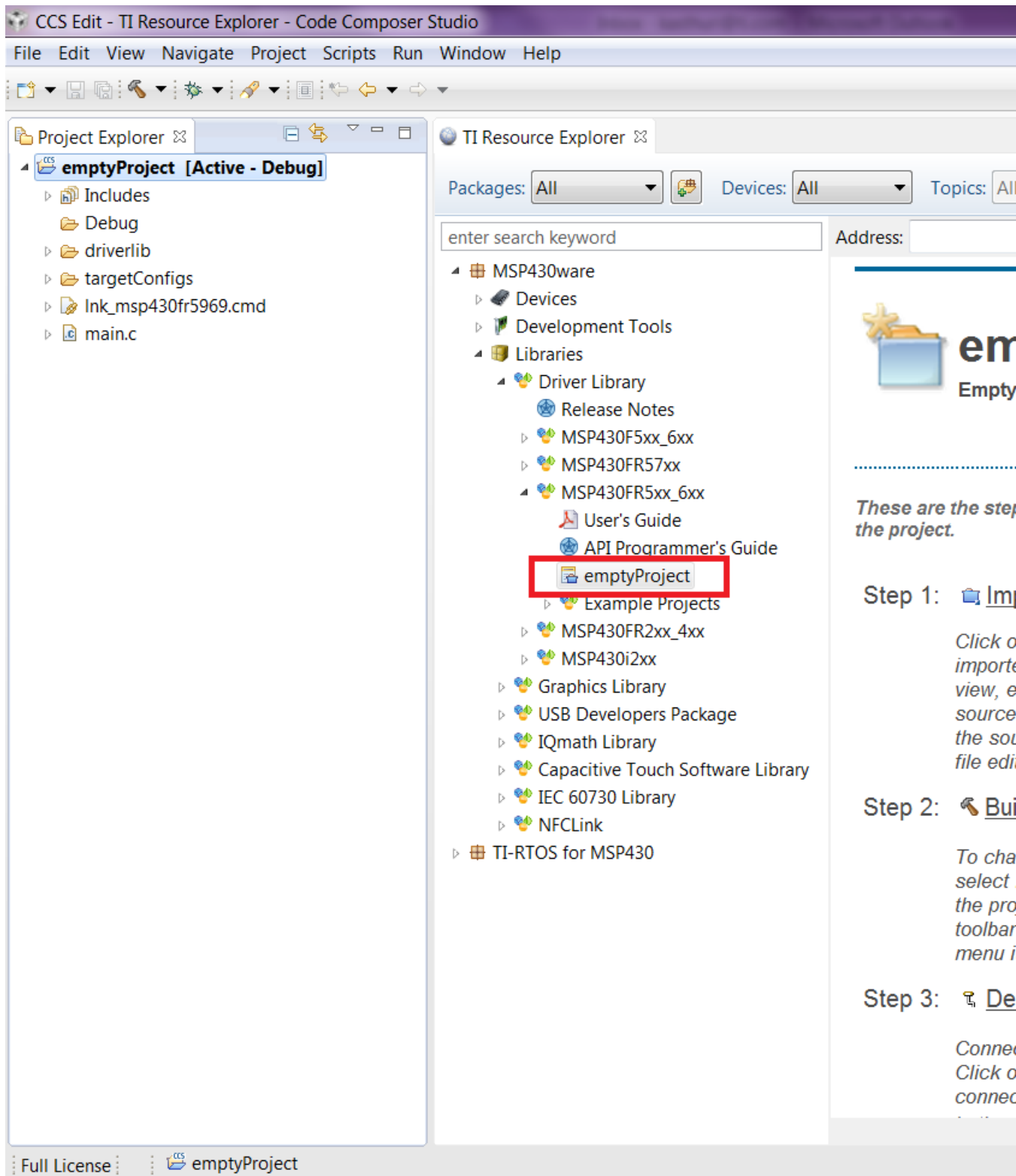
Connection: **TI MSP430 USB1**  
Click on the link above to change the device connection. Additionally, this option is also available in the project properties.

**Step 4: [Debug the imported project](#)**

Click on the link above to launch a debug session for the **framctl\_ex1\_write** project and switch to the **CCS Debugger Perspective**. Additionally, these are other methods to start a project debug session. Select the project in the **Project Explorer** view and click on the bug toolbar button. To relaunch a previous debug session, click on the stop arrow beside the bug toolbar button and select one of the debug sessions from the history.

The COM port to download to can be changed using the Debugger Configuration option on the right if required.

To get started on a new project we recommend getting started on an empty project we provide. This project has all the driverlib source files, header files, project paths are set by default.



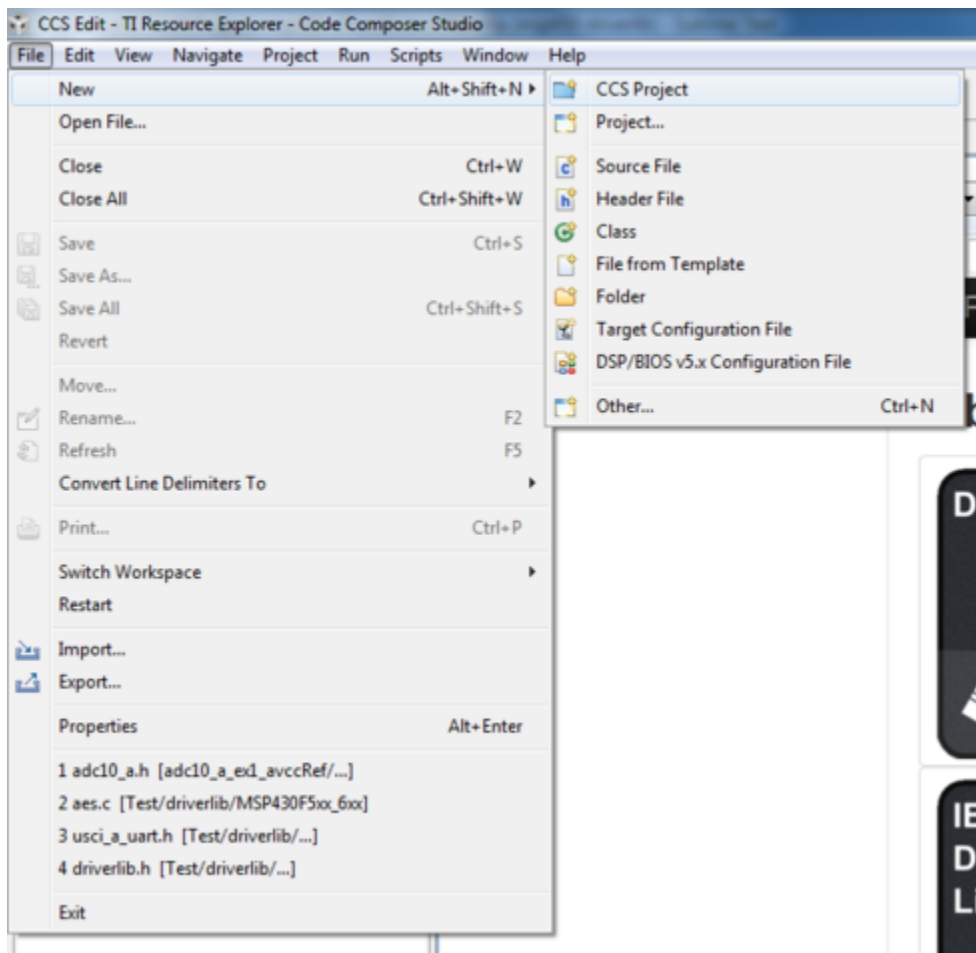
The main.c included with the empty project can be modified to include user code.



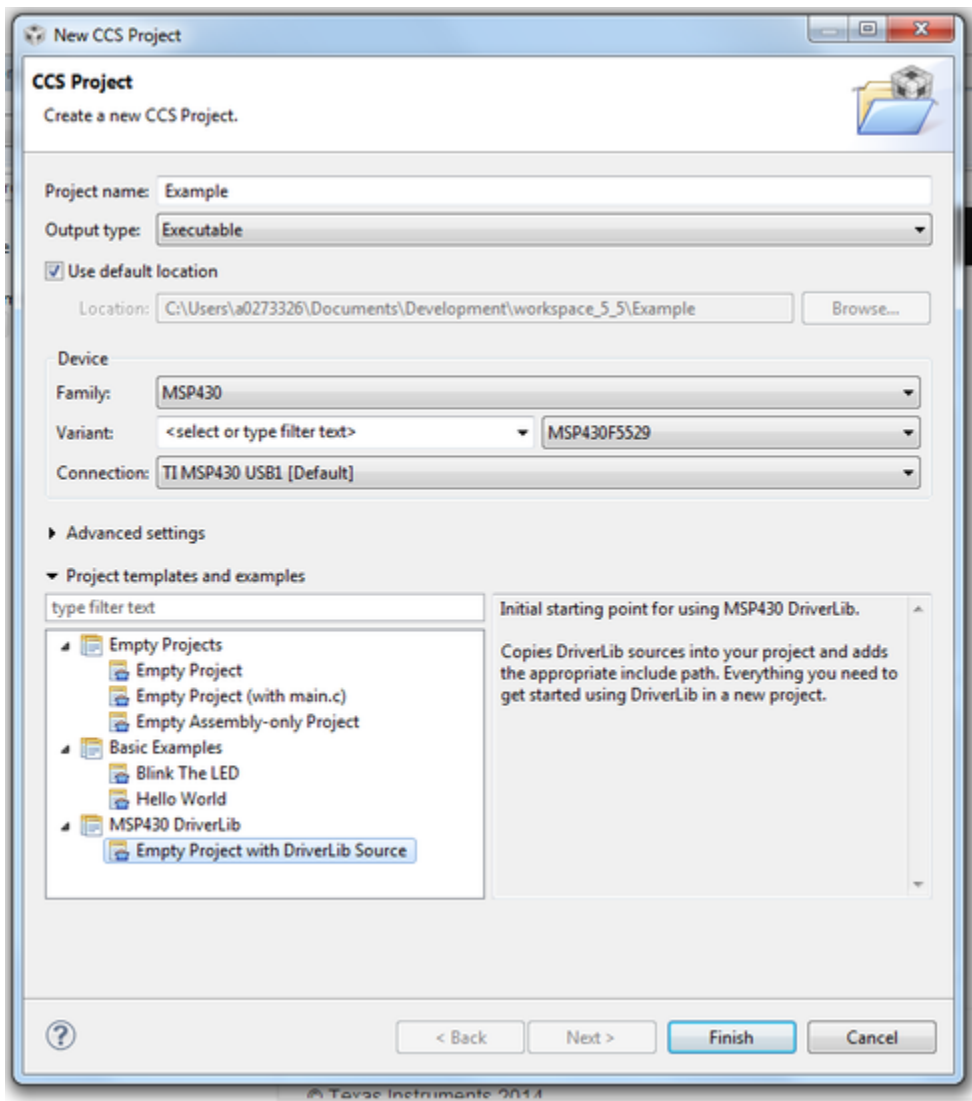
## 3 How to create a new CCS project that uses Driverlib

### 3.1 Introduction

To get started on a new project we recommend using the new project wizard. For driver library to work with the new project wizard CCS must have discovered the driver library RTSC product. For more information refer to the installation steps of the release notes. The new project wizard adds the needed driver library source files and adds the driver library include path. To open the new project wizard go to File -> New -> CCS Project as seen in the screenshot below.



Once the new project wizard has been opened name your project and choose the device you would like to create a Driver Library project for. The device must be supported by driver library. Then under "Project templates and examples" choose "Empty Project with DriverLib Source" as seen below.



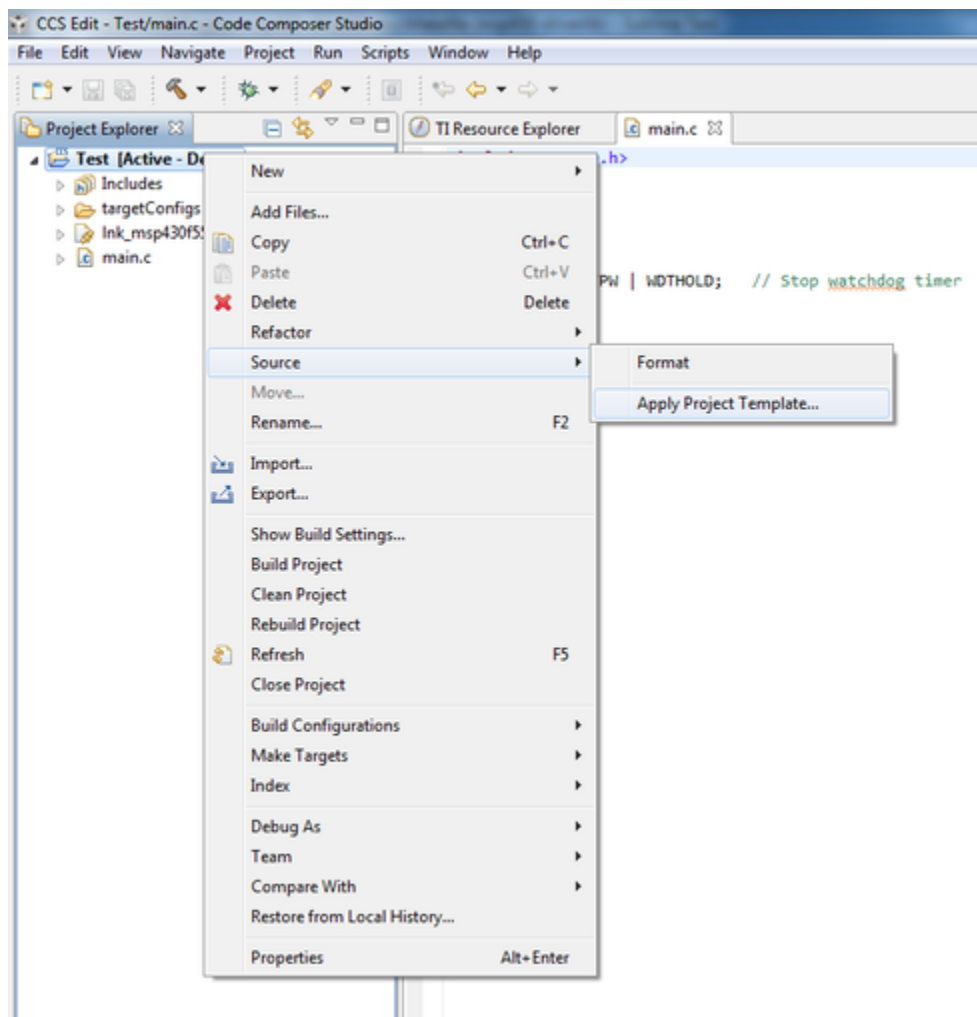
Finally click "Finish" and begin developing with your Driver Library enabled project.

We recommend -O4 compiler settings for more efficient optimizations for projects using driverlib

# 4 How to include driverlib into your existing CCS project

## 4.1 Introduction

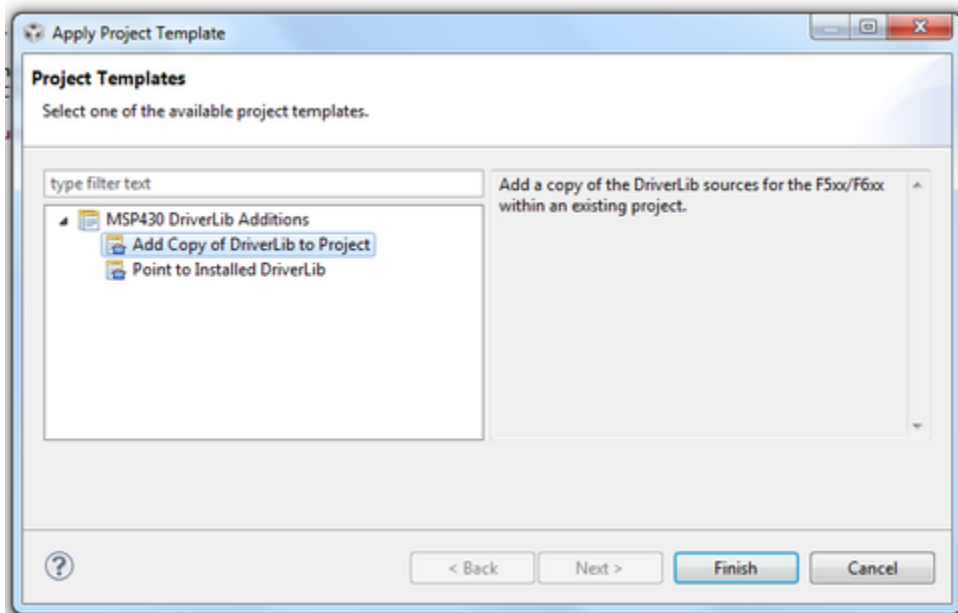
To add driver library to an existing project we recommend using CCS project templates. For driver library to work with project templates CCS must have discovered the driver library RTSC product. For more information refer to the installation steps of the release notes. CCS project templates adds the needed driver library source files and adds the driver library include path. To apply a project template right click on an existing project then go to Source -> Apply Project Template as seen in the screenshot below.



In the "Apply Project Template" dialog box under "MSP430 DriverLib Additions" choose either "Add Local Copy" or "Point to Installed DriverLib" as seen in the screenshot below. Most users will want to add a local copy which copies the DriverLib source into the project and sets the compiler

settings needed.

Pointing to an installed DriverLib is for advanced users who are including a static library in their project and want to add the DriverLib header files to their include path.

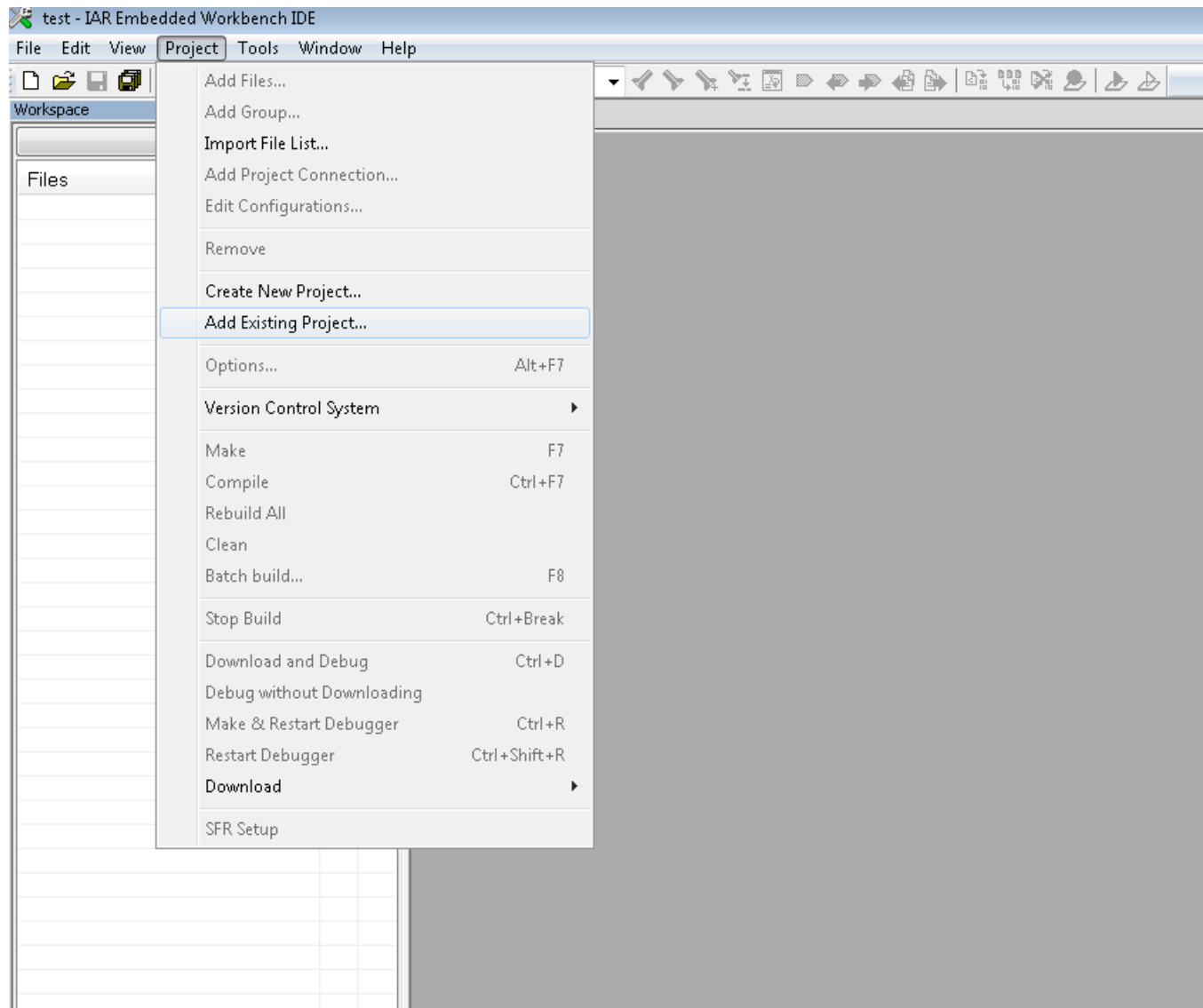


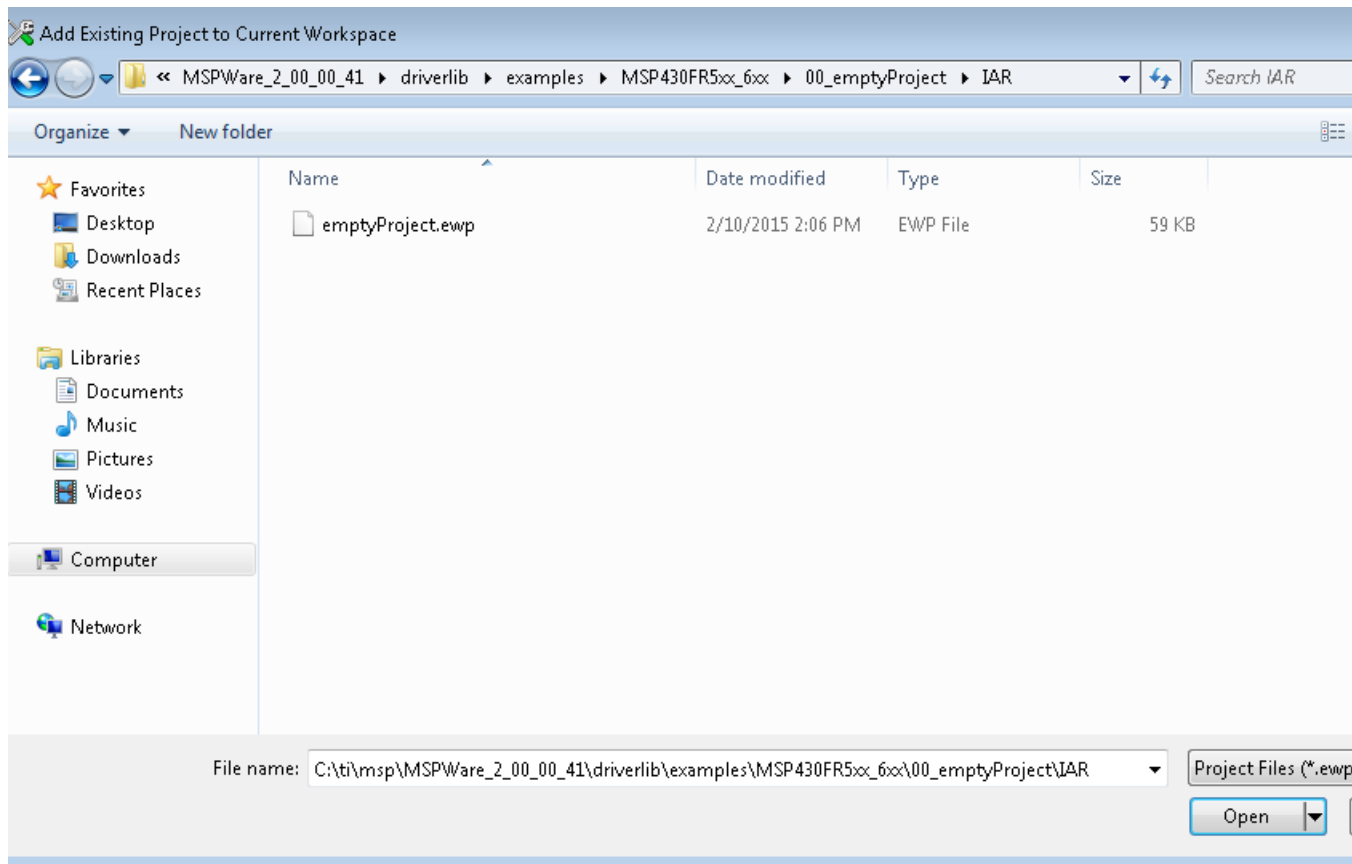
Click "Finish" and start developing with driver library in your project.

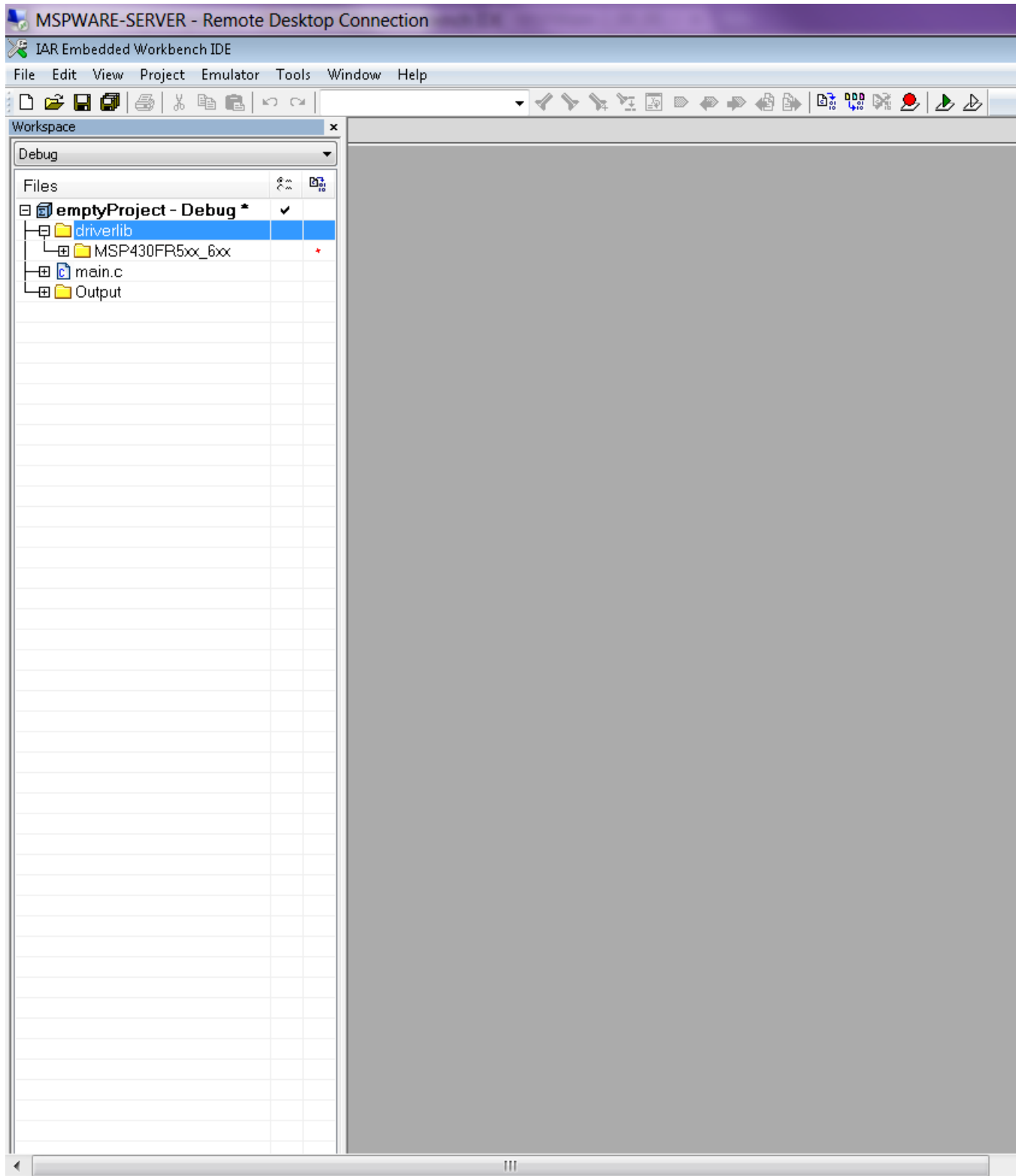
# 5 How to create a new IAR project that uses Driverlib

## 5.1 Introduction

It is recommended to get started with an Empty Driverlib Project. Browse to the empty project in your device's family. This is available in the driverlib instal folder\00\_emptyProject



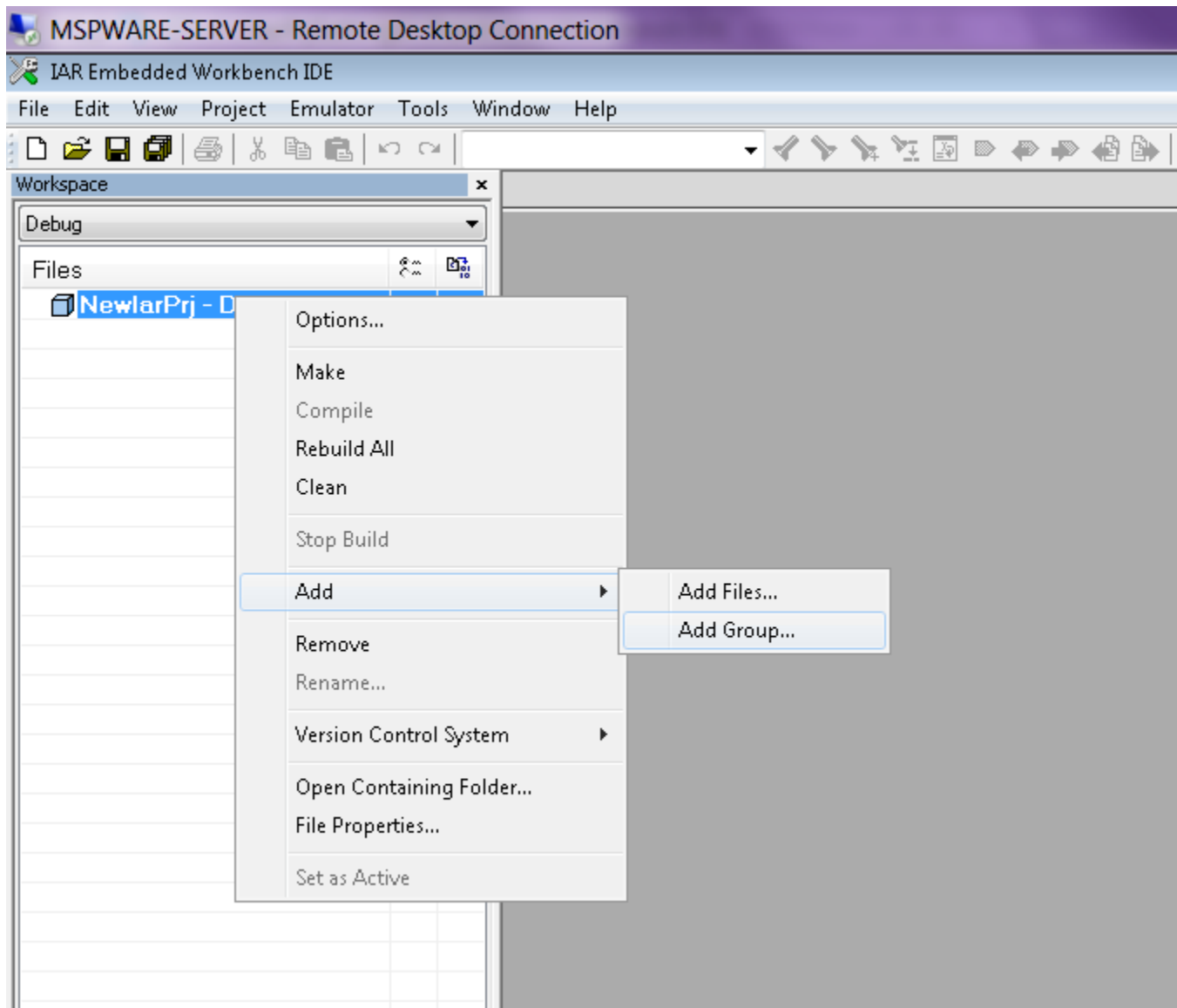




# 6 How to include driverlib into your existing IAR project

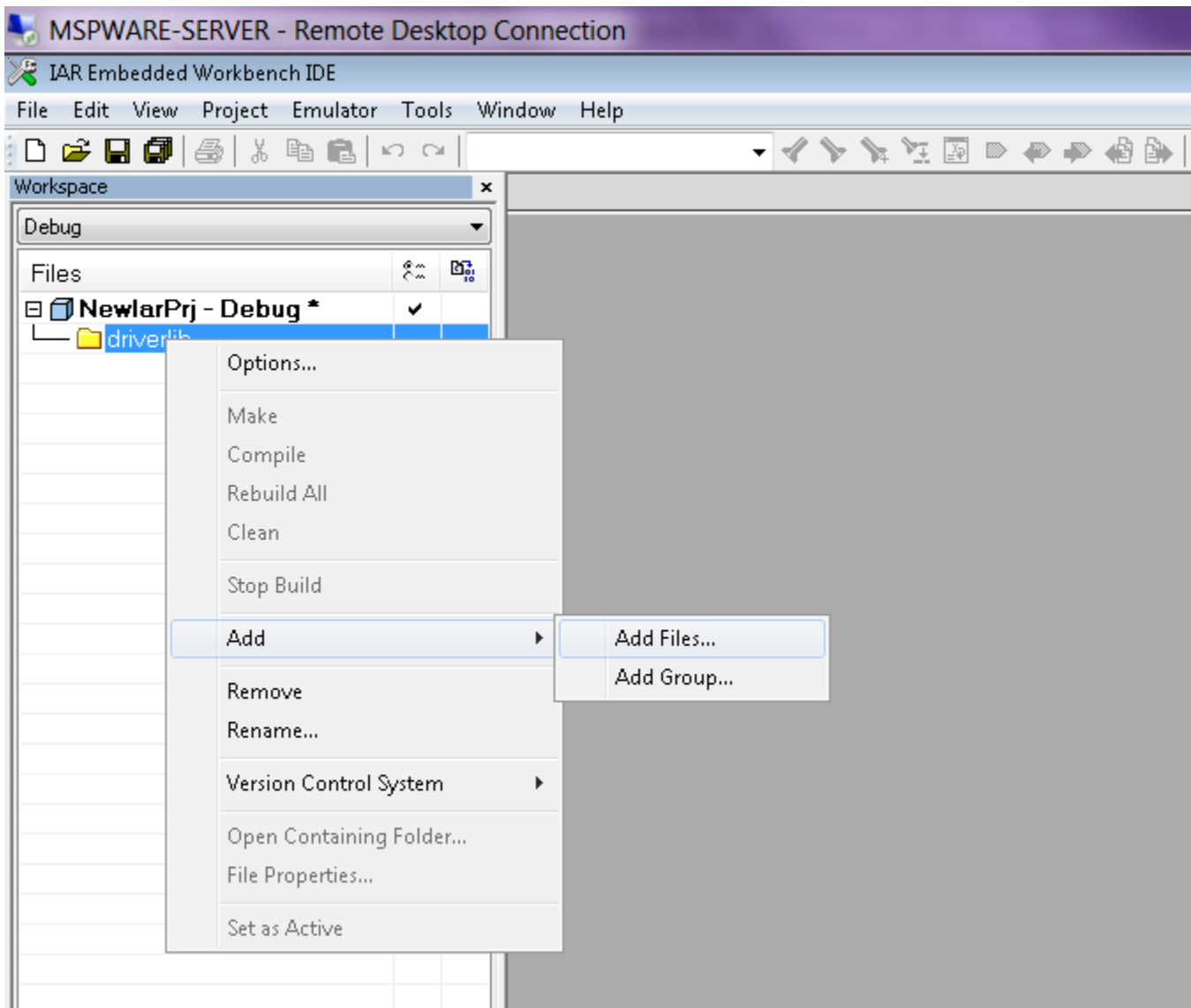
## 6.1 Introduction

To add driver library to an existing project, right click project click on Add Group - "driverlib"

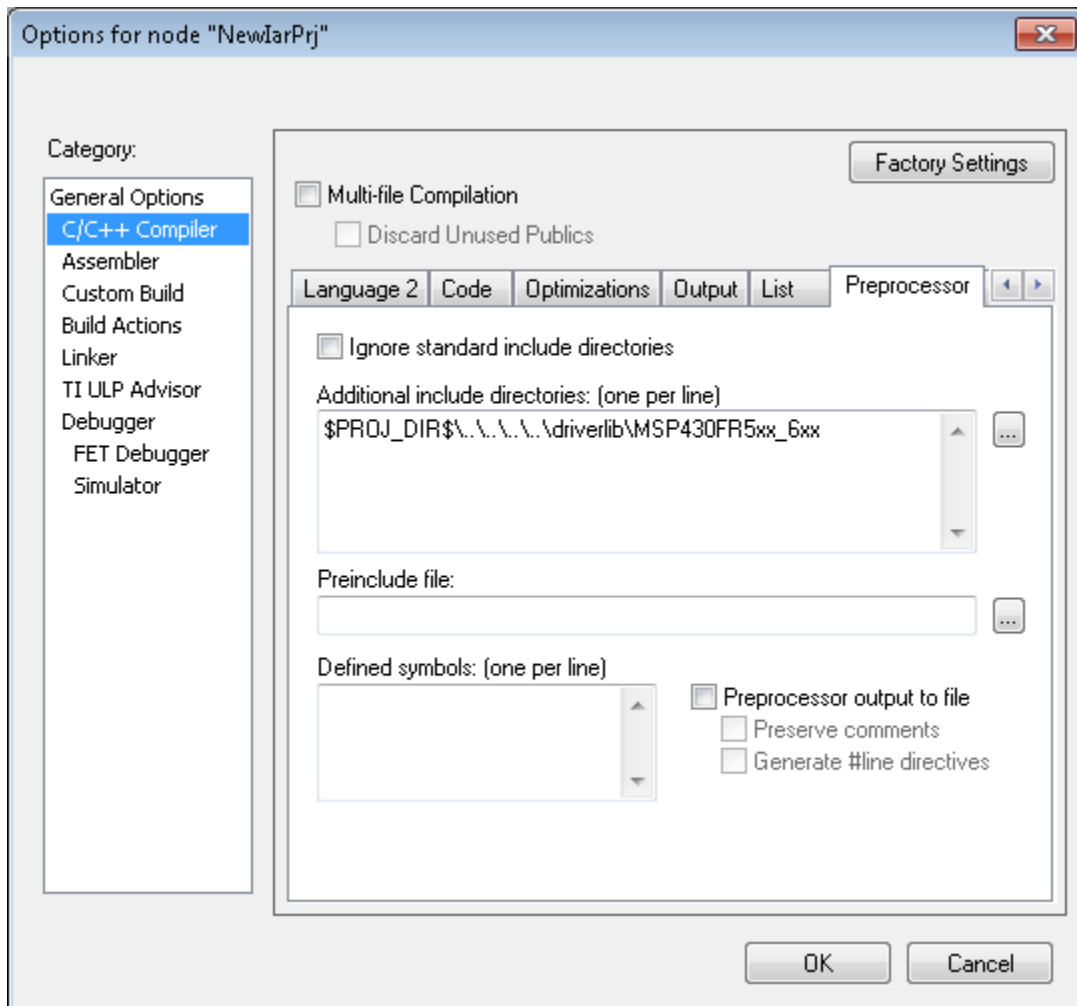


Now click Add files and browse through driverlib folder and add all source files of the family the device belongs to.





Add another group via "Add Group" and add inc folder. Add all files in the same driverlib family inc folder



Click "Finish" and start developing with driver library in your project.

# 7 12-Bit Analog-to-Digital Converter (ADC12\_B)

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## 7.1 Introduction

The 12-Bit Analog-to-Digital (ADC12\_B) API provides a set of functions for using the MSP430Ware ADC12\_B modules. Functions are provided to initialize the ADC12\_B modules, setup signal sources and reference voltages for each memory buffer, and manage interrupts for the ADC12\_B modules.

The ADC12\_B module provides the ability to convert analog signals into a digital value in respect to given reference voltages. The module implements a 12-bit SAR core, sample select control, and up to 32 independent conversion-and-control buffers. The conversion-and-control buffer allows up to 32 independent analog-to-digital converter (ADC) samples to be converted and stored without any CPU intervention. The ADC12\_B can also generate digital values from 0 to  $V_{cc}$  with an 8-, 10- or 12-bit resolution and it can operate in 2 different sampling modes, and 4 different conversion modes. The sampling modes are extended sampling and pulse sampling, in extended sampling the sample/hold signal must stay high for the duration of sampling, while in pulse mode a sampling timer is setup to start on a rising edge of the sample/hold signal and sample for a specified amount of clock cycles. The 4 conversion modes are single-channel single conversion, sequence of channels single-conversion, repeated single channel conversions, and repeated sequence of channels conversions.

The ADC12\_B module can generate multiple interrupts. An interrupt can be asserted for each memory buffer when a conversion is complete, or when a conversion is about to overwrite the converted data in any of the memory buffers before it has been read out, and/or when a conversion is about to start before the last conversion is complete.

ADC12\_B features include:

- 200 ksp/s maximum conversion rate at maximum resolution of 12-bits
- Monotonic 12-bit converter with no missing codes
- Sample-and-hold with programmable sampling periods controlled by software or timers.
- Conversion initiation by software or timers.
- Software-selectable on-chip reference voltage generation (1.2 V, 2.0 V, or 2.5 V) with option to make available externally
- Software-selectable internal or external reference
- Up to 32 individually configurable external input channels, single-ended or differential input selection available
- Internal conversion channels for internal temperature sensor and  $2/3 V_{AVCC}$  and four more internal channels available on select devices see device data sheet for availability as well as function
- Independent channel-selectable reference sources for both positive and negative references

- Selectable conversion clock source
- Single-channel, repeat-single-channel, sequence (autoscan), and repeat-sequence (repeated autoscan) conversion modes
- Interrupt vector register for fast decoding of 38 ADC interrupts
- 32 conversion-result storage registers
- Window comparator for low power monitoring of input signals of conversion-result registers

## 7.2 API Functions

### Functions

- bool `ADC12_B_init` (uint16\_t baseAddress, `ADC12_B_initParam` \*param)  
*Initializes the ADC12B Module.*
- void `ADC12_B_enable` (uint16\_t baseAddress)  
*Enables the ADC12B block.*
- void `ADC12_B_disable` (uint16\_t baseAddress)  
*Disables the ADC12B block.*
- void `ADC12_B_setupSamplingTimer` (uint16\_t baseAddress, uint16\_t clockCycleHoldCountLowMem, uint16\_t clockCycleHoldCountHighMem, uint16\_t multipleSamplesEnabled)  
*Sets up and enables the Sampling Timer Pulse Mode.*
- void `ADC12_B_disableSamplingTimer` (uint16\_t baseAddress)  
*Disables Sampling Timer Pulse Mode.*
- void `ADC12_B_configureMemory` (uint16\_t baseAddress, `ADC12_B_configureMemoryParam` \*param)  
*Configures the controls of the selected memory buffer.*
- void `ADC12_B_setWindowCompAdvanced` (uint16\_t baseAddress, uint16\_t highThreshold, uint16\_t lowThreshold)  
*Sets the high and low threshold for the window comparator feature.*
- void `ADC12_B_enableInterrupt` (uint16\_t baseAddress, uint16\_t interruptMask0, uint16\_t interruptMask1, uint16\_t interruptMask2)  
*Enables selected ADC12B interrupt sources.*
- void `ADC12_B_disableInterrupt` (uint16\_t baseAddress, uint16\_t interruptMask0, uint16\_t interruptMask1, uint16\_t interruptMask2)  
*Disables selected ADC12B interrupt sources.*
- void `ADC12_B_clearInterrupt` (uint16\_t baseAddress, uint8\_t interruptRegisterChoice, uint16\_t memoryInterruptFlagMask)  
*Clears ADC12B selected interrupt flags.*
- uint16\_t `ADC12_B_getInterruptStatus` (uint16\_t baseAddress, uint8\_t interruptRegisterChoice, uint16\_t memoryInterruptFlagMask)  
*Returns the status of the selected memory interrupt flags.*
- void `ADC12_B_startConversion` (uint16\_t baseAddress, uint16\_t startingMemoryBufferIndex, uint8\_t conversionSequenceModeSelect)  
*Enables/Starts an Analog-to-Digital Conversion.*
- void `ADC12_B_disableConversions` (uint16\_t baseAddress, bool preempt)  
*Disables the ADC from converting any more signals.*
- uint16\_t `ADC12_B_getResults` (uint16\_t baseAddress, uint8\_t memoryBufferIndex)  
*Returns the raw contents of the specified memory buffer.*
- void `ADC12_B_setResolution` (uint16\_t baseAddress, uint8\_t resolutionSelect)

- Use to change the resolution of the converted data.*
- void `ADC12_B_setSampleHoldSignalInversion` (uint16\_t baseAddress, uint16\_t invertedSignal)
  - Use to invert or un-invert the sample/hold signal.*
- void `ADC12_B_setDataReadBackFormat` (uint16\_t baseAddress, uint8\_t readBackFormat)
  - Use to set the read-back format of the converted data.*
- void `ADC12_B_setAdcPowerMode` (uint16\_t baseAddress, uint8\_t powerMode)
  - Use to set the ADC's power conservation mode if the sampling rate is at 50-kSPS or less.*
- uint32\_t `ADC12_B_getMemoryAddressForDMA` (uint16\_t baseAddress, uint8\_t memoryIndex)
  - Returns the address of the specified memory buffer for the DMA module.*
- uint8\_t `ADC12_B_isBusy` (uint16\_t baseAddress)
  - Returns the busy status of the ADC12B core.*

## 7.2.1 Detailed Description

The ADC12\_B API is broken into three groups of functions: those that deal with initialization and conversions, those that handle interrupts, and those that handle auxiliary features of the ADC12\_B.

The ADC12\_B initialization and conversion functions are

- `ADC12_B_init`
- `ADC12_B_configureMemory`
- `ADC12_B_setWindowCompAdvanced`
- `ADC12_B_setupSamplingTimer`
- `ADC12_B_disableSamplingTimer`
- `ADC12_B_startConversion`
- `ADC12_B_disableConversions`
- `ADC12_B_getResults`
- `ADC12_B_isBusy`

The ADC12\_B interrupts are handled by

- `ADC12_B_enableInterrupt`
- `ADC12_B_disableInterrupt`
- `ADC12_B_clearInterrupt`
- `ADC12_B_getInterruptStatus`

Auxiliary features of the ADC12\_B are handled by

- `ADC12_B_setResolution`
- `ADC12_B_setSampleHoldSignalInversion`
- `ADC12_B_setDataReadBackFormat`
- `ADC12_B_enableReferenceBurst`
- `ADC12_B_disableReferenceBurst`
- `ADC12_B_setAdcPowerMode`
- `ADC12_B_getMemoryAddressForDMA`
- `ADC12_B_enable`
- `ADC12_B_disable`

## 7.2.2 Function Documentation

```
void ADC12_B_clearInterrupt ( uint16_t baseAddress, uint8_t interruptRegisterChoice,  
uint16_t memoryInterruptFlagMask )
```

Clears ADC12B selected interrupt flags.

Modified registers are ADC12IFG .

## Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>interrupt← RegisterChoice</i>	is either 0, 1, or 2, to choose the correct interrupt register to update
<i>memory← InterruptFlag← Mask</i>	<p>is the bit mask of the memory buffer and overflow interrupt flags to be cleared. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_IFG0</b> - interruptRegisterChoice = 0</li> <li>■ <b>ADC12_B_IFG1</b></li> <li>■ <b>ADC12_B_IFG2</b></li> <li>■ <b>ADC12_B_IFG3</b></li> <li>■ <b>ADC12_B_IFG4</b></li> <li>■ <b>ADC12_B_IFG5</b></li> <li>■ <b>ADC12_B_IFG6</b></li> <li>■ <b>ADC12_B_IFG7</b></li> <li>■ <b>ADC12_B_IFG8</b></li> <li>■ <b>ADC12_B_IFG9</b></li> <li>■ <b>ADC12_B_IFG10</b></li> <li>■ <b>ADC12_B_IFG11</b></li> <li>■ <b>ADC12_B_IFG12</b></li> <li>■ <b>ADC12_B_IFG13</b></li> <li>■ <b>ADC12_B_IFG14</b></li> <li>■ <b>ADC12_B_IFG15</b></li> <li>■ <b>ADC12_B_IFG16</b> - interruptRegisterChoice = 1</li> <li>■ <b>ADC12_B_IFG17</b></li> <li>■ <b>ADC12_B_IFG18</b></li> <li>■ <b>ADC12_B_IFG19</b></li> <li>■ <b>ADC12_B_IFG20</b></li> <li>■ <b>ADC12_B_IFG21</b></li> <li>■ <b>ADC12_B_IFG22</b></li> <li>■ <b>ADC12_B_IFG23</b></li> <li>■ <b>ADC12_B_IFG24</b></li> <li>■ <b>ADC12_B_IFG25</b></li> <li>■ <b>ADC12_B_IFG26</b></li> <li>■ <b>ADC12_B_IFG27</b></li> <li>■ <b>ADC12_B_IFG28</b></li> <li>■ <b>ADC12_B_IFG29</b></li> <li>■ <b>ADC12_B_IFG30</b></li> <li>■ <b>ADC12_B_IFG31</b></li> <li>■ <b>ADC12_B_INIFG</b> - interruptRegisterChoice = 2</li> <li>■ <b>ADC12_B_LOIFG</b></li> <li>■ <b>ADC12_B_HIIFG</b></li> <li>■ <b>ADC12_B_OVIFG</b></li> <li>■ <b>ADC12_B_TOVIFG</b></li> <li>■ <b>ADC12_B_RDYIFG</b> - The selected ADC12B interrupt flags are cleared, so that it no longer asserts. The memory buffer interrupt flags are only cleared when the memory buffer is accessed. Note that the overflow interrupts do not have an interrupt flag to</li> </ul>

**Returns**

None

```
void ADC12_B_configureMemory ( uint16_t baseAddress, ADC12_B_configureMemory↔
Param * param )
```

Configures the controls of the selected memory buffer.

Maps an input signal conversion into the selected memory buffer, as well as the positive and negative reference voltages for each conversion being stored into this memory buffer. If the internal reference is used for the positive reference voltage, the internal REF module must be used to control the voltage level. Note that if a conversion has been started with the startConversion() function, then a call to disableConversions() is required before this function may be called.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>param</i>	is the pointer to struct for ADC12B memory configuration.

**Returns**

None

References ADC12\_B\_configureMemoryParam::differentialModeSelect, ADC12\_B\_configureMemoryParam::endOfSequence, ADC12\_B\_configureMemoryParam::inputSourceSelect, ADC12\_B\_configureMemoryParam::memoryBufferControllIndex, ADC12\_B\_configureMemoryParam::refVoltageSourceSelect, and ADC12\_B\_configureMemoryParam::windowComparatorSelect.

```
void ADC12_B_disable ( uint16_t baseAddress )
```

Disables the ADC12B block.

This will disable operation of the ADC12B block.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
--------------------	---

Modified bits are **ADC12ON** of **ADC12CTL0** register.

**Returns**

None

```
void ADC12_B_disableConversions ( uint16_t baseAddress, bool preempt )
```

Disables the ADC from converting any more signals.

Disables the ADC from converting any more signals. If there is a conversion in progress, this function can stop it immediately if the preempt parameter is set as



ADC12.B.PREEMPTCONVERSION, by changing the conversion mode to single-channel, single-conversion and disabling conversions. If the conversion mode is set as single-channel, single-conversion and this function is called without preemption, then the ADC core conversion status is polled until the conversion is complete before disabling conversions to prevent unpredictable data. If the [ADC12.B.startConversion\(\)](#) has been called, then this function has to be called to re-initialize the ADC, reconfigure a memory buffer control, enable/disable the sampling pulse mode, or change the internal reference voltage.

#### Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>preempt</i>	specifies if the current conversion should be preemptively stopped before the end of the conversion. Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12.B.COMPLETECONVERSION</b> - Allows the ADC12B to end the current conversion before disabling conversions.</li> <li>■ <b>ADC12.B.PREEMPTCONVERSION</b> - Stops the ADC12B immediately, with unpredictable results of the current conversion.</li> </ul>

Modified bits of **ADC12CTL1** register and bits of **ADC12CTL0** register.

#### Returns

None

References [ADC12.B.isBusy\(\)](#).

```
void ADC12.B.disableInterrupt ( uint16_t baseAddress, uint16_t interruptMask0, uint16_t
interruptMask1, uint16_t interruptMask2 )
```

Disables selected ADC12B interrupt sources.

Disables the indicated ADC12B interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

## Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>interruptMask0</i>	<p>is the bit mask of the memory buffer and overflow interrupt sources to be disabled. If the desired interrupt is not available in the selection for interruptMask0, then simply pass in a '0' for this value. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_IE0</b></li> <li>■ <b>ADC12_B_IE1</b></li> <li>■ <b>ADC12_B_IE2</b></li> <li>■ <b>ADC12_B_IE3</b></li> <li>■ <b>ADC12_B_IE4</b></li> <li>■ <b>ADC12_B_IE5</b></li> <li>■ <b>ADC12_B_IE6</b></li> <li>■ <b>ADC12_B_IE7</b></li> <li>■ <b>ADC12_B_IE8</b></li> <li>■ <b>ADC12_B_IE9</b></li> <li>■ <b>ADC12_B_IE10</b></li> <li>■ <b>ADC12_B_IE11</b></li> <li>■ <b>ADC12_B_IE12</b></li> <li>■ <b>ADC12_B_IE13</b></li> <li>■ <b>ADC12_B_IE14</b></li> <li>■ <b>ADC12_B_IE15</b></li> </ul>
<i>interruptMask1</i>	<p>is the bit mask of the memory buffer and overflow interrupt sources to be disabled. If the desired interrupt is not available in the selection for interruptMask1, then simply pass in a '0' for this value. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_IE16</b></li> <li>■ <b>ADC12_B_IE17</b></li> <li>■ <b>ADC12_B_IE18</b></li> <li>■ <b>ADC12_B_IE19</b></li> <li>■ <b>ADC12_B_IE20</b></li> <li>■ <b>ADC12_B_IE21</b></li> <li>■ <b>ADC12_B_IE22</b></li> <li>■ <b>ADC12_B_IE23</b></li> <li>■ <b>ADC12_B_IE24</b></li> <li>■ <b>ADC12_B_IE25</b></li> <li>■ <b>ADC12_B_IE26</b></li> <li>■ <b>ADC12_B_IE27</b></li> <li>■ <b>ADC12_B_IE28</b></li> <li>■ <b>ADC12_B_IE29</b></li> <li>■ <b>ADC12_B_IE30</b></li> <li>■ <b>ADC12_B_IE31</b></li> </ul>

<i>interruptMask2</i>	<p>is the bit mask of the memory buffer and overflow interrupt sources to be disabled. If the desired interrupt is not available in the selection for <i>interruptMask2</i>, then simply pass in a '0' for this value. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_INIE</b> - Interrupt enable for a conversion in the result register is either greater than the ADC12LO or lower than the ADC12HI threshold. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_LOIE</b> - Interrupt enable for the falling short of the lower limit interrupt of the window comparator for the result register. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_HIIE</b> - Interrupt enable for the exceeding the upper limit of the window comparator for the result register. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_OVIE</b> - Interrupt enable for a conversion that is about to save to a memory buffer that has not been read out yet. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_TOVIE</b> - enable for a conversion that is about to start before the previous conversion has been completed. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_RDYIE</b> - enable for the local buffered reference ready signal. GIE bit must be set to enable the interrupt.</li> </ul>
-----------------------	--

Modified bits of **ADC12IERx** register.

#### Returns

None

`void ADC12_B_disableSamplingTimer ( uint16_t baseAddress )`

Disables Sampling Timer Pulse Mode.

Disables the Sampling Timer Pulse Mode. Note that if a conversion has been started with the `startConversion()` function, then a call to `disableConversions()` is required before this function may be called.

#### Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
--------------------	---

#### Returns

None

`void ADC12_B_enable ( uint16_t baseAddress )`

Enables the ADC12B block.

This will enable operation of the ADC12B block.

#### Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
--------------------	---

Modified bits are **ADC12ON** of **ADC12CTL0** register.

#### Returns

None

```
void ADC12_B_enableInterrupt ( uint16_t baseAddress, uint16_t interruptMask0, uint16_t
interruptMask1, uint16_t interruptMask2 )
```

Enables selected ADC12B interrupt sources.

Enables the indicated ADC12B interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. **Does not clear interrupt flags.**

#### Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>interruptMask0</i>	is the bit mask of the memory buffer and overflow interrupt sources to be enabled. If the desired interrupt is not available in the selection for interruptMask0, then simply pass in a '0' for this value. Valid values are: <ul style="list-style-type: none"> <li>■ ADC12_B_IE0</li> <li>■ ADC12_B_IE1</li> <li>■ ADC12_B_IE2</li> <li>■ ADC12_B_IE3</li> <li>■ ADC12_B_IE4</li> <li>■ ADC12_B_IE5</li> <li>■ ADC12_B_IE6</li> <li>■ ADC12_B_IE7</li> <li>■ ADC12_B_IE8</li> <li>■ ADC12_B_IE9</li> <li>■ ADC12_B_IE10</li> <li>■ ADC12_B_IE11</li> <li>■ ADC12_B_IE12</li> <li>■ ADC12_B_IE13</li> <li>■ ADC12_B_IE14</li> <li>■ ADC12_B_IE15</li> </ul>

<b><i>interruptMask1</i></b>	<p>is the bit mask of the memory buffer and overflow interrupt sources to be enabled. If the desired interrupt is not available in the selection for <code>interruptMask1</code>, then simply pass in a '0' for this value. Valid values are:</p> <ul style="list-style-type: none"><li>■ ADC12_B_IE16</li><li>■ ADC12_B_IE17</li><li>■ ADC12_B_IE18</li><li>■ ADC12_B_IE19</li><li>■ ADC12_B_IE20</li><li>■ ADC12_B_IE21</li><li>■ ADC12_B_IE22</li><li>■ ADC12_B_IE23</li><li>■ ADC12_B_IE24</li><li>■ ADC12_B_IE25</li><li>■ ADC12_B_IE26</li><li>■ ADC12_B_IE27</li><li>■ ADC12_B_IE28</li><li>■ ADC12_B_IE29</li><li>■ ADC12_B_IE30</li><li>■ ADC12_B_IE31</li></ul>
------------------------------	---

<i>interruptMask2</i>	<p>is the bit mask of the memory buffer and overflow interrupt sources to be enabled. If the desired interrupt is not available in the selection for <i>interruptMask2</i>, then simply pass in a '0' for this value. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_INIE</b> - Interrupt enable for a conversion in the result register is either greater than the ADC12LO or lower than the ADC12HI threshold. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_LOIE</b> - Interrupt enable for the falling short of the lower limit interrupt of the window comparator for the result register. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_HIIE</b> - Interrupt enable for the exceeding the upper limit of the window comparator for the result register. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_OVIE</b> - Interrupt enable for a conversion that is about to save to a memory buffer that has not been read out yet. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_TOVIE</b> - enable for a conversion that is about to start before the previous conversion has been completed. GIE bit must be set to enable the interrupt.</li> <li>■ <b>ADC12_B_RDYIE</b> - enable for the local buffered reference ready signal. GIE bit must be set to enable the interrupt.</li> </ul>
-----------------------	---

Modified bits of ADC12IERx register.

Returns

None

```
uint16_t ADC12_B_getInterruptStatus ( uint16_t baseAddress, uint8_t
    interruptRegisterChoice, uint16_t memoryInterruptFlagMask )
```

Returns the status of the selected memory interrupt flags.

Returns the status of the selected memory interrupt flags. Note that the overflow interrupts do not have an interrupt flag to clear; they must be accessed directly from the interrupt vector.

## Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>interrupt← RegisterChoice</i>	is either 0, 1, or 2, to choose the correct interrupt register to update
<i>memory← InterruptFlag← Mask</i>	<p>is the bit mask of the memory buffer and overflow interrupt flags to be cleared. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_IFG0</b> - interruptRegisterChoice = 0</li> <li>■ <b>ADC12_B_IFG1</b></li> <li>■ <b>ADC12_B_IFG2</b></li> <li>■ <b>ADC12_B_IFG3</b></li> <li>■ <b>ADC12_B_IFG4</b></li> <li>■ <b>ADC12_B_IFG5</b></li> <li>■ <b>ADC12_B_IFG6</b></li> <li>■ <b>ADC12_B_IFG7</b></li> <li>■ <b>ADC12_B_IFG8</b></li> <li>■ <b>ADC12_B_IFG9</b></li> <li>■ <b>ADC12_B_IFG10</b></li> <li>■ <b>ADC12_B_IFG11</b></li> <li>■ <b>ADC12_B_IFG12</b></li> <li>■ <b>ADC12_B_IFG13</b></li> <li>■ <b>ADC12_B_IFG14</b></li> <li>■ <b>ADC12_B_IFG15</b></li> <li>■ <b>ADC12_B_IFG16</b> - interruptRegisterChoice = 1</li> <li>■ <b>ADC12_B_IFG17</b></li> <li>■ <b>ADC12_B_IFG18</b></li> <li>■ <b>ADC12_B_IFG19</b></li> <li>■ <b>ADC12_B_IFG20</b></li> <li>■ <b>ADC12_B_IFG21</b></li> <li>■ <b>ADC12_B_IFG22</b></li> <li>■ <b>ADC12_B_IFG23</b></li> <li>■ <b>ADC12_B_IFG24</b></li> <li>■ <b>ADC12_B_IFG25</b></li> <li>■ <b>ADC12_B_IFG26</b></li> <li>■ <b>ADC12_B_IFG27</b></li> <li>■ <b>ADC12_B_IFG28</b></li> <li>■ <b>ADC12_B_IFG29</b></li> <li>■ <b>ADC12_B_IFG30</b></li> <li>■ <b>ADC12_B_IFG31</b></li> <li>■ <b>ADC12_B_INIFG</b> - interruptRegisterChoice = 2</li> <li>■ <b>ADC12_B_LOIFG</b></li> <li>■ <b>ADC12_B_HIIFG</b></li> <li>■ <b>ADC12_B_OVIFG</b></li> <li>■ <b>ADC12_B_TOVIFG</b></li> <li>■ <b>ADC12_B_RDYIFG</b> - The selected ADC12B interrupt flags are cleared, so that it no longer asserts. The memory buffer interrupt flags are only cleared when the memory buffer is accessed. Note that the overflow interrupts do not have an interrupt flag to</li> </ul>

**Returns**

The current interrupt flag status for the corresponding mask.

`uint32_t ADC12_B_getMemoryAddressForDMA ( uint16_t baseAddress, uint8_t memoryIndex )`

Returns the address of the specified memory buffer for the DMA module.

Returns the address of the specified memory buffer. This can be used in conjunction with the DMA to store the converted data directly to memory.



## Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>memoryIndex</i>	<p>is the memory buffer to return the address of. Valid values are:</p> <ul style="list-style-type: none"> <li>■ ADC12_B_MEMORY_0</li> <li>■ ADC12_B_MEMORY_1</li> <li>■ ADC12_B_MEMORY_2</li> <li>■ ADC12_B_MEMORY_3</li> <li>■ ADC12_B_MEMORY_4</li> <li>■ ADC12_B_MEMORY_5</li> <li>■ ADC12_B_MEMORY_6</li> <li>■ ADC12_B_MEMORY_7</li> <li>■ ADC12_B_MEMORY_8</li> <li>■ ADC12_B_MEMORY_9</li> <li>■ ADC12_B_MEMORY_10</li> <li>■ ADC12_B_MEMORY_11</li> <li>■ ADC12_B_MEMORY_12</li> <li>■ ADC12_B_MEMORY_13</li> <li>■ ADC12_B_MEMORY_14</li> <li>■ ADC12_B_MEMORY_15</li> <li>■ ADC12_B_MEMORY_16</li> <li>■ ADC12_B_MEMORY_17</li> <li>■ ADC12_B_MEMORY_18</li> <li>■ ADC12_B_MEMORY_19</li> <li>■ ADC12_B_MEMORY_20</li> <li>■ ADC12_B_MEMORY_21</li> <li>■ ADC12_B_MEMORY_22</li> <li>■ ADC12_B_MEMORY_23</li> <li>■ ADC12_B_MEMORY_24</li> <li>■ ADC12_B_MEMORY_25</li> <li>■ ADC12_B_MEMORY_26</li> <li>■ ADC12_B_MEMORY_27</li> <li>■ ADC12_B_MEMORY_28</li> <li>■ ADC12_B_MEMORY_29</li> <li>■ ADC12_B_MEMORY_30</li> <li>■ ADC12_B_MEMORY_31</li> </ul>

**Returns**

address of the specified memory buffer

`uint16_t ADC12_B_getResults ( uint16_t baseAddress, uint8_t memoryBufferIndex )`

Returns the raw contents of the specified memory buffer.

Returns the raw contents of the specified memory buffer. The format of the content depends on the read-back format of the data: if the data is in signed 2's complement format then the contents in the memory buffer will be left-justified with the least-significant bits as 0's, whereas if the data is in unsigned format then the contents in the memory buffer will be right-justified with the most-significant bits as 0's.

## Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>memoryBuffer↔ Index</i>	<p>is the specified memory buffer to read. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_MEMORY_0</b></li> <li>■ <b>ADC12_B_MEMORY_1</b></li> <li>■ <b>ADC12_B_MEMORY_2</b></li> <li>■ <b>ADC12_B_MEMORY_3</b></li> <li>■ <b>ADC12_B_MEMORY_4</b></li> <li>■ <b>ADC12_B_MEMORY_5</b></li> <li>■ <b>ADC12_B_MEMORY_6</b></li> <li>■ <b>ADC12_B_MEMORY_7</b></li> <li>■ <b>ADC12_B_MEMORY_8</b></li> <li>■ <b>ADC12_B_MEMORY_9</b></li> <li>■ <b>ADC12_B_MEMORY_10</b></li> <li>■ <b>ADC12_B_MEMORY_11</b></li> <li>■ <b>ADC12_B_MEMORY_12</b></li> <li>■ <b>ADC12_B_MEMORY_13</b></li> <li>■ <b>ADC12_B_MEMORY_14</b></li> <li>■ <b>ADC12_B_MEMORY_15</b></li> <li>■ <b>ADC12_B_MEMORY_16</b></li> <li>■ <b>ADC12_B_MEMORY_17</b></li> <li>■ <b>ADC12_B_MEMORY_18</b></li> <li>■ <b>ADC12_B_MEMORY_19</b></li> <li>■ <b>ADC12_B_MEMORY_20</b></li> <li>■ <b>ADC12_B_MEMORY_21</b></li> <li>■ <b>ADC12_B_MEMORY_22</b></li> <li>■ <b>ADC12_B_MEMORY_23</b></li> <li>■ <b>ADC12_B_MEMORY_24</b></li> <li>■ <b>ADC12_B_MEMORY_25</b></li> <li>■ <b>ADC12_B_MEMORY_26</b></li> <li>■ <b>ADC12_B_MEMORY_27</b></li> <li>■ <b>ADC12_B_MEMORY_28</b></li> <li>■ <b>ADC12_B_MEMORY_29</b></li> <li>■ <b>ADC12_B_MEMORY_30</b></li> <li>■ <b>ADC12_B_MEMORY_31</b></li> </ul>

**Returns**

A signed integer of the contents of the specified memory buffer.

```
bool ADC12.B.init ( uint16_t baseAddress, ADC12.B_initParam * param )
```

Initializes the ADC12B Module.

This function initializes the ADC module to allow for analog-to-digital conversions. Specifically this function sets up the sample-and-hold signal and clock sources for the ADC core to use for conversions. Upon successful completion of the initialization all of the ADC control registers will be reset, excluding the memory controls and reference module bits, the given parameters will be set, and the ADC core will be turned on (Note, that the ADC core only draws power during conversions and remains off when not converting). Note that sample/hold signal sources are device dependent. Note that if re-initializing the ADC after starting a conversion with the startConversion() function, the disableConversion() must be called BEFORE this function can be called.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>param</i>	is the pointer to struct for initialization.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the initialization process.

References ADC12.B\_initParam::clockSourceDivider, ADC12.B\_initParam::clockSourcePredivider, ADC12.B\_initParam::clockSourceSelect, ADC12.B\_initParam::internalChannelMap, and ADC12.B\_initParam::sampleHoldSignalSourceSelect.

```
uint8_t ADC12.B.isBusy ( uint16_t baseAddress )
```

Returns the busy status of the ADC12B core.

Returns the status of the ADC core if there is a conversion currently taking place.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
--------------------	---

**Returns**

ADC12.B\_BUSY or ADC12.B\_NOTBUSY dependent if there is a conversion currently taking place. Return one of the following:

- **ADC12.B\_NOTBUSY**
- **ADC12.B\_BUSY**  
indicating if a conversion is taking place

Referenced by ADC12.B\_disableConversions().

```
void ADC12.B.setAdcPowerMode ( uint16_t baseAddress, uint8_t powerMode )
```

Use to set the ADC's power conservation mode if the sampling rate is at 50-ksps or less.

Sets ADC's power mode. If the user has a sampling rate greater than 50-kSPS, then he/she can only enable ADC12\_B\_REGULARPOWERMODE. If the sampling rate is 50-kSPS or less, the user can enable ADC12\_B\_LOWPOWERMODE granting additional power savings.

#### Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>powerMode</i>	is the specified maximum sampling rate. Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_REGULARPOWERMODE</b> [Default] - If sampling rate is greater than 50-kSPS, there is no power saving feature available.</li> <li>■ <b>ADC12_B_LOWPOWERMODE</b> - If sampling rate is less than or equal to 50-kSPS, select this value to save power Modified bits are <b>ADC12SR</b> of <b>ADC12CTL2</b> register.</li> </ul>

#### Returns

None

```
void ADC12_B_setDataReadBackFormat ( uint16_t baseAddress, uint8_t readBackFormat )
```

Use to set the read-back format of the converted data.

Sets the format of the converted data: how it will be stored into the memory buffer, and how it should be read back. The format can be set as right-justified (default), which indicates that the number will be unsigned, or left-justified, which indicates that the number will be signed in 2's complement format. This change affects all memory buffers for subsequent conversions.

#### Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>readBackFormat</i>	is the specified format to store the conversions in the memory buffer. Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_UNSIGNED_BINARY</b> [Default]</li> <li>■ <b>ADC12_B_SIGNED_2SCOMPLEMENT</b> Modified bits are <b>ADC12DF</b> of <b>ADC12CTL2</b> register.</li> </ul>

#### Returns

None

```
void ADC12_B_setResolution ( uint16_t baseAddress, uint8_t resolutionSelect )
```

Use to change the resolution of the converted data.

This function can be used to change the resolution of the converted data from the default of 12-bits.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>resolutionSelect</i>	determines the resolution of the converted data. Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_RESOLUTION_8BIT</b></li> <li>■ <b>ADC12_B_RESOLUTION_10BIT</b></li> <li>■ <b>ADC12_B_RESOLUTION_12BIT</b> [Default]</li> </ul> Modified bits are <b>ADC12RESx</b> of <b>ADC12CTL2</b> register.

**Returns**

None

```
void ADC12_B_setSampleHoldSignalInversion ( uint16_t baseAddress, uint16_t
invertedSignal )
```

Use to invert or un-invert the sample/hold signal.

This function can be used to invert or un-invert the sample/hold signal. Note that if a conversion has been started with the startConversion() function, then a call to disableConversions() is required before this function may be called.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>invertedSignal</i>	set if the sample/hold signal should be inverted Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_NONINVERTEDSIGNAL</b> [Default] - a sample-and-hold of an input signal for conversion will be started on a rising edge of the sample/hold signal.</li> <li>■ <b>ADC12_B_INVERTEDSIGNAL</b> - a sample-and-hold of an input signal for conversion will be started on a falling edge of the sample/hold signal.</li> </ul> Modified bits are <b>ADC12ISSH</b> of <b>ADC12CTL1</b> register.

**Returns**

None

```
void ADC12_B_setupSamplingTimer ( uint16_t baseAddress, uint16_t clockCycle↔
HoldCountLowMem, uint16_t clockCycleHoldCountHighMem, uint16_t
multipleSamplesEnabled )
```

Sets up and enables the Sampling Timer Pulse Mode.

This function sets up the sampling timer pulse mode which allows the sample/hold signal to trigger a sampling timer to sample-and-hold an input signal for a specified number of clock cycles without having to hold the sample/hold signal for the entire period of sampling. Note that if a conversion has been started with the startConversion() function, then a call to disableConversions() is required before this function may be called.

## Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>clockCycle</i> ↔ <i>HoldCount</i> ↔ <i>LowMem</i>	sets the amount of clock cycles to sample- and-hold for the higher memory buffers 0-7. Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_CYCLEHOLD_4_CYCLES</b> [Default]</li> <li>■ <b>ADC12_B_CYCLEHOLD_8_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_16_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_32_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_64_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_96_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_128_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_192_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_256_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_384_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_512_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_768_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_1024_CYCLES</b></li> </ul> Modified bits are <b>ADC12SHT0x</b> of <b>ADC12CTL0</b> register.

<i>clockCycle</i> ↔ <i>HoldCount</i> ↔ <i>HighMem</i>	sets the amount of clock cycles to sample-and-hold for the higher memory buffers 8-15. Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_CYCLEHOLD_4_CYCLES</b> [Default]</li> <li>■ <b>ADC12_B_CYCLEHOLD_8_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_16_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_32_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_64_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_96_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_128_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_192_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_256_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_384_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_512_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_768_CYCLES</b></li> <li>■ <b>ADC12_B_CYCLEHOLD_1024_CYCLES</b></li> </ul> Modified bits are <b>ADC12SHT1x</b> of <b>ADC12CTL0</b> register.
<i>multiple</i> ↔ <i>Samples</i> ↔ <i>Enabled</i>	allows multiple conversions to start without a trigger signal from the sample/hold signal Valid values are: <ul style="list-style-type: none"> <li>■ <b>ADC12_B_MULTIPLESAMPLESDISABLE</b> [Default] - a timer trigger will be needed to start every ADC conversion.</li> <li>■ <b>ADC12_B_MULTIPLESAMPLESENABLE</b> - during a sequenced and/or repeated conversion mode, after the first conversion, no sample/hold signal is necessary to start subsequent sample/hold and convert processes.</li> </ul> Modified bits are <b>ADC12MSC</b> of <b>ADC12CTL0</b> register.

**Returns**

None

```
void ADC12_B_setWindowCompAdvanced ( uint16_t baseAddress, uint16_t highThreshold,
uint16_t lowThreshold )
```

Sets the high and low threshold for the window comparator feature.

Sets the high and low threshold for the window comparator feature. Use the ADC12HIIE, ADC12INIE, ADC12LOIE interrupts to utilize this feature.

**Parameters**

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>highThreshold</i>	is the upper bound that could trip an interrupt for the window comparator.



<i>lowThreshold</i>	is the lower bound that could trip on interrupt for the window comparator.
---------------------	--

**Returns**

None

```
void ADC12_B_startConversion ( uint16_t baseAddress, uint16_t startingMemoryBufferIndex, uint8_t conversionSequenceModeSelect )
```

Enables/Starts an Analog-to-Digital Conversion.

Enables/starts the conversion process of the ADC. If the sample/hold signal source chosen during initialization was ADC12OSC, then the conversion is started immediately, otherwise the chosen sample/hold signal source starts the conversion by a rising edge of the signal. Keep in mind when selecting conversion modes, that for sequenced and/or repeated modes, to keep the sample/hold-and-convert process continuing without a trigger from the sample/hold signal source, the multiple samples must be enabled using the [ADC12\\_B\\_setupSamplingTimer\(\)](#) function. Note that after this function is called, the `ADC12_B_stopConversions()` has to be called to re-initialize the ADC, reconfigure a memory buffer control, enable/disable the sampling timer, or to change the internal reference voltage.

Parameters

<i>baseAddress</i>	is the base address of the ADC12B module.
<i>starting</i> ↔ <i>MemoryBuffer</i> ↔ <i>Index</i>	<p>is the memory buffer that will hold the first or only conversion. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_START_AT_ADC12MEM0</b> [Default]</li> <li>■ <b>ADC12_B_START_AT_ADC12MEM1</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM2</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM3</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM4</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM5</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM6</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM7</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM8</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM9</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM10</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM11</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM12</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM13</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM14</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM15</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM16</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM17</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM18</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM19</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM20</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM21</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM22</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM23</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM24</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM25</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM26</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM27</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM28</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM29</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM30</b></li> <li>■ <b>ADC12_B_START_AT_ADC12MEM31</b></li> </ul> <p>Modified bits are <b>ADC12CSTARTADDx</b> of <b>ADC12CTL1</b> register.</p>
<i>conversion</i> ↔ <i>Sequence</i> ↔ <i>ModeSelect</i>	<p>determines the ADC operating mode. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>ADC12_B_SINGLECHANNEL</b> [Default] - one-time conversion of a single channel into a single memory buffer.</li> <li>■ <b>ADC12_B_SEQOFCHANNELS</b> - one time conversion of multiple channels into the specified starting memory buffer and each subsequent memory buffer up until the conversion is stored in a memory buffer dedicated as the end-of-sequence by the memory's control register.</li> <li>■ <b>ADC12_B_REPEATED_SINGLECHANNEL</b> - repeated conversions of one channel into a single memory buffer.</li> <li>■ <b>ADC12_B_REPEATED_SEQOFCHANNELS</b> - repeated conversions of multiple channels into a single memory buffer.</li> </ul>

Modified bits of **ADC12CTL1** register and bits of **ADC12CTL0** register.

### Returns

None

## 7.3 Programming Example

The following example shows how to initialize and use the ADC12.B API to start a single channel with single conversion using an external positive reference for the ADC12.B.

```
//Initialize the ADC12 Module
/*
 * Base address of ADC12 Module
 * Use internal ADC12 bit as sample/hold signal to start conversion
 * USE MODOSC 5MHZ Digital Oscillator as clock source
 * Use default clock divider/pre-divider of 1
 * Map to internal channel 0
 */
ADC12.B.initParam initParam = {0};
initParam.sampleHoldSignalSourceSelect = ADC12.B.SAMPLEHOLDSOURCE_SC;
initParam.clockSourceSelect = ADC12.B.CLOCKSOURCE_ADC12OSC;
initParam.clockSourceDivider = ADC12.B.CLOCKDIVIDER_1;
initParam.clockSourcePredivider = ADC12.B.CLOCKPREDIVIDER_1;
initParam.internalChannelMap = ADC12.B.MAPINTCH0;
ADC12.B.init(ADC12.B.BASE, &initParam);

//Enable the ADC12.B module
ADC12.B.enable(ADC12.B.BASE);

/*
 * Base address of ADC12 Module
 * For memory buffers 0-7 sample/hold for 16 clock cycles
 * For memory buffers 8-15 sample/hold for 4 clock cycles (default)
 * Disable Multiple Sampling
 */
ADC12.B.setupSamplingTimer(ADC12.B.BASE,
    ADC12.B.CYCLEHOLD_16_CYCLES,
    ADC12.B.CYCLEHOLD_4_CYCLES,
    ADC12.B.MULTIPLESAMPLESDISABLE);

//Configure Memory Buffer
/*
 * Base address of the ADC12 Module
 * Configure memory buffer 0
 * Map input A0 to memory buffer 0
 * Vref+ = AVcc
 * Vref- = EXT Positive
 * Memory buffer 0 is not the end of a sequence
 */
ADC12.B.configureMemoryParam configureMemoryParam = {0};
configureMemoryParam.memoryBufferControlIndex = ADC12.B.MEMORY_0;
configureMemoryParam.inputSourceSelect = ADC12.B.INPUT_A0;
configureMemoryParam.refVoltageSourceSelect = ADC12.B.VREFPOS_EXTPOS_VREFNEG_VSS;
configureMemoryParam.endOfSequence = ADC12.B.NOTENDOFSEQUENCE;
configureMemoryParam.windowComparatorSelect = ADC12.B.WINDOW_COMPARATOR_DISABLE;
configureMemoryParam.differentialModeSelect = ADC12.B.DIFFERENTIAL_MODE_DISABLE;
ADC12.B.configureMemory(ADC12.B.BASE, &configureMemoryParam);

while (1)
{
    //Enable/Start first sampling and conversion cycle
    /*
     * Base address of ADC12 Module
     * Start the conversion into memory buffer 0
     * Use the single-channel, single-conversion mode
     */
    ADC12.B.startConversion(ADC12.B.BASE,
        ADC12.B.MEMORY_0,
        ADC12.B.SINGLECHANNEL);
}
```

```
//Poll for interrupt on memory buffer 0
while (!ADC12.B.getInterruptStatus(ADC12.B.BASE,
    0,
    ADC12.B.IFG0));

__no_operation(); // SET BREAKPOINT HERE
}
```

## 8 Advanced Encryption Standard (AES256)

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### 8.1 Introduction

The AES256 accelerator module performs encryption and decryption of 128-bit data with 128-bit keys according to the advanced encryption standard (AES256) (FIPS PUB 197) in hardware. The AES256 accelerator features are:

- Encryption and decryption according to AES256 FIPS PUB 197 with 128-bit key
- On-the-fly key expansion for encryption and decryption
- Off-line key generation for decryption
- Byte and word access to key, input, and output data
- AES256 ready interrupt flag The AES256256 accelerator module performs encryption and decryption of 128-bit data with 128-/192-/256-bit keys according to the advanced encryption standard (AES256) (FIPS PUB 197) in hardware. The AES256 accelerator features are:  
AES256 encryption ? 128 bit - 168 cycles ? 192 bit - 204 cycles ? 256 bit - 234 cycles  
AES256 decryption ? 128 bit - 168 cycles ? 192 bit - 206 cycles ? 256 bit - 234 cycles
- On-the-fly key expansion for encryption and decryption
- Offline key generation for decryption
- Shadow register storing the initial key for all key lengths
- Byte and word access to key, input data, and output data
- AES256 ready interrupt flag

### 8.2 API Functions

#### Functions

- `uint8_t AES256_setCipherKey` (`uint16_t baseAddress`, `const uint8_t *cipherKey`, `uint16_t keyLength`)  
*Loads a 128, 192 or 256 bit cipher key to AES256 module.*
- `void AES256_encryptData` (`uint16_t baseAddress`, `const uint8_t *data`, `uint8_t *encryptedData`)  
*Encrypts a block of data using the AES256 module.*
- `void AES256_decryptData` (`uint16_t baseAddress`, `const uint8_t *data`, `uint8_t *decryptedData`)  
*Decrypts a block of data using the AES256 module.*
- `uint8_t AES256_setDecipherKey` (`uint16_t baseAddress`, `const uint8_t *cipherKey`, `uint16_t keyLength`)  
*Sets the decipher key.*
- `void AES256_clearInterrupt` (`uint16_t baseAddress`)

- Clears the AES256 ready interrupt flag.*
- uint32\_t [AES256\\_getInterruptStatus](#) (uint16\_t baseAddress)
  - Gets the AES256 ready interrupt flag status.*
- void [AES256\\_enableInterrupt](#) (uint16\_t baseAddress)
  - Enables AES256 ready interrupt.*
- void [AES256\\_disableInterrupt](#) (uint16\_t baseAddress)
  - Disables AES256 ready interrupt.*
- void [AES256\\_reset](#) (uint16\_t baseAddress)
  - Resets AES256 Module immediately.*
- void [AES256\\_startEncryptData](#) (uint16\_t baseAddress, const uint8\_t \*data)
  - Starts an encryption process on the AES256 module.*
- void [AES256\\_startDecryptData](#) (uint16\_t baseAddress, const uint8\_t \*data)
  - Decrypts a block of data using the AES256 module.*
- uint8\_t [AES256\\_startSetDecipherKey](#) (uint16\_t baseAddress, const uint8\_t \*cipherKey, uint16\_t keyLength)
  - Sets the decipher key.*
- uint8\_t [AES256\\_getDataOut](#) (uint16\_t baseAddress, uint8\_t \*outputData)
  - Reads back the output data from AES256 module.*
- uint16\_t [AES256\\_isBusy](#) (uint16\_t baseAddress)
  - Gets the AES256 module busy status.*
- void [AES256\\_clearErrorFlag](#) (uint16\_t baseAddress)
  - Clears the AES256 error flag.*
- uint32\_t [AES256\\_getErrorFlagStatus](#) (uint16\_t baseAddress)
  - Gets the AES256 error flag status.*

## 8.2.1 Detailed Description

The AES256 module APIs are

- [AES256\\_setCipherKey\(\)](#),
- [AES256256\\_setCipherKey\(\)](#),
- [AES256\\_encryptData\(\)](#),
- [AES256\\_decryptDataUsingEncryptionKey\(\)](#),
- [AES256\\_generateFirstRoundKey\(\)](#),
- [AES256\\_decryptData\(\)](#),
- [AES256\\_reset\(\)](#),
- [AES256\\_startEncryptData\(\)](#),
- [AES256\\_startDecryptDataUsingEncryptionKey\(\)](#),
- [AES256\\_startDecryptData\(\)](#),
- [AES256\\_startGenerateFirstRoundKey\(\)](#),
- [AES256\\_getDataOut\(\)](#)

The AES256 interrupt handler functions

- [AES256\\_enableInterrupt\(\)](#),
- [AES256\\_disableInterrupt\(\)](#),
- [AES256\\_clearInterruptFlag\(\)](#),

## 8.2.2 Function Documentation

`void AES256_clearErrorFlag ( uint16_t baseAddress )`

Clears the AES256 error flag.

Clears the AES256 error flag that results from a key or data being written while the AES256 module is busy.

### Parameters

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

Modified bits are **AESERRFG** of **AESACTL0** register.

### Returns

None

`void AES256_clearInterrupt ( uint16_t baseAddress )`

Clears the AES256 ready interrupt flag.

This function clears the AES256 ready interrupt flag. This flag is automatically cleared when AES256ADOUT is read, or when AES256AKEY or AES256ADIN is written. This function should be used when the flag needs to be reset and it has not been automatically cleared by one of the previous actions.

### Parameters

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

Modified bits are **AESRDYIFG** of **AESACTL0** register.

### Returns

None

`void AES256_decryptData ( uint16_t baseAddress, const uint8_t * data, uint8_t * decryptedData )`

Decrypts a block of data using the AES256 module.

This function requires a pregenerated decryption key. A key can be loaded and pregenerated by using function [AES256\\_setDecipherKey\(\)](#) or [AES256\\_startSetDecipherKey\(\)](#). The decryption takes 167 MCLK.

### Parameters

<i>baseAddress</i>	is the base address of the AES256 module.
<i>data</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains encrypted data to be decrypted.

<i>decryptedData</i>	is a pointer to an uint8_t array with a length of 16 bytes in that the decrypted data will be written.
----------------------	--

**Returns**

None

```
void AES256_disableInterrupt ( uint16_t baseAddress )
```

Disables AES256 ready interrupt.

Disables AES256 ready interrupt. This interrupt is reset by a PUC, but not reset by AES256\_reset.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

Modified bits are **AESRDYIE** of **AESACTL0** register.

**Returns**

None

```
void AES256_enableInterrupt ( uint16_t baseAddress )
```

Enables AES256 ready interrupt.

Enables AES256 ready interrupt. This interrupt is reset by a PUC, but not reset by AES256\_reset.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

Modified bits are **AESRDYIE** of **AESACTL0** register.

**Returns**

None

```
void AES256_encryptData ( uint16_t baseAddress, const uint8_t * data, uint8_t * encryptedData )
```

Encrypts a block of data using the AES256 module.

The cipher key that is used for encryption should be loaded in advance by using function [AES256\\_setCipherKey\(\)](#)

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---



<i>data</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains data to be encrypted.
<i>encryptedData</i>	is a pointer to an uint8_t array with a length of 16 bytes in that the encrypted data will be written.

**Returns**

None

uint8\_t AES256\_getDataOut ( uint16\_t *baseAddress*, uint8\_t \* *outputData* )

Reads back the output data from AES256 module.

This function is meant to use after an encryption or decryption process that was started and finished by initiating an interrupt by use of AES256\_startEncryptData or AES256\_startDecryptData functions.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
<i>outputData</i>	is a pointer to an uint8_t array with a length of 16 bytes in that the data will be written.

**Returns**

STATUS\_SUCCESS if data is valid, otherwise STATUS\_FAIL

uint32\_t AES256\_getErrorFlagStatus ( uint16\_t *baseAddress* )

Gets the AES256 error flag status.

Checks the AES256 error flag that results from a key or data being written while the AES256 module is busy. If the flag is set, it needs to be cleared using AES256\_clearErrorFlag.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

**Returns**

One of the following:

- **AES256\_ERROR\_OCCURRED**
  - **AES256\_NO\_ERROR**
- indicating the error flag status

uint32\_t AES256\_getInterruptStatus ( uint16\_t *baseAddress* )

Gets the AES256 ready interrupt flag status.

This function checks the AES256 ready interrupt flag. This flag is automatically cleared when AES256ADOUT is read, or when AES256AKEY or AES256ADIN is written. This function can be used to confirm that this has been done.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

**Returns**

One of the following:

- **AES256\_READY\_INTERRUPT**
- **AES256\_NOTREADY\_INTERRUPT**  
indicating the status of the AES256 ready status

`uint16_t AES256_isBusy ( uint16_t baseAddress )`

Gets the AES256 module busy status.

Gets the AES256 module busy status. If a key or data are written while the AES256 module is busy, an error flag will be thrown.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

**Returns**

One of the following:

- **AES256\_BUSY**
- **AES256\_NOT\_BUSY**  
indicating if the AES256 module is busy

`void AES256_reset ( uint16_t baseAddress )`

Resets AES256 Module immediately.

This function performs a software reset on the AES256 Module, note that this does not affect the AES256 ready interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
--------------------	---

Modified bits are **AESSWRST** of **AESACTL0** register.

**Returns**

None

`uint8_t AES256_setCipherKey ( uint16_t baseAddress, const uint8_t * cipherKey, uint16_t keyLength )`

Loads a 128, 192 or 256 bit cipher key to AES256 module.

This function loads a 128, 192 or 256 bit cipher key to AES256 module. Requires both a key as well as the length of the key provided. Acceptable key lengths are AES256\_KEYLENGTH\_128BIT, AES256\_KEYLENGTH\_192BIT, or AES256\_KEYLENGTH\_256BIT

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
<i>cipherKey</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains a 128 bit cipher key.
<i>keyLength</i>	is the length of the key. Valid values are: <ul style="list-style-type: none"> <li>■ <b>AES256_KEYLENGTH_128BIT</b></li> <li>■ <b>AES256_KEYLENGTH_192BIT</b></li> <li>■ <b>AES256_KEYLENGTH_256BIT</b></li> </ul>

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL of key loading

```
uint8_t AES256_setDecipherKey ( uint16_t baseAddress, const uint8_t * cipherKey, uint16_t
keyLength )
```

Sets the decipher key.

The API AES256\_startSetDecipherKey or AES256\_setDecipherKey must be invoked before invoking AES256\_startDecryptData.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
<i>cipherKey</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains a 128 bit cipher key.
<i>keyLength</i>	is the length of the key. Valid values are: <ul style="list-style-type: none"> <li>■ <b>AES256_KEYLENGTH_128BIT</b></li> <li>■ <b>AES256_KEYLENGTH_192BIT</b></li> <li>■ <b>AES256_KEYLENGTH_256BIT</b></li> </ul>

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL of key loading

```
void AES256_startDecryptData ( uint16_t baseAddress, const uint8_t * data )
```

Decrypts a block of data using the AES256 module.

This is the non-blocking equivalent of [AES256\\_decryptData\(\)](#). This function requires a pregenerated decryption key. A key can be loaded and pregenerated by using function [AES256\\_setDecipherKey\(\)](#) or [AES256\\_startSetDecipherKey\(\)](#). The decryption takes 167 MCLK. It is recommended to use interrupt to check for procedure completion then use the [AES256\\_getDataOut\(\)](#) API to retrieve the decrypted data.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
<i>data</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains encrypted data to be decrypted.

**Returns**

None

```
void AES256_startEncryptData ( uint16_t baseAddress, const uint8_t * data )
```

Starts an encryption process on the AES256 module.

The cipher key that is used for decryption should be loaded in advance by using function [AES256\\_setCipherKey\(\)](#). This is a non-blocking equivalent of [AES256\\_encryptData\(\)](#). It is recommended to use the interrupt functionality to check for procedure completion then use the [AES256\\_getDataOut\(\)](#) API to retrieve the encrypted data.

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
<i>data</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains data to be encrypted.

**Returns**

None

```
uint8_t AES256_startSetDecipherKey ( uint16_t baseAddress, const uint8_t * cipherKey,
uint16_t keyLength )
```

Sets the decipher key.

The API [AES256\\_startSetDecipherKey\(\)](#) or [AES256\\_setDecipherKey\(\)](#) must be invoked before invoking [AES256\\_startDecryptData\(\)](#).

**Parameters**

<i>baseAddress</i>	is the base address of the AES256 module.
<i>cipherKey</i>	is a pointer to an uint8_t array with a length of 16 bytes that contains a 128 bit cipher key.
<i>keyLength</i>	is the length of the key. Valid values are: <ul style="list-style-type: none"> <li>■ <b>AES256_KEYLENGTH_128BIT</b></li> <li>■ <b>AES256_KEYLENGTH_192BIT</b></li> <li>■ <b>AES256_KEYLENGTH_256BIT</b></li> </ul>

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL of key loading

## 8.3 Programming Example

The following example shows some AES256 operations using the APIs

```
unsigned char Data[16] =
    {
        0x30, 0x30, 0x30, 0x30,
        0x30, 0x30, 0x30, 0x30,
        0x30, 0x30, 0x30, 0x30,
        0x30, 0x30, 0x30, 0x30
    };

unsigned char CipherKey[32] =
    {
        0xAA, 0xBB, 0x02, 0x03,
        0x04, 0x05, 0x06, 0x07,
        0x08, 0x09, 0x0A, 0x0B,
        0x0C, 0x0D, 0x0E, 0x0F,
        0x30, 0x31, 0x32, 0x33,
        0x34, 0x35, 0x36, 0x37,
        0x30, 0x31, 0x32, 0x33,
        0x34, 0x35, 0x36, 0x37
    };

unsigned char DataAESencrypted[16]; // Encrypted data
unsigned char DataAESdecrypted[16]; // Decrypted data

// Load a cipher key to module
AES256_setCipherKey(AES256_BASE, CipherKey, Key_256BIT);

// Encrypt data with preloaded cipher key
AES256_encryptData(AES256_BASE, Data, DataAESencrypted);

// Decrypt data with keys that were generated during encryption - takes 214 MCLK
// This function will generate all round keys needed for decryption first and then
// the encryption process starts
AES256_decryptDataUsingEncryptionKey(AES256_BASE, DataAESencrypted, DataAESdecrypted);
```

## 9 Comparator (COMP\_E)

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### 9.1 Introduction

The Comparator E (COMP\_E) API provides a set of functions for using the MSP430Ware COMP\_E modules. Functions are provided to initialize the COMP\_E modules, setup reference voltages for input, and manage interrupts for the COMP\_E modules.

The Comp\_E module provides the ability to compare two analog signals and use the output in software and on an output pin. The output represents whether the signal on the positive terminal is higher than the signal on the negative terminal. The Comp\_E may be used to generate a hysteresis. There are 16 different inputs that can be used, as well as the ability to short 2 input together. The Comp\_E module also has control over the REF module to generate a reference voltage as an input.

The Comp\_E module can generate multiple interrupts. An interrupt may be asserted for the output, with separate interrupts on whether the output rises, or falls.

### 9.2 API Functions

#### Functions

- bool [Comp\\_E\\_init](#) (uint16\_t baseAddress, [Comp\\_E\\_initParam](#) \*param)  
*Initializes the Comp\_E Module.*
- void [Comp\\_E\\_setReferenceVoltage](#) (uint16\_t baseAddress, uint16\_t supplyVoltageReferenceBase, uint16\_t lowerLimitSupplyVoltageFractionOf32, uint16\_t upperLimitSupplyVoltageFractionOf32)  
*Generates a Reference Voltage to the terminal selected during initialization.*
- void [Comp\\_E\\_setReferenceAccuracy](#) (uint16\_t baseAddress, uint16\_t referenceAccuracy)  
*Sets the reference accuracy.*
- void [Comp\\_E\\_setPowerMode](#) (uint16\_t baseAddress, uint16\_t powerMode)  
*Sets the power mode.*
- void [Comp\\_E\\_enableInterrupt](#) (uint16\_t baseAddress, uint16\_t interruptMask)  
*Enables selected Comp\_E interrupt sources.*
- void [Comp\\_E\\_disableInterrupt](#) (uint16\_t baseAddress, uint16\_t interruptMask)  
*Disables selected Comp\_E interrupt sources.*
- void [Comp\\_E\\_clearInterrupt](#) (uint16\_t baseAddress, uint16\_t interruptFlagMask)  
*Clears Comp\_E interrupt flags.*
- uint8\_t [Comp\\_E\\_getInterruptStatus](#) (uint16\_t baseAddress, uint16\_t interruptFlagMask)  
*Gets the current Comp\_E interrupt status.*
- void [Comp\\_E\\_setInterruptEdgeDirection](#) (uint16\_t baseAddress, uint16\_t edgeDirection)  
*Explicitly sets the edge direction that would trigger an interrupt.*
- void [Comp\\_E\\_toggleInterruptEdgeDirection](#) (uint16\_t baseAddress)  
*Toggles the edge direction that would trigger an interrupt.*

- void `Comp_E_enable` (uint16\_t baseAddress)  
*Turns on the Comp\_E module.*
- void `Comp_E_disable` (uint16\_t baseAddress)  
*Turns off the Comp\_E module.*
- void `Comp_E_shortInputs` (uint16\_t baseAddress)  
*Shorts the two input pins chosen during initialization.*
- void `Comp_E_unshortInputs` (uint16\_t baseAddress)  
*Disables the short of the two input pins chosen during initialization.*
- void `Comp_E_disableInputBuffer` (uint16\_t baseAddress, uint16\_t inputPort)  
*Disables the input buffer of the selected input port to effectively allow for analog signals.*
- void `Comp_E_enableInputBuffer` (uint16\_t baseAddress, uint16\_t inputPort)  
*Enables the input buffer of the selected input port to allow for digital signals.*
- void `Comp_E_swapIO` (uint16\_t baseAddress)  
*Toggles the bit that swaps which terminals the inputs go to, while also inverting the output of the Comp\_E.*
- uint16\_t `Comp_E_outputValue` (uint16\_t baseAddress)  
*Returns the output value of the Comp\_E module.*

## 9.2.1 Detailed Description

The Comp\_E API is broken into three groups of functions: those that deal with initialization and output, those that handle interrupts, and those that handle auxiliary features of the Comp\_E.

The Comp\_E initialization and output functions are

- `Comp_E_init()`
- `Comp_E_setReferenceVoltage()`
- `Comp_E_enable()`
- `Comp_E_disable()`
- `Comp_E_outputValue()`
- `Comp_E_setPowerMode()`

The Comp\_E interrupts are handled by

- `Comp_E_enableInterrupt()`
- `Comp_E_disableInterrupt()`
- `Comp_E_clearInterrupt()`
- `Comp_E_getInterruptStatus()`
- `Comp_E_setInterruptEdgeDirection()`
- `Comp_E_toggleInterruptEdgeDirection()`

Auxiliary features of the Comp\_E are handled by

- `Comp_E_enableShortOfInputs()`
- `Comp_E_disableShortOfInputs()`
- `Comp_E_disableInputBuffer()`
- `Comp_E_enableInputBuffer()`
- `Comp_E_swapIO()`
- `Comp_E_setReferenceAccuracy()`
- `Comp_E_setPowerMode()`



## 9.2.2 Function Documentation

`void Comp_E_clearInterrupt ( uint16_t baseAddress, uint16_t interruptFlagMask )`

Clears Comp\_E interrupt flags.

The Comp\_E interrupt source is cleared, so that it no longer asserts. The highest interrupt flag is automatically cleared when an interrupt vector generator is used.

### Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>interruptFlagMask</i>	Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>COMP_E_OUTPUT_INTERRUPT_FLAG</b> - Output interrupt flag</li> <li>■ <b>COMP_E_INTERRUPT_FLAG_INVERTED_POLARITY</b> - Output interrupt flag inverted polarity</li> <li>■ <b>COMP_E_INTERRUPT_FLAG_READY</b> - Ready interrupt flag</li> </ul>

### Returns

None

`void Comp_E_disable ( uint16_t baseAddress )`

Turns off the Comp\_E module.

This function clears the CEON bit disabling the operation of the Comp\_E module, saving from excess power consumption.

### Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

Modified bits are **CEON** of **CECTL1** register.

### Returns

None

`void Comp_E_disableInputBuffer ( uint16_t baseAddress, uint16_t inputPort )`

Disables the input buffer of the selected input port to effectively allow for analog signals.

This function sets the bit to disable the buffer for the specified input port to allow for analog signals from any of the Comp\_E input pins. This bit is automatically set when the input is initialized to be used with the Comp\_E module. This function should be used whenever an analog input is connected to one of these pins to prevent parasitic voltage from causing unexpected results.

## Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>inputPort</i>	is the port in which the input buffer will be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>COMP_E.INPUT0</b> [Default]</li> <li>■ <b>COMP_E.INPUT1</b></li> <li>■ <b>COMP_E.INPUT2</b></li> <li>■ <b>COMP_E.INPUT3</b></li> <li>■ <b>COMP_E.INPUT4</b></li> <li>■ <b>COMP_E.INPUT5</b></li> <li>■ <b>COMP_E.INPUT6</b></li> <li>■ <b>COMP_E.INPUT7</b></li> <li>■ <b>COMP_E.INPUT8</b></li> <li>■ <b>COMP_E.INPUT9</b></li> <li>■ <b>COMP_E.INPUT10</b></li> <li>■ <b>COMP_E.INPUT11</b></li> <li>■ <b>COMP_E.INPUT12</b></li> <li>■ <b>COMP_E.INPUT13</b></li> <li>■ <b>COMP_E.INPUT14</b></li> <li>■ <b>COMP_E.INPUT15</b></li> <li>■ <b>COMP_E.VREF</b></li> </ul> Modified bits are <b>CEPDx</b> of <b>CECTL3</b> register.

## Returns

None

```
void Comp_E_disableInterrupt ( uint16_t baseAddress, uint16_t interruptMask )
```

Disables selected Comp\_E interrupt sources.

Disables the indicated Comp\_E interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

## Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>interruptMask</i>	Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>COMP_E.OUTPUT_INTERRUPT</b> - Output interrupt</li> <li>■ <b>COMP_E.INVERTED_POLARITY_INTERRUPT</b> - Output interrupt inverted polarity</li> <li>■ <b>COMP_E.READY_INTERRUPT</b> - Ready interrupt</li> </ul>

**Returns**

None

```
void Comp_E_enable ( uint16_t baseAddress )
```

Turns on the Comp\_E module.

This function sets the bit that enables the operation of the Comp\_E module.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

**Returns**

None

```
void Comp_E_enableInputBuffer ( uint16_t baseAddress, uint16_t inputPort )
```

Enables the input buffer of the selected input port to allow for digital signals.

This function clears the bit to enable the buffer for the specified input port to allow for digital signals from any of the Comp\_E input pins. This should not be reset if there is an analog signal connected to the specified input pin to prevent from unexpected results.

## Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>inputPort</i>	is the port in which the input buffer will be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ COMP_E.INPUT0 [Default]</li> <li>■ COMP_E.INPUT1</li> <li>■ COMP_E.INPUT2</li> <li>■ COMP_E.INPUT3</li> <li>■ COMP_E.INPUT4</li> <li>■ COMP_E.INPUT5</li> <li>■ COMP_E.INPUT6</li> <li>■ COMP_E.INPUT7</li> <li>■ COMP_E.INPUT8</li> <li>■ COMP_E.INPUT9</li> <li>■ COMP_E.INPUT10</li> <li>■ COMP_E.INPUT11</li> <li>■ COMP_E.INPUT12</li> <li>■ COMP_E.INPUT13</li> <li>■ COMP_E.INPUT14</li> <li>■ COMP_E.INPUT15</li> <li>■ COMP_E.VREF</li> </ul> Modified bits are <b>CEPDx</b> of <b>CECTL3</b> register.

## Returns

None

```
void Comp_E_enableInterrupt ( uint16_t baseAddress, uint16_t interruptMask )
```

Enables selected Comp\_E interrupt sources.

Enables the indicated Comp\_E interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. **Does not clear interrupt flags.**

## Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>interruptMask</i>	Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ COMP_E.OUTPUT_INTERRUPT - Output interrupt</li> <li>■ COMP_E.INVERTED_POLARITY_INTERRUPT - Output interrupt inverted polarity</li> <li>■ COMP_E.READY_INTERRUPT - Ready interrupt</li> </ul>

**Returns**

None

```
uint8_t Comp_E_getInterruptStatus ( uint16_t baseAddress, uint16_t interruptFlagMask )
```

Gets the current Comp\_E interrupt status.

This returns the interrupt status for the Comp\_E module based on which flag is passed.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>interruptFlagMask</i>	Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>COMP_E_OUTPUT_INTERRUPT_FLAG</b> - Output interrupt flag</li> <li>■ <b>COMP_E_INTERRUPT_FLAG_INVERTED_POLARITY</b> - Output interrupt flag inverted polarity</li> <li>■ <b>COMP_E_INTERRUPT_FLAG_READY</b> - Ready interrupt flag</li> </ul>

**Returns**

Logical OR of any of the following:

- **Comp\_E\_OUTPUT\_INTERRUPT\_FLAG** Output interrupt flag
- **Comp\_E\_INTERRUPT\_FLAG\_INVERTED\_POLARITY** Output interrupt flag inverted polarity
- **Comp\_E\_INTERRUPT\_FLAG\_READY** Ready interrupt flag indicating the status of the masked flags

```
bool Comp_E_init ( uint16_t baseAddress, Comp_E_initParam * param )
```

Initializes the Comp\_E Module.

Upon successful initialization of the Comp\_E module, this function will have reset all necessary register bits and set the given options in the registers. To actually use the Comp\_E module, the [Comp\\_E.enable\(\)](#) function must be explicitly called before use. If a Reference Voltage is set to a terminal, the Voltage should be set using the [setReferenceVoltage\(\)](#) function.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>param</i>	is the pointer to struct for initialization.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the initialization process

References [Comp\\_E\\_initParam::invertedOutputPolarity](#), [Comp\\_E\\_initParam::negTerminalInput](#), [Comp\\_E\\_initParam::outputFilterEnableAndDelayLevel](#), and [Comp\\_E\\_initParam::posTerminalInput](#).

`uint16_t Comp_E_outputValue ( uint16_t baseAddress )`

Returns the output value of the Comp\_E module.

Returns the output value of the Comp\_E module.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

**Returns**

One of the following:

- **Comp\_E\_LOW**
- **Comp\_E\_HIGH**  
indicating the output value of the Comp\_E module

`void Comp_E_setInterruptEdgeDirection ( uint16_t baseAddress, uint16_t edgeDirection )`

Explicitly sets the edge direction that would trigger an interrupt.

This function will set which direction the output will have to go, whether rising or falling, to generate an interrupt based on a non-inverted interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>edgeDirection</i>	determines which direction the edge would have to go to generate an interrupt based on the non-inverted interrupt flag. Valid values are: <ul style="list-style-type: none"> <li>■ <b>COMP_E_FALLINGEDGE</b> [Default] - sets the bit to generate an interrupt when the output of the Comp_E falls from HIGH to LOW if the normal interrupt bit is set (and LOW to HIGH if the inverted interrupt enable bit is set).</li> <li>■ <b>COMP_E_RISINGEDGE</b> - sets the bit to generate an interrupt when the output of the Comp_E rises from LOW to HIGH if the normal interrupt bit is set (and HIGH to LOW if the inverted interrupt enable bit is set). Modified bits are <b>CEIES</b> of <b>CECTL1</b> register.</li> </ul>

**Returns**

None

`void Comp_E_setPowerMode ( uint16_t baseAddress, uint16_t powerMode )`

Sets the power mode.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>powerMode</i>	decides the power mode Valid values are: <ul style="list-style-type: none"> <li>■ <b>COMP_E_HIGH_SPEED_MODE</b></li> <li>■ <b>COMP_E_NORMAL_MODE</b></li> <li>■ <b>COMP_E_ULTRA_LOW_POWER_MODE</b></li> </ul> Modified bits are <b>CEPWRMD</b> of <b>CECTL1</b> register.

**Returns**

None

```
void Comp_E_setReferenceAccuracy ( uint16_t baseAddress, uint16_t referenceAccuracy )
```

Sets the reference accuracy.

The reference accuracy is set to the desired setting. Clocked is better for low power operations but has a lower accuracy.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
<i>referenceAccuracy</i>	is the reference accuracy setting of the COMP_E. Valid values are: <ul style="list-style-type: none"> <li>■ <b>COMP_E_ACCURACY_STATIC</b></li> <li>■ <b>COMP_E_ACCURACY_CLOCKED</b> - for low power / low accuracy</li> </ul> Modified bits are <b>CEREFACC</b> of <b>CECTL2</b> register.

**Returns**

None

```
void Comp_E_setReferenceVoltage ( uint16_t baseAddress, uint16_t supplyVoltage,
ReferenceBase, uint16_t lowerLimitSupplyVoltageFractionOf32, uint16_t
upperLimitSupplyVoltageFractionOf32 )
```

Generates a Reference Voltage to the terminal selected during initialization.

Use this function to generate a voltage to serve as a reference to the terminal selected at initialization. The voltage is determined by the equation:  $V_{base} * (\text{Numerator} / 32)$ . If the upper and lower limit voltage numerators are equal, then a static reference is defined, whereas they are different then a hysteresis effect is generated.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

<i>supplyVoltage</i> ↔ <i>ReferenceBase</i>	decides the source and max amount of Voltage that can be used as a reference. Valid values are: <ul style="list-style-type: none"> <li>■ <b>COMP_E_REFERENCE_AMPLIFIER_DISABLED</b></li> <li>■ <b>COMP_E_VREFBASE1_2V</b></li> <li>■ <b>COMP_E_VREFBASE2_0V</b></li> <li>■ <b>COMP_E_VREFBASE2_5V</b></li> </ul> Modified bits are <b>CEREFL</b> of <b>CECTL2</b> register.
<i>lowerLimit</i> ↔ <i>SupplyVoltage</i> ↔ <i>FractionOf32</i>	is the numerator of the equation to generate the reference voltage for the lower limit reference voltage. Modified bits are <b>CEREF0</b> of <b>CECTL2</b> register.
<i>upperLimit</i> ↔ <i>SupplyVoltage</i> ↔ <i>FractionOf32</i>	is the numerator of the equation to generate the reference voltage for the upper limit reference voltage. Modified bits are <b>CEREF1</b> of <b>CECTL2</b> register.

**Returns**

None

```
void Comp_E_shortInputs ( uint16_t baseAddress )
```

Shorts the two input pins chosen during initialization.

This function sets the bit that shorts the devices attached to the input pins chosen from the initialization of the Comp\_E.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

Modified bits are **CESHORT** of **CECTL1** register.

**Returns**

None

```
void Comp_E_swapIO ( uint16_t baseAddress )
```

Toggles the bit that swaps which terminals the inputs go to, while also inverting the output of the Comp\_E.

This function toggles the bit that controls which input goes to which terminal. After initialization, this bit is set to 0, after toggling it once the inputs are routed to the opposite terminal and the output is inverted.

**Parameters**

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

**Returns**

None



```
void Comp_E_toggleInterruptEdgeDirection ( uint16_t baseAddress )
```

Toggles the edge direction that would trigger an interrupt.

This function will toggle which direction the output will have to go, whether rising or falling, to generate an interrupt based on a non-inverted interrupt. If the direction was rising, it is now falling, if it was falling, it is now rising.

#### Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

Modified bits are **CEIES** of **CECTL1** register.

#### Returns

None

```
void Comp_E_unshortInputs ( uint16_t baseAddress )
```

Disables the short of the two input pins chosen during initialization.

This function clears the bit that shorts the devices attached to the input pins chosen from the initialization of the Comp\_E.

#### Parameters

<i>baseAddress</i>	is the base address of the COMP_E module.
--------------------	---

Modified bits are **CESHORT** of **CECTL1** register.

#### Returns

None

## 9.3 Programming Example

The following example shows how to initialize and use the Comp\_E API to turn on an LED when the input to the positive terminal is higher than the input to the negative terminal.

```
// Initialize the Comparator E module
/* Base Address of Comparator E,
   Pin CD2 to Positive(+) Terminal,
   Reference Voltage to Negative(-) Terminal,
   Normal Power Mode,
   Output Filter On with minimal delay,
   Non-Inverted Output Polarity
*/
Comp_E_initParam param = {0};
param.posTerminalInput = COMP_E.INPUT2;
param.negTerminalInput = COMP_E.VREF;
param.outputFilterEnableAndDelayLevel = COMP_E.FILTEROUTPUT.OFF;
param.invertedOutputPolarity = COMP_E.NORMALOUTPUTPOLARITY;
Comp_E_init(COMP_E.BASE, &param);

//Set the reference voltage that is being supplied to the (-) terminal
/* Base Address of Comparator E,
 * Reference Voltage of 2.0 V,
 * Lower Limit of 2.0*(32/32) = 2.0V,
 * Upper Limit of 2.0*(32/32) = 2.0V
```

```
*/
Comp_E_setReferenceVoltage (COMP_E_BASE,
    COMP_E_VREFBASE2_0V,
    32,
    32
);

//Disable Input Buffer on P1.2/CD2
/* Base Address of Comparator E,
 * Input Buffer port
 * Selecting the CEx input pin to the comparator
 * multiplexer with the CEx bits automatically
 * disables output driver and input buffer for
 * that pin, regardless of the state of the
 * associated CEPD.x bit
 */
Comp_E_disableInputBuffer (COMP_E_BASE,
    COMP_E_INPUT2);
// Allow power to Comparator module
Comp_E_enable (COMP_E_BASE);

__delay_cycles(400);          // delay for the reference to settle
```

# 10 Cyclical Redundancy Check (CRC)

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## 10.1 Introduction

The Cyclic Redundancy Check (CRC) API provides a set of functions for using the MSP430Ware CRC module. Functions are provided to initialize the CRC and create a CRC signature to check the validity of data. This is mostly useful in the communication of data, or as a startup procedure to as a more complex and accurate check of data.

The CRC module offers no interrupts and is used only to generate CRC signatures to verify against pre-made CRC signatures (Checksums).

## 10.2 API Functions

### Functions

- void [CRC.setSeed](#) (uint16\_t baseAddress, uint16\_t seed)  
*Sets the seed for the CRC.*
- void [CRC.set16BitData](#) (uint16\_t baseAddress, uint16\_t dataIn)  
*Sets the 16 bit data to add into the CRC module to generate a new signature.*
- void [CRC.set8BitData](#) (uint16\_t baseAddress, uint8\_t dataIn)  
*Sets the 8 bit data to add into the CRC module to generate a new signature.*
- void [CRC.set16BitDataReversed](#) (uint16\_t baseAddress, uint16\_t dataIn)  
*Translates the 16 bit data by reversing the bits in each byte and then sets this data to add into the CRC module to generate a new signature.*
- void [CRC.set8BitDataReversed](#) (uint16\_t baseAddress, uint8\_t dataIn)  
*Translates the 8 bit data by reversing the bits in each byte and then sets this data to add into the CRC module to generate a new signature.*
- uint16\_t [CRC.getData](#) (uint16\_t baseAddress)  
*Returns the value currently in the Data register.*
- uint16\_t [CRC.getResult](#) (uint16\_t baseAddress)  
*Returns the value of the Signature Result.*
- uint16\_t [CRC.getResultBitsReversed](#) (uint16\_t baseAddress)  
*Returns the bit-wise reversed format of the Signature Result.*

### 10.2.1 Detailed Description

The CRC API is one group that controls the CRC module. The APIs that are used to set the seed and data are

- [CRC.setSeed\(\)](#)
- [CRC.set16BitData\(\)](#)

- [CRC\\_set8BitData\(\)](#)
- [CRC\\_set16BitDataReversed\(\)](#)
- [CRC\\_set8BitDataReversed\(\)](#)
- [CRC\\_setSeed\(\)](#)

The APIs that are used to get the data and results are

- [CRC\\_getData\(\)](#)
- [CRC\\_getResult\(\)](#)
- [CRC\\_getResultBitsReversed\(\)](#)

## 10.2.2 Function Documentation

`uint16_t CRC_getData ( uint16_t baseAddress )`

Returns the value currently in the Data register.

This function returns the value currently in the data register. If set in byte bits reversed format, then the translated data would be returned.

### Parameters

<i>baseAddress</i>	is the base address of the CRC module.
--------------------	--

### Returns

The value currently in the data register

`uint16_t CRC_getResult ( uint16_t baseAddress )`

Returns the value of the Signature Result.

This function returns the value of the signature result generated by the CRC.

### Parameters

<i>baseAddress</i>	is the base address of the CRC module.
--------------------	--

### Returns

The value currently in the data register

`uint16_t CRC_getResultBitsReversed ( uint16_t baseAddress )`

Returns the bit-wise reversed format of the Signature Result.

This function returns the bit-wise reversed format of the Signature Result.

**Parameters**

<i>baseAddress</i>	is the base address of the CRC module.
--------------------	--

**Returns**

The bit-wise reversed format of the Signature Result

`void CRC_set16BitData ( uint16_t baseAddress, uint16_t dataIn )`

Sets the 16 bit data to add into the CRC module to generate a new signature.

This function sets the given data into the CRC module to generate the new signature from the current signature and new data.

**Parameters**

<i>baseAddress</i>	is the base address of the CRC module.
<i>dataIn</i>	is the data to be added, through the CRC module, to the signature. Modified bits are <b>CRCDI</b> of <b>CRCDI</b> register.

**Returns**

None

`void CRC_set16BitDataReversed ( uint16_t baseAddress, uint16_t dataIn )`

Translates the 16 bit data by reversing the bits in each byte and then sets this data to add into the CRC module to generate a new signature.

This function first reverses the bits in each byte of the data and then generates the new signature from the current signature and new translated data.

**Parameters**

<i>baseAddress</i>	is the base address of the CRC module.
<i>dataIn</i>	is the data to be added, through the CRC module, to the signature. Modified bits are <b>CRCDIRB</b> of <b>CRCDIRB</b> register.

**Returns**

None

`void CRC_set8BitData ( uint16_t baseAddress, uint8_t dataIn )`

Sets the 8 bit data to add into the CRC module to generate a new signature.

This function sets the given data into the CRC module to generate the new signature from the current signature and new data.

**Parameters**

<i>baseAddress</i>	is the base address of the CRC module.
<i>dataIn</i>	is the data to be added, through the CRC module, to the signature. Modified bits are <b>CRCDI</b> of <b>CRCDI</b> register.

**Returns**

None

```
void CRC_set8BitDataReversed ( uint16_t baseAddress, uint8_t dataIn )
```

Translates the 8 bit data by reversing the bits in each byte and then sets this data to add into the CRC module to generate a new signature.

This function first reverses the bits in each byte of the data and then generates the new signature from the current signature and new translated data.

**Parameters**

<i>baseAddress</i>	is the base address of the CRC module.
<i>dataIn</i>	is the data to be added, through the CRC module, to the signature. Modified bits are <b>CRCDIRB</b> of <b>CRCDIRB</b> register.

**Returns**

None

```
void CRC_setSeed ( uint16_t baseAddress, uint16_t seed )
```

Sets the seed for the CRC.

This function sets the seed for the CRC to begin generating a signature with the given seed and all passed data. Using this function resets the CRC signature.

**Parameters**

<i>baseAddress</i>	is the base address of the CRC module.
<i>seed</i>	is the seed for the CRC to start generating a signature from. Modified bits are <b>CRCINIRES</b> of <b>CRCINIRES</b> register.

**Returns**

None

## 10.3 Programming Example

The following example shows how to initialize and use the CRC API to generate a CRC signature on an array of data.

```
unsigned int crcSeed = 0xBEEF;
unsigned int data[] = {0x0123,
                      0x4567,
                      0x8910,
                      0x1112,
                      0x1314};

unsigned int crcResult;
int i;

// Stop WDT
WDT_hold(WDT_A.BASE);

// Set P1.0 as an output
GPIO_setAsOutputPin(GPIO_PORT_P1,
                    GPIO_PIN0);

// Set the CRC seed
CRC_setSeed(CRC_BASE,
            crcSeed);

for (i = 0; i < 5; i++)
{
    //Add all of the values into the CRC signature
    CRC_set16BitData(CRC_BASE,
                    data[i]);
}

// Save the current CRC signature checksum to be compared for later
crcResult = CRC_getResult(CRC_BASE);
```

# 11 Cyclical Redundancy Check (CRC32)

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## 11.1 Introduction

The Cyclic Redundancy Check (CRC) API provides a set of functions for using the MSP430Ware CRC module. Functions are provided to initialize the CRC and create a CRC signature to check the validity of data. This is mostly useful in the communication of data, or as a startup procedure to as a more complex and accurate check of data.

The CRC module offers no interrupts and is used only to generate CRC signatures to verify against pre-made CRC signatures (Checksums).

## 11.2 API Functions

### Functions

- void [CRC32\\_setSeed](#) (uint32\_t seed, uint8\_t crcMode)  
*Sets the seed for the CRC32.*
- void [CRC32\\_set8BitData](#) (uint8\_t dataIn, uint8\_t crcMode)  
*Sets the 8 bit data to add into the CRC32 module to generate a new signature.*
- void [CRC32\\_set16BitData](#) (uint16\_t dataIn, uint8\_t crcMode)  
*Sets the 16 bit data to add into the CRC32 module to generate a new signature.*
- void [CRC32\\_set32BitData](#) (uint32\_t dataIn)  
*Sets the 32 bit data to add into the CRC32 module to generate a new signature.*
- void [CRC32\\_set8BitDataReversed](#) (uint8\_t dataIn, uint8\_t crcMode)  
*Translates the data by reversing the bits in each 8 bit data and then sets this data to add into the CRC32 module to generate a new signature.*
- void [CRC32\\_set16BitDataReversed](#) (uint16\_t dataIn, uint8\_t crcMode)  
*Translates the data by reversing the bits in each 16 bit data and then sets this data to add into the CRC32 module to generate a new signature.*
- void [CRC32\\_set32BitDataReversed](#) (uint32\_t dataIn)  
*Translates the data by reversing the bits in each 32 bit data and then sets this data to add into the CRC32 module to generate a new signature.*
- uint32\_t [CRC32\\_getResult](#) (uint8\_t crcMode)  
*Returns the value of the signature result.*
- uint32\_t [CRC32\\_getResultReversed](#) (uint8\_t crcMode)  
*Returns the bit-wise reversed format of the 32 bit signature result.*

### 11.2.1 Detailed Description

The CRC32 API is one group that controls the CRC32 module.



- CRC32\_setSeed
- CRC32\_set8BitData
- CRC32\_set16BitData
- CRC32\_set32BitData
- CRC32\_set8BitDataReversed
- CRC32\_set16BitDataReversed
- CRC32\_set32BitDataReversed
- CRC32\_getResult
- CRC32\_getResultReversed

## 11.2.2 Function Documentation

`uint32_t CRC32_getResult ( uint8_t crcMode )`

Returns the value of the signature result.

This function returns the value of the signature result generated by the CRC32. Bit 0 is treated as LSB.

### Parameters

<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>
----------------	--

### Returns

The signature result

`uint32_t CRC32_getResultReversed ( uint8_t crcMode )`

Returns the bit-wise reversed format of the 32 bit signature result.

This function returns the bit-wise reversed format of the signature result. Bit 0 is treated as MSB.

### Parameters

<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>
----------------	--

### Returns

The bit-wise reversed format of the signature result

```
void CRC32_set16BitData ( uint16_t dataIn, uint8_t crcMode )
```

Sets the 16 bit data to add into the CRC32 module to generate a new signature.

This function sets the given data into the CRC32 module to generate the new signature from the current signature and new data. Bit 0 is treated as the LSB.

#### Parameters

<i>dataIn</i>	is the data to be added, through the CRC32 module, to the signature.
<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>

#### Returns

None

```
void CRC32_set16BitDataReversed ( uint16_t dataIn, uint8_t crcMode )
```

Translates the data by reversing the bits in each 16 bit data and then sets this data to add into the CRC32 module to generate a new signature.

This function first reverses the bits in each byte of the data and then generates the new signature from the current signature and new translated data. Bit 0 is treated as the MSB.

#### Parameters

<i>dataIn</i>	is the data to be added, through the CRC32 module, to the signature.
<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>

#### Returns

None

```
void CRC32_set32BitData ( uint32_t dataIn )
```

Sets the 32 bit data to add into the CRC32 module to generate a new signature.

This function sets the given data into the CRC32 module to generate the new signature from the current signature and new data. Bit 0 is treated as the LSB.

#### Parameters

<i>dataIn</i>	is the data to be added, through the CRC32 module, to the signature.
---------------	--

**Returns**

None

```
void CRC32_set32BitDataReversed ( uint32_t dataIn )
```

Translates the data by reversing the bits in each 32 bit data and then sets this data to add into the CRC32 module to generate a new signature.

This function first reverses the bits in each byte of the data and then generates the new signature from the current signature and new translated data. Bit 0 is treated as the MSB.

**Parameters**

<i>dataIn</i>	is the data to be added, through the CRC32 module, to the signature.
---------------	--

**Returns**

None

```
void CRC32_set8BitData ( uint8_t dataIn, uint8_t crcMode )
```

Sets the 8 bit data to add into the CRC32 module to generate a new signature.

This function sets the given data into the CRC32 module to generate the new signature from the current signature and new data. Bit 0 is treated as the LSB.

**Parameters**

<i>dataIn</i>	is the data to be added, through the CRC32 module, to the signature.
<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>

**Returns**

None

```
void CRC32_set8BitDataReversed ( uint8_t dataIn, uint8_t crcMode )
```

Translates the data by reversing the bits in each 8 bit data and then sets this data to add into the CRC32 module to generate a new signature.

This function first reverses the bits in each byte of the data and then generates the new signature from the current signature and new translated data. Bit 0 is treated as the MSB.

**Parameters**

<i>dataIn</i>	is the data to be added, through the CRC32 module, to the signature.
<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>

**Returns**

None

```
void CRC32_setSeed ( uint32_t seed, uint8_t crcMode )
```

Sets the seed for the CRC32.

This function sets the seed for the CRC32 to begin generating a signature with the given seed and all passed data. Using this function resets the CRC32 signature.

**Parameters**

<i>seed</i>	is the seed for the CRC32 to start generating a signature from. Modified bits are <b>CRC32INIRESL0</b> of <b>CRC32INIRESL0</b> register.
<i>crcMode</i>	selects the mode of operation for the CRC32 Valid values are: <ul style="list-style-type: none"> <li>■ <b>CRC32_MODE</b> - 32 Bit Mode</li> <li>■ <b>CRC16_MODE</b> - 16 Bit Mode</li> </ul>

**Returns**

None

## 11.3 Programming Example

The following example shows how to initialize and use the CRC API to generate a CRC signature on an array of data

```
CRC32_setSeed(CRC16_INIT, CRC16_MODE);
for(ii=0;ii<9;ii++)
    CRC32_set8BitDataReversed(myData[ii], CRC16_MODE);

/* Getting the result from the hardware module */
hwCalculatedCRC = CRC32_getResult(CRC16_MODE);
```

# 12 Clock System (CS)

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## 12.1 Introduction

The clock system module supports low system cost and low power consumption. Using three internal clock signals, the user can select the best balance of performance and low power consumption. The clock module can be configured to operate without any external components, with one or two external crystals, or with resonators, under full software control.

The clock system module includes the following clock sources:

- LFXTCLK - Low-frequency oscillator that can be used either with low-frequency 32768-Hz watch crystals, standard crystals, resonators, or external clock sources in the 50 kHz or below range. When in bypass mode, LFXTCLK can be driven with an external square wave signal.
- VLOCLK - Internal very-low-power low-frequency oscillator with 10-kHz typical frequency
- DCOCLK - Internal digitally controlled oscillator (DCO) with selectable frequencies
- MODCLK - Internal low-power oscillator with 5-MHz typical frequency. LFMODCLK is MODCLK divided by 128.
- HFXTCLK - High-frequency oscillator that can be used with standard crystals or resonators in the 4-MHz to 24-MHz range. When in bypass mode, HFXTCLK can be driven with an external square wave signal.

Four system clock signals are available from the clock module:

- ACLK - Auxiliary clock. The ACLK is software selectable as LFXTCLK, VLOCLK, or LFMODCLK. ACLK can be divided by 1, 2, 4, 8, 16, or 32. ACLK is software selectable by individual peripheral modules.
- MCLK - Master clock. MCLK is software selectable as LFXTCLK, VLOCLK, LFMODCLK, DCOCLK, MODCLK, or HFXTCLK. MCLK can be divided by 1, 2, 4, 8, 16, or 32. MCLK is used by the CPU and system.
- SMCLK - Sub-system master clock. SMCLK is software selectable as LFXTCLK, VLOCLK, LFMODCLK, DCOCLK, MODCLK, or HFXTCLK. SMCLK is software selectable by individual peripheral modules.
- MODCLK - Module clock. MODCLK may also be used by various peripheral modules and is sourced by MODOSC.
- VLOCLK - VLO clock. VLOCLK may also be used directly by various peripheral modules and is sourced by VLO.

**Fail-Safe logic** The crystal oscillator faults are set if the corresponding crystal oscillator is turned on and not operating properly. Once set, the fault bits remain set until reset in software, regardless if the fault condition no longer exists. If the user clears the fault bits and the fault condition still exists, the fault bits are automatically set, otherwise they remain cleared.

The OFIFG oscillator-fault interrupt flag is set and latched at POR or when any oscillator fault is detected. When OFIFG is set and OFIE is set, the OFIFG requests a user NMI. When the interrupt

is granted, the OFIE is not reset automatically as it is in previous MSP430 families. It is no longer required to reset the OFIE. NMI entry/exit circuitry removes this requirement. The OFIFG flag must be cleared by software. The source of the fault can be identified by checking the individual fault bits.

If LFXT is sourcing any system clock (ACLK, MCLK, or SMCLK) and a fault is detected, the system clock is automatically switched to LFMODCLK for its clock source. The LFXT fault logic works in all power modes, including LPM3.5.

If HFXT is sourcing MCLK or SMCLK, and a fault is detected, the system clock is automatically switched to MODCLK for its clock source. By default, the HFXT fault logic works in all power modes, except LPM3.5 or LPM4.5, because high-frequency operation in these modes is not supported.

The fail-safe logic does not change the respective SELA, SELM, and SELS bit settings. The fail-safe mechanism behaves the same in normal and bypass modes.

## 12.2 API Functions

### Macros

- #define **CS\_DCO\_FREQ\_1** 1000000
- #define **CS\_DCO\_FREQ\_2** 2670000
- #define **CS\_DCO\_FREQ\_3** 3330000
- #define **CS\_DCO\_FREQ\_4** 4000000
- #define **CS\_DCO\_FREQ\_5** 5330000
- #define **CS\_DCO\_FREQ\_6** 6670000
- #define **CS\_DCO\_FREQ\_7** 8000000
- #define **CS\_DCO\_FREQ\_8** 16000000
- #define **CS\_DCO\_FREQ\_9** 20000000
- #define **CS\_DCO\_FREQ\_10** 24000000
- #define **CS\_VLOCLK\_FREQUENCY** 10000
- #define **CS\_MODCLK\_FREQUENCY** 5000000
- #define **CS\_LFMODCLK\_FREQUENCY** 39062
- #define **LFXT\_FREQUENCY\_THRESHOLD** 50000

### Functions

- void **CS\_setExternalClockSource** (uint32\_t LFXTCLK\_frequency, uint32\_t HFXTCLK\_frequency)  
*Sets the external clock source.*
- void **CS\_initClockSignal** (uint8\_t selectedClockSignal, uint16\_t clockSource, uint16\_t clockSourceDivider)  
*Initializes clock signal.*
- void **CS\_turnOnLFXT** (uint16\_t lfxtdrive)  
*Initializes the LFXT crystal in low frequency mode.*
- void **CS\_turnOffSMCLK** (void)  
*Turns off SMCLK using the SMCLKOFF bit.*
- void **CS\_turnOnSMCLK** (void)  
*Turns on SMCLK using the SMCLKOFF bit.*
- void **CS\_bypassLFXT** (void)

- Bypasses the LFXT crystal oscillator.*
- bool [CS\\_turnOnLFXTWithTimeout](#) (uint16\_t lfxtdrive, uint32\_t timeout)
  - Initializes the LFXT crystal oscillator in low frequency mode with timeout.*
- bool [CS\\_bypassLFXTWithTimeout](#) (uint32\_t timeout)
  - Bypass the LFXT crystal oscillator with timeout.*
- void [CS\\_turnOffLFXT](#) (void)
  - Stops the LFXT oscillator using the LFXTOFF bit.*
- void [CS\\_turnOnHFXT](#) (uint16\_t hfxtdrive)
  - Starts the HFXT crystal.*
- void [CS\\_bypassHFXT](#) (void)
  - Bypasses the HFXT crystal oscillator.*
- bool [CS\\_turnOnHFXTWithTimeout](#) (uint16\_t hfxtdrive, uint32\_t timeout)
  - Initializes the HFXT crystal oscillator with timeout.*
- bool [CS\\_bypassHFXTWithTimeout](#) (uint32\_t timeout)
  - Bypasses the HFXT crystal oscillator with timeout.*
- void [CS\\_turnOffHFXT](#) (void)
  - Stops the HFXT oscillator using the HFXTOFF bit.*
- void [CS\\_enableClockRequest](#) (uint8\_t selectClock)
  - Enables conditional module requests.*
- void [CS\\_disableClockRequest](#) (uint8\_t selectClock)
  - Disables conditional module requests.*
- uint8\_t [CS\\_getFaultFlagStatus](#) (uint8\_t mask)
  - Gets the current CS fault flag status.*
- void [CS\\_clearFaultFlag](#) (uint8\_t mask)
  - Clears the current CS fault flag status for the masked bit.*
- uint32\_t [CS\\_getACLK](#) (void)
  - Get the current ACLK frequency.*
- uint32\_t [CS\\_getSMCLK](#) (void)
  - Get the current SMCLK frequency.*
- uint32\_t [CS\\_getMCLK](#) (void)
  - Get the current MCLK frequency.*
- void [CS\\_turnOffVLO](#) (void)
  - Turns off VLO.*
- uint16\_t [CS\\_clearAllOscFlagsWithTimeout](#) (uint32\_t timeout)
  - Clears all the Oscillator Flags.*
- void [CS\\_setDCOFreq](#) (uint16\_t dcorssel, uint16\_t dcofsel)
  - Set DCO frequency.*

## 12.2.1 Detailed Description

The CS API is broken into four groups of functions: an API that initializes the clock module, those that deal with clock configuration and control, and external crystal and bypass specific configuration and initialization, and those that handle interrupts.

General CS configuration and initialization are handled by the following API

- [CS\\_initClockSignal\(\)](#)
- [CS\\_enableClockRequest\(\)](#)
- [CS\\_disableClockRequest\(\)](#)
- [CS\\_getACLK\(\)](#)
- [CS\\_getSMCLK\(\)](#)

- [CS\\_getMCLK\(\)](#)
- [CS\\_setDCOFreq\(\)](#)

The following external crystal and bypass specific configuration and initialization functions are available

- [CS\\_LFXTStart\(\)](#)
- [CS\\_bypassLFXT\(\)](#)
- [CS\\_bypassLFXTWithTimeout\(\)](#)
- [CS\\_LFXTStartWithTimeout\(\)](#)
- [CS\\_LFXTOff\(\)](#)
- [CS\\_turnOnHFXT\(\)](#)
- [CS\\_bypassHFXT\(\)](#)
- [CS\\_turnOnHFXTWithTimeout\(\)](#)
- [CS\\_bypassHFXTWithTimeout\(\)](#)
- [CS\\_turnOffHFXT\(\)](#)
- [CS\\_turnOffVLO\(\)](#)
- [CS\\_turnOnSMCLK\(\)](#)
- [CS\\_turnOffSMCLK\(\)](#)

The CS interrupts are handled by

- [CS\\_enableClockRequest\(\)](#)
- [CS\\_disableClockRequest\(\)](#)
- [CS\\_getFaultFlagStatus\(\)](#)
- [CS\\_clearFaultFlag\(\)](#)
- [CS\\_clearAllOscFlagsWithTimeout\(\)](#)

`CS_setExternalClockSource` must be called if an external crystal LFXT or HFXT is used and the user intends to call `CS_getMCLK`, `CS_getSMCLK` or `CS_getACLK` APIs and `turnOnHFXT`, `HFXTByPass`, `turnOnHFXTWithTimeout`, `HFXTByPassWithTimeout`. If not any of the previous API are going to be called, it is not necessary to invoke this API.

## 12.2.2 Function Documentation

`void CS_bypassHFXT ( void )`

Bypasses the HFXT crystal oscillator.

Bypasses the HFXT crystal oscillator, which supports crystal frequencies between 0 MHz and 24 MHz. Loops until all oscillator fault flags are cleared, with no timeout. NOTE: User must call `CS_setExternalClockSource` to set frequency of external clocks before calling this function.

Modified bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG** register.

Returns

None



`bool CS_bypassHFXTWithTimeout ( uint32_t timeout )`

Bypasses the HFXT crystal oscillator with timeout.

Bypasses the HFXT crystal oscillator, which supports crystal frequencies between 0 MHz and 24 MHz. Loops until all oscillator fault flags are cleared or until a timeout counter is decremented and equals to zero. NOTE: User must call `CS_setExternalClockSource` to set frequency of external clocks before calling this function.

**Parameters**

<i>timeout</i>	is the count value that gets decremented every time the loop that clears oscillator fault flags gets executed.
----------------	--

Modified bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG1** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL

`void CS_bypassLFXT ( void )`

Bypasses the LFXT crystal oscillator.

Bypasses the LFXT crystal oscillator. Loops until all oscillator fault flags are cleared, with no timeout. IMPORTANT: User must call `CS_setExternalClockSource` function to set frequency of external clocks before calling this function.

Modified bits of **CSCTL0** register, bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG** register.

**Returns**

None

`bool CS_bypassLFXTWithTimeout ( uint32_t timeout )`

Bypass the LFXT crystal oscillator with timeout.

Bypasses the LFXT crystal oscillator with timeout. Loops until all oscillator fault flags are cleared or until a timeout counter is decremented and equals to zero. NOTE: User must call `CS_setExternalClockSource` to set frequency of external clocks before calling this function.

**Parameters**

<i>timeout</i>	is the count value that gets decremented every time the loop that clears oscillator fault flags gets executed.
----------------	--

Modified bits of **CSCTL0** register, bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL

uint16\_t CS\_clearAllOscFlagsWithTimeout ( uint32\_t *timeout* )

Clears all the Oscillator Flags.

**Parameters**

<i>timeout</i>	is the count value that gets decremented every time the loop that clears oscillator fault flags gets executed.
----------------	--

Modified bits of **CSCTL5** register and bits of **SFRIFG1** register.

**Returns**

the mask of the oscillator flag status

```
void CS_clearFaultFlag ( uint8_t mask )
```

Clears the current CS fault flag status for the masked bit.

**Parameters**

<i>mask</i>	is the masked interrupt flag status to be returned. mask parameter can be any one of the following Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>CS_LFXTOFFG</b> - LFXT oscillator fault flag</li> <li>■ <b>CS_HFXTOFFG</b> - HFXT oscillator fault flag</li> </ul>
-------------	---

Modified bits of **CSCTL5** register.

**Returns**

None

```
void CS_disableClockRequest ( uint8_t selectClock )
```

Disables conditional module requests.

**Parameters**

<i>selectClock</i>	selects specific request enables. Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_ACLK</b></li> <li>■ <b>CS_MCLK</b></li> <li>■ <b>CS_SMCLK</b></li> <li>■ <b>CS_MODOSC</b></li> </ul>
--------------------	---

Modified bits of **CSCTL6** register.

**Returns**

None

```
void CS_enableClockRequest ( uint8_t selectClock )
```

Enables conditional module requests.

**Parameters**

<i>selectClock</i>	selects specific request enables. Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_ACLK</b></li> <li>■ <b>CS_MCLK</b></li> <li>■ <b>CS_SMCLK</b></li> <li>■ <b>CS_MODOSC</b></li> </ul>
--------------------	---

Modified bits of **CSCTL6** register.

**Returns**

None

`uint32_t CS_getACLK ( void )`

Get the current ACLK frequency.

If a oscillator fault is set, the frequency returned will be based on the fail safe mechanism of CS module. The user of this API must ensure that `CS_externalClockSourceInit` API was invoked before in case LFXT or HFXT is being used.

**Returns**

Current ACLK frequency in Hz

`uint8_t CS_getFaultFlagStatus ( uint8_t mask )`

Gets the current CS fault flag status.

**Parameters**

<i>mask</i>	is the masked interrupt flag status to be returned. Mask parameter can be either any of the following selection. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>CS_LFXTOFFG</b> - LFXT oscillator fault flag</li> <li>■ <b>CS_HFXTOFFG</b> - HFXT oscillator fault flag</li> </ul>
-------------	---

**Returns**

Logical OR of any of the following:

- **CS\_LFXTOFFG** LFXT oscillator fault flag
- **CS\_HFXTOFFG** HFXT oscillator fault flag  
indicating the status of the masked interrupts

`uint32_t CS_getMCLK ( void )`

Get the current MCLK frequency.

If a oscillator fault is set, the frequency returned will be based on the fail safe mechanism of CS module. The user of this API must ensure that CS\_externalClockSourceInit API was invoked before in case LFXT or HFXT is being used.

**Returns**

Current MCLK frequency in Hz

`uint32_t CS_getSMCLK ( void )`

Get the current SMCLK frequency.

If a oscillator fault is set, the frequency returned will be based on the fail safe mechanism of CS module. The user of this API must ensure that CS\_externalClockSourceInit API was invoked before in case LFXT or HFXT is being used.

**Returns**

Current SMCLK frequency in Hz

`void CS_initClockSignal ( uint8_t selectedClockSignal, uint16_t clockSource, uint16_t clockSourceDivider )`

Initializes clock signal.

This function initializes each of the clock signals. The user must ensure that this function is called for each clock signal. If not, the default state is assumed for the particular clock signal. Refer to MSP430ware documentation for CS module or Device Family User's Guide for details of default clock signal states.

## Parameters

<i>selectedClock↔ Signal</i>	Selected clock signal Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_ACLK</b></li> <li>■ <b>CS_MCLK</b></li> <li>■ <b>CS_SMCLK</b></li> <li>■ <b>CS_MODOSC</b></li> </ul>
<i>clockSource</i>	is the selected clock signal Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_VLOCLK_SELECT</b></li> <li>■ <b>CS_DCOCLK_SELECT</b> - [Not available for ACLK]</li> <li>■ <b>CS_LFXTCLK_SELECT</b></li> <li>■ <b>CS_HFXTCLK_SELECT</b> - [Not available for ACLK]</li> <li>■ <b>CS_LFMODEOSC_SELECT</b></li> <li>■ <b>CS_MODEOSC_SELECT</b> - [Not available for ACLK]</li> </ul>
<i>clockSource↔ Divider</i>	is the selected clock divider to calculate clock signal from clock source. Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_CLOCK_DIVIDER_1</b> - [Default for ACLK]</li> <li>■ <b>CS_CLOCK_DIVIDER_2</b></li> <li>■ <b>CS_CLOCK_DIVIDER_4</b></li> <li>■ <b>CS_CLOCK_DIVIDER_8</b> - [Default for SMCLK and MCLK]</li> <li>■ <b>CS_CLOCK_DIVIDER_16</b></li> <li>■ <b>CS_CLOCK_DIVIDER_32</b></li> </ul>

Modified bits of **CSCTL0** register, bits of **CSCTL3** register and bits of **CSCTL2** register.

## Returns

None

```
void CS_setDCOFreq ( uint16_t dcorsel, uint16_t dcofsel )
```

Set DCO frequency.

## Parameters

<i>dcorsel</i>	selects frequency range option. Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_DCORSEL_0</b> [Default] - Low Frequency Option</li> <li>■ <b>CS_DCORSEL_1</b> - High Frequency Option</li> </ul>
----------------	---

<i>dcofsel</i>	selects valid frequency options based on dco frequency range selection (dcorsel) Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_DCOFSEL_0</b> - Low frequency option 1MHz. High frequency option 1MHz.</li> <li>■ <b>CS_DCOFSEL_1</b> - Low frequency option 2.67MHz. High frequency option 5.33MHz.</li> <li>■ <b>CS_DCOFSEL_2</b> - Low frequency option 3.33MHz. High frequency option 6.67MHz.</li> <li>■ <b>CS_DCOFSEL_3</b> - Low frequency option 4MHz. High frequency option 8MHz.</li> <li>■ <b>CS_DCOFSEL_4</b> - Low frequency option 5.33MHz. High frequency option 16MHz.</li> <li>■ <b>CS_DCOFSEL_5</b> - Low frequency option 6.67MHz. High frequency option 20MHz.</li> <li>■ <b>CS_DCOFSEL_6</b> - Low frequency option 8MHz. High frequency option 24MHz.</li> </ul>
----------------	--

**Returns**

None

```
void CS_setExternalClockSource ( uint32_t LFXTCLK_frequency, uint32_t
                                HFXTCLK_frequency )
```

Sets the external clock source.

This function sets the external clock sources LFXT and HFXT crystal oscillator frequency values. This function must be called if an external crystal LFXT or HFXT is used and the user intends to call CS\_getMCLK, CS\_getSMCLK, CS\_getACLK and CS\_turnOnLFXT, CS\_LFXTByPass, CS\_turnOnLFXTWithTimeout, CS\_LFXTByPassWithTimeout, CS\_turnOnHFXT, CS\_HFXTByPass, CS\_turnOnHFXTWithTimeout, CS\_HFXTByPassWithTimeout.

**Parameters**

<i>LFXTCLK_↔ frequency</i>	is the LFXT crystal frequencies in Hz
<i>HFXTCLK_↔ frequency</i>	is the HFXT crystal frequencies in Hz

**Returns**

None

```
void CS_turnOffHFXT ( void )
```

Stops the HFXT oscillator using the HFXTOFF bit.

Modified bits of **CSCTL4** register.

**Returns**

None

`void CS_turnOffLFXT ( void )`

Stops the LFXT oscillator using the LFXTOFF bit.

Modified bits of **CSCTL4** register.

**Returns**

None

`void CS_turnOffSMCLK ( void )`

Turns off SMCLK using the SMCLKOFF bit.

Modified bits of **CSCTL4** register.

**Returns**

None

`void CS_turnOffVLO ( void )`

Turns off VLO.

Modified bits of **CSCTL4** register.

**Returns**

None

`void CS_turnOnHFXT ( uint16_t hfxtdrive )`

Starts the HFXT crystal.

Initializes the HFXT crystal oscillator, which supports crystal frequencies between 0 MHz and 24 MHz, depending on the selected drive strength. Loops until all oscillator fault flags are cleared, with no timeout. See the device-specific data sheet for appropriate drive settings. NOTE: User must call `CS_setExternalClockSource` to set frequency of external clocks before calling this function.

**Parameters**

<i>hfxtdrive</i>	is the target drive strength for the HFXT crystal oscillator. Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_HFXT_DRIVE_4MHZ_8MHZ</b></li> <li>■ <b>CS_HFXT_DRIVE_8MHZ_16MHZ</b></li> <li>■ <b>CS_HFXT_DRIVE_16MHZ_24MHZ</b></li> <li>■ <b>CS_HFXT_DRIVE_24MHZ_32MHZ</b> [Default]</li> </ul>
------------------	---

Modified bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG1** register.



**Returns**

None

```
bool CS_turnOnHFXTWithTimeout ( uint16_t hfxtdrive, uint32_t timeout )
```

Initializes the HFXT crystal oscillator with timeout.

Initializes the HFXT crystal oscillator, which supports crystal frequencies between 0 MHz and 24 MHz, depending on the selected drive strength. Loops until all oscillator fault flags are cleared or until a timeout counter is decremented and equals to zero. See the device-specific data sheet for appropriate drive settings. NOTE: User must call CS\_setExternalClockSource to set frequency of external clocks before calling this function.

**Parameters**

<i>hfxtdrive</i>	is the target drive strength for the HFXT crystal oscillator. Valid values are: <ul style="list-style-type: none"> <li>■ CS_HFXT_DRIVE_4MHZ_8MHZ</li> <li>■ CS_HFXT_DRIVE_8MHZ_16MHZ</li> <li>■ CS_HFXT_DRIVE_16MHZ_24MHZ</li> <li>■ CS_HFXT_DRIVE_24MHZ_32MHZ [Default]</li> </ul>
<i>timeout</i>	is the count value that gets decremented every time the loop that clears oscillator fault flags gets executed.

Modified bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG1** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL

```
void CS_turnOnLFXT ( uint16_t lfxtdrive )
```

Initializes the LFXT crystal in low frequency mode.

Initializes the LFXT crystal oscillator in low frequency mode. Loops until all oscillator fault flags are cleared, with no timeout. See the device-specific data sheet for appropriate drive settings. IMPORTANT: User must call CS\_setExternalClockSource function to set frequency of external clocks before calling this function.

**Parameters**

<i>lfxtdrive</i>	is the target drive strength for the LFXT crystal oscillator. Valid values are: <ul style="list-style-type: none"> <li>■ CS_LFXT_DRIVE_0</li> <li>■ CS_LFXT_DRIVE_1</li> <li>■ CS_LFXT_DRIVE_2</li> <li>■ CS_LFXT_DRIVE_3 [Default]</li> </ul>
------------------	--

Modified bits of **CSCTL0** register, bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG1** register.

**Returns**

None

```
bool CS_turnOnLFXTWithTimeout ( uint16_t lfxtdrive, uint32_t timeout )
```

Initializes the LFXT crystal oscillator in low frequency mode with timeout.

Initializes the LFXT crystal oscillator in low frequency mode with timeout. Loops until all oscillator fault flags are cleared or until a timeout counter is decremented and equals to zero. See the device-specific datasheet for appropriate drive settings. **IMPORTANT:** User must call `CS_setExternalClockSource` to set frequency of external clocks before calling this function.

**Parameters**

<i>lfxtdrive</i>	is the target drive strength for the LFXT crystal oscillator. Valid values are: <ul style="list-style-type: none"> <li>■ <b>CS_LFXT_DRIVE_0</b></li> <li>■ <b>CS_LFXT_DRIVE_1</b></li> <li>■ <b>CS_LFXT_DRIVE_2</b></li> <li>■ <b>CS_LFXT_DRIVE_3</b> [Default]</li> </ul>
<i>timeout</i>	is the count value that gets decremented every time the loop that clears oscillator fault flags gets executed.

Modified bits of **CSCTL0** register, bits of **CSCTL5** register, bits of **CSCTL4** register and bits of **SFRIFG1** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL indicating if the LFXT crystal oscillator was initialized successfully

```
void CS_turnOnSMCLK ( void )
```

Turns on SMCLK using the SMCLKOFF bit.

Modified bits of **CSCTL4** register.

**Returns**

None

## 12.3 Programming Example

The following example shows the configuration of the CS module that sets SMCLK = MCLK = 8MHz

```
//Set DCO Frequency to 8MHz
CS_setDCOFreq(CS_BASE, CS_DCORSEL_0, CS_DCOFSEL_6);

//configure MCLK, SMCLK to be source by DCOCLK
```

```
CS_initClockSignal (CS_BASE, CS_SMCLK, CS_DCOCLK_SELECT, CS_CLOCK_DIVIDER_1);  
CS_initClockSignal (CS_BASE, CS_MCLK, CS_DCOCLK_SELECT, CS_CLOCK_DIVIDER_1);
```

# 13 Direct Memory Access (DMA)

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## 13.1 Introduction

The Direct Memory Access (DMA) API provides a set of functions for using the MSP430Ware DMA modules. Functions are provided to initialize and setup each DMA channel with the source and destination addresses, manage the interrupts for each channel, and set bits that affect all DMA channels.

The DMA module provides the ability to move data from one address in the device to another, and that includes other peripheral addresses to RAM or vice-versa, all without the actual use of the CPU. Please be advised, that the DMA module does halt the CPU for 2 cycles while transferring, but does not have to edit any registers or anything. The DMA can transfer by bytes or words at a time, and will automatically increment or decrement the source or destination address if desired. There are also 6 different modes to transfer by, including single-transfer, block-transfer, and burst-block-transfer, as well as repeated versions of those three different kinds which allows transfers to be repeated without having re-enable transfers.

The DMA settings that affect all DMA channels include prioritization, from a fixed priority to dynamic round-robin priority. Another setting that can be changed is when transfers occur, the CPU may be in a read-modify-write operation which can be disastrous to time sensitive material, so this can be disabled. And Non-Maskable-Interrupts can indeed be maskable to the DMA module if not enabled.

The DMA module can generate one interrupt per channel. The interrupt is only asserted when the specified amount of transfers has been completed. With single-transfer, this occurs when that many single transfers have occurred, while with block or burst-block transfers, once the block is completely transferred the interrupt is asserted.

## 13.2 API Functions

### Functions

- void `DMA_init` (`DMA_initParam *param`)  
*Initializes the specified DMA channel.*
- void `DMA_setTransferSize` (`uint8_t channelSelect`, `uint16_t transferSize`)  
*Sets the specified amount of transfers for the selected DMA channel.*
- `uint16_t DMA_getTransferSize` (`uint8_t channelSelect`)  
*Gets the amount of transfers for the selected DMA channel.*
- void `DMA_setSrcAddress` (`uint8_t channelSelect`, `uint32_t srcAddress`, `uint16_t directionSelect`)  
*Sets source address and the direction that the source address will move after a transfer.*
- void `DMA_setDstAddress` (`uint8_t channelSelect`, `uint32_t dstAddress`, `uint16_t directionSelect`)

- Sets the destination address and the direction that the destination address will move after a transfer.*

  - void [DMA\\_enableTransfers](#) (uint8\_t channelSelect)  
*Enables transfers to be triggered.*
  - void [DMA\\_disableTransfers](#) (uint8\_t channelSelect)  
*Disables transfers from being triggered.*
  - void [DMA\\_startTransfer](#) (uint8\_t channelSelect)  
*Starts a transfer if using the default trigger source selected in initialization.*
  - void [DMA\\_enableInterrupt](#) (uint8\_t channelSelect)  
*Enables the DMA interrupt for the selected channel.*
  - void [DMA\\_disableInterrupt](#) (uint8\_t channelSelect)  
*Disables the DMA interrupt for the selected channel.*
  - uint16\_t [DMA\\_getInterruptStatus](#) (uint8\_t channelSelect)  
*Returns the status of the interrupt flag for the selected channel.*
  - void [DMA\\_clearInterrupt](#) (uint8\_t channelSelect)  
*Clears the interrupt flag for the selected channel.*
  - uint16\_t [DMA\\_getNMIAbortStatus](#) (uint8\_t channelSelect)  
*Returns the status of the NMIAbort for the selected channel.*
  - void [DMA\\_clearNMIAbort](#) (uint8\_t channelSelect)  
*Clears the status of the NMIAbort to proceed with transfers for the selected channel.*
  - void [DMA\\_disableTransferDuringReadModifyWrite](#) (void)  
*Disables the DMA from stopping the CPU during a Read-Modify-Write Operation to start a transfer.*
  - void [DMA\\_enableTransferDuringReadModifyWrite](#) (void)  
*Enables the DMA to stop the CPU during a Read-Modify-Write Operation to start a transfer.*
  - void [DMA\\_enableRoundRobinPriority](#) (void)  
*Enables Round Robin prioritization.*
  - void [DMA\\_disableRoundRobinPriority](#) (void)  
*Disables Round Robin prioritization.*
  - void [DMA\\_enableNMIAbort](#) (void)  
*Enables a NMI to interrupt a DMA transfer.*
  - void [DMA\\_disableNMIAbort](#) (void)  
*Disables any NMI from interrupting a DMA transfer.*

## 13.2.1 Detailed Description

The DMA API is broken into three groups of functions: those that deal with initialization and transfers, those that handle interrupts, and those that affect all DMA channels.

The DMA initialization and transfer functions are: [DMA\\_init\(\)](#) [DMA\\_setSrcAddress\(\)](#) [DMA\\_setDstAddress\(\)](#) [DMA\\_enableTransfers\(\)](#) [DMA\\_disableTransfers\(\)](#) [DMA\\_startTransfer\(\)](#) [DMA\\_setTransferSize\(\)](#) [DMA\\_getTransferSize\(\)](#)

The DMA interrupts are handled by: [DMA\\_enableInterrupt\(\)](#) [DMA\\_disableInterrupt\(\)](#) [DMA\\_getInterruptStatus\(\)](#) [DMA\\_clearInterrupt\(\)](#) [DMA\\_getNMIAbortStatus\(\)](#) [DMA\\_clearNMIAbort\(\)](#)

Features of the DMA that affect all channels are handled by: [DMA\\_disableTransferDuringReadModifyWrite\(\)](#) [DMA\\_enableTransferDuringReadModifyWrite\(\)](#) [DMA\\_enableRoundRobinPriority\(\)](#) [DMA\\_disableRoundRobinPriority\(\)](#) [DMA\\_enableNMIAbort\(\)](#) [DMA\\_disableNMIAbort\(\)](#)

## 13.2.2 Function Documentation

void DMA\_clearInterrupt ( uint8\_t *channelSelect* )

Clears the interrupt flag for the selected channel.

This function clears the DMA interrupt flag is cleared, so that it no longer asserts.

### Parameters

<i>channelSelect</i>	<p>is the specified channel to clear the interrupt flag for. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	---

### Returns

None

void DMA\_clearNMIAbort ( uint8\_t *channelSelect* )

Clears the status of the NMIAbort to proceed with transfers for the selected channel.

This function clears the status of the NMI Abort flag for the selected channel to allow for transfers on the channel to continue.

### Parameters

<i>channelSelect</i>	<p>is the specified channel to clear the NMI Abort flag for. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	---

### Returns

None

```
void DMA_disableInterrupt ( uint8_t channelSelect )
```

Disables the DMA interrupt for the selected channel.

Disables the DMA interrupt source. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Parameters**

<i>channelSelect</i>	<p>is the specified channel to disable the interrupt for. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	--

**Returns**

None

```
void DMA_disableNMIAbort ( void )
```

Disables any NMI from interrupting a DMA transfer.

This function disables NMI's from interrupting any DMA transfer currently in progress.

**Returns**

None

```
void DMA_disableRoundRobinPriority ( void )
```

Disables Round Robin prioritization.

This function disables Round Robin Prioritization, enabling static prioritization of the DMA channels. In static prioritization, the DMA channels are prioritized with the lowest DMA channel index having the highest priority (i.e. DMA Channel 0 has the highest priority).

**Returns**

None

```
void DMA_disableTransferDuringReadModifyWrite ( void )
```

Disables the DMA from stopping the CPU during a Read-Modify-Write Operation to start a transfer.

This function allows the CPU to finish any read-modify-write operations it may be in the middle of before transfers of and DMA channel stop the CPU.

**Returns**

None

```
void DMA_disableTransfers ( uint8_t channelSelect )
```

Disables transfers from being triggered.

This function disables transfer from being triggered for the selected channel. This function should be called before any re-initialization of the selected DMA channel.

**Parameters**

<i>channelSelect</i>	is the specified channel to disable transfers for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	---

**Returns**

None

```
void DMA_enableInterrupt ( uint8_t channelSelect )
```

Enables the DMA interrupt for the selected channel.

Enables the DMA interrupt source. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.



**Parameters**

<i>channelSelect</i>	<p>is the specified channel to enable the interrupt for. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	---

**Returns**

None

```
void DMA_enableNMIAbort ( void )
```

Enables a NMI to interrupt a DMA transfer.

This function allow NMI's to interrupting any DMA transfer currently in progress and stops any future transfers to begin before the NMI is done processing.

**Returns**

None

```
void DMA_enableRoundRobinPriority ( void )
```

Enables Round Robin prioritization.

This function enables Round Robin Prioritization of DMA channels. In the case of Round Robin Prioritization, the last DMA channel to have transferred data then has the last priority, which comes into play when multiple DMA channels are ready to transfer at the same time.

**Returns**

None

```
void DMA_enableTransferDuringReadModifyWrite ( void )
```

Enables the DMA to stop the CPU during a Read-Modify-Write Operation to start a transfer.

This function allows the DMA to stop the CPU in the middle of a read- modify-write operation to transfer data.

**Returns**

None

```
void DMA_enableTransfers ( uint8_t channelSelect )
```

Enables transfers to be triggered.

This function enables transfers upon appropriate trigger of the selected trigger source for the selected channel.

**Parameters**

<i>channelSelect</i>	<p>is the specified channel to enable transfer for. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	--

**Returns**

None

```
uint16_t DMA_getInterruptStatus ( uint8_t channelSelect )
```

Returns the status of the interrupt flag for the selected channel.

Returns the status of the interrupt flag for the selected channel.

**Parameters**

<i>channelSelect</i>	<p>is the specified channel to return the interrupt flag status from. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	--

**Returns**

One of the following:

- **DMA\_INT\_INACTIVE**
- **DMA\_INT\_ACTIVE**  
indicating the status of the current interrupt flag

uint16\_t DMA\_getNMIAbortStatus ( uint8\_t *channelSelect* )

Returns the status of the NMIAbort for the selected channel.

This function returns the status of the NMI Abort flag for the selected channel. If this flag has been set, it is because a transfer on this channel was aborted due to a interrupt from an NMI.

**Parameters**

<i>channelSelect</i>	is the specified channel to return the status of the NMI Abort flag for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	---

**Returns**

One of the following:

- **DMA\_NOTABORTED**
- **DMA\_ABORTED**  
indicating the status of the NMIAbort for the selected channel

uint16\_t DMA\_getTransferSize ( uint8\_t *channelSelect* )

Gets the amount of transfers for the selected DMA channel.

This function gets the amount of transfers for the selected DMA channel without having to reinitialize the DMA channel.

**Parameters**

<i>channelSelect</i>	is the specified channel to set source address direction for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA.CHANNEL_0</b></li> <li>■ <b>DMA.CHANNEL_1</b></li> <li>■ <b>DMA.CHANNEL_2</b></li> <li>■ <b>DMA.CHANNEL_3</b></li> <li>■ <b>DMA.CHANNEL_4</b></li> <li>■ <b>DMA.CHANNEL_5</b></li> <li>■ <b>DMA.CHANNEL_6</b></li> <li>■ <b>DMA.CHANNEL_7</b></li> </ul>
----------------------	--

**Returns**

the amount of transfers

```
void DMA_init ( DMA_initParam * param )
```

Initializes the specified DMA channel.

This function initializes the specified DMA channel. Upon successful completion of initialization of the selected channel the control registers will be cleared and the given variables will be set. Please note, if transfers have been enabled with the `enableTransfers()` function, then a call to `disableTransfers()` is necessary before re-initialization. Also note, that the trigger sources are device dependent and can be found in the device family data sheet. The amount of DMA channels available are also device specific.

**Parameters**

<i>param</i>	is the pointer to struct for initialization.
--------------	--

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the initialization process.

References `DMA_initParam::channelSelect`, `DMA_initParam::transferModeSelect`, `DMA_initParam::transferSize`, `DMA_initParam::transferUnitSelect`, `DMA_initParam::triggerSourceSelect`, and `DMA_initParam::triggerTypeSelect`.

```
void DMA_setDstAddress ( uint8_t channelSelect, uint32_t dstAddress, uint16_t directionSelect )
```

Sets the destination address and the direction that the destination address will move after a transfer.

This function sets the destination address and the direction that the destination address will move after a transfer is complete. It may be incremented, decremented, or unchanged.

## Parameters

<i>channelSelect</i>	is the specified channel to set the destination address direction for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
<i>dstAddress</i>	is the address of where the data will be transferred to. Modified bits are <b>DMAxDA</b> of <b>DMAxDA</b> register.
<i>directionSelect</i>	is the specified direction of the destination address after a transfer. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_DIRECTION_UNCHANGED</b></li> <li>■ <b>DMA_DIRECTION_DECREMENT</b></li> <li>■ <b>DMA_DIRECTION_INCREMENT</b></li> </ul> Modified bits are <b>DMADSTINCR</b> of <b>DMAxCTL</b> register.

## Returns

None

```
void DMA_setSrcAddress ( uint8_t channelSelect, uint32_t srcAddress, uint16_t
directionSelect )
```

Sets source address and the direction that the source address will move after a transfer.

This function sets the source address and the direction that the source address will move after a transfer is complete. It may be incremented, decremented or unchanged.

## Parameters

<i>channelSelect</i>	is the specified channel to set source address direction for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
<i>srcAddress</i>	is the address of where the data will be transferred from. Modified bits are <b>DMAxSA</b> of <b>DMAxSA</b> register.
<i>directionSelect</i>	is the specified direction of the source address after a transfer. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_DIRECTION_UNCHANGED</b></li> <li>■ <b>DMA_DIRECTION_DECREMENT</b></li> <li>■ <b>DMA_DIRECTION_INCREMENT</b></li> </ul> Modified bits are <b>DMASRCINCR</b> of <b>DMAxCTL</b> register.

## Returns

None

```
void DMA_setTransferSize ( uint8_t channelSelect, uint16_t transferSize )
```

Sets the specified amount of transfers for the selected DMA channel.

This function sets the specified amount of transfers for the selected DMA channel without having to reinitialize the DMA channel.

**Parameters**

<i>channelSelect</i>	is the specified channel to set source address direction for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
<i>transferSize</i>	is the amount of transfers to complete in a block transfer mode, as well as how many transfers to complete before the interrupt flag is set. Valid value is between 1-65535, if 0, no transfers will occur. Modified bits are <b>DMAxSZ</b> of <b>DMAxSZ</b> register.

**Returns**

None

```
void DMA_startTransfer ( uint8_t channelSelect )
```

Starts a transfer if using the default trigger source selected in initialization.

This functions triggers a transfer of data from source to destination if the trigger source chosen from initialization is the DMA\_TRIGGERSOURCE\_0. Please note, this function needs to be called for each (repeated-)single transfer, and when transferAmount of transfers have been complete in (repeated-)block transfers.

**Parameters**

<i>channelSelect</i>	is the specified channel to start transfers for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>DMA_CHANNEL_0</b></li> <li>■ <b>DMA_CHANNEL_1</b></li> <li>■ <b>DMA_CHANNEL_2</b></li> <li>■ <b>DMA_CHANNEL_3</b></li> <li>■ <b>DMA_CHANNEL_4</b></li> <li>■ <b>DMA_CHANNEL_5</b></li> <li>■ <b>DMA_CHANNEL_6</b></li> <li>■ <b>DMA_CHANNEL_7</b></li> </ul>
----------------------	---

**Returns**

None

## 13.3 Programming Example

The following example shows how to initialize and use the DMA API to transfer words from one spot in RAM to another.

```
// Initialize and Setup DMA Channel 0
/*
 * Base Address of the DMA Module
 * Configure DMA channel 0
 * Configure channel for repeated block transfers
 * DMA interrupt flag will be set after every 16 transfers
 * Use DMA_startTransfer() function to trigger transfers
 * Transfer Word-to-Word
 * Trigger upon Rising Edge of Trigger Source Signal
 */
DMA_initParam param = {0};
param.channelSelect = DMA_CHANNEL_0;
param.transferModeSelect = DMA_TRANSFER_REPEATED_BLOCK;
param.transferSize = 16;
param.triggerSourceSelect = DMA_TRIGGERSOURCE_0;
param.transferUnitSelect = DMA_SIZE_SRCWORD_DSTWORD;
param.triggerTypeSelect = DMA_TRIGGER_RISINGEDGE;
DMA_init(&param);
/*
 * Base Address of the DMA Module
 * Configure DMA channel 0
 * Use 0x1C00 as source
 * Increment source address after every transfer
 */
DMA_setSrcAddress(DMA_CHANNEL_0,
                 0x1C00,
                 DMA_DIRECTION_INCREMENT);
/*
 * Base Address of the DMA Module
 * Configure DMA channel 0
 * Use 0x1C20 as destination
 * Increment destination address after every transfer
 */
DMA_setDstAddress(DMA_CHANNEL_0,
                 0x1C20,
                 DMA_DIRECTION_INCREMENT);

// Enable transfers on DMA channel 0
DMA_enableTransfers(DMA_CHANNEL_0);

while(1)
{
    // Start block transfer on DMA channel 0
    DMA_startTransfer(DMA_CHANNEL_0);
}
```



# 14 EUSCI Universal Asynchronous Receiver/Transmitter (EUSCI\_A\_UART)

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## 14.1 Introduction

The MSP430Ware library for UART mode features include:

- Odd, even, or non-parity
- Independent transmit and receive shift registers
- Separate transmit and receive buffer registers
- LSB-first or MSB-first data transmit and receive
- Built-in idle-line and address-bit communication protocols for multiprocessor systems
- Receiver start-edge detection for auto wake up from LPMx modes
- Status flags for error detection and suppression
- Status flags for address detection
- Independent interrupt capability for receive and transmit

In UART mode, the USCI transmits and receives characters at a bit rate asynchronous to another device. Timing for each character is based on the selected baud rate of the USCI. The transmit and receive functions use the same baud-rate frequency.

## 14.2 API Functions

### Functions

- bool [EUSCI\\_A\\_UART\\_init](#) (uint16\_t baseAddress, [EUSCI\\_A\\_UART\\_initParam](#) \*param)  
*Advanced initialization routine for the UART block. The values to be written into the clockPrescaler, firstModReg, secondModReg and overSampling parameters should be pre-computed and passed into the initialization function.*
- void [EUSCI\\_A\\_UART\\_transmitData](#) (uint16\_t baseAddress, uint8\_t transmitData)  
*Transmits a byte from the UART Module. Please note that if TX interrupt is disabled, this function manually polls the TX IFG flag waiting for an indication that it is safe to write to the transmit buffer and does not time-out.*
- uint8\_t [EUSCI\\_A\\_UART\\_receiveData](#) (uint16\_t baseAddress)  
*Receives a byte that has been sent to the UART Module.*
- void [EUSCI\\_A\\_UART\\_enableInterrupt](#) (uint16\_t baseAddress, uint8\_t mask)  
*Enables individual UART interrupt sources.*
- void [EUSCI\\_A\\_UART\\_disableInterrupt](#) (uint16\_t baseAddress, uint8\_t mask)  
*Disables individual UART interrupt sources.*
- uint8\_t [EUSCI\\_A\\_UART\\_getInterruptStatus](#) (uint16\_t baseAddress, uint8\_t mask)

- Gets the current UART interrupt status.*
- void `EUSCI_A_UART_clearInterrupt` (uint16\_t baseAddress, uint8\_t mask)
  - Clears UART interrupt sources.*
- void `EUSCI_A_UART_enable` (uint16\_t baseAddress)
  - Enables the UART block.*
- void `EUSCI_A_UART_disable` (uint16\_t baseAddress)
  - Disables the UART block.*
- uint8\_t `EUSCI_A_UART_queryStatusFlags` (uint16\_t baseAddress, uint8\_t mask)
  - Gets the current UART status flags.*
- void `EUSCI_A_UART_setDormant` (uint16\_t baseAddress)
  - Sets the UART module in dormant mode.*
- void `EUSCI_A_UART_resetDormant` (uint16\_t baseAddress)
  - Re-enables UART module from dormant mode.*
- void `EUSCI_A_UART_transmitAddress` (uint16\_t baseAddress, uint8\_t transmitAddress)
  - Transmits the next byte to be transmitted marked as address depending on selected multiprocessor mode.*
- void `EUSCI_A_UART_transmitBreak` (uint16\_t baseAddress)
  - Transmit break.*
- uint32\_t `EUSCI_A_UART_getReceiveBufferAddress` (uint16\_t baseAddress)
  - Returns the address of the RX Buffer of the UART for the DMA module.*
- uint32\_t `EUSCI_A_UART_getTransmitBufferAddress` (uint16\_t baseAddress)
  - Returns the address of the TX Buffer of the UART for the DMA module.*
- void `EUSCI_A_UART_selectDeglitchTime` (uint16\_t baseAddress, uint16\_t deglitchTime)
  - Sets the deglitch time.*

## 14.2.1 Detailed Description

The EUSCI\_A\_UART API provides the set of functions required to implement an interrupt driven EUSCI\_A\_UART driver. The EUSCI\_A\_UART initialization with the various modes and features is done by the `EUSCI_A_UART_init()`. At the end of this function EUSCI\_A\_UART is initialized and stays disabled. `EUSCI_A_UART_enable()` enables the EUSCI\_A\_UART and the module is now ready for transmit and receive. It is recommended to initialize the EUSCI\_A\_UART via `EUSCI_A_UART_init()`, enable the required interrupts and then enable EUSCI\_A\_UART via `EUSCI_A_UART_enable()`.

The EUSCI\_A\_UART API is broken into three groups of functions: those that deal with configuration and control of the EUSCI\_A\_UART modules, those used to send and receive data, and those that deal with interrupt handling and those dealing with DMA.

Configuration and control of the EUSCI\_UART are handled by the

- `EUSCI_A_UART_init()`
- `EUSCI_A_UART_initAdvance()`
- `EUSCI_A_UART_enable()`
- `EUSCI_A_UART_disable()`
- `EUSCI_A_UART_setDormant()`
- `EUSCI_A_UART_resetDormant()`
- `EUSCI_A_UART_selectDeglitchTime()`

Sending and receiving data via the EUSCI\_UART is handled by the

- `EUSCI_A_UART_transmitData()`

- EUSCI\_A\_UART\_receiveData()
- EUSCI\_A\_UART\_transmitAddress()
- EUSCI\_A\_UART\_transmitBreak()
- EUSCI\_A\_UART\_getTransmitBufferAddress()
- EUSCI\_A\_UART\_getTransmitBufferAddress()

Managing the EUSCI\_UART interrupts and status are handled by the

- EUSCI\_A\_UART\_enableInterrupt()
- EUSCI\_A\_UART\_disableInterrupt()
- EUSCI\_A\_UART\_getInterruptStatus()
- EUSCI\_A\_UART\_clearInterrupt()
- EUSCI\_A\_UART\_queryStatusFlags()

## 14.2.2 Function Documentation

```
void EUSCI_A_UART_clearInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Clears UART interrupt sources.

The UART interrupt source is cleared, so that it no longer asserts. The highest interrupt flag is automatically cleared when an interrupt vector generator is used.

### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>mask</i>	is a bit mask of the interrupt sources to be cleared. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ EUSCI_A_UART_RECEIVE_INTERRUPT_FLAG</li> <li>■ EUSCI_A_UART_TRANSMIT_INTERRUPT_FLAG</li> <li>■ EUSCI_A_UART_STARTBIT_INTERRUPT_FLAG</li> <li>■ EUSCI_A_UART_TRANSMIT_COMPLETE_INTERRUPT_FLAG</li> </ul>

Modified bits of **UCAxIFG** register.

### Returns

None

```
void EUSCI_A_UART_disable ( uint16_t baseAddress )
```

Disables the UART block.

This will disable operation of the UART block.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

Modified bits are **UCSWRST** of **UCAxCTL1** register.

**Returns**

None

`void EUSCI_A_UART_disableInterrupt ( uint16_t baseAddress, uint8_t mask )`

Disables individual UART interrupt sources.

Disables the indicated UART interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>mask</i>	is the bit mask of the interrupt sources to be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_UART_RECEIVE_INTERRUPT</b> - Receive interrupt</li> <li>■ <b>EUSCI_A_UART_TRANSMIT_INTERRUPT</b> - Transmit interrupt</li> <li>■ <b>EUSCI_A_UART_RECEIVE_ERRONEOUSCHAR_INTERRUPT</b> - Receive erroneous-character interrupt enable</li> <li>■ <b>EUSCI_A_UART_BREAKCHAR_INTERRUPT</b> - Receive break character interrupt enable</li> <li>■ <b>EUSCI_A_UART_STARTBIT_INTERRUPT</b> - Start bit received interrupt enable</li> <li>■ <b>EUSCI_A_UART_TRANSMIT_COMPLETE_INTERRUPT</b> - Transmit complete interrupt enable</li> </ul>

Modified bits of **UCAxCTL1** register and bits of **UCAxIE** register.

**Returns**

None

`void EUSCI_A_UART_enable ( uint16_t baseAddress )`

Enables the UART block.

This will enable operation of the UART block.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

Modified bits are **UCSWRST** of **UCAxCTL1** register.

**Returns**

None

```
void EUSCI_A_UART_enableInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Enables individual UART interrupt sources.

Enables the indicated UART interrupt sources. The interrupt flag is first and then the corresponding interrupt is enabled. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>mask</i>	is the bit mask of the interrupt sources to be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_UART_RECEIVE_INTERRUPT</b> - Receive interrupt</li> <li>■ <b>EUSCI_A_UART_TRANSMIT_INTERRUPT</b> - Transmit interrupt</li> <li>■ <b>EUSCI_A_UART_RECEIVE_ERRONEOUSCHAR_INTERRUPT</b> - Receive erroneous-character interrupt enable</li> <li>■ <b>EUSCI_A_UART_BREAKCHAR_INTERRUPT</b> - Receive break character interrupt enable</li> <li>■ <b>EUSCI_A_UART_STARTBIT_INTERRUPT</b> - Start bit received interrupt enable</li> <li>■ <b>EUSCI_A_UART_TRANSMIT_COMPLETE_INTERRUPT</b> - Transmit complete interrupt enable</li> </ul>

Modified bits of **UCAxCTL1** register and bits of **UCAxIE** register.

#### Returns

None

```
uint8_t EUSCI_A_UART_getInterruptStatus ( uint16_t baseAddress, uint8_t mask )
```

Gets the current UART interrupt status.

This returns the interrupt status for the UART module based on which flag is passed.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>mask</i>	is the masked interrupt flag status to be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_UART_RECEIVE_INTERRUPT_FLAG</b></li> <li>■ <b>EUSCI_A_UART_TRANSMIT_INTERRUPT_FLAG</b></li> <li>■ <b>EUSCI_A_UART_STARTBIT_INTERRUPT_FLAG</b></li> <li>■ <b>EUSCI_A_UART_TRANSMIT_COMPLETE_INTERRUPT_FLAG</b></li> </ul>

Modified bits of **UCAxIFG** register.

**Returns**

Logical OR of any of the following:

- **EUSCI\_A\_UART\_RECEIVE\_INTERRUPT\_FLAG**
  - **EUSCI\_A\_UART\_TRANSMIT\_INTERRUPT\_FLAG**
  - **EUSCI\_A\_UART\_STARTBIT\_INTERRUPT\_FLAG**
  - **EUSCI\_A\_UART\_TRANSMIT\_COMPLETE\_INTERRUPT\_FLAG**
- indicating the status of the masked flags

`uint32_t EUSCI_A_UART_getReceiveBufferAddress ( uint16_t baseAddress )`

Returns the address of the RX Buffer of the UART for the DMA module.

Returns the address of the UART RX Buffer. This can be used in conjunction with the DMA to store the received data directly to memory.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

**Returns**

Address of RX Buffer

`uint32_t EUSCI_A_UART_getTransmitBufferAddress ( uint16_t baseAddress )`

Returns the address of the TX Buffer of the UART for the DMA module.

Returns the address of the UART TX Buffer. This can be used in conjunction with the DMA to obtain transmitted data directly from memory.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

**Returns**

Address of TX Buffer

`bool EUSCI_A_UART_init ( uint16_t baseAddress, EUSCI_A_UART_initParam * param )`

Advanced initialization routine for the UART block. The values to be written into the `clockPrescalar`, `firstModReg`, `secondModReg` and `overSampling` parameters should be pre-computed and passed into the initialization function.

Upon successful initialization of the UART block, this function will have initialized the module, but the UART block still remains disabled and must be enabled with [EUSCI\\_A\\_UART\\_enable\(\)](#). To calculate values for `clockPrescalar`, `firstModReg`, `secondModReg` and `overSampling` please use the link below.

[http://software-dl.ti.com/msp430/msp430\\_public\\_sw/mcu/msp430/MSP430BaudRateConverter/index.html](http://software-dl.ti.com/msp430/msp430_public_sw/mcu/msp430/MSP430BaudRateConverter/index.html)

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>param</i>	is the pointer to struct for initialization.

Modified bits are **UCPEN**, **UCPAR**, **UCMSB**, **UC7BIT**, **UCSPB**, **UCMODEx** and **UCSYNC** of **UCAxCTL0** register; bits **UCSSELx** and **UCSWRST** of **UCAxCTL1** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAIL of the initialization process

References EUSCI\_A\_UART\_initParam::clockPrescalar, EUSCI\_A\_UART\_initParam::firstModReg, EUSCI\_A\_UART\_initParam::msborLsbFirst, EUSCI\_A\_UART\_initParam::numberOfStopBits, EUSCI\_A\_UART\_initParam::overSampling, EUSCI\_A\_UART\_initParam::parity, EUSCI\_A\_UART\_initParam::secondModReg, EUSCI\_A\_UART\_initParam::selectClockSource, and EUSCI\_A\_UART\_initParam::uartMode.

uint8\_t EUSCI\_A\_UART\_queryStatusFlags ( uint16\_t *baseAddress*, uint8\_t *mask* )

Gets the current UART status flags.

This returns the status for the UART module based on which flag is passed.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>mask</i>	is the masked interrupt flag status to be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ EUSCI_A_UART_LISTEN_ENABLE</li> <li>■ EUSCI_A_UART_FRAMING_ERROR</li> <li>■ EUSCI_A_UART_OVERRUN_ERROR</li> <li>■ EUSCI_A_UART_PARITY_ERROR</li> <li>■ EUSCI_A_UART_BREAK_DETECT</li> <li>■ EUSCI_A_UART_RECEIVE_ERROR</li> <li>■ EUSCI_A_UART_ADDRESS_RECEIVED</li> <li>■ EUSCI_A_UART_IDLELINE</li> <li>■ EUSCI_A_UART_BUSY</li> </ul>

Modified bits of **UCAxSTAT** register.

**Returns**

Logical OR of any of the following:

- EUSCI\_A\_UART\_LISTEN\_ENABLE
- EUSCI\_A\_UART\_FRAMING\_ERROR
- EUSCI\_A\_UART\_OVERRUN\_ERROR
- EUSCI\_A\_UART\_PARITY\_ERROR
- EUSCI\_A\_UART\_BREAK\_DETECT
- EUSCI\_A\_UART\_RECEIVE\_ERROR
- EUSCI\_A\_UART\_ADDRESS\_RECEIVED

- **EUSCI\_A\_UART\_IDLELINE**
- **EUSCI\_A\_UART\_BUSY**  
indicating the status of the masked interrupt flags

`uint8_t EUSCI_A_UART_receiveData ( uint16_t baseAddress )`

Receives a byte that has been sent to the UART Module.

This function reads a byte of data from the UART receive data Register.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

Modified bits of **UCAxRXBUF** register.

**Returns**

Returns the byte received from by the UART module, cast as an `uint8_t`.

`void EUSCI_A_UART_resetDormant ( uint16_t baseAddress )`

Re-enables UART module from dormant mode.

Not dormant. All received characters set UCRXIFG.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

Modified bits are **UCDORM** of **UCAxCTL1** register.

**Returns**

None

`void EUSCI_A_UART_selectDeglitchTime ( uint16_t baseAddress, uint16_t deglitchTime )`

Sets the deglitch time.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>deglitchTime</i>	is the selected deglitch time Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_UART_DEGLITCH_TIME_2ns</b></li> <li>■ <b>EUSCI_A_UART_DEGLITCH_TIME_50ns</b></li> <li>■ <b>EUSCI_A_UART_DEGLITCH_TIME_100ns</b></li> <li>■ <b>EUSCI_A_UART_DEGLITCH_TIME_200ns</b></li> </ul>



**Returns**

None

```
void EUSCI_A_UART_setDormant ( uint16_t baseAddress )
```

Sets the UART module in dormant mode.

Puts USCI in sleep mode Only characters that are preceded by an idle-line or with address bit set UCRXIFG. In UART mode with automatic baud-rate detection, only the combination of a break and sync field sets UCRXIFG.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

Modified bits of **UCAxCTL1** register.

**Returns**

None

```
void EUSCI_A_UART_transmitAddress ( uint16_t baseAddress, uint8_t transmitAddress )
```

Transmits the next byte to be transmitted marked as address depending on selected multiprocessor mode.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>transmitAddress</i>	is the next byte to be transmitted

Modified bits of **UCAxTXBUF** register and bits of **UCAxCTL1** register.

**Returns**

None

```
void EUSCI_A_UART_transmitBreak ( uint16_t baseAddress )
```

Transmit break.

Transmits a break with the next write to the transmit buffer. In UART mode with automatic baud-rate detection, EUSCI\_A\_UART\_AUTOMATICBAUDRATE\_SYNC(0x55) must be written into UCAxTXBUF to generate the required break/sync fields. Otherwise, DEFAULT\_SYNC(0x00) must be written into the transmit buffer. Also ensures module is ready for transmitting the next data.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
--------------------	---

Modified bits of **UCAxTXBUF** register and bits of **UCAxCTL1** register.

**Returns**

None

```
void EUSCI_A_UART_transmitData ( uint16_t baseAddress, uint8_t transmitData )
```

Transmits a byte from the UART Module. Please note that if TX interrupt is disabled, this function manually polls the TX IFG flag waiting for an indication that it is safe to write to the transmit buffer and does not time-out.

This function will place the supplied data into UART transmit data register to start transmission

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A_UART module.
<i>transmitData</i>	data to be transmitted from the UART module

Modified bits of **UCAxTXBUF** register.

#### Returns

None

## 14.3 Programming Example

The following example shows how to use the EUSCI\_UART API to initialize the EUSCI\_UART, transmit characters, and receive characters.

```
// Configure UART
EUSCI_A_UART_initParam param = {0};
param.selectClockSource = EUSCI_A_UART_CLOCKSOURCE_ACLK;
param.clockPrescalar = 15;
param.firstModReg = 0;
param.secondModReg = 68;
param.parity = EUSCI_A_UART_NO_PARITY;
param.msborLsbFirst = EUSCI_A_UART_LSB_FIRST;
param.numberOfStopBits = EUSCI_A_UART_ONE_STOP_BIT;
param.uartMode = EUSCI_A_UART_MODE;
param.overSampling = EUSCI_A_UART_LOW_FREQUENCY_BAUDRATE_GENERATION;

if (STATUS_FAIL == EUSCI_A_UART_init (EUSCI_A0_BASE, &param) ) {
    return;
}

EUSCI_A_UART_enable (EUSCI_A0_BASE);

// Enable USCI_A0 RX interrupt
EUSCI_A_UART_enableInterrupt (EUSCI_A0_BASE,
    EUSCI_A_UART_RECEIVE_INTERRUPT);
```

# 15 EUSCI Synchronous Peripheral Interface (EUSCI\_A\_SPI)

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## 15.1 Introduction

The Serial Peripheral Interface Bus or SPI bus is a synchronous serial data link standard named by Motorola that operates in full duplex mode. Devices communicate in master/slave mode where the master device initiates the data frame.

This library provides the API for handling a SPI communication using EUSCI.

The SPI module can be configured as either a master or a slave device.

The SPI module also includes a programmable bit rate clock divider and prescaler to generate the output serial clock derived from the module's input clock.

## 15.2 Functions

### Functions

- void [EUSCI\\_A\\_SPI\\_initMaster](#) (uint16\_t baseAddress, [EUSCI\\_A\\_SPI\\_initMasterParam](#) \*param)  
*Initializes the SPI Master block.*
- void [EUSCI\\_A\\_SPI\\_select4PinFunctionality](#) (uint16\_t baseAddress, uint8\_t select4PinFunctionality)  
*Selects 4Pin Functionality.*
- void [EUSCI\\_A\\_SPI\\_changeMasterClock](#) (uint16\_t baseAddress, [EUSCI\\_A\\_SPI\\_changeMasterClockParam](#) \*param)  
*Initializes the SPI Master clock. At the end of this function call, SPI module is left enabled.*
- void [EUSCI\\_A\\_SPI\\_initSlave](#) (uint16\_t baseAddress, [EUSCI\\_A\\_SPI\\_initSlaveParam](#) \*param)  
*Initializes the SPI Slave block.*
- void [EUSCI\\_A\\_SPI\\_changeClockPhasePolarity](#) (uint16\_t baseAddress, uint16\_t clockPhase, uint16\_t clockPolarity)  
*Changes the SPI clock phase and polarity. At the end of this function call, SPI module is left enabled.*
- void [EUSCI\\_A\\_SPI\\_transmitData](#) (uint16\_t baseAddress, uint8\_t transmitData)  
*Transmits a byte from the SPI Module.*
- uint8\_t [EUSCI\\_A\\_SPI\\_receiveData](#) (uint16\_t baseAddress)  
*Receives a byte that has been sent to the SPI Module.*
- void [EUSCI\\_A\\_SPI\\_enableInterrupt](#) (uint16\_t baseAddress, uint8\_t mask)  
*Enables individual SPI interrupt sources.*
- void [EUSCI\\_A\\_SPI\\_disableInterrupt](#) (uint16\_t baseAddress, uint8\_t mask)  
*Disables individual SPI interrupt sources.*
- uint8\_t [EUSCI\\_A\\_SPI\\_getInterruptStatus](#) (uint16\_t baseAddress, uint8\_t mask)

- Gets the current SPI interrupt status.*
- void [EUSCIA\\_SPI\\_clearInterrupt](#) (uint16\_t baseAddress, uint8\_t mask)
  - Clears the selected SPI interrupt status flag.*
- void [EUSCIA\\_SPI\\_enable](#) (uint16\_t baseAddress)
  - Enables the SPI block.*
- void [EUSCIA\\_SPI\\_disable](#) (uint16\_t baseAddress)
  - Disables the SPI block.*
- uint32\_t [EUSCIA\\_SPI\\_getReceiveBufferAddress](#) (uint16\_t baseAddress)
  - Returns the address of the RX Buffer of the SPI for the DMA module.*
- uint32\_t [EUSCIA\\_SPI\\_getTransmitBufferAddress](#) (uint16\_t baseAddress)
  - Returns the address of the TX Buffer of the SPI for the DMA module.*
- uint16\_t [EUSCIA\\_SPI\\_isBusy](#) (uint16\_t baseAddress)
  - Indicates whether or not the SPI bus is busy.*

## 15.2.1 Detailed Description

To use the module as a master, the user must call [EUSCIA\\_SPI\\_initMaster\(\)](#) to configure the SPI Master. This is followed by enabling the SPI module using [EUSCIA\\_SPI\\_enable\(\)](#). The interrupts are then enabled (if needed). It is recommended to enable the SPI module before enabling the interrupts. A data transmit is then initiated using [EUSCIA\\_SPI\\_transmitData\(\)](#) and then when the receive flag is set, the received data is read using [EUSCIA\\_SPI\\_receiveData\(\)](#) and this indicates that an RX/TX operation is complete.

To use the module as a slave, initialization is done using [EUSCIA\\_SPI\\_initSlave\(\)](#) and this is followed by enabling the module using [EUSCIA\\_SPI\\_enable\(\)](#). Following this, the interrupts may be enabled as needed. When the receive flag is set, data is first transmitted using [EUSCIA\\_SPI\\_transmitData\(\)](#) and this is followed by a data reception by [EUSCIA\\_SPI\\_receiveData\(\)](#)

The SPI API is broken into 3 groups of functions: those that deal with status and initialization, those that handle data, and those that manage interrupts.

The status and initialization of the SPI module are managed by

- [EUSCIA\\_SPI\\_initMaster\(\)](#)
- [EUSCIA\\_SPI\\_initSlave\(\)](#)
- [EUSCIA\\_SPI\\_disable\(\)](#)
- [EUSCIA\\_SPI\\_enable\(\)](#)
- [EUSCIA\\_SPI\\_masterChangeClock\(\)](#)
- [EUSCIA\\_SPI\\_isBusy\(\)](#)
- [EUSCIA\\_SPI\\_select4PinFunctionality\(\)](#)
- [EUSCIA\\_SPI\\_changeClockPhasePolarity\(\)](#)

Data handling is done by

- [EUSCIA\\_SPI\\_transmitData\(\)](#)
- [EUSCIA\\_SPI\\_receiveData\(\)](#)

Interrupts from the SPI module are managed using

- [EUSCIA\\_SPI\\_disableInterrupt\(\)](#)

- [EUSCI\\_A\\_SPI.enableInterrupt\(\)](#)
- [EUSCI\\_A\\_SPI.getInterruptStatus\(\)](#)
- [EUSCI\\_A\\_SPI.clearInterrupt\(\)](#)

DMA related

- [EUSCI\\_A\\_SPI.getReceiveBufferAddressForDMA\(\)](#)
- [EUSCI\\_A\\_SPI.getTransmitBufferAddressForDMA\(\)](#)

## 15.2.2 Function Documentation

```
void EUSCI_A_SPI_changeClockPhasePolarity ( uint16_t baseAddress, uint16_t clockPhase,
uint16_t clockPolarity )
```

Changes the SPI clock phase and polarity. At the end of this function call, SPI module is left enabled.

Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A_SPI module.
<i>clockPhase</i>	is clock phase select. Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_SPI_PHASE_DATA_CHANGED_ONFIRST_CAPTURED_ON_NEXT</b> [Default]</li> <li>■ <b>EUSCI_A_SPI_PHASE_DATA_CAPTURED_ONFIRST_CHANGED_ON_NEXT</b></li> </ul>
<i>clockPolarity</i>	is clock polarity select Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_SPI_CLOCKPOLARITY_INACTIVITY_HIGH</b></li> <li>■ <b>EUSCI_A_SPI_CLOCKPOLARITY_INACTIVITY_LOW</b> [Default]</li> </ul>

Modified bits are **UCCKPL**, **UCCKPH** and **UCSWRST** of **UCAxCTLW0** register.

Returns

None

```
void EUSCI_A_SPI_changeMasterClock ( uint16_t baseAddress, EUSCI_A_SPI_changeMasterClockParam * param )
```

Initializes the SPI Master clock. At the end of this function call, SPI module is left enabled.

Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A_SPI module.
<i>param</i>	is the pointer to struct for master clock setting.

Modified bits are **UCSWRST** of **UCAxCTLW0** register.

**Returns**

None

References EUSCI.A.SPI.changeMasterClockParam::clockSourceFrequency, and EUSCI.A.SPI.changeMasterClockParam::desiredSpiClock.

```
void EUSCI_A_SPI_clearInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Clears the selected SPI interrupt status flag.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
<i>mask</i>	is the masked interrupt flag to be cleared. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ EUSCI.A.SPI_TRANSMIT_INTERRUPT</li> <li>■ EUSCI.A.SPI_RECEIVE_INTERRUPT</li> </ul>

Modified bits of **UCAxIFG** register.

**Returns**

None

```
void EUSCI_A_SPI_disable ( uint16_t baseAddress )
```

Disables the SPI block.

This will disable operation of the SPI block.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
--------------------	--

Modified bits are **UCSWRST** of **UCAxCTLW0** register.

**Returns**

None

```
void EUSCI_A_SPI_disableInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Disables individual SPI interrupt sources.

Disables the indicated SPI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
<i>mask</i>	is the bit mask of the interrupt sources to be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI.A.SPI_TRANSMIT_INTERRUPT</b></li> <li>■ <b>EUSCI.A.SPI_RECEIVE_INTERRUPT</b></li> </ul>

Modified bits of **UCAxIE** register.

**Returns**

None

```
void EUSCI_A_SPI_enable ( uint16_t baseAddress )
```

Enables the SPI block.

This will enable operation of the SPI block.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
--------------------	--

Modified bits are **UCSWRST** of **UCAxCTLW0** register.

**Returns**

None

```
void EUSCI_A_SPI_enableInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Enables individual SPI interrupt sources.

Enables the indicated SPI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
<i>mask</i>	is the bit mask of the interrupt sources to be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI.A.SPI_TRANSMIT_INTERRUPT</b></li> <li>■ <b>EUSCI.A.SPI_RECEIVE_INTERRUPT</b></li> </ul>

Modified bits of **UCAxIFG** register and bits of **UCAxIE** register.

**Returns**

None

```
uint8_t EUSCI_A_SPI_getInterruptStatus ( uint16_t baseAddress, uint8_t mask )
```

Gets the current SPI interrupt status.

This returns the interrupt status for the SPI module based on which flag is passed.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
<i>mask</i>	is the masked interrupt flag status to be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_SPI_TRANSMIT_INTERRUPT</b></li> <li>■ <b>EUSCI_A_SPI_RECEIVE_INTERRUPT</b></li> </ul>

#### Returns

Logical OR of any of the following:

- **EUSCI\_A\_SPI\_TRANSMIT\_INTERRUPT**
  - **EUSCI\_A\_SPI\_RECEIVE\_INTERRUPT**
- indicating the status of the masked interrupts

```
uint32_t EUSCI_A_SPI_getReceiveBufferAddress ( uint16_t baseAddress )
```

Returns the address of the RX Buffer of the SPI for the DMA module.

Returns the address of the SPI RX Buffer. This can be used in conjunction with the DMA to store the received data directly to memory.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
--------------------	--

#### Returns

the address of the RX Buffer

```
uint32_t EUSCI_A_SPI_getTransmitBufferAddress ( uint16_t baseAddress )
```

Returns the address of the TX Buffer of the SPI for the DMA module.

Returns the address of the SPI TX Buffer. This can be used in conjunction with the DMA to obtain transmitted data directly from memory.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
--------------------	--

#### Returns

the address of the TX Buffer



```
void EUSCI_A_SPI_initMaster ( uint16_t baseAddress, EUSCI_A_SPI_initMasterParam *  
    param )
```

Initializes the SPI Master block.

Upon successful initialization of the SPI master block, this function will have set the bus speed for the master, but the SPI Master block still remains disabled and must be enabled with [EUSCI\\_A\\_SPI.enable\(\)](#)

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A.SPI Master module.
<i>param</i>	is the pointer to struct for master initialization.

Modified bits are **UCCKPH**, **UCCKPL**, **UC7BIT**, **UCMSB**, **UCSSELx** and **UCSWRST** of **UCAxCTLW0** register.

#### Returns

STATUS\_SUCCESS

References EUSCI\_A\_SPI\_initMasterParam::clockPhase, EUSCI\_A\_SPI\_initMasterParam::clockPolarity, EUSCI\_A\_SPI\_initMasterParam::clockSourceFrequency, EUSCI\_A\_SPI\_initMasterParam::desiredSpiClock, EUSCI\_A\_SPI\_initMasterParam::msbFirst, EUSCI\_A\_SPI\_initMasterParam::selectClockSource, and EUSCI\_A\_SPI\_initMasterParam::spiMode.

```
void EUSCI_A_SPI_initSlave ( uint16_t baseAddress, EUSCI_A_SPI_initSlaveParam *  
    param )
```

Initializes the SPI Slave block.

Upon successful initialization of the SPI slave block, this function will have initialized the slave block, but the SPI Slave block still remains disabled and must be enabled with [EUSCI\\_A\\_SPI.enable\(\)](#)

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_A.SPI Slave module.
<i>param</i>	is the pointer to struct for slave initialization.

Modified bits are **UCMSB**, **UCMST**, **UC7BIT**, **UCCKPL**, **UCCKPH**, **UCMODE** and **UCSWRST** of **UCAxCTLW0** register.

#### Returns

STATUS\_SUCCESS

References EUSCI\_A\_SPI\_initSlaveParam::clockPhase, EUSCI\_A\_SPI\_initSlaveParam::clockPolarity, EUSCI\_A\_SPI\_initSlaveParam::msbFirst, and EUSCI\_A\_SPI\_initSlaveParam::spiMode.

```
uint16_t EUSCI_A_SPI_isBusy ( uint16_t baseAddress )
```

Indicates whether or not the SPI bus is busy.

This function returns an indication of whether or not the SPI bus is busy. This function checks the status of the bus via UCBBUSY bit

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
--------------------	--

#### Returns

One of the following:

- **EUSCI\_A\_SPI\_BUSY**
- **EUSCI\_A\_SPI\_NOT\_BUSY**  
indicating if the EUSCI.A.SPI is busy

```
uint8_t EUSCI_A_SPI_receiveData ( uint16_t baseAddress )
```

Receives a byte that has been sent to the SPI Module.

This function reads a byte of data from the SPI receive data Register.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
--------------------	--

#### Returns

Returns the byte received from by the SPI module, cast as an uint8\_t.

```
void EUSCI_A_SPI_select4PinFunctionality ( uint16_t baseAddress, uint8_t  
select4PinFunctionality )
```

Selects 4Pin Functionality.

This function should be invoked only in 4-wire mode. Invoking this function has no effect in 3-wire mode.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.A.SPI module.
<i>select4Pin↔ Functionality</i>	selects 4 pin functionality Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_A_SPI_PREVENT_CONFLICTS_WITH_OTHER_MASTERS</b></li> <li>■ <b>EUSCI_A_SPI_ENABLE_SIGNAL_FOR_4WIRE_SLAVE</b></li> </ul>

Modified bits are **UCSTEM** of **UCAxCTLW0** register.

#### Returns

None

```
void EUSCI_A_SPI_transmitData ( uint16_t baseAddress, uint8_t transmitData )
```

Transmits a byte from the SPI Module.

This function will place the supplied data into SPI transmit data register to start transmission.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI_A_SPI module.
<i>transmitData</i>	data to be transmitted from the SPI module

**Returns**

None

## 15.3 Programming Example

The following example shows how to use the SPI API to configure the SPI module as a master device, and how to do a simple send of data.

```
//Initialize slave to MSB first, inactive high clock polarity and 3 wire SPI
EUSCI_A_SPI_initSlaveParam param = {0};
param.msbFirst = EUSCI_A_SPI_MSB_FIRST;
param.clockPhase = EUSCI_A_SPI_PHASE_DATA_CHANGED_ONFIRST_CAPTURED_ON_NEXT;
param.clockPolarity = EUSCI_A_SPI_CLOCKPOLARITY_INACTIVITY_HIGH;
param.spiMode = EUSCI_A_SPI_3PIN;
EUSCI_A_SPI_initSlave(EUSCI_A0_BASE, &param);

//Enable SPI Module
EUSCI_A_SPI_enable(EUSCI_A0_BASE);

//Enable Receive interrupt
EUSCI_A_SPI_enableInterrupt(EUSCI_A0_BASE,
    EUSCI_A_SPI_RECEIVE_INTERRUPT
);
```

# 16 EUSCI Synchronous Peripheral Interface (EUSCI\_B\_SPI)

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## 16.1 Introduction

The Serial Peripheral Interface Bus or SPI bus is a synchronous serial data link standard named by Motorola that operates in full duplex mode. Devices communicate in master/slave mode where the master device initiates the data frame.

This library provides the API for handling a SPI communication using EUSCI.

The SPI module can be configured as either a master or a slave device.

The SPI module also includes a programmable bit rate clock divider and prescaler to generate the output serial clock derived from the module's input clock.

## 16.2 Functions

### Functions

- void `EUSCI_B_SPI_initMaster` (uint16\_t baseAddress, `EUSCI_B_SPI_initMasterParam` \*param)  
*Initializes the SPI Master block.*
- void `EUSCI_B_SPI_select4PinFunctionality` (uint16\_t baseAddress, uint8\_t select4PinFunctionality)  
*Selects 4Pin Functionality.*
- void `EUSCI_B_SPI_changeMasterClock` (uint16\_t baseAddress, `EUSCI_B_SPI_changeMasterClockParam` \*param)  
*Initializes the SPI Master clock. At the end of this function call, SPI module is left enabled.*
- void `EUSCI_B_SPI_initSlave` (uint16\_t baseAddress, `EUSCI_B_SPI_initSlaveParam` \*param)  
*Initializes the SPI Slave block.*
- void `EUSCI_B_SPI_changeClockPhasePolarity` (uint16\_t baseAddress, uint16\_t clockPhase, uint16\_t clockPolarity)  
*Changes the SPI clock phase and polarity. At the end of this function call, SPI module is left enabled.*
- void `EUSCI_B_SPI_transmitData` (uint16\_t baseAddress, uint8\_t transmitData)  
*Transmits a byte from the SPI Module.*
- uint8\_t `EUSCI_B_SPI_receiveData` (uint16\_t baseAddress)  
*Receives a byte that has been sent to the SPI Module.*
- void `EUSCI_B_SPI_enableInterrupt` (uint16\_t baseAddress, uint8\_t mask)  
*Enables individual SPI interrupt sources.*
- void `EUSCI_B_SPI_disableInterrupt` (uint16\_t baseAddress, uint8\_t mask)  
*Disables individual SPI interrupt sources.*
- uint8\_t `EUSCI_B_SPI_getInterruptStatus` (uint16\_t baseAddress, uint8\_t mask)

- Gets the current SPI interrupt status.*
- void `EUSCI_B_SPI_clearInterrupt` (uint16\_t baseAddress, uint8\_t mask)
  - Clears the selected SPI interrupt status flag.*
- void `EUSCI_B_SPI_enable` (uint16\_t baseAddress)
  - Enables the SPI block.*
- void `EUSCI_B_SPI_disable` (uint16\_t baseAddress)
  - Disables the SPI block.*
- uint32\_t `EUSCI_B_SPI_getReceiveBufferAddress` (uint16\_t baseAddress)
  - Returns the address of the RX Buffer of the SPI for the DMA module.*
- uint32\_t `EUSCI_B_SPI_getTransmitBufferAddress` (uint16\_t baseAddress)
  - Returns the address of the TX Buffer of the SPI for the DMA module.*
- uint16\_t `EUSCI_B_SPI_isBusy` (uint16\_t baseAddress)
  - Indicates whether or not the SPI bus is busy.*

## 16.2.1 Detailed Description

To use the module as a master, the user must call `EUSCI_B_SPI_masterInit()` to configure the SPI Master. This is followed by enabling the SPI module using `EUSCI_B_SPI_enable()`. The interrupts are then enabled (if needed). It is recommended to enable the SPI module before enabling the interrupts. A data transmit is then initiated using `EUSCI_B_SPI_transmitData()` and then when the receive flag is set, the received data is read using `EUSCI_B_SPI_receiveData()` and this indicates that an RX/TX operation is complete.

To use the module as a slave, initialization is done using `EUSCI_B_SPI_slaveInit()` and this is followed by enabling the module using `EUSCI_B_SPI_enable()`. Following this, the interrupts may be enabled as needed. When the receive flag is set, data is first transmitted using `EUSCI_B_SPI_transmitData()` and this is followed by a data reception by `EUSCI_B_SPI_receiveData()`

The SPI API is broken into 3 groups of functions: those that deal with status and initialization, those that handle data, and those that manage interrupts.

The status and initialization of the SPI module are managed by

- `EUSCI_B_SPI_masterInit()`
- `EUSCI_B_SPI_slaveInit()`
- `EUSCI_B_SPI_disable()`
- `EUSCI_B_SPI_enable()`
- `EUSCI_B_SPI_masterChangeClock()`
- `EUSCI_B_SPI_isBusy()`
- `EUSCI_B_SPI_select4PinFunctionality()`
- `EUSCI_B_SPI_changeClockPhasePolarity()`

Data handling is done by

- `EUSCI_B_SPI_transmitData()`
- `EUSCI_B_SPI_receiveData()`

Interrupts from the SPI module are managed using

- `EUSCI_B_SPI_disableInterrupt()`

- [EUSCI.B.SPI.enableInterrupt\(\)](#)
- [EUSCI.B.SPI.getInterruptStatus\(\)](#)
- [EUSCI.B.SPI.clearInterrupt\(\)](#)

DMA related

- [EUSCI.B.SPI.getReceiveBufferAddressForDMA\(\)](#)
- [EUSCI.B.SPI.getTransmitBufferAddressForDMA\(\)](#)

## 16.2.2 Function Documentation

```
void EUSCI_B_SPI_changeClockPhasePolarity ( uint16_t baseAddress, uint16_t clockPhase,
uint16_t clockPolarity )
```

Changes the SPI clock phase and polarity. At the end of this function call, SPI module is left enabled.

Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>clockPhase</i>	is clock phase select. Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_SPI_PHASE_DATA_CHANGED_ONFIRST_CAPTURED_ON_NEXT</b> [Default]</li> <li>■ <b>EUSCI_B_SPI_PHASE_DATA_CAPTURED_ONFIRST_CHANGED_ON_NEXT</b></li> </ul>
<i>clockPolarity</i>	is clock polarity select Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_SPI_CLOCKPOLARITY_INACTIVITY_HIGH</b></li> <li>■ <b>EUSCI_B_SPI_CLOCKPOLARITY_INACTIVITY_LOW</b> [Default]</li> </ul>

Modified bits are **UCCKPL**, **UCCKPH** and **UCSWRST** of **UCAxCTLW0** register.

Returns

None

```
void EUSCI_B_SPI_changeMasterClock ( uint16_t baseAddress, EUSCI_B_SPI_changeMasterClockParam * param )
```

Initializes the SPI Master clock. At the end of this function call, SPI module is left enabled.

Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>param</i>	is the pointer to struct for master clock setting.

Modified bits are **UCSWRST** of **UCAxCTLW0** register.

**Returns**

None

References EUSCI.B.SPI.changeMasterClockParam::clockSourceFrequency, and EUSCI.B.SPI.changeMasterClockParam::desiredSpiClock.

```
void EUSCI_B_SPI_clearInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Clears the selected SPI interrupt status flag.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>mask</i>	is the masked interrupt flag to be cleared. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ EUSCI_B_SPI_TRANSMIT_INTERRUPT</li> <li>■ EUSCI_B_SPI_RECEIVE_INTERRUPT</li> </ul>

Modified bits of **UCAxIFG** register.

**Returns**

None

```
void EUSCI_B_SPI_disable ( uint16_t baseAddress )
```

Disables the SPI block.

This will disable operation of the SPI block.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
--------------------	--

Modified bits are **UCSWRST** of **UCAxCTLW0** register.

**Returns**

None

```
void EUSCI_B_SPI_disableInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Disables individual SPI interrupt sources.

Disables the indicated SPI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.



**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>mask</i>	is the bit mask of the interrupt sources to be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI.B.SPI_TRANSMIT_INTERRUPT</b></li> <li>■ <b>EUSCI.B.SPI_RECEIVE_INTERRUPT</b></li> </ul>

Modified bits of **UCAxIE** register.

**Returns**

None

```
void EUSCI_B_SPI_enable ( uint16_t baseAddress )
```

Enables the SPI block.

This will enable operation of the SPI block.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
--------------------	--

Modified bits are **UCSWRST** of **UCAxCTLW0** register.

**Returns**

None

```
void EUSCI_B_SPI_enableInterrupt ( uint16_t baseAddress, uint8_t mask )
```

Enables individual SPI interrupt sources.

Enables the indicated SPI interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>mask</i>	is the bit mask of the interrupt sources to be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI.B.SPI_TRANSMIT_INTERRUPT</b></li> <li>■ <b>EUSCI.B.SPI_RECEIVE_INTERRUPT</b></li> </ul>

Modified bits of **UCAxIFG** register and bits of **UCAxIE** register.

**Returns**

None

```
uint8_t EUSCI_B_SPI_getInterruptStatus ( uint16_t baseAddress, uint8_t mask )
```

Gets the current SPI interrupt status.

This returns the interrupt status for the SPI module based on which flag is passed.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>mask</i>	is the masked interrupt flag status to be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_SPI_TRANSMIT_INTERRUPT</b></li> <li>■ <b>EUSCI_B_SPI_RECEIVE_INTERRUPT</b></li> </ul>

#### Returns

Logical OR of any of the following:

- **EUSCI\_B\_SPI\_TRANSMIT\_INTERRUPT**
- **EUSCI\_B\_SPI\_RECEIVE\_INTERRUPT**

indicating the status of the masked interrupts

```
uint32_t EUSCI_B_SPI_getReceiveBufferAddress ( uint16_t baseAddress )
```

Returns the address of the RX Buffer of the SPI for the DMA module.

Returns the address of the SPI RX Buffer. This can be used in conjunction with the DMA to store the received data directly to memory.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
--------------------	--

#### Returns

the address of the RX Buffer

```
uint32_t EUSCI_B_SPI_getTransmitBufferAddress ( uint16_t baseAddress )
```

Returns the address of the TX Buffer of the SPI for the DMA module.

Returns the address of the SPI TX Buffer. This can be used in conjunction with the DMA to obtain transmitted data directly from memory.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
--------------------	--

#### Returns

the address of the TX Buffer

```
void EUSCI_B_SPI_initMaster ( uint16_t baseAddress, EUSCI_B_SPI_initMasterParam *
    param )
```

Initializes the SPI Master block.

Upon successful initialization of the SPI master block, this function will have set the bus speed for the master, but the SPI Master block still remains disabled and must be enabled with [EUSCI\\_B\\_SPI.enable\(\)](#)

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_B.SPI Master module.
<i>param</i>	is the pointer to struct for master initialization.

Modified bits are **UCCKPH**, **UCCKPL**, **UC7BIT**, **UCMSB**, **UCSSELx** and **UCSWRST** of **UCAxCTLW0** register.

#### Returns

STATUS\_SUCCESS

References EUSCI\_B\_SPI\_initMasterParam::clockPhase, EUSCI\_B\_SPI\_initMasterParam::clockPolarity, EUSCI\_B\_SPI\_initMasterParam::clockSourceFrequency, EUSCI\_B\_SPI\_initMasterParam::desiredSpiClock, EUSCI\_B\_SPI\_initMasterParam::msbFirst, EUSCI\_B\_SPI\_initMasterParam::selectClockSource, and EUSCI\_B\_SPI\_initMasterParam::spiMode.

```
void EUSCI_B_SPI_initSlave ( uint16_t baseAddress, EUSCI_B_SPI_initSlaveParam *
    param )
```

Initializes the SPI Slave block.

Upon successful initialization of the SPI slave block, this function will have initialized the slave block, but the SPI Slave block still remains disabled and must be enabled with [EUSCI\\_B\\_SPI.enable\(\)](#)

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI_B.SPI Slave module.
<i>param</i>	is the pointer to struct for slave initialization.

Modified bits are **UCMSB**, **UCMST**, **UC7BIT**, **UCCKPL**, **UCCKPH**, **UCMODE** and **UCSWRST** of **UCAxCTLW0** register.

#### Returns

STATUS\_SUCCESS

References EUSCI\_B\_SPI\_initSlaveParam::clockPhase, EUSCI\_B\_SPI\_initSlaveParam::clockPolarity, EUSCI\_B\_SPI\_initSlaveParam::msbFirst, and EUSCI\_B\_SPI\_initSlaveParam::spiMode.

```
uint16_t EUSCI_B_SPI_isBusy ( uint16_t baseAddress )
```

Indicates whether or not the SPI bus is busy.

This function returns an indication of whether or not the SPI bus is busy. This function checks the status of the bus via UCBBUSY bit

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
--------------------	--

#### Returns

One of the following:

- **EUSCI\_B\_SPI\_BUSY**
- **EUSCI\_B\_SPI\_NOT\_BUSY**  
indicating if the EUSCI.B.SPI is busy

```
uint8_t EUSCI_B_SPI_receiveData ( uint16_t baseAddress )
```

Receives a byte that has been sent to the SPI Module.

This function reads a byte of data from the SPI receive data Register.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
--------------------	--

#### Returns

Returns the byte received from by the SPI module, cast as an uint8\_t.

```
void EUSCI_B_SPI_select4PinFunctionality ( uint16_t baseAddress, uint8_t  
select4PinFunctionality )
```

Selects 4Pin Functionality.

This function should be invoked only in 4-wire mode. Invoking this function has no effect in 3-wire mode.

#### Parameters

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>select4Pin↔ Functionality</i>	selects 4 pin functionality Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_SPI_PREVENT_CONFLICTS_WITH_OTHER_MASTERS</b></li> <li>■ <b>EUSCI_B_SPI_ENABLE_SIGNAL_FOR_4WIRE_SLAVE</b></li> </ul>

Modified bits are **UCSTEM** of **UCAxCTLW0** register.

#### Returns

None

```
void EUSCI_B_SPI_transmitData ( uint16_t baseAddress, uint8_t transmitData )
```

Transmits a byte from the SPI Module.

This function will place the supplied data into SPI transmit data register to start transmission.

**Parameters**

<i>baseAddress</i>	is the base address of the EUSCI.B.SPI module.
<i>transmitData</i>	data to be transmitted from the SPI module

**Returns**

None

## 16.3 Programming Example

The following example shows how to use the SPI API to configure the SPI module as a master device, and how to do a simple send of data.

```
//Initialize slave to MSB first, inactive high clock polarity and 3 wire SPI
EUSCI_B_SPI_initSlaveParam param = {0};
param.msbFirst = EUSCI_B_SPI_MSB_FIRST;
param.clockPhase = EUSCI_B_SPI_PHASE_DATA_CHANGED_ONFIRST_CAPTURED_ON_NEXT;
param.clockPolarity = EUSCI_B_SPI_CLOCKPOLARITY_INACTIVITY_HIGH;
param.spiMode = EUSCI_B_SPI_3PIN;
EUSCI_B_SPI_initSlave(EUSCI_B0_BASE, &param);

//Enable SPI Module
EUSCI_B_SPI_enable(EUSCI_B0_BASE);

//Enable Receive interrupt
EUSCI_B_SPI_enableInterrupt(EUSCI_B0_BASE,
    EUSCI_B_SPI_RECEIVE_INTERRUPT
);
```

# 17 EUSCI Inter-Integrated Circuit (EUSCI\_B\_I2C)

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## 17.1 Introduction

In I2C mode, the eUSCI\_B module provides an interface between the device and I2C-compatible devices connected by the two-wire I2C serial bus. External components attached to the I2C bus serially transmit and/or receive serial data to/from the eUSCI\_B module through the 2-wire I2C interface. The Inter-Integrated Circuit (I2C) API provides a set of functions for using the MSP430Ware I2C modules. Functions are provided to initialize the I2C modules, to send and receive data, obtain status, and to manage interrupts for the I2C modules.

The I2C module provide the ability to communicate to other IC devices over an I2C bus. The I2C bus is specified to support devices that can both transmit and receive (write and read) data. Also, devices on the I2C bus can be designated as either a master or a slave. The MSP430Ware I2C modules support both sending and receiving data as either a master or a slave, and also support the simultaneous operation as both a master and a slave.

I2C module can generate interrupts. The I2C module configured as a master will generate interrupts when a transmit or receive operation is completed (or aborted due to an error). The I2C module configured as a slave will generate interrupts when data has been sent or requested by a master.

## 17.2 Master Operations

To drive the master module, the APIs need to be invoked in the following order

- **EUSCI\_B\_I2C.initMaster**
- **EUSCI\_B\_I2C.setSlaveAddress**
- **EUSCI\_B\_I2C.setMode**
- **EUSCI\_B\_I2C.enable**
- **EUSCI\_B\_I2C.enableInterrupt** ( if interrupts are being used ) This may be followed by the APIs for transmit or receive as required

The user must first initialize the I2C module and configure it as a master with a call to [EUSCI\\_B\\_I2C.initMaster\(\)](#). That function will set the clock and data rates. This is followed by a call to set the slave address with which the master intends to communicate with using [EUSCI\\_B\\_I2C.setSlaveAddress](#). Then the mode of operation (transmit or receive) is chosen using [EUSCI\\_B\\_I2C.setMode](#). The I2C module may now be enabled using [EUSCI\\_B\\_I2C.enable](#). It is recommended to enable the [EUSCI\\_B\\_I2C](#) module before enabling the interrupts. Any transmission or reception of data may be initiated at this point after interrupts are enabled (if any).

The transaction can then be initiated on the bus by calling the transmit or receive related APIs as listed below.

Master Single Byte Transmission

- [EUSCI\\_B\\_I2C.masterSendSingleByte\(\)](#)

Master Multiple Byte Transmission

- [EUSCI\\_B\\_I2C.masterSendMultiByteStart\(\)](#)
- [EUSCI\\_B\\_I2C.masterSendMultiByteNext\(\)](#)
- [EUSCI\\_B\\_I2C.masterSendMultiByteStop\(\)](#)

Master Single Byte Reception

- [EUSCI\\_B\\_I2C.masterReceiveSingleByte\(\)](#)

Master Multiple Byte Reception

- [EUSCI\\_B\\_I2C.masterMultiByteReceiveStart\(\)](#)
- [EUSCI\\_B\\_I2C.masterReceiveMultiByteNext\(\)](#)
- [EUSCI\\_B\\_I2C.masterReceiveMultiByteFinish\(\)](#)
- [EUSCI\\_B\\_I2C.masterReceiveMultiByteStop\(\)](#)

For the interrupt-driven transaction, the user must register an interrupt handler for the I2C devices and enable the I2C interrupt.

## 17.3 Slave Operations

To drive the slave module, the APIs need to be invoked in the following order

- [EUSCI\\_B\\_I2C.initSlave\(\)](#)
- [EUSCI\\_B\\_I2C.setMode\(\)](#)
- [EUSCI\\_B\\_I2C.enable\(\)](#)
- [EUSCI\\_B\\_I2C.enableInterrupt\(\)](#) ( if interrupts are being used ) This may be followed by the APIs for transmit or receive as required

The user must first call the [EUSCI\\_B\\_I2C.initSlave](#) to initialize the slave module in I2C mode and set the slave address. This is followed by a call to set the mode of operation ( transmit or receive ).The I2C module may now be enabled using [EUSCI\\_B\\_I2C.enable](#). It is recommended to enable the I2C module before enabling the interrupts. Any transmission or reception of data may be initiated at this point after interrupts are enabled (if any).

The transaction can then be initiated on the bus by calling the transmit or receive related APIs as listed below.

Slave Transmission API

- [EUSCI\\_B\\_I2C.slavePutData\(\)](#)

Slave Reception API



- [EUSCI\\_B\\_I2C\\_slaveGetData\(\)](#)

For the interrupt-driven transaction, the user must register an interrupt handler for the I2C devices and enable the I2C interrupt.

## 17.4 API Functions

### Functions

- void [EUSCI\\_B\\_I2C\\_initMaster](#) (uint16\_t baseAddress, [EUSCI\\_B\\_I2C\\_initMasterParam](#) \*param)  
*Initializes the I2C Master block.*
- void [EUSCI\\_B\\_I2C\\_initSlave](#) (uint16\_t baseAddress, [EUSCI\\_B\\_I2C\\_initSlaveParam](#) \*param)  
*Initializes the I2C Slave block.*
- void [EUSCI\\_B\\_I2C\\_enable](#) (uint16\_t baseAddress)  
*Enables the I2C block.*
- void [EUSCI\\_B\\_I2C\\_disable](#) (uint16\_t baseAddress)  
*Disables the I2C block.*
- void [EUSCI\\_B\\_I2C\\_setSlaveAddress](#) (uint16\_t baseAddress, uint8\_t slaveAddress)  
*Sets the address that the I2C Master will place on the bus.*
- void [EUSCI\\_B\\_I2C\\_setMode](#) (uint16\_t baseAddress, uint8\_t mode)  
*Sets the mode of the I2C device.*
- uint8\_t [EUSCI\\_B\\_I2C\\_getMode](#) (uint16\_t baseAddress)  
*Gets the mode of the I2C device.*
- void [EUSCI\\_B\\_I2C\\_slavePutData](#) (uint16\_t baseAddress, uint8\_t transmitData)  
*Transmits a byte from the I2C Module.*
- uint8\_t [EUSCI\\_B\\_I2C\\_slaveGetData](#) (uint16\_t baseAddress)  
*Receives a byte that has been sent to the I2C Module.*
- uint16\_t [EUSCI\\_B\\_I2C\\_isBusBusy](#) (uint16\_t baseAddress)  
*Indicates whether or not the I2C bus is busy.*
- uint16\_t [EUSCI\\_B\\_I2C\\_masterIsStopSent](#) (uint16\_t baseAddress)  
*Indicates whether STOP got sent.*
- uint16\_t [EUSCI\\_B\\_I2C\\_masterIsStartSent](#) (uint16\_t baseAddress)  
*Indicates whether Start got sent.*
- void [EUSCI\\_B\\_I2C\\_enableInterrupt](#) (uint16\_t baseAddress, uint16\_t mask)  
*Enables individual I2C interrupt sources.*
- void [EUSCI\\_B\\_I2C\\_disableInterrupt](#) (uint16\_t baseAddress, uint16\_t mask)  
*Disables individual I2C interrupt sources.*
- void [EUSCI\\_B\\_I2C\\_clearInterrupt](#) (uint16\_t baseAddress, uint16\_t mask)  
*Clears I2C interrupt sources.*
- uint16\_t [EUSCI\\_B\\_I2C\\_getInterruptStatus](#) (uint16\_t baseAddress, uint16\_t mask)  
*Gets the current I2C interrupt status.*
- void [EUSCI\\_B\\_I2C\\_masterSendSingleByte](#) (uint16\_t baseAddress, uint8\_t txData)  
*Does single byte transmission from Master to Slave.*
- uint8\_t [EUSCI\\_B\\_I2C\\_masterReceiveSingleByte](#) (uint16\_t baseAddress)  
*Does single byte reception from Slave.*
- bool [EUSCI\\_B\\_I2C\\_masterSendSingleByteWithTimeout](#) (uint16\_t baseAddress, uint8\_t txData, uint32\_t timeout)  
*Does single byte transmission from Master to Slave with timeout.*
- void [EUSCI\\_B\\_I2C\\_masterSendMultiByteStart](#) (uint16\_t baseAddress, uint8\_t txData)  
*Starts multi-byte transmission from Master to Slave.*

- bool `EUSCI_B_I2C_masterSendMultiByteStartWithTimeout` (uint16\_t baseAddress, uint8\_t txData, uint32\_t timeout)  
*Starts multi-byte transmission from Master to Slave with timeout.*
- void `EUSCI_B_I2C_masterSendMultiByteNext` (uint16\_t baseAddress, uint8\_t txData)  
*Continues multi-byte transmission from Master to Slave.*
- bool `EUSCI_B_I2C_masterSendMultiByteNextWithTimeout` (uint16\_t baseAddress, uint8\_t txData, uint32\_t timeout)  
*Continues multi-byte transmission from Master to Slave with timeout.*
- void `EUSCI_B_I2C_masterSendMultiByteFinish` (uint16\_t baseAddress, uint8\_t txData)  
*Finishes multi-byte transmission from Master to Slave.*
- bool `EUSCI_B_I2C_masterSendMultiByteFinishWithTimeout` (uint16\_t baseAddress, uint8\_t txData, uint32\_t timeout)  
*Finishes multi-byte transmission from Master to Slave with timeout.*
- void `EUSCI_B_I2C_masterSendStart` (uint16\_t baseAddress)  
*This function is used by the Master module to initiate START.*
- void `EUSCI_B_I2C_masterSendMultiByteStop` (uint16\_t baseAddress)  
*Send STOP byte at the end of a multi-byte transmission from Master to Slave.*
- bool `EUSCI_B_I2C_masterSendMultiByteStopWithTimeout` (uint16\_t baseAddress, uint32\_t timeout)  
*Send STOP byte at the end of a multi-byte transmission from Master to Slave with timeout.*
- void `EUSCI_B_I2C_masterReceiveStart` (uint16\_t baseAddress)  
*Starts reception at the Master end.*
- uint8\_t `EUSCI_B_I2C_masterReceiveMultiByteNext` (uint16\_t baseAddress)  
*Starts multi-byte reception at the Master end one byte at a time.*
- uint8\_t `EUSCI_B_I2C_masterReceiveMultiByteFinish` (uint16\_t baseAddress)  
*Finishes multi-byte reception at the Master end.*
- bool `EUSCI_B_I2C_masterReceiveMultiByteFinishWithTimeout` (uint16\_t baseAddress, uint8\_t \*txData, uint32\_t timeout)  
*Finishes multi-byte reception at the Master end with timeout.*
- void `EUSCI_B_I2C_masterReceiveMultiByteStop` (uint16\_t baseAddress)  
*Sends the STOP at the end of a multi-byte reception at the Master end.*
- void `EUSCI_B_I2C_enableMultiMasterMode` (uint16\_t baseAddress)  
*Enables Multi Master Mode.*
- void `EUSCI_B_I2C_disableMultiMasterMode` (uint16\_t baseAddress)  
*Disables Multi Master Mode.*
- uint8\_t `EUSCI_B_I2C_masterReceiveSingle` (uint16\_t baseAddress)  
*receives a byte that has been sent to the I2C Master Module.*
- uint32\_t `EUSCI_B_I2C_getReceiveBufferAddress` (uint16\_t baseAddress)  
*Returns the address of the RX Buffer of the I2C for the DMA module.*
- uint32\_t `EUSCI_B_I2C_getTransmitBufferAddress` (uint16\_t baseAddress)  
*Returns the address of the TX Buffer of the I2C for the DMA module.*

## 17.4.1 Detailed Description

The eUSCI I2C API is broken into three groups of functions: those that deal with interrupts, those that handle status and initialization, and those that deal with sending and receiving data.

The I2C master and slave interrupts are handled by

- `EUSCI_B_I2C_enableInterrupt`
- `EUSCI_B_I2C_disableInterrupt`

- EUSCI\_B\_I2C\_clearInterrupt
- EUSCI\_B\_I2C\_getInterruptStatus

Status and initialization functions for the I2C modules are

- EUSCI\_B\_I2C\_initMaster
- EUSCI\_B\_I2C\_enable
- EUSCI\_B\_I2C\_disable
- EUSCI\_B\_I2C\_isBusBusy
- EUSCI\_B\_I2C\_isBusy
- EUSCI\_B\_I2C\_initSlave
- EUSCI\_B\_I2C\_interruptStatus
- EUSCI\_B\_I2C\_setSlaveAddress
- EUSCI\_B\_I2C\_setMode
- EUSCI\_B\_I2C\_masterIsStopSent
- EUSCI\_B\_I2C\_masterIsStartSent
- EUSCI\_B\_I2C\_selectMasterEnvironmentSelect

Sending and receiving data from the I2C slave module is handled by

- EUSCI\_B\_I2C\_slavePutData
- EUSCI\_B\_I2C\_slaveGetData

Sending and receiving data from the I2C master module is handled by

- EUSCI\_B\_I2C\_masterSendSingleByte
- EUSCI\_B\_I2C\_masterSendStart
- EUSCI\_B\_I2C\_masterSendMultiByteStart
- EUSCI\_B\_I2C\_masterSendMultiByteNext
- EUSCI\_B\_I2C\_masterSendMultiByteFinish
- EUSCI\_B\_I2C\_masterSendMultiByteStop
- EUSCI\_B\_I2C\_masterReceiveMultiByteNext
- EUSCI\_B\_I2C\_masterReceiveMultiByteFinish
- EUSCI\_B\_I2C\_masterReceiveMultiByteStop
- EUSCI\_B\_I2C\_masterReceiveStart
- EUSCI\_B\_I2C\_masterReceiveSingle

## 17.4.2 Function Documentation

```
void EUSCI_B_I2C_clearInterrupt ( uint16_t baseAddress, uint16_t mask )
```

Clears I2C interrupt sources.

The I2C interrupt source is cleared, so that it no longer asserts. The highest interrupt flag is automatically cleared when an interrupt vector generator is used.

## Parameters

<i>baseAddress</i>	is the base address of the I2C module.
<i>mask</i>	<p>is a bit mask of the interrupt sources to be cleared. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_I2C_NAK_INTERRUPT</b> - Not-acknowledge interrupt</li> <li>■ <b>EUSCI_B_I2C_ARBITRATIONLOST_INTERRUPT</b> - Arbitration lost interrupt</li> <li>■ <b>EUSCI_B_I2C_STOP_INTERRUPT</b> - STOP condition interrupt</li> <li>■ <b>EUSCI_B_I2C_START_INTERRUPT</b> - START condition interrupt</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT0</b> - Transmit interrupt0</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT1</b> - Transmit interrupt1</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT2</b> - Transmit interrupt2</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT3</b> - Transmit interrupt3</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT0</b> - Receive interrupt0</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT1</b> - Receive interrupt1</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT2</b> - Receive interrupt2</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT3</b> - Receive interrupt3</li> <li>■ <b>EUSCI_B_I2C_BIT9_POSITION_INTERRUPT</b> - Bit position 9 interrupt</li> <li>■ <b>EUSCI_B_I2C_CLOCK_LOW_TIMEOUT_INTERRUPT</b> - Clock low timeout interrupt enable</li> <li>■ <b>EUSCI_B_I2C_BYTE_COUNTER_INTERRUPT</b> - Byte counter interrupt enable</li> </ul>

Modified bits of **UCBxIFG** register.

## Returns

None

```
void EUSCI_B_I2C_disable ( uint16_t baseAddress )
```

Disables the I2C block.

This will disable operation of the I2C block.

## Parameters

<i>baseAddress</i>	is the base address of the USCI I2C module.
--------------------	---

Modified bits are **UCSWRST** of **UCBxCTLW0** register.

## Returns

None

```
void EUSCI_B_I2C_disableInterrupt ( uint16_t baseAddress, uint16_t mask )
```

Disables individual I2C interrupt sources.

Disables the indicated I2C interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

## Parameters

<i>baseAddress</i>	is the base address of the I2C module.
<i>mask</i>	is the bit mask of the interrupt sources to be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_I2C_NAK_INTERRUPT</b> - Not-acknowledge interrupt</li> <li>■ <b>EUSCI_B_I2C_ARBITRATIONLOST_INTERRUPT</b> - Arbitration lost interrupt</li> <li>■ <b>EUSCI_B_I2C_STOP_INTERRUPT</b> - STOP condition interrupt</li> <li>■ <b>EUSCI_B_I2C_START_INTERRUPT</b> - START condition interrupt</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT0</b> - Transmit interrupt0</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT1</b> - Transmit interrupt1</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT2</b> - Transmit interrupt2</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT3</b> - Transmit interrupt3</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT0</b> - Receive interrupt0</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT1</b> - Receive interrupt1</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT2</b> - Receive interrupt2</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT3</b> - Receive interrupt3</li> <li>■ <b>EUSCI_B_I2C_BIT9_POSITION_INTERRUPT</b> - Bit position 9 interrupt</li> <li>■ <b>EUSCI_B_I2C_CLOCK_LOW_TIMEOUT_INTERRUPT</b> - Clock low timeout interrupt enable</li> <li>■ <b>EUSCI_B_I2C_BYTE_COUNTER_INTERRUPT</b> - Byte counter interrupt enable</li> </ul>

Modified bits of **UCBxIE** register.

## Returns

None

```
void EUSCI_B_I2C_disableMultiMasterMode ( uint16_t baseAddress )
```

Disables Multi Master Mode.

At the end of this function, the I2C module is still disabled till `EUSCI_B_I2C_enable` is invoked

## Parameters

<i>baseAddress</i>	is the base address of the I2C module.
--------------------	--

Modified bits are **UCSWRST** and **UCMM** of **UCBxCTLW0** register.

## Returns

None

```
void EUSCI_B_I2C_enable ( uint16_t baseAddress )
```

Enables the I2C block.

This will enable operation of the I2C block.

**Parameters**

<i>baseAddress</i>	is the base address of the USCI I2C module.
--------------------	---

Modified bits are **UCSWRST** of **UCBxCTLW0** register.

**Returns**

None

```
void EUSCI_B_I2C_enableInterrupt ( uint16_t baseAddress, uint16_t mask )
```

Enables individual I2C interrupt sources.

Enables the indicated I2C interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C module.
<i>mask</i>	is the bit mask of the interrupt sources to be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_I2C_NAK_INTERRUPT</b> - Not-acknowledge interrupt</li> <li>■ <b>EUSCI_B_I2C_ARBITRATIONLOST_INTERRUPT</b> - Arbitration lost interrupt</li> <li>■ <b>EUSCI_B_I2C_STOP_INTERRUPT</b> - STOP condition interrupt</li> <li>■ <b>EUSCI_B_I2C_START_INTERRUPT</b> - START condition interrupt</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT0</b> - Transmit interrupt0</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT1</b> - Transmit interrupt1</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT2</b> - Transmit interrupt2</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT3</b> - Transmit interrupt3</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT0</b> - Receive interrupt0</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT1</b> - Receive interrupt1</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT2</b> - Receive interrupt2</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT3</b> - Receive interrupt3</li> <li>■ <b>EUSCI_B_I2C_BIT9_POSITION_INTERRUPT</b> - Bit position 9 interrupt</li> <li>■ <b>EUSCI_B_I2C_CLOCK_LOW_TIMEOUT_INTERRUPT</b> - Clock low timeout interrupt enable</li> <li>■ <b>EUSCI_B_I2C_BYTE_COUNTER_INTERRUPT</b> - Byte counter interrupt enable</li> </ul>

Modified bits of **UCBxIE** register.

**Returns**

None

```
void EUSCI_B_I2C_enableMultiMasterMode ( uint16_t baseAddress )
```

Enables Multi Master Mode.



At the end of this function, the I2C module is still disabled till EUSCI.B\_I2C\_enable is invoked

**Parameters**

<i>baseAddress</i>	is the base address of the I2C module.
--------------------	--

Modified bits are **UCSWRST** and **UCMM** of **UCBxCTLW0** register.

**Returns**

None

`uint16_t EUSCI_B_I2C_getInterruptStatus ( uint16_t baseAddress, uint16_t mask )`

Gets the current I2C interrupt status.

This returns the interrupt status for the I2C module based on which flag is passed.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C module.
<i>mask</i>	is the masked interrupt flag status to be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_I2C_NAK_INTERRUPT</b> - Not-acknowledge interrupt</li> <li>■ <b>EUSCI_B_I2C_ARBITRATIONLOST_INTERRUPT</b> - Arbitration lost interrupt</li> <li>■ <b>EUSCI_B_I2C_STOP_INTERRUPT</b> - STOP condition interrupt</li> <li>■ <b>EUSCI_B_I2C_START_INTERRUPT</b> - START condition interrupt</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT0</b> - Transmit interrupt0</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT1</b> - Transmit interrupt1</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT2</b> - Transmit interrupt2</li> <li>■ <b>EUSCI_B_I2C_TRANSMIT_INTERRUPT3</b> - Transmit interrupt3</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT0</b> - Receive interrupt0</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT1</b> - Receive interrupt1</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT2</b> - Receive interrupt2</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_INTERRUPT3</b> - Receive interrupt3</li> <li>■ <b>EUSCI_B_I2C_BIT9_POSITION_INTERRUPT</b> - Bit position 9 interrupt</li> <li>■ <b>EUSCI_B_I2C_CLOCK_LOW_TIMEOUT_INTERRUPT</b> - Clock low timeout interrupt enable</li> <li>■ <b>EUSCI_B_I2C_BYTE_COUNTER_INTERRUPT</b> - Byte counter interrupt enable</li> </ul>

**Returns**

Logical OR of any of the following:

- **EUSCI\_B\_I2C\_NAK\_INTERRUPT** Not-acknowledge interrupt
- **EUSCI\_B\_I2C\_ARBITRATIONLOST\_INTERRUPT** Arbitration lost interrupt
- **EUSCI\_B\_I2C\_STOP\_INTERRUPT** STOP condition interrupt
- **EUSCI\_B\_I2C\_START\_INTERRUPT** START condition interrupt
- **EUSCI\_B\_I2C\_TRANSMIT\_INTERRUPT0** Transmit interrupt0
- **EUSCI\_B\_I2C\_TRANSMIT\_INTERRUPT1** Transmit interrupt1

- **EUSCI\_B\_I2C\_TRANSMIT\_INTERRUPT2** Transmit interrupt2
- **EUSCI\_B\_I2C\_TRANSMIT\_INTERRUPT3** Transmit interrupt3
- **EUSCI\_B\_I2C\_RECEIVE\_INTERRUPT0** Receive interrupt0
- **EUSCI\_B\_I2C\_RECEIVE\_INTERRUPT1** Receive interrupt1
- **EUSCI\_B\_I2C\_RECEIVE\_INTERRUPT2** Receive interrupt2
- **EUSCI\_B\_I2C\_RECEIVE\_INTERRUPT3** Receive interrupt3
- **EUSCI\_B\_I2C\_BIT9\_POSITION\_INTERRUPT** Bit position 9 interrupt
- **EUSCI\_B\_I2C\_CLOCK\_LOW\_TIMEOUT\_INTERRUPT** Clock low timeout interrupt enable
- **EUSCI\_B\_I2C\_BYTE\_COUNTER\_INTERRUPT** Byte counter interrupt enable  
indicating the status of the masked interrupts

uint8\_t EUSCI\_B\_I2C\_getMode ( uint16\_t *baseAddress* )

Gets the mode of the I2C device.

Current I2C transmit/receive mode.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C module.
--------------------	--

Modified bits are **UCTR** of **UCBxCTLW0** register.

**Returns**

One of the following:

- **EUSCI\_B\_I2C\_TRANSMIT\_MODE**
  - **EUSCI\_B\_I2C\_RECEIVE\_MODE**
- indicating the current mode

uint32\_t EUSCI\_B\_I2C\_getReceiveBufferAddress ( uint16\_t *baseAddress* )

Returns the address of the RX Buffer of the I2C for the DMA module.

Returns the address of the I2C RX Buffer. This can be used in conjunction with the DMA to store the received data directly to memory.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C module.
--------------------	--

**Returns**

The address of the I2C RX Buffer

uint32\_t EUSCI\_B\_I2C\_getTransmitBufferAddress ( uint16\_t *baseAddress* )

Returns the address of the TX Buffer of the I2C for the DMA module.

Returns the address of the I2C TX Buffer. This can be used in conjunction with the DMA to obtain transmitted data directly from memory.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C module.
--------------------	--

**Returns**

The address of the I2C TX Buffer

```
void EUSCI_B_I2C_initMaster ( uint16_t baseAddress, EUSCI_B_I2C_initMasterParam *  
    param )
```

Initializes the I2C Master block.

This function initializes operation of the I2C Master block. Upon successful initialization of the I2C block, this function will have set the bus speed for the master; however I2C module is still disabled till EUSCI\_B\_I2C.enable is invoked.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>param</i>	is the pointer to the struct for master initialization.

**Returns**

None

References EUSCI\_B\_I2C\_initMasterParam::autoSTOPGeneration, EUSCI\_B\_I2C\_initMasterParam::byteCounterThreshold, EUSCI\_B\_I2C\_initMasterParam::dataRate, EUSCI\_B\_I2C\_initMasterParam::i2cClk, and EUSCI\_B\_I2C\_initMasterParam::selectClockSource.

```
void EUSCI_B_I2C_initSlave ( uint16_t baseAddress, EUSCI_B_I2C_initSlaveParam *  
    param )
```

Initializes the I2C Slave block.

This function initializes operation of the I2C as a Slave mode. Upon successful initialization of the I2C blocks, this function will have set the slave address but the I2C module is still disabled till EUSCI\_B\_I2C.enable is invoked.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Slave module.
<i>param</i>	is the pointer to the struct for slave initialization.

**Returns**

None

References EUSCI\_B\_I2C\_initSlaveParam::slaveAddress, EUSCI\_B\_I2C\_initSlaveParam::slaveAddressOffset, and EUSCI\_B\_I2C\_initSlaveParam::slaveOwnAddressEnable.

uint16\_t EUSCI\_B\_I2C\_isBusBusy ( uint16\_t *baseAddress* )

Indicates whether or not the I2C bus is busy.

This function returns an indication of whether or not the I2C bus is busy. This function checks the status of the bus via UCBBUSY bit in UCBxSTAT register.

#### Parameters

<i>baseAddress</i>	is the base address of the I2C module.
--------------------	--

#### Returns

One of the following:

- **EUSCI\_B\_I2C\_BUS\_BUSY**
- **EUSCI\_B\_I2C\_BUS\_NOT\_BUSY**  
indicating whether the bus is busy

uint16\_t EUSCI\_B\_I2C\_masterIsStartSent ( uint16\_t *baseAddress* )

Indicates whether Start got sent.

This function returns an indication of whether or not Start got sent This function checks the status of the bus via UCTXSTT bit in UCBxCTL1 register.

#### Parameters

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

#### Returns

One of the following:

- **EUSCI\_B\_I2C\_START\_SEND\_COMPLETE**
- **EUSCI\_B\_I2C\_SENDING\_START**  
indicating whether the start was sent

uint16\_t EUSCI\_B\_I2C\_masterIsStopSent ( uint16\_t *baseAddress* )

Indicates whether STOP got sent.

This function returns an indication of whether or not STOP got sent This function checks the status of the bus via UCTXSTP bit in UCBxCTL1 register.

#### Parameters

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

#### Returns

One of the following:

- **EUSCI\_B\_I2C\_STOP\_SEND\_COMPLETE**
- **EUSCI\_B\_I2C\_SENDING\_STOP**  
indicating whether the stop was sent

`uint8_t EUSCI_B_I2C_masterReceiveMultiByteFinish ( uint16_t baseAddress )`

Finishes multi-byte reception at the Master end.

This function is used by the Master module to initiate completion of a multi-byte reception. This function receives the current byte and initiates the STOP from master to slave.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

Modified bits are **UCTXSTP** of **UCBxCTLW0** register.

**Returns**

Received byte at Master end.

`bool EUSCI_B_I2C_masterReceiveMultiByteFinishWithTimeout ( uint16_t baseAddress,  
uint8_t * txData, uint32_t timeout )`

Finishes multi-byte reception at the Master end with timeout.

This function is used by the Master module to initiate completion of a multi-byte reception. This function receives the current byte and initiates the STOP from master to slave.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is a pointer to the location to store the received byte at master end
<i>timeout</i>	is the amount of time to wait until giving up

Modified bits are **UCTXSTP** of **UCBxCTLW0** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the reception process

`uint8_t EUSCI_B_I2C_masterReceiveMultiByteNext ( uint16_t baseAddress )`

Starts multi-byte reception at the Master end one byte at a time.

This function is used by the Master module to receive each byte of a multi- byte reception. This function reads currently received byte.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

**Returns**

Received byte at Master end.

`void EUSCI_B_I2C_masterReceiveMultiByteStop ( uint16_t baseAddress )`

Sends the STOP at the end of a multi-byte reception at the Master end.

This function is used by the Master module to initiate STOP

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

Modified bits are **UCTXSTP** of **UCBxCTLW0** register.

**Returns**

None

`uint8_t EUSCI_B_I2C_masterReceiveSingle ( uint16_t baseAddress )`

receives a byte that has been sent to the I2C Master Module.

This function reads a byte of data from the I2C receive data Register.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

**Returns**

Returns the byte received from by the I2C module, cast as an `uint8_t`.

`uint8_t EUSCI_B_I2C_masterReceiveSingleByte ( uint16_t baseAddress )`

Does single byte reception from Slave.

This function is used by the Master module to receive a single byte. This function sends start and stop, waits for data reception and then receives the data from the slave

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

Modified bits of **UCBxTXBUF** register, bits of **UCBxCTLW0** register, bits of **UCBxIE** register and bits of **UCBxIFG** register.

**Returns**

`STATUS_SUCCESS` or `STATUS_FAILURE` of the transmission process.

`void EUSCI_B_I2C_masterReceiveStart ( uint16_t baseAddress )`

Starts reception at the Master end.

This function is used by the Master module initiate reception of a single byte. This function sends a start.

**Parameters**


---



<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

Modified bits are **UCTXSTT** of **UCBxCTLW0** register.

#### Returns

None

```
void EUSCI_B_I2C_masterSendMultiByteFinish ( uint16_t baseAddress, uint8_t txData )
```

Finishes multi-byte transmission from Master to Slave.

This function is used by the Master module to send the last byte and STOP. This function transmits the last data byte of a multi-byte transmission to the slave and then sends a stop.

#### Parameters

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the last data byte to be transmitted in a multi-byte transmission

Modified bits of **UCBxTXBUF** register and bits of **UCBxCTLW0** register.

#### Returns

None

```
bool EUSCI_B_I2C_masterSendMultiByteFinishWithTimeout ( uint16_t baseAddress, uint8_t txData, uint32_t timeout )
```

Finishes multi-byte transmission from Master to Slave with timeout.

This function is used by the Master module to send the last byte and STOP. This function transmits the last data byte of a multi-byte transmission to the slave and then sends a stop.

#### Parameters

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the last data byte to be transmitted in a multi-byte transmission
<i>timeout</i>	is the amount of time to wait until giving up

Modified bits of **UCBxTXBUF** register and bits of **UCBxCTLW0** register.

#### Returns

STATUS\_SUCCESS or STATUS\_FAILURE of the transmission process.

```
void EUSCI_B_I2C_masterSendMultiByteNext ( uint16_t baseAddress, uint8_t txData )
```

Continues multi-byte transmission from Master to Slave.

This function is used by the Master module continue each byte of a multi-byte transmission. This function transmits each data byte of a multi-byte transmission to the slave.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the next data byte to be transmitted

Modified bits of **UCBxTXBUF** register.

**Returns**

None

```
bool EUSCI_B_I2C_masterSendMultiByteNextWithTimeout ( uint16_t baseAddress, uint8_t txData, uint32_t timeout )
```

Continues multi-byte transmission from Master to Slave with timeout.

This function is used by the Master module continue each byte of a multi- byte transmission. This function transmits each data byte of a multi-byte transmission to the slave.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the next data byte to be transmitted
<i>timeout</i>	is the amount of time to wait until giving up

Modified bits of **UCBxTXBUF** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the transmission process.

```
void EUSCI_B_I2C_masterSendMultiByteStart ( uint16_t baseAddress, uint8_t txData )
```

Starts multi-byte transmission from Master to Slave.

This function is used by the master module to start a multi byte transaction.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the first data byte to be transmitted

Modified bits of **UCBxTXBUF** register, bits of **UCBxCTLW0** register, bits of **UCBxIE** register and bits of **UCBxIFG** register.

**Returns**

None

```
bool EUSCI_B_I2C_masterSendMultiByteStartWithTimeout ( uint16_t baseAddress, uint8_t txData, uint32_t timeout )
```

Starts multi-byte transmission from Master to Slave with timeout.

This function is used by the master module to start a multi byte transaction.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the first data byte to be transmitted
<i>timeout</i>	is the amount of time to wait until giving up

Modified bits of **UCBxTXBUF** register, bits of **UCBxCTLW0** register, bits of **UCBxIE** register and bits of **UCBxIFG** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the transmission process.

```
void EUSCI_B_I2C_masterSendMultiByteStop ( uint16_t baseAddress )
```

Send STOP byte at the end of a multi-byte transmission from Master to Slave.

This function is used by the Master module send STOP at the end of a multi- byte transmission. This function sends a stop after current transmission is complete.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

Modified bits are **UCTXSTP** of **UCBxCTLW0** register.

**Returns**

None

```
bool EUSCI_B_I2C_masterSendMultiByteStopWithTimeout ( uint16_t baseAddress, uint32_t timeout )
```

Send STOP byte at the end of a multi-byte transmission from Master to Slave with timeout.

This function is used by the Master module send STOP at the end of a multi- byte transmission. This function sends a stop after current transmission is complete.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>timeout</i>	is the amount of time to wait until giving up

Modified bits are **UCTXSTP** of **UCBxCTLW0** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the transmission process.

```
void EUSCI_B_I2C_masterSendSingleByte ( uint16_t baseAddress, uint8_t txData )
```

Does single byte transmission from Master to Slave.

This function is used by the Master module to send a single byte. This function sends a start, then transmits the byte to the slave and then sends a stop.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the data byte to be transmitted

Modified bits of **UCBxTXBUF** register, bits of **UCBxCTLW0** register, bits of **UCBxIE** register and bits of **UCBxIFG** register.

**Returns**

None

```
bool EUSCI_B_I2C_masterSendSingleByteWithTimeout ( uint16_t baseAddress, uint8_t
txData, uint32_t timeout )
```

Does single byte transmission from Master to Slave with timeout.

This function is used by the Master module to send a single byte. This function sends a start, then transmits the byte to the slave and then sends a stop.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
<i>txData</i>	is the data byte to be transmitted
<i>timeout</i>	is the amount of time to wait until giving up

Modified bits of **UCBxTXBUF** register, bits of **UCBxCTLW0** register, bits of **UCBxIE** register and bits of **UCBxIFG** register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of the transmission process.

```
void EUSCI_B_I2C_masterSendStart ( uint16_t baseAddress )
```

This function is used by the Master module to initiate START.

This function is used by the Master module to initiate START

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Master module.
--------------------	---

Modified bits are **UCTXSTT** of **UCBxCTLW0** register.

**Returns**

None

```
void EUSCI_B_I2C_setMode ( uint16_t baseAddress, uint8_t mode )
```

Sets the mode of the I2C device.

When the receive parameter is set to EUSCI\_B\_I2C\_TRANSMIT\_MODE, the address will indicate that the I2C module is in receive mode; otherwise, the I2C module is in send mode.

**Parameters**

<i>baseAddress</i>	is the base address of the USCI I2C module.
<i>mode</i>	Mode for the EUSCI_B_I2C module Valid values are: <ul style="list-style-type: none"> <li>■ <b>EUSCI_B_I2C_TRANSMIT_MODE</b> [Default]</li> <li>■ <b>EUSCI_B_I2C_RECEIVE_MODE</b></li> </ul>

Modified bits are **UCTR** of **UCBxCTLW0** register.

**Returns**

None

```
void EUSCI_B_I2C_setSlaveAddress ( uint16_t baseAddress, uint8_t slaveAddress )
```

Sets the address that the I2C Master will place on the bus.

This function will set the address that the I2C Master will place on the bus when initiating a transaction.

**Parameters**

<i>baseAddress</i>	is the base address of the USCI I2C module.
<i>slaveAddress</i>	7-bit slave address

Modified bits of **UCBxI2CSA** register.

**Returns**

None

```
uint8_t EUSCI_B_I2C_slaveGetData ( uint16_t baseAddress )
```

Receives a byte that has been sent to the I2C Module.

This function reads a byte of data from the I2C receive data Register.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Slave module.
--------------------	--

**Returns**

Returns the byte received from by the I2C module, cast as an uint8\_t.

```
void EUSCI_B_I2C_slavePutData ( uint16_t baseAddress, uint8_t transmitData )
```

Transmits a byte from the I2C Module.

This function will place the supplied data into I2C transmit data register to start transmission.

**Parameters**

<i>baseAddress</i>	is the base address of the I2C Slave module.
<i>transmitData</i>	data to be transmitted from the I2C module

Modified bits of **UCBxTXBUF** register.

**Returns**

None

## 17.5 Programming Example

The following example shows how to use the I2C API to send data as a master.

```
//Initialize Slave
EUSCI_B_I2C_initSlaveParam param = {0};
param.slaveAddress = 0x48;
param.slaveAddressOffset = EUSCI_B_I2C_OWN_ADDRESS_OFFSET0;
param.slaveOwnAddressEnable = EUSCI_B_I2C_OWN_ADDRESS_ENABLE;
EUSCI_B_I2C_initSlave(EUSCI_B0_BASE, &param);

EUSCI_B_I2C_enable(EUSCI_B0_BASE);

EUSCI_B_I2C_enableInterrupt(EUSCI_B0_BASE,
    EUSCI_B_I2C_TRANSMIT_INTERRUPT0 +
    EUSCI_B_I2C_STOP_INTERRUPT);
```

# 18 FRAMCtl - FRAM Controller

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## 18.1 Introduction

FRAM memory is a non-volatile memory that reads and writes like standard SRAM. The MSP430 FRAM memory features include:

- Byte or word write access
- Automatic and programmable wait state control with independent wait state settings for access and cycle times
- Error Correction Code with bit error correction, extended bit error detection and flag indicators
- Cache for fast read
- Power control for disabling FRAM on non-usage

## 18.2 API Functions

### Functions

- void [FRAMCtl.write8](#) (uint8\_t \*dataPtr, uint8\_t \*framPtr, uint16\_t numberOfBytes)  
*Write data into the fram memory in byte format.*
- void [FRAMCtl.write16](#) (uint16\_t \*dataPtr, uint16\_t \*framPtr, uint16\_t numberOfWords)  
*Write data into the fram memory in word format.*
- void [FRAMCtl.write32](#) (uint32\_t \*dataPtr, uint32\_t \*framPtr, uint16\_t count)  
*Write data into the fram memory in long format, pass by reference.*
- void [FRAMCtl.fillMemory32](#) (uint32\_t value, uint32\_t \*framPtr, uint16\_t count)  
*Write data into the fram memory in long format, pass by value.*
- void [FRAMCtl.enableInterrupt](#) (uint8\_t interruptMask)  
*Enables selected FRAMCtl interrupt sources.*
- uint8\_t [FRAMCtl.getInterruptStatus](#) (uint16\_t interruptFlagMask)  
*Returns the status of the selected FRAMCtl interrupt flags.*
- void [FRAMCtl.disableInterrupt](#) (uint16\_t interruptMask)  
*Disables selected FRAMCtl interrupt sources.*
- void [FRAMCtl.configureWaitStateControl](#) (uint8\_t waitState)  
*Configures the access time of the FRAMCtl module.*
- void [FRAMCtl.delayPowerUpFromLPM](#) (uint8\_t delayStatus)  
*Configures when the FRAMCtl module will power up after LPM exit.*

### 18.2.1 Detailed Description

[FRAMCtl.enableInterrupt](#) enables selected FRAM interrupt sources.

FRAMCtl\_getInterruptStatus returns the status of the selected FRAM interrupt flags.

FRAMCtl\_disableInterrupt disables selected FRAM interrupt sources.

Depending on the kind of writes being performed to the FRAM, this library provides APIs for FRAM writes.

FRAMCtl\_write8 facilitates writing into the FRAM memory in byte format. FRAMCtl\_write16 facilitates writing into the FRAM memory in word format. FRAMCtl\_write32 facilitates writing into the FRAM memory in long format, pass by reference. FRAMCtl\_fillMemory32 facilitates writing into the FRAM memory in long format, pass by value.

Please note the FRAM writing behavior is different in the family MSP430FR2xx.4xx since it needs to clear FRAM write protection bits before writing. The Driverlib FRAM functions already take care of this protection for users. It is the user's responsibility to clear protection bits if they don't use Driverlib functions.

The FRAM API is broken into 3 groups of functions: those that write into FRAM, those that handle interrupts, and those that configure the wait state and power-up delay after LPM.

FRAM writes are managed by

- [FRAMCtl\\_write8\(\)](#)
- [FRAMCtl\\_write16\(\)](#)
- [FRAMCtl\\_write32\(\)](#)
- [FRAMCtl\\_fillMemory32\(\)](#)

The FRAM interrupts are handled by

- [FRAMCtl\\_enableInterrupt\(\)](#)
- [FRAMCtl\\_getInterruptStatus\(\)](#)
- [FRAMCtl\\_disableInterrupt\(\)](#)

The FRAM wait state and power-up delay after LPM are handled by

- [FRAMCtl\\_configureWaitStateControl\(\)](#)
- [FRAMCtl\\_delayPowerUpFromLPM\(\)](#)

## 18.2.2 Function Documentation

`void FRAMCtl_configureWaitStateControl ( uint8_t waitState )`

Configures the access time of the FRAMCtl module.

Configures the access time of the FRAMCtl module.



**Parameters**

<i>waitState</i>	<p>defines the number of CPU cycles required for access time defined in the datasheet Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_0</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_1</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_2</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_3</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_4</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_5</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_6</b></li> <li>■ <b>FRAMCTL_ACCESS_TIME_CYCLES_7</b></li> </ul>
------------------	--

Modified bits are **NWAITS** of **GCCTL0** register.

**Returns**

None

`void FRAMCtl_delayPowerUpFromLPM ( uint8_t delayStatus )`

Configures when the FRAMCtl module will power up after LPM exit.

Configures when the FRAMCtl module will power up after LPM exit. The module can either wait until the first FRAMCtl access to power up or power up immediately after leaving LPM. If FRAMCtl power is disabled, a memory access will automatically insert wait states to ensure sufficient timing for the FRAMCtl power-up and access.

**Parameters**

<i>delayStatus</i>	<p>chooses if FRAMCTL should power up instantly with LPM exit or to wait until first FRAMCTL access after LPM exit Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>FRAMCTL_DELAY_FROM_LPM_ENABLE</b></li> <li>■ <b>FRAMCTL_DELAY_FROM_LPM_DISABLE</b></li> </ul>
--------------------	--

**Returns**

None

`void FRAMCtl_disableInterrupt ( uint16_t interruptMask )`

Disables selected FRAMCtl interrupt sources.

Disables the indicated FRAMCtl interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

**Parameters**

<i>interruptMask</i>	<p>is the bit mask of the memory buffer interrupt sources to be disabled. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>FRAMCTL_PUC_ON_UNCORRECTABLE_BIT</b> - Enable PUC reset if FRAMCtl uncorrectable bit error detected.</li> <li>■ <b>FRAMCTL_UNCORRECTABLE_BIT_INTERRUPT</b> - Interrupts when an uncorrectable bit error is detected.</li> <li>■ <b>FRAMCTL_CORRECTABLE_BIT_INTERRUPT</b> - Interrupts when a correctable bit error is detected.</li> </ul>
----------------------	--

**Returns**

None

```
void FRAMCtl_enableInterrupt ( uint8_t interruptMask )
```

Enables selected FRAMCtl interrupt sources.

Enables the indicated FRAMCtl interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

**Parameters**

<i>interruptMask</i>	<p>is the bit mask of the memory buffer interrupt sources to be disabled. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>FRAMCTL_PUC_ON_UNCORRECTABLE_BIT</b> - Enable PUC reset if FRAMCtl uncorrectable bit error detected.</li> <li>■ <b>FRAMCTL_UNCORRECTABLE_BIT_INTERRUPT</b> - Interrupts when an uncorrectable bit error is detected.</li> <li>■ <b>FRAMCTL_CORRECTABLE_BIT_INTERRUPT</b> - Interrupts when a correctable bit error is detected.</li> </ul>
----------------------	--

Modified bits of **GCCTL0** register and bits of **FRCTL0** register.

**Returns**

None

```
void FRAMCtl_fillMemory32 ( uint32_t value, uint32_t * framPtr, uint16_t count )
```

Write data into the fram memory in long format, pass by value.

**Parameters**

<i>value</i>	is the value to written to FRAMCTL memory
<i>framPtr</i>	is the pointer into which to write the data
<i>count</i>	is the number of 32 bit addresses to fill

**Returns**

None

```
uint8_t FRAMCtl_getInterruptStatus ( uint16_t interruptFlagMask )
```

Returns the status of the selected FRAMCtl interrupt flags.

**Parameters**

<i>interruptFlagMask</i>	is a bit mask of the interrupt flags status to be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>FRAMCTL_ACCESS_TIME_ERROR_FLAG</b> - Interrupt flag is set if a wrong setting for NPRECHG and NACCESS is set and FRAMCtl access time is not hold.</li> <li>■ <b>FRAMCTL_UNCORRECTABLE_BIT_FLAG</b> - Interrupt flag is set if an uncorrectable bit error has been detected in the FRAMCtl memory error detection logic.</li> <li>■ <b>FRAMCTL_CORRECTABLE_BIT_FLAG</b> - Interrupt flag is set if a correctable bit error has been detected and corrected in the FRAMCtl memory error detection logic.</li> </ul>
--------------------------	---

**Returns**

Logical OR of any of the following:

- **FRAMCtl\_ACCESS\_TIME\_ERROR\_FLAG** Interrupt flag is set if a wrong setting for NPRECHG and NACCESS is set and FRAMCtl access time is not hold.
  - **FRAMCtl\_UNCORRECTABLE\_BIT\_FLAG** Interrupt flag is set if an uncorrectable bit error has been detected in the FRAMCtl memory error detection logic.
  - **FRAMCtl\_CORRECTABLE\_BIT\_FLAG** Interrupt flag is set if a correctable bit error has been detected and corrected in the FRAMCtl memory error detection logic.
- indicating the status of the masked flags

```
void FRAMCtl_write16 ( uint16_t * dataPtr, uint16_t * framPtr, uint16_t numberOfWords )
```

Write data into the fram memory in word format.

**Parameters**

<i>dataPtr</i>	is the pointer to the data to be written
<i>framPtr</i>	is the pointer into which to write the data

<i>numberOfWords</i>	is the number of words to be written
----------------------	--------------------------------------

**Returns**

None

```
void FRAMCtl_write32 ( uint32_t * dataPtr, uint32_t * framPtr, uint16_t count )
```

Write data into the fram memory in long format, pass by reference.

**Parameters**

<i>dataPtr</i>	is the pointer to the data to be written
<i>framPtr</i>	is the pointer into which to write the data
<i>count</i>	is the number of 32 bit words to be written

**Returns**

None

```
void FRAMCtl_write8 ( uint8_t * dataPtr, uint8_t * framPtr, uint16_t numberOfBytes )
```

Write data into the fram memory in byte format.

**Parameters**

<i>dataPtr</i>	is the pointer to the data to be written
<i>framPtr</i>	is the pointer into which to write the data
<i>numberOfBytes</i>	is the number of bytes to be written

**Returns**

None

## 18.3 Programming Example

The following example shows some FRAM operations using the APIs

```
//Writes the value of "data", 128 times to FRAM
FRAMCtl_fillMemory32(FRAM_BASE,data,
(unsigned long *)FRAMCTL_TEST_START,128);
```

# 19 FRAMCtl\_A - FRAM Controller A

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## 19.1 Introduction

FRAM memory is a non-volatile memory that reads and writes like standard SRAM. The MSP430 FRAM memory features include:

- Byte or word write access
- Automatic and programmable wait state control with independent wait state settings for access and cycle times
- Error Correction Code with bit error correction, extended bit error detection and flag indicators
- Cache for fast read
- Power control for disabling FRAM on non-usage The FRAM Controller A (FRAMCTL\_A) is almost identical to the FRAM Controller. Besides the FRAM functionality, FRAMCTL\_A has the capability to protect FRAM from write access.

## 19.2 API Functions

FRAMCtl\_A\_enableInterrupt enables selected FRAM interrupt sources.

FRAMCtl\_A\_getInterruptStatus returns the status of the selected FRAM interrupt flags.

FRAMCtl\_A\_disableInterrupt disables selected FRAM interrupt sources.

FRAMCtl\_A\_clearInterrupt clears selected FRAM interrupt sources.

Depending on the kind of writes being performed to the FRAM, this library provides APIs for FRAM writes.

FRAMCtl\_A\_write8 facilitates writing into the FRAM memory in byte format. FRAMCtl\_A\_write16 facilitates writing into the FRAM memory in word format. FRAMCtl\_A\_write32 facilitates writing into the FRAM memory in long format, pass by reference. FRAMCtl\_A\_fillMemory32 facilitates writing into the FRAM memory in long format, pass by value.

Please note the FRAM writing behavior is different in the family MSP430FR2xx\_4xx since it needs to clear FRAM write protection bits before writing. The Driverlib FRAM functions already take care of this protection for users. It is the user's responsibility to clear protection bits if they don't use Driverlib functions.

The FRAM API is broken into 3 groups of functions: those that write into FRAM, those that handle interrupts, and those that configure the wait state and power-up delay after LPM.

FRAM writes are managed by

- FRAMCtl\_A\_write8()
- FRAMCtl\_A\_write16()

- FRAMCtl\_A\_write32()
- FRAMCtl\_A\_fillMemory32()

The FRAM interrupts are handled by

- FRAMCtl\_A\_enableInterrupt()
- FRAMCtl\_A\_getInterruptStatus()
- FRAMCtl\_A\_disableInterrupt()
- FRAMCtl\_A\_clearInterrupt()

The FRAM wait state and power-up delay after LPM are handled by

- [FRAMCtl\\_configureWaitStateControl\(\)](#)
- [FRAMCtl\\_delayPowerUpFromLPM\(\)](#)

The FRAM automatic wait state and write protection are handled by

- FRAMCtl\_A\_enableWriteProtection()
- FRAMCtl\_A\_disableWriteProtection()

## 19.3 Programming Example

The following example shows some FRAM operations using the APIs

```
//Writes the value of "data", 128 times to FRAM
FRAMCtl_A_fillMemory32(FRAM_BASE, data,
    (unsigned long *)FRAMCTL_TEST_START, 128);
```

## 20 GPIO

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### 20.1 Introduction

The Digital I/O (GPIO) API provides a set of functions for using the MSP430Ware GPIO modules. Functions are provided to setup and enable use of input/output pins, setting them up with or without interrupts and those that access the pin value.

The digital I/O features include:

- Independently programmable individual I/Os
- Any combination of input or output
- Individually configurable P1 and P2 interrupts. Some devices may include additional port interrupts.
- Independent input and output data registers
- Individually configurable pullup or pulldown resistors

Devices within the family may have up to twelve digital I/O ports implemented (P1 to P11 and PJ). Most ports contain eight I/O lines; however, some ports may contain less (see the device-specific data sheet for ports available). Each I/O line is individually configurable for input or output direction, and each can be individually read or written. Each I/O line is individually configurable for pullup or pulldown resistors. PJ contains only four I/O lines.

Ports P1 and P2 always have interrupt capability. Each interrupt for the P1 and P2 I/O lines can be individually enabled and configured to provide an interrupt on a rising or falling edge of an input signal. All P1 I/O lines source a single interrupt vector P1IV, and all P2 I/O lines source a different, single interrupt vector P2IV. On some devices, additional ports with interrupt capability may be available (see the device-specific data sheet for details) and contain their own respective interrupt vectors. Individual ports can be accessed as byte-wide ports or can be combined into word-wide ports and accessed via word formats. Port pairs P1/P2, P3/P4, P5/P6, P7/P8, etc., are associated with the names PA, PB, PC, PD, etc., respectively. All port registers are handled in this manner with this naming convention except for the interrupt vector registers, P1IV and P2IV; that is, PAIV does not exist. When writing to port PA with word operations, all 16 bits are written to the port. When writing to the lower byte of the PA port using byte operations, the upper byte remains unchanged. Similarly, writing to the upper byte of the PA port using byte instructions leaves the lower byte unchanged. When writing to a port that contains less than the maximum number of bits possible, the unused bits are a "don't care". Ports PB, PC, PD, PE, and PF behave similarly.

Reading of the PA port using word operations causes all 16 bits to be transferred to the destination. Reading the lower or upper byte of the PA port (P1 or P2) and storing to memory using byte operations causes only the lower or upper byte to be transferred to the destination, respectively. Reading of the PA port and storing to a general-purpose register using byte operations causes the byte transferred to be written to the least significant byte of the register. The upper significant byte of the destination register is cleared automatically. Ports PB, PC, PD, PE, and PF behave similarly. When reading from ports that contain less than the maximum bits possible, unused bits are read as zeros (similarly for port PJ).

The GPIO pin may be configured as an I/O pin with `GPIO_setAsOutputPin()`, `GPIO_setAsInputPin()`, `GPIO_setAsInputPinWithPullDownresistor()` or `GPIO_setAsInputPinWithPullUpresistor()`. The GPIO pin may instead be configured to operate in the Peripheral Module assigned function by configuring the GPIO using `GPIO_setAsPeripheralModuleFunctionOutputPin()` or `GPIO_setAsPeripheralModuleFunctionInputPin()`.

## 20.2 API Functions

### Functions

- void `GPIO_setAsOutputPin` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function configures the selected Pin as output pin.*
- void `GPIO_setAsInputPin` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function configures the selected Pin as input pin.*
- void `GPIO_setAsPeripheralModuleFunctionOutputPin` (uint8\_t selectedPort, uint16\_t selectedPins, uint8\_t mode)  
*This function configures the peripheral module function in the output direction for the selected pin.*
- void `GPIO_setAsPeripheralModuleFunctionInputPin` (uint8\_t selectedPort, uint16\_t selectedPins, uint8\_t mode)  
*This function configures the peripheral module function in the input direction for the selected pin.*
- void `GPIO_setOutputHighOnPin` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function sets output HIGH on the selected Pin.*
- void `GPIO_setOutputLowOnPin` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function sets output LOW on the selected Pin.*
- void `GPIO_toggleOutputOnPin` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function toggles the output on the selected Pin.*
- void `GPIO_setAsInputPinWithPullDownResistor` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function sets the selected Pin in input Mode with Pull Down resistor.*
- void `GPIO_setAsInputPinWithPullUpResistor` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function sets the selected Pin in input Mode with Pull Up resistor.*
- uint8\_t `GPIO_getInputPinValue` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function gets the input value on the selected pin.*
- void `GPIO_enableInterrupt` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function enables the port interrupt on the selected pin.*
- void `GPIO_disableInterrupt` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function disables the port interrupt on the selected pin.*
- uint16\_t `GPIO_getInterruptStatus` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function gets the interrupt status of the selected pin.*
- void `GPIO_clearInterrupt` (uint8\_t selectedPort, uint16\_t selectedPins)  
*This function clears the interrupt flag on the selected pin.*
- void `GPIO_selectInterruptEdge` (uint8\_t selectedPort, uint16\_t selectedPins, uint8\_t edgeSelect)  
*This function selects on what edge the port interrupt flag should be set for a transition.*

### 20.2.1 Detailed Description

The GPIO API is broken into three groups of functions: those that deal with configuring the GPIO pins, those that deal with interrupts, and those that access the pin value.

The GPIO pins are configured with



- `GPIO_setAsOutputPin()`
- `GPIO_setAsInputPin()`
- `GPIO_setAsInputPinWithPullDownResistor()`
- `GPIO_setAsInputPinWithPullUpResistor()`
- `GPIO_setAsPeripheralModuleFunctionOutputPin()`
- `GPIO_setAsPeripheralModuleFunctionInputPin()`

The GPIO interrupts are handled with

- `GPIO_enableInterrupt()`
- `GPIO_disableInterrupt()`
- `GPIO_clearInterrupt()`
- `GPIO_getInterruptStatus()`
- `GPIO_selectInterruptEdge()`

The GPIO pin state is accessed with

- `GPIO_setOutputHighOnPin()`
- `GPIO_setOutputLowOnPin()`
- `GPIO_toggleOutputOnPin()`
- `GPIO_getInputPinValue()`

## 20.2.2 Function Documentation

```
void GPIO_clearInterrupt ( uint8_t selectedPort, uint16_t selectedPins )
```

This function clears the interrupt flag on the selected pin.

This function clears the interrupt flag on the selected pin. Please refer to family user's guide for available ports with interrupt capability.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>

Modified bits of **PxIFG** register.

#### Returns

None

```
void GPIO_disableInterrupt ( uint8_t selectedPort, uint16_t selectedPins )
```

This function disables the port interrupt on the selected pin.

This function disables the port interrupt on the selected pin. Please refer to family user's guide for available ports with interrupt capability.

#### Parameters

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ GPIO_PORT_P1</li> <li>■ GPIO_PORT_P2</li> <li>■ GPIO_PORT_P3</li> <li>■ GPIO_PORT_P4</li> <li>■ GPIO_PORT_P5</li> <li>■ GPIO_PORT_P6</li> <li>■ GPIO_PORT_P7</li> <li>■ GPIO_PORT_P8</li> <li>■ GPIO_PORT_P9</li> <li>■ GPIO_PORT_P10</li> <li>■ GPIO_PORT_P11</li> <li>■ GPIO_PORT_PA</li> <li>■ GPIO_PORT_PB</li> <li>■ GPIO_PORT_PC</li> <li>■ GPIO_PORT_PD</li> <li>■ GPIO_PORT_PE</li> <li>■ GPIO_PORT_PF</li> <li>■ GPIO_PORT_PJ</li> </ul>
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<i>selectedPins</i>	<p>is the specified pin in the selected port. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ GPIO_PIN0</li> <li>■ GPIO_PIN1</li> <li>■ GPIO_PIN2</li> <li>■ GPIO_PIN3</li> <li>■ GPIO_PIN4</li> <li>■ GPIO_PIN5</li> <li>■ GPIO_PIN6</li> <li>■ GPIO_PIN7</li> <li>■ GPIO_PIN8</li> <li>■ GPIO_PIN9</li> <li>■ GPIO_PIN10</li> <li>■ GPIO_PIN11</li> <li>■ GPIO_PIN12</li> <li>■ GPIO_PIN13</li> <li>■ GPIO_PIN14</li> <li>■ GPIO_PIN15</li> <li>■ GPIO_PIN_ALL8</li> <li>■ GPIO_PIN_ALL16</li> </ul>
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Modified bits of **PxIE** register.

**Returns**

None

```
void GPIO_enableInterrupt ( uint8_t selectedPort, uint16_t selectedPins )
```

This function enables the port interrupt on the selected pin.

This function enables the port interrupt on the selected pin. Please refer to family user's guide for available ports with interrupt capability.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>

Modified bits of **PxIE** register.

**Returns**

None

`uint8_t GPIO_getInputPinValue ( uint8_t selectedPort, uint16_t selectedPins )`

This function gets the input value on the selected pin.

This function gets the input value on the selected pin.

**Parameters**

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ GPIO_PORT_P1</li> <li>■ GPIO_PORT_P2</li> <li>■ GPIO_PORT_P3</li> <li>■ GPIO_PORT_P4</li> <li>■ GPIO_PORT_P5</li> <li>■ GPIO_PORT_P6</li> <li>■ GPIO_PORT_P7</li> <li>■ GPIO_PORT_P8</li> <li>■ GPIO_PORT_P9</li> <li>■ GPIO_PORT_P10</li> <li>■ GPIO_PORT_P11</li> <li>■ GPIO_PORT_PA</li> <li>■ GPIO_PORT_PB</li> <li>■ GPIO_PORT_PC</li> <li>■ GPIO_PORT_PD</li> <li>■ GPIO_PORT_PE</li> <li>■ GPIO_PORT_PF</li> <li>■ GPIO_PORT_PJ</li> </ul>
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<i>selectedPins</i>	<p>is the specified pin in the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>GPIO_PIN0</b></li> <li>■ <b>GPIO_PIN1</b></li> <li>■ <b>GPIO_PIN2</b></li> <li>■ <b>GPIO_PIN3</b></li> <li>■ <b>GPIO_PIN4</b></li> <li>■ <b>GPIO_PIN5</b></li> <li>■ <b>GPIO_PIN6</b></li> <li>■ <b>GPIO_PIN7</b></li> <li>■ <b>GPIO_PIN8</b></li> <li>■ <b>GPIO_PIN9</b></li> <li>■ <b>GPIO_PIN10</b></li> <li>■ <b>GPIO_PIN11</b></li> <li>■ <b>GPIO_PIN12</b></li> <li>■ <b>GPIO_PIN13</b></li> <li>■ <b>GPIO_PIN14</b></li> <li>■ <b>GPIO_PIN15</b></li> <li>■ <b>GPIO_PIN_ALL8</b></li> <li>■ <b>GPIO_PIN_ALL16</b></li> </ul>
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**Returns**

One of the following:

- **GPIO\_INPUT\_PIN\_HIGH**
- **GPIO\_INPUT\_PIN\_LOW**

indicating the status of the pin

```
uint16_t GPIO_getInterruptStatus ( uint8_t selectedPort, uint16_t selectedPins )
```

This function gets the interrupt status of the selected pin.

This function gets the interrupt status of the selected pin. Please refer to family user's guide for available ports with interrupt capability.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>



**Returns**

Logical OR of any of the following:

- **GPIO\_PIN0**
- **GPIO\_PIN1**
- **GPIO\_PIN2**
- **GPIO\_PIN3**
- **GPIO\_PIN4**
- **GPIO\_PIN5**
- **GPIO\_PIN6**
- **GPIO\_PIN7**
- **GPIO\_PIN8**
- **GPIO\_PIN9**
- **GPIO\_PIN10**
- **GPIO\_PIN11**
- **GPIO\_PIN12**
- **GPIO\_PIN13**
- **GPIO\_PIN14**
- **GPIO\_PIN15**
- **GPIO\_PIN\_ALL8**
- **GPIO\_PIN\_ALL16**

indicating the interrupt status of the selected pins [Default: 0]

```
void GPIO_selectInterruptEdge ( uint8_t selectedPort, uint16_t selectedPins, uint8_t  
edgeSelect )
```

This function selects on what edge the port interrupt flag should be set for a transition.

This function selects on what edge the port interrupt flag should be set for a transition. Values for *edgeSelect* should be `GPIO_LOW_TO_HIGH_TRANSITION` or `GPIO_HIGH_TO_LOW_TRANSITION`. Please refer to family user's guide for available ports with interrupt capability.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>

<i>edgeSelect</i>	specifies what transition sets the interrupt flag Valid values are: <ul style="list-style-type: none"> <li>■ <b>GPIO_HIGH_TO_LOW_TRANSITION</b></li> <li>■ <b>GPIO_LOW_TO_HIGH_TRANSITION</b></li> </ul>
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Modified bits of **PxIES** register.

#### Returns

None

```
void GPIO_setAsInputPin ( uint8_t selectedPort, uint16_t selectedPins )
```

This function configures the selected Pin as input pin.

This function selected pins on a selected port as input pins.

#### Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"> <li>■ <b>GPIO_PORT_P1</b></li> <li>■ <b>GPIO_PORT_P2</b></li> <li>■ <b>GPIO_PORT_P3</b></li> <li>■ <b>GPIO_PORT_P4</b></li> <li>■ <b>GPIO_PORT_P5</b></li> <li>■ <b>GPIO_PORT_P6</b></li> <li>■ <b>GPIO_PORT_P7</b></li> <li>■ <b>GPIO_PORT_P8</b></li> <li>■ <b>GPIO_PORT_P9</b></li> <li>■ <b>GPIO_PORT_P10</b></li> <li>■ <b>GPIO_PORT_P11</b></li> <li>■ <b>GPIO_PORT_PA</b></li> <li>■ <b>GPIO_PORT_PB</b></li> <li>■ <b>GPIO_PORT_PC</b></li> <li>■ <b>GPIO_PORT_PD</b></li> <li>■ <b>GPIO_PORT_PE</b></li> <li>■ <b>GPIO_PORT_PF</b></li> <li>■ <b>GPIO_PORT_PJ</b></li> </ul>
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<i>selectedPins</i>	<p>is the specified pin in the selected port. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ GPIO_PIN0</li> <li>■ GPIO_PIN1</li> <li>■ GPIO_PIN2</li> <li>■ GPIO_PIN3</li> <li>■ GPIO_PIN4</li> <li>■ GPIO_PIN5</li> <li>■ GPIO_PIN6</li> <li>■ GPIO_PIN7</li> <li>■ GPIO_PIN8</li> <li>■ GPIO_PIN9</li> <li>■ GPIO_PIN10</li> <li>■ GPIO_PIN11</li> <li>■ GPIO_PIN12</li> <li>■ GPIO_PIN13</li> <li>■ GPIO_PIN14</li> <li>■ GPIO_PIN15</li> <li>■ GPIO_PIN_ALL8</li> <li>■ GPIO_PIN_ALL16</li> </ul>
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Modified bits of **PxDIR** register, bits of **PxREN** register and bits of **PxSEL** register.

**Returns**

None

```
void GPIO_setAsInputPinWithPullDownResistor ( uint8_t selectedPort, uint16_t
selectedPins )
```

This function sets the selected Pin in input Mode with Pull Down resistor.

This function sets the selected Pin in input Mode with Pull Down resistor.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>

Modified bits of **PxDIR** register, bits of **PxOUT** register and bits of **PxREN** register.

**Returns**

None

`void GPIO_setAsInputPinWithPullUpResistor ( uint8_t selectedPort, uint16_t selectedPins )`

This function sets the selected Pin in input Mode with Pull Up resistor.

This function sets the selected Pin in input Mode with Pull Up resistor.

**Parameters**

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>GPIO_PORT_P1</b></li> <li>■ <b>GPIO_PORT_P2</b></li> <li>■ <b>GPIO_PORT_P3</b></li> <li>■ <b>GPIO_PORT_P4</b></li> <li>■ <b>GPIO_PORT_P5</b></li> <li>■ <b>GPIO_PORT_P6</b></li> <li>■ <b>GPIO_PORT_P7</b></li> <li>■ <b>GPIO_PORT_P8</b></li> <li>■ <b>GPIO_PORT_P9</b></li> <li>■ <b>GPIO_PORT_P10</b></li> <li>■ <b>GPIO_PORT_P11</b></li> <li>■ <b>GPIO_PORT_PA</b></li> <li>■ <b>GPIO_PORT_PB</b></li> <li>■ <b>GPIO_PORT_PC</b></li> <li>■ <b>GPIO_PORT_PD</b></li> <li>■ <b>GPIO_PORT_PE</b></li> <li>■ <b>GPIO_PORT_PF</b></li> <li>■ <b>GPIO_PORT_PJ</b></li> </ul>
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<i>selectedPins</i>	<p>is the specified pin in the selected port. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ GPIO_PIN0</li> <li>■ GPIO_PIN1</li> <li>■ GPIO_PIN2</li> <li>■ GPIO_PIN3</li> <li>■ GPIO_PIN4</li> <li>■ GPIO_PIN5</li> <li>■ GPIO_PIN6</li> <li>■ GPIO_PIN7</li> <li>■ GPIO_PIN8</li> <li>■ GPIO_PIN9</li> <li>■ GPIO_PIN10</li> <li>■ GPIO_PIN11</li> <li>■ GPIO_PIN12</li> <li>■ GPIO_PIN13</li> <li>■ GPIO_PIN14</li> <li>■ GPIO_PIN15</li> <li>■ GPIO_PIN_ALL8</li> <li>■ GPIO_PIN_ALL16</li> </ul>
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Modified bits of **PxDIR** register, bits of **PxOUT** register and bits of **PxREN** register.

**Returns**

None

```
void GPIO_setAsOutputPin ( uint8_t selectedPort, uint16_t selectedPins )
```

This function configures the selected Pin as output pin.

This function selected pins on a selected port as output pins.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>



Modified bits of **PxDIR** register and bits of **PxSEL** register.

#### Returns

None

```
void GPIO_setAsPeripheralModuleFunctionInputPin ( uint8_t selectedPort, uint16_t
selectedPins, uint8_t mode )
```

This function configures the peripheral module function in the input direction for the selected pin.

This function configures the peripheral module function in the input direction for the selected pin for either primary, secondary or ternary module function modes. Note that MSP430F5xx/6xx family doesn't support these function modes.

#### Parameters

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ GPIO_PORT_P1</li> <li>■ GPIO_PORT_P2</li> <li>■ GPIO_PORT_P3</li> <li>■ GPIO_PORT_P4</li> <li>■ GPIO_PORT_P5</li> <li>■ GPIO_PORT_P6</li> <li>■ GPIO_PORT_P7</li> <li>■ GPIO_PORT_P8</li> <li>■ GPIO_PORT_P9</li> <li>■ GPIO_PORT_P10</li> <li>■ GPIO_PORT_P11</li> <li>■ GPIO_PORT_PA</li> <li>■ GPIO_PORT_PB</li> <li>■ GPIO_PORT_PC</li> <li>■ GPIO_PORT_PD</li> <li>■ GPIO_PORT_PE</li> <li>■ GPIO_PORT_PF</li> <li>■ GPIO_PORT_PJ</li> </ul>
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<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>
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<i>mode</i>	<p>is the specified mode that the pin should be configured for the module function. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>GPIO_PRIMARY_MODULE_FUNCTION</b></li> <li>■ <b>GPIO_SECONDARY_MODULE_FUNCTION</b></li> <li>■ <b>GPIO_TERNARY_MODULE_FUNCTION</b></li> </ul>
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Modified bits of **PxDIR** register and bits of **PxSEL** register.

#### Returns

None

```
void GPIO_setAsPeripheralModuleFunctionOutputPin ( uint8_t selectedPort, uint16_t
selectedPins, uint8_t mode )
```

This function configures the peripheral module function in the output direction for the selected pin.

This function configures the peripheral module function in the output direction for the selected pin for either primary, secondary or ternary module function modes. Note that MSP430F5xx/6xx family doesn't support these function modes.

## Parameters

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ GPIO_PORT_P1</li> <li>■ GPIO_PORT_P2</li> <li>■ GPIO_PORT_P3</li> <li>■ GPIO_PORT_P4</li> <li>■ GPIO_PORT_P5</li> <li>■ GPIO_PORT_P6</li> <li>■ GPIO_PORT_P7</li> <li>■ GPIO_PORT_P8</li> <li>■ GPIO_PORT_P9</li> <li>■ GPIO_PORT_P10</li> <li>■ GPIO_PORT_P11</li> <li>■ GPIO_PORT_PA</li> <li>■ GPIO_PORT_PB</li> <li>■ GPIO_PORT_PC</li> <li>■ GPIO_PORT_PD</li> <li>■ GPIO_PORT_PE</li> <li>■ GPIO_PORT_PF</li> <li>■ GPIO_PORT_PJ</li> </ul>
<i>selectedPins</i>	<p>is the specified pin in the selected port. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ GPIO_PIN0</li> <li>■ GPIO_PIN1</li> <li>■ GPIO_PIN2</li> <li>■ GPIO_PIN3</li> <li>■ GPIO_PIN4</li> <li>■ GPIO_PIN5</li> <li>■ GPIO_PIN6</li> <li>■ GPIO_PIN7</li> <li>■ GPIO_PIN8</li> <li>■ GPIO_PIN9</li> <li>■ GPIO_PIN10</li> <li>■ GPIO_PIN11</li> <li>■ GPIO_PIN12</li> <li>■ GPIO_PIN13</li> <li>■ GPIO_PIN14</li> <li>■ GPIO_PIN15</li> <li>■ GPIO_PIN_ALL8</li> <li>■ GPIO_PIN_ALL16</li> </ul>

<i>mode</i>	<p>is the specified mode that the pin should be configured for the module function. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>GPIO_PRIMARY_MODULE_FUNCTION</b></li> <li>■ <b>GPIO_SECONDARY_MODULE_FUNCTION</b></li> <li>■ <b>GPIO_TERNARY_MODULE_FUNCTION</b></li> </ul>
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Modified bits of **PxDIR** register and bits of **PxSEL** register.

#### Returns

None

```
void GPIO_setOutputHighOnPin ( uint8_t selectedPort, uint16_t selectedPins )
```

This function sets output HIGH on the selected Pin.

This function sets output HIGH on the selected port's pin.

#### Parameters

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>GPIO_PORT_P1</b></li> <li>■ <b>GPIO_PORT_P2</b></li> <li>■ <b>GPIO_PORT_P3</b></li> <li>■ <b>GPIO_PORT_P4</b></li> <li>■ <b>GPIO_PORT_P5</b></li> <li>■ <b>GPIO_PORT_P6</b></li> <li>■ <b>GPIO_PORT_P7</b></li> <li>■ <b>GPIO_PORT_P8</b></li> <li>■ <b>GPIO_PORT_P9</b></li> <li>■ <b>GPIO_PORT_P10</b></li> <li>■ <b>GPIO_PORT_P11</b></li> <li>■ <b>GPIO_PORT_PA</b></li> <li>■ <b>GPIO_PORT_PB</b></li> <li>■ <b>GPIO_PORT_PC</b></li> <li>■ <b>GPIO_PORT_PD</b></li> <li>■ <b>GPIO_PORT_PE</b></li> <li>■ <b>GPIO_PORT_PF</b></li> <li>■ <b>GPIO_PORT_PJ</b></li> </ul>
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<i>selectedPins</i>	<p>is the specified pin in the selected port. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ GPIO_PIN0</li> <li>■ GPIO_PIN1</li> <li>■ GPIO_PIN2</li> <li>■ GPIO_PIN3</li> <li>■ GPIO_PIN4</li> <li>■ GPIO_PIN5</li> <li>■ GPIO_PIN6</li> <li>■ GPIO_PIN7</li> <li>■ GPIO_PIN8</li> <li>■ GPIO_PIN9</li> <li>■ GPIO_PIN10</li> <li>■ GPIO_PIN11</li> <li>■ GPIO_PIN12</li> <li>■ GPIO_PIN13</li> <li>■ GPIO_PIN14</li> <li>■ GPIO_PIN15</li> <li>■ GPIO_PIN_ALL8</li> <li>■ GPIO_PIN_ALL16</li> </ul>
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Modified bits of **PxOUT** register.

**Returns**

None

```
void GPIO_setOutputLowOnPin ( uint8_t selectedPort, uint16_t selectedPins )
```

This function sets output LOW on the selected Pin.

This function sets output LOW on the selected port's pin.

## Parameters

<i>selectedPort</i>	is the selected port. Valid values are: <ul style="list-style-type: none"><li>■ GPIO_PORT_P1</li><li>■ GPIO_PORT_P2</li><li>■ GPIO_PORT_P3</li><li>■ GPIO_PORT_P4</li><li>■ GPIO_PORT_P5</li><li>■ GPIO_PORT_P6</li><li>■ GPIO_PORT_P7</li><li>■ GPIO_PORT_P8</li><li>■ GPIO_PORT_P9</li><li>■ GPIO_PORT_P10</li><li>■ GPIO_PORT_P11</li><li>■ GPIO_PORT_PA</li><li>■ GPIO_PORT_PB</li><li>■ GPIO_PORT_PC</li><li>■ GPIO_PORT_PD</li><li>■ GPIO_PORT_PE</li><li>■ GPIO_PORT_PF</li><li>■ GPIO_PORT_PJ</li></ul>
<i>selectedPins</i>	is the specified pin in the selected port. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"><li>■ GPIO_PIN0</li><li>■ GPIO_PIN1</li><li>■ GPIO_PIN2</li><li>■ GPIO_PIN3</li><li>■ GPIO_PIN4</li><li>■ GPIO_PIN5</li><li>■ GPIO_PIN6</li><li>■ GPIO_PIN7</li><li>■ GPIO_PIN8</li><li>■ GPIO_PIN9</li><li>■ GPIO_PIN10</li><li>■ GPIO_PIN11</li><li>■ GPIO_PIN12</li><li>■ GPIO_PIN13</li><li>■ GPIO_PIN14</li><li>■ GPIO_PIN15</li><li>■ GPIO_PIN_ALL8</li><li>■ GPIO_PIN_ALL16</li></ul>

Modified bits of **PxOUT** register.

**Returns**

None

```
void GPIO_toggleOutputOnPin ( uint8_t selectedPort, uint16_t selectedPins )
```

This function toggles the output on the selected Pin.

This function toggles the output on the selected port's pin.

**Parameters**

<i>selectedPort</i>	<p>is the selected port. Valid values are:</p> <ul style="list-style-type: none"> <li>■ GPIO_PORT_P1</li> <li>■ GPIO_PORT_P2</li> <li>■ GPIO_PORT_P3</li> <li>■ GPIO_PORT_P4</li> <li>■ GPIO_PORT_P5</li> <li>■ GPIO_PORT_P6</li> <li>■ GPIO_PORT_P7</li> <li>■ GPIO_PORT_P8</li> <li>■ GPIO_PORT_P9</li> <li>■ GPIO_PORT_P10</li> <li>■ GPIO_PORT_P11</li> <li>■ GPIO_PORT_PA</li> <li>■ GPIO_PORT_PB</li> <li>■ GPIO_PORT_PC</li> <li>■ GPIO_PORT_PD</li> <li>■ GPIO_PORT_PE</li> <li>■ GPIO_PORT_PF</li> <li>■ GPIO_PORT_PJ</li> </ul>
---------------------	---



<i>selectedPins</i>	<p>is the specified pin in the selected port. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ GPIO_PIN0</li> <li>■ GPIO_PIN1</li> <li>■ GPIO_PIN2</li> <li>■ GPIO_PIN3</li> <li>■ GPIO_PIN4</li> <li>■ GPIO_PIN5</li> <li>■ GPIO_PIN6</li> <li>■ GPIO_PIN7</li> <li>■ GPIO_PIN8</li> <li>■ GPIO_PIN9</li> <li>■ GPIO_PIN10</li> <li>■ GPIO_PIN11</li> <li>■ GPIO_PIN12</li> <li>■ GPIO_PIN13</li> <li>■ GPIO_PIN14</li> <li>■ GPIO_PIN15</li> <li>■ GPIO_PIN_ALL8</li> <li>■ GPIO_PIN_ALL16</li> </ul>
---------------------	---

Modified bits of **PxOUT** register.

#### Returns

None

## 20.3 Programming Example

The following example shows how to use the GPIO API. A trigger is generated on a hi "TO" low transition on P1.4 (pulled-up input pin), which will generate P1\_ISR. In the ISR, we toggle P1.0 (output pin).

```

//Set P1.0 to output direction
GPIO_setAsOutputPin(
    GPIO_PORT_P1,
    GPIO_PIN0
);

//Enable P1.4 internal resistance as pull-Up resistance
GPIO_setAsInputPinWithPullUpresistor(
    GPIO_PORT_P1,
    GPIO_PIN4
);

//P1.4 interrupt enabled
GPIO_enableInterrupt(
    GPIO_PORT_P1,

```

```
        GPIO_PIN4
    );

    //P1.4 Hi/Lo edge
    GPIO_selectInterruptEdge(
        GPIO_PORT_P1,
        GPIO_PIN4,
        GPIO_HIGH_TO_LOW_TRANSITION
    );

    //P1.4 IFG cleared
    GPIO_clearInterrupt(
        GPIO_PORT_P1,
        GPIO_PIN4
    );

    //Enter LPM4 w/interrupt
    _bis_SR_register(LPM4_bits + GIE);

    //For debugger
    _no_operation();
}

//*****
//
//This is the PORT1_VECTOR interrupt vector service routine
//
//*****
#pragma vector=PORT1_VECTOR
__interrupt void Port_1 (void)
{
    //P1.0 = toggle
    GPIO_toggleOutputOnPin(
        GPIO_PORT_P1,
        GPIO_PIN0
    );

    //P1.4 IFG cleared
    GPIO_clearInterrupt(
        GPIO_PORT_P1,
        GPIO_PIN4
    );
}
```

# 21 Low Energy Accelerator (LEA)

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## 21.1 Introduction

The Low-Energy Accelerator for Signal Conditioning (LEA\_SC) is an execution unit for vector-based arithmetic and signal conditioning based operations. This execution unit processes the vast numbers of operations of the same type that are needed for FIR filtering, FFT calculations, and many other signal conditioning and vector operations. LEA\_SC is an optional execution module and is integrated into some MSP microcontrollers to boost performance and achieve much lower power consumption for the targeted applications.

This driver is contained in `lea.c`, with `lea.h` containing the API definitions for use by applications.

## 21.2 API Functions

### Data Structures

- struct [LEA\\_macParams](#)  
*Parameter structure that should be paired with the LEA\_mac command when using LEA.invokeCommand().*
- struct [LEA\\_maxParams](#)  
*Parameter structure that should be paired with the LEA\_max command when using LEA.invokeCommand().*
- struct [LEA\\_minParams](#)  
*Parameter structure that should be paired with the LEA\_mi command when using LEA.invokeCommand().*
- struct [LEA\\_maxUnsignedParams](#)  
*Parameter structure that should be paired with the LEA\_maxUnsigned command when using LEA.invokeCommand().*
- struct [LEA\\_minUnsignedParams](#)  
*Parameter structure that should be paired with the LEA\_minUnsigned command when using LEA.invokeCommand().*
- struct [LEA\\_addMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_addMatrix command when using LEA.invokeCommand().*
- struct [LEA\\_subMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_subMatrix command when using LEA.invokeCommand().*
- struct [LEA\\_mpyMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_mpyMatrix command when using LEA.invokeCommand().*
- struct [LEA\\_macMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_macMatrix command when using LEA.invokeCommand().*

- struct [LEA\\_maxMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_maxMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_minMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_minMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_mpyMatrixRowParams](#)  
*Parameter structure that should be paired with the LEA\_mpyMatrixRow command when using LEA\_invokeCommand().*
- struct [LEA\\_mpyComplexMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_mpyComplexMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_macComplexMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_macComplexMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_macComplexConjugateMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_macComplexConjugateMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_maxUnsignedMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_maxUnsignedMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_minUnsignedMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_minUnsignedMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_addLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_addLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_subLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_subLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_mpyLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_mpyLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_macLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_macLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_maxLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_maxLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_minLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_minLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_maxUnsignedLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_maxUnsignedLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_minUnsignedLongMatrixParams](#)  
*Parameter structure that should be paired with the LEA\_minUnsignedLongMatrix command when using LEA\_invokeCommand().*
- struct [LEA\\_polynomialParams](#)  
*Parameter structure that should be paired with the LEA\_polynomial command when using LEA\_invokeCommand().*
- struct [LEA\\_polynomialScalarParams](#)  
*Parameter structure that should be paired with the LEA\_polynomialScalar command when using LEA\_invokeCommand().*

- struct [LEA\\_polynomialLongParams](#)  
*Parameter structure that should be paired with the LEA\_polynomialLong command when using LEA\_invokeCommand().*
- struct [LEA\\_firParams](#)  
*Parameter structure that should be paired with the LEA\_fir command when using LEA\_invokeCommand().*
- struct [LEA\\_firComplexParams](#)  
*Parameter structure that should be paired with the LEA\_firComplex command when using LEA\_invokeCommand().*
- struct [LEA\\_firLongParams](#)  
*Parameter structure that should be paired with the LEA\_firLong command when using LEA\_invokeCommand().*
- struct [LEA\\_firComplexLongParams](#)  
*Parameter structure that should be paired with the LEA\_firComplexLong command when using LEA\_invokeCommand().*
- struct [LEA\\_iirParams](#)  
*Parameter structure that should be paired with the LEA\_iir command when using LEA\_invokeCommand().*
- struct [LEA\\_biquadWithBiasAndMinMaxParams](#)  
*Parameter structure that should be paired with the LEA\_biquadWithBiasAndMinMax command when using LEA\_invokeCommand().*
- struct [LEA\\_goertzelParams](#)  
*Parameter structure that should be paired with the LEA\_goertzel command when using LEA\_invokeCommand().*
- struct [LEA\\_fftParams](#)  
*Parameter structure that should be paired with the LEA\_fft command when using LEA\_invokeCommand().*
- struct [LEA\\_fftComplexFixedScalingParams](#)  
*Parameter structure that should be paired with the LEA\_fftComplexFixedScaling command when using LEA\_invokeCommand().*
- struct [LEA\\_fftComplexAutoScalingParams](#)  
*Parameter structure that should be paired with the LEA\_fftComplexAutoScaling command when using LEA\_invokeCommand().*
- struct [LEA\\_fftLongParams](#)  
*Parameter structure that should be paired with the LEA\_fftLong command when using LEA\_invokeCommand().*
- struct [LEA\\_fftComplexLongParams](#)  
*Parameter structure that should be paired with the LEA\_fftComplexLong command when using LEA\_invokeCommand().*
- struct [LEA\\_bitReverseComplexEvenParams](#)  
*Parameter structure that should be paired with the LEA\_bitReverseComplexEven command when using LEA\_invokeCommand().*
- struct [LEA\\_bitReverseComplexOddParams](#)  
*Parameter structure that should be paired with the LEA\_bitReverseComplexOdd command when using LEA\_invokeCommand().*
- struct [LEA\\_bitReverseComplexLongEvenParams](#)  
*Parameter structure that should be paired with the LEA\_bitReverseComplexLongEven command when using LEA\_invokeCommand().*
- struct [LEA\\_bitReverseComplexLongOddParams](#)  
*Parameter structure that should be paired with the LEA\_bitReverseComplexLongOdd command when using LEA\_invokeCommand().*
- struct [LEA\\_moveLongListParams](#)  
*Parameter structure that should be paired with the LEA\_moveList command command when using LEA\_invokeCommand().*

- struct `LEA_deinterleaveEvenEvenParams`  
*Parameter structure that should be paired with the `LEA_deinterleaveEvenEven` command command when using `LEA_invokeCommand()`.*
- struct `LEA_deinterleaveEvenOddParams`  
*Parameter structure that should be paired with the `LEA_deinterleaveEvenOdd` command command when using `LEA_invokeCommand()`.*
- struct `LEA_deinterleaveOddEvenParams`  
*Parameter structure that should be paired with the `LEA_deinterleaveOddEven` command command when using `LEA_invokeCommand()`.*
- struct `LEA_deinterleaveOddOddParams`  
*Parameter structure that should be paired with the `LEA_deinterleaveOddOdd` command command when using `LEA_invokeCommand()`.*
- struct `LEA_deinterleaveLongParams`  
*Parameter structure that should be paired with the `LEA_deinterleaveLong` command command when using `LEA_invokeCommand()`.*

## Macros

- #define `LEA_CONVERT_ADDRESS(x)` `((uint16_t)(((uint32_t)(x) >> 2) & 0xffff))`  
*Convert MSP430 address to internal LEA address mapping.*
- #define `LEA_COMMAND_COMPLETE_INTERRUPT` `LEASCPMCMDIE`  
*Interrupt enable bits used to provide a mask when enabling or disabling LEA interrupts.*
- #define `LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT` `LEASCSDIIE`
- #define `LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT` `LEASCOORIE`
- #define `LEA_COMMAND_OVERFLOW_INTERRUPT` `LEASCCOVLIE`
- #define `LEA_ALL_INTERRUPTS` `(LEASCPMCMDIE | LEASCSDIIE | LEASCOORIE | LEASCCOVLIE)`
- #define `LEA_COMMAND_COMPLETE_INTERRUPT_FLAG` `LEASCPMCMDIFG`  
*Interrupt flags used to provide a mask when enabling or disabling LEA interrupts.*
- #define `LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT_FLAG` `LEASCSDIIFG`
- #define `LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT_FLAG` `LEASCOORIFG`
- #define `LEA_COMMAND_OVERFLOW_INTERRUPT_FLAG` `LEASCCOVLIFG`
- #define `LEA_ALL_INTERRUPT_FLAGS` `(LEASCPMCMDIFG | LEASCSDIIFG | LEASCOORIFG | LEASCCOVLIFG)`
- #define `LEA_INVOKE_WITHOUT_INTERRUPTS` `LEASCITFLG0`  
*Interrupt flags used to provide a mask when enabling or disabling LEA interrupts.*
- #define `LEA_INVOKE_WITH_INTERRUPTS` `LEASCITFLG1`

## Enumerations

- enum `LEA_command` {  
**LEA\_mac** = `LEASCCMD__MAC`, **LEA\_max** = `LEASCCMD__MAX`, **LEA\_min** = `LEASCCMD__MIN`, **LEA\_maxUnsigned** = `LEASCCMD__MAXUNSIGNED`,  
**LEA\_minUnsigned** = `LEASCCMD__MINUNSIGNED`, **LEA\_addMatrix** = `LEASCCMD__ADDMATRIX`, **LEA\_subMatrix** = `LEASCCMD__SUBMATRIX`, **LEA\_mpyMatrix** = `LEASCCMD__MPYMATRIX`,  
**LEA\_macMatrix** = `LEASCCMD__MACMATRIX`, **LEA\_maxMatrix** = `LEASCCMD__MAXMATRIX`, **LEA\_minMatrix** = `LEASCCMD__MINMATRIX`,  
**LEA\_mpyMatrixRow** = `LEASCCMD__MPYMATRIXROW`,  
**LEA\_mpyComplexMatrix** = `LEASCCMD__MPYCOMPLEXMATRIX`,  
**LEA\_macComplexMatrix** = `LEASCCMD__MACCOMPLEXMATRIX`,

```

LEA_macComplexConjugateMatrix = LEASCCMD__MACCOMPLEXCONJUGATEMATRIX,
LEA_maxUnsignedMatrix = LEASCCMD__MAXUNSIGNEDMATRIX,
LEA_minUnsignedMatrix = LEASCCMD__MINUNSIGNEDMATRIX, LEA_addLongMatrix =
LEASCCMD__ADDLONGMATRIX, LEA_subLongMatrix =
LEASCCMD__SUBLONGMATRIX, LEA_mpyLongMatrix =
LEASCCMD__MPYLONGMATRIX,
LEA_macLongMatrix = LEASCCMD__MACLONGMATRIX, LEA_maxLongMatrix =
LEASCCMD__MAXLONGMATRIX, LEA_minLongMatrix =
LEASCCMD__MINLONGMATRIX, LEA_maxUnsignedLongMatrix =
LEASCCMD__MAXUNSIGNEDLONGMATRIX,
LEA_minUnsignedLongMatrix = LEASCCMD__MINUNSIGNEDLONGMATRIX,
LEA_polynomial = LEASCCMD__POLYNOMIAL, LEA_polynomialLong =
LEASCCMD__POLYNOMIALLONG, LEA_polynomialScalar =
LEASCCMD__POLYNOMIALSCALAR,
LEA_fir = LEASCCMD__FIR, LEA_firComplex = LEASCCMD__FIRCOMPLEX, LEA_firLong
= LEASCCMD__FIRLONG, LEA_firComplexLong = LEASCCMD__FIRCOMPLEXLONG,
LEA_iir = LEASCCMD__IIR, LEA_biquadWithBiasAndMinMax =
LEASCCMD__BIQUADWITHBIASANDMINMAX, LEA_goertzel = LEASCCMD__GOERTZEL,
LEA_fft = LEASCCMD__FFT,
LEA_fftComplexAutoScaling = LEASCCMD__FFTCOMPLEXAUTOSCALING,
LEA_fftComplexFixedScaling = LEASCCMD__FFTCOMPLEXFIXEDSCALING,
LEA_fftLong = LEASCCMD__FFTLONG, LEA_fftComplexLong =
LEASCCMD__FFTCOMPLEXLONG,
LEA_bitReverseComplexEven = LEASCCMD__BITREVERSECOMPLEXEVEN,
LEA_bitReverseComplexOdd = LEASCCMD__BITREVERSECOMPLEXODD,
LEA_bitReverseComplexLongEven = LEASCCMD__BITREVERSECOMPLEXLONGEVEN,
LEA_bitReverseComplexLongOdd = LEASCCMD__BITREVERSECOMPLEXLONGODD,
LEA_moveLongList = LEASCCMD__MOVELOGLIST, LEA_deinterleaveEvenEven =
LEASCCMD__DEINTERLEAVEEVENEVEN, LEA_deinterleaveEvenOdd =
LEASCCMD__DEINTERLEAVEEVENODD, LEA_deinterleaveOddEven =
LEASCCMD__DEINTERLEAVEODDEVEN,
LEA_deinterleaveOddOdd = LEASCCMD__DEINTERLEAVEODDODD,
LEA_deinterleaveLong = LEASCCMD__DEINTERLEAVELONG }

```

*The following values can be passed in the command argument of the [LEA.invokeCommand\(\)](#) function to invoke a specific LEA command.*

## Functions

- void [LEA.init](#) (uint32\_t stackPointer, bool enableExecutonInLPM, bool enableInterruptInLPM)
 

*This function initializes the LEA peripheral and initializes the LEA functions for use.*
- void [LEA.terminate](#) (void)
 

*This function terminates any running LEA operations and disables the module operation.*
- void [LEA.enableInterrupt](#) (uint16\_t mask)
 

*Enables individual LEA interrupt sources.*
- void [LEA.disableInterrupt](#) (uint16\_t mask)
 

*Disables individual LEA interrupt sources.*
- uint16\_t [LEA.getInterruptStatus](#) (uint16\_t mask)
 

*Gets the current LEA interrupt status.*
- void [LEA.clearInterrupt](#) (uint16\_t mask)
 

*Clears LEA interrupt sources.*
- void [LEA.setInterruptFlag](#) (uint16\_t mask)

- Set LEA interrupt sources.
- void [LEA\\_enable](#) (void)
  - Enables LEA for operation.
- void [LEA\\_disable](#) (void)
  - Halts operation and disables LEA.
- bool [LEA\\_isBusy](#) (void)
  - Check to see if LEA is busy executing a command.
- bool [LEA\\_isFree](#) (void)
  - Check to see if LEA is free to accept a new command.
- bool [LEA\\_isResultReady](#) (void)
  - Check to see if the previous command has completed and the result is ready to be read.
- uint32\_t [LEA\\_getResult](#) (void)
  - This function returns the result of a LEA command.
- void [LEA\\_invokeCommand](#) ([LEA\\_command](#) command, void \*params, uint16\_t mode)
  - This function will invoke a specified LEA command with or without interrupts.
- void [LEA\\_enterLpmWithInterrupts](#) (uint16\_t mode)
  - This function will enter low power modes with interrupts enabled.

## 21.2.1 Detailed Description

Info about LEA APIs.

## 21.2.2 Macro Definition Documentation

```
#define LEA_COMMAND_COMPLETE_INTERRUPT LEASCPMCMDIE
```

Interrupt enable bits used to provide a mask when enabling or disabling LEA interrupts.

These values can be passed to the mask parameter of the functions [LEA\\_enableInterrupt\(\)](#) and [LEA\\_disableInterrupt\(\)](#).

```
#define LEA_COMMAND_COMPLETE_INTERRUPT_FLAG LEASCPMCMDIFG
```

Interrupt flags used to provide a mask when enabling or disabling LEA interrupts.

These values can be passed to the mask parameter of the functions [LEA\\_getInterruptStatus\(\)](#), [LEA\\_setInterruptFlags\(\)](#) [LEA\\_clearInterrupt\(\)](#).

```
#define LEA_INVOKE_WITHOUT_INTERRUPTS LEASCITFLG0
```

Interrupt flags used to provide a mask when enabling or disabling LEA interrupts.

These values can be passed to the mode parameter of the functions [LEA\\_suspendCommand\(\)](#), [LEA\\_resumeCommand\(\)](#) and [LEA\\_invokeCommand\(\)](#).



### 21.2.3 Function Documentation

`void LEA_clearInterrupt ( uint16_t mask )`

Clears LEA interrupt sources.

The LEA interrupt source is cleared, so that it no longer asserts.

**Parameters**

<i>mask</i>	<p>The bit mask of the interrupt sources to be cleared. Mask is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>LEA_COMMAND_COMPLETE_INTERRUPT_FLAG</b></li> <li>■ <b>LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT_FLAG</b></li> <li>■ <b>LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT_FLAG</b></li> <li>■ <b>LEA_COMMAND_OVERFLOW_INTERRUPT_FLAG</b></li> <li>■ <b>LEA_ALL_INTERRUPT_FLAGS</b></li> </ul>
-------------	---

**Returns**

None

`void LEA_disable ( void )`

Halts operation and disables LEA.

**Returns**

None

`void LEA_disableInterrupt ( uint16_t mask )`

Disables individual LEA interrupt sources.

Disables the indicated LEA interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. This function does not clear interrupt flags.

**Parameters**

<i>mask</i>	<p>The bit mask of the interrupt sources to be disabled. Mask is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>LEA_COMMAND_COMPLETE_INTERRUPT</b></li> <li>■ <b>LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT</b></li> <li>■ <b>LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT</b></li> <li>■ <b>LEA_COMMAND_OVERFLOW_INTERRUPT</b></li> <li>■ <b>LEA_ALL_INTERRUPTS</b></li> </ul>
-------------	---

**Returns**

None

```
void LEA_enable ( void )
```

Enables LEA for operation.

**Returns**

None

```
void LEA_enableInterrupt ( uint16_t mask )
```

Enables individual LEA interrupt sources.

Enables the indicated LEA interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. This function does not clear interrupt flags.

**Parameters**

<i>mask</i>	<p>The bit mask of the interrupt sources to be enabled. Mask is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>LEA_COMMAND_COMPLETE_INTERRUPT</b></li> <li>■ <b>LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT</b></li> <li>■ <b>LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT</b></li> <li>■ <b>LEA_COMMAND_OVERFLOW_INTERRUPT</b></li> <li>■ <b>LEA_ALL_INTERRUPTS</b></li> </ul>
-------------	--

**Returns**

None

```
void LEA_enterLpmWithInterrupts ( uint16_t mode )
```

This function will enter low power modes with interrupts enabled.

This function will check if LEA is busy before entering low power mode (LPM) with interrupts enabled. This sequence is necessary to ensure that the CPU only enters sleep modes when LEA is active and can generate an interrupt. When using a debugger it is possible that the debugger allows LEA to run asynchronous from the CPU and complete commands earlier than expected. To prevent the CPU from entering a permanent sleep state it is recommended to use this function instead of the standard `_bis_SR_register` intrinsic when using the LEA module with LPM. To enter LPM0 the application should pass `LPM0_bits` as the mode arguments.

**Parameters**

<i>mode</i>	is the low power mode to enter.
-------------	---------------------------------

**Returns**

None

References LEA.isBusy().

uint16\_t LEA\_getInterruptStatus ( uint16\_t *mask* )

Gets the current LEA interrupt status.

This returns the interrupt status for LEA based on which flag is passed.

**Parameters**

<i>mask</i>	The masked interrupt flag status to be returned. Mask is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ LEA_COMMAND_COMPLETE_INTERRUPT_FLAG</li> <li>■ LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT_FLAG</li> <li>■ LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT_FLAG</li> <li>■ LEA_COMMAND_OVERFLOW_INTERRUPT_FLAG</li> <li>■ LEA_ALL_INTERRUPT_FLAGS</li> </ul>
-------------	---

**Returns**

Logical OR of any of the following:

- LEA\_COMMAND\_COMPLETE\_INTERRUPT\_FLAG
- LEA\_SCALAR\_DATA\_INCONSISTENCY\_INTERRUPT\_FLAG
- LEA\_ADDRESS\_OUT\_OF\_RANGE\_INTERRUPT\_FLAG
- LEA\_COMMAND\_OVERFLOW\_INTERRUPT\_FLAG
- LEA\_ALL\_INTERRUPT\_FLAGS

indicating the status of the masked flags

uint32\_t LEA\_getResult ( void )

This function returns the result of a LEA command.

This function can be used by the application to get the 32-bit result of a command in cases where LEA returns a value such as the LEA\_polynomialScalar command. Upon reading the result [LEA.isResultReady\(\)](#) will return false and LEA will enter the free state.

Application code can use the [LEA.isResultReady\(\)](#) function to check if the command has completed before reading the result.

**Returns**

uint32\_t 32-bit LEA result.

```
void LEA_init ( uint32_t stackPointer, bool enableExecutonInLPM, bool
               enableInterruptInLPM )
```

This function initializes the LEA peripheral and initializes the LEA functions for use.

This function must be called before any other function in the library and initializes the LEA peripheral for operation.

The stack pointer must point to the top of the allocated LEA stack and will be decremented when the LEA\_suspend command is invoked. Each LEA\_suspend command will save 104 bytes of context data to the stack and it is the responsibility of the application to allocate a stack size large enough for the worst case command nesting. If the LEA\_suspend command is not invoked the stack will not be used by LEA and the stack size will effectively be zero. Passing an address of zero will initialize the stack pointer to the top of LEA memory.

The application will need to enable LEA execution and LEA interrupts in LPM using the enableExecutionInLPM and enableInterruptInLPM arguments respectively if the application requires LEA operation and interrupts in low power modes.

Before invoking any commands the application must call [LEA.enable\(\)](#) to enable LEA to accept commands.

#### Parameters

<i>stackPointer</i>	LEA stack pointer address , zero will use the LEA memory top register for initialization.
<i>enable↔ ExecutonInLPM</i>	If true, LEA will continue to execute when the CPU is in LPM.
<i>enable↔ InterruptInLPM</i>	If true, LEA will interrupt CPU when the command completes in LPM.

#### Returns

None

```
void LEA_invokeCommand ( LEA_command command, void * params, uint16_t mode )
```

This function will invoke a specified LEA command with or without interrupts.

This function will configure LEA to execute a specific command passed by the command argument. The params argument must point to a parameter structure that resides in LEA RAM with type matching the command requested. The application can request the command to set interrupt flags using the mode argument. This is recommended in scenarios where the application polls using the [LEA.isResultReady\(\)](#) or [LEA.isBusy\(\)](#) function to avoid setting interrupt flags.

It is recommended to call the [LEA.isFree\(\)](#) function first to check that LEA is not busy and there is no result pending that could be overwritten.

Some commands can accidentally trigger the out of range interrupt flag based on the location of the data arrays and increment parameters. The command will still complete with the correct result in all scenarios. Refer to the device users guide for complete details on effected commands and conditions. If the out of range interrupt is not enabled or needed the flag can effectively be ignored.

**Parameters**

<i>command</i>	is the LEA command to invoke.
<i>params</i>	is the LEA parameter structure that matches the command being invoked.
<i>mode</i>	is the interrupt mode to invoke the command with.

**Returns**

None

References LEA\_CONVERT\_ADDRESS.

**bool LEA\_isBusy ( void )**

Check to see if LEA is busy executing a command.

This function can be used by the application to check the status of the LEA peripheral. If LEA is busy the application can wait or call the `LEA_suspendCommand()` function before issuing another command.

For commands that return a result such as `LEA_polynomialScalar` LEA will signal that it is no longer busy, however the result must be picked up before invoking a new command. For these commands [LEA\\_isResultReady\(\)](#) should be used to check if the result is ready to be read by the application using the [LEA\\_getResult\(\)](#) function.

**Returns**

bool Returns true when LEA is busy.

Referenced by `LEA_enterLpmWithInterrupts()`.**bool LEA\_isFree ( void )**

Check to see if LEA is free to accept a new command.

This function can be used by the application to check the status of the LEA peripheral. The return will be true when LEA is not busy and there is no result pending.

**Returns**

bool Returns true when LEA is free.

**bool LEA\_isResultReady ( void )**

Check to see if the previous command has completed and the result is ready to be read.

This function can be used by the application to check if the command has completed and the result is ready. This function only applies to commands that return a result such as `LEA_polynomialScalar`. The result can be read using the [LEA\\_getResult\(\)](#) function after which this function will return false and LEA will enter the free state.

**Returns**

bool Returns true when the result is ready.

void LEA\_setInterruptFlag ( uint16\_t *mask* )

Set LEA interrupt sources.

The LEA interrupt source is set from software to trigger the LEA interrupt service routine.

**Parameters**

<i>mask</i>	<p>The bit mask of the interrupt sources to be set. Mask is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ LEA_COMMAND_COMPLETE_INTERRUPT_FLAG</li> <li>■ LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT_FLAG</li> <li>■ LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT_FLAG</li> <li>■ LEA_COMMAND_OVERFLOW_INTERRUPT_FLAG</li> <li>■ LEA_ALL_INTERRUPT_FLAGS</li> </ul>
-------------	--

**Returns**

None

void LEA\_terminate ( void )

This function terminates any running LEA operations and disables the module operation.

This function will terminate LEA operations and disable the peripheral. In order to use the LEA peripheral again [LEA\\_init\(\)](#) must be called to reinitialize LEA.

If the application would simply like to disable or enable commands from being accepted by the LEA module [LEA\\_disable\(\)](#) and [LEA\\_enable\(\)](#) can be used to perform a soft disable that does not require LEA to be initialized again.

**Returns**

None

## 21.3 Programming Example

```

/*
 * Initialize and enable LEA with the following parameters:
 *   - Default stack location
 *   - LPM execution enabled
 *   - LPM interrupts enabled
 */
LEA_init(0, true, true);
LEA_enable();

// Enable the command complete interrupt
LEA_enableInterrupt(LEA_COMMAND_COMPLETE_INTERRUPT);

```

```

// Initialize the LEA.bitReverseComplexOdd parameters
brevParams.input1 = LEA_CONVERT_ADDRESS(input1);
brevParams.sqrtVectorSizeBy2 = Sqrt_SizeBy2;

// Invoke the LEA.bitReverseComplexOdd command with interrupts
LEA_invokeCommand(LEA.bitReverseComplexOdd, &brevParams, LEA_INVOKE_WITH_INTERRUPTS);

// LPM0 with interrupts, LEA_ISR will wake the CPU up
LEA_enterLpmWithInterrupts(LPM0_bits);

// Initialize the LEA.fftComplexFixedScaling parameters
fftParams.input1 = LEA_CONVERT_ADDRESS(input1);
fftParams.vectorSizeBy2 = VECTOR_SIZE/2;
fftParams.log2Size = LOG2_SIZE;

// Invoke the LEA.fftComplexFixedScaling command with interrupts
LEA_invokeCommand(LEA.fftComplexFixedScaling, &fftParams, LEA_INVOKE_WITH_INTERRUPTS);

// LPM0 with interrupts, LEA_ISR will wake the CPU up
LEA_enterLpmWithInterrupts(LPM0_bits);

// Verify the results of the command
success = (memcmp((void *)golden, (void *)input1, sizeof(golden)) == 0);

// Enter LPM4
_bic_SR_register(LPM4_bits);

// BREAKPOINT HERE to verify the correct Result
_no_operation();
}

#pragma vector=LEA_SC_VECTOR
__interrupt void LEA_ISR(void)
{
// Read the interrupt status flag
uint16_t interruptFlag = LEA_getInterruptStatus(LEA_ALL_INTERRUPT_FLAGS);

// Process the interrupt flag
switch (interruptFlag) {
case LEA_COMMAND_COMPLETE_INTERRUPT:
//Exit active CPU
_bic_SR_register_on_exit(LPM0_bits | GIE);
break;
case LEA_SCALAR_DATA_INCONSISTENCY_INTERRUPT: break;
case LEA_ADDRESS_OUT_OF_RANGE_INTERRUPT: break;
case LEA_COMMAND_OVERFLOW_INTERRUPT: break;
default: break;
}

// Clear the interrupt flag
LEA_clearInterrupt(interruptFlag);
}

```

## 22 LCD\_C Controller

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### 22.1 Introduction

The LCD\_C Controller APIs provides a set of functions for using the LCD\_C module. Main functions include initialization, LCD enable/disable, charge pump config, voltage settings and memory/blink memory writing.

The difference between LCD\_B and LCD\_C is that LCD\_C supports 5-mux ~ 8-mux and low power waveform.

### 22.2 API Functions

#### Functions

- void `LCD_C_init` (uint16\_t baseAddress, `LCD_C_initParam` \*initParams)  
*Initializes the LCD Module.*
- void `LCD_C_on` (uint16\_t baseAddress)  
*Turns on the LCD module.*
- void `LCD_C_off` (uint16\_t baseAddress)  
*Turns off the LCD module.*
- void `LCD_C_clearInterrupt` (uint16\_t baseAddress, uint16\_t mask)  
*Clears the LCD interrupt flags.*
- uint16\_t `LCD_C_getInterruptStatus` (uint16\_t baseAddress, uint16\_t mask)  
*Gets the LCD interrupt status.*
- void `LCD_C_enableInterrupt` (uint16\_t baseAddress, uint16\_t mask)  
*Enables LCD interrupt sources.*
- void `LCD_C_disableInterrupt` (uint16\_t baseAddress, uint16\_t mask)  
*Disables LCD interrupt sources.*
- void `LCD_C_clearMemory` (uint16\_t baseAddress)  
*Clears all LCD memory registers.*
- void `LCD_C_clearBlinkingMemory` (uint16\_t baseAddress)  
*Clears all LCD blinking memory registers.*
- void `LCD_C_selectDisplayMemory` (uint16\_t baseAddress, uint16\_t displayMemory)  
*Selects display memory.*
- void `LCD_C_setBlinkingControl` (uint16\_t baseAddress, uint8\_t clockDivider, uint8\_t clockPrescalar, uint8\_t mode)  
*Sets the blink settings.*
- void `LCD_C_enableChargePump` (uint16\_t baseAddress)  
*Enables the charge pump.*
- void `LCD_C_disableChargePump` (uint16\_t baseAddress)  
*Disables the charge pump.*
- void `LCD_C_selectBias` (uint16\_t baseAddress, uint16\_t bias)



- Selects the bias level.*
- void `LCD_C_selectChargePumpReference` (uint16\_t baseAddress, uint16\_t reference)
  - Selects the charge pump reference.*
- void `LCD_C_setVLCDSource` (uint16\_t baseAddress, uint16\_t vlcdSource, uint16\_t v2v3v4Source, uint16\_t v5Source)
  - Sets the voltage source for V2/V3/V4 and V5.*
- void `LCD_C_setVLCDVoltage` (uint16\_t baseAddress, uint16\_t voltage)
  - Selects the charge pump reference.*
- void `LCD_C_setPinAsLCDFunction` (uint16\_t baseAddress, uint8\_t pin)
  - Sets the LCD Pin as LCD functions.*
- void `LCD_C_setPinAsPortFunction` (uint16\_t baseAddress, uint8\_t pin)
  - Sets the LCD Pin as Port functions.*
- void `LCD_C_setPinAsLCDFunctionEx` (uint16\_t baseAddress, uint8\_t startPin, uint8\_t endPin)
  - Sets the LCD pins as LCD function pin.*
- void `LCD_C_setMemory` (uint16\_t baseAddress, uint8\_t pin, uint8\_t value)
  - Sets the LCD memory register.*
- void `LCD_C_setBlinkingMemory` (uint16\_t baseAddress, uint8\_t pin, uint8\_t value)
  - Sets the LCD blink memory register.*
- void `LCD_C_configChargePump` (uint16\_t baseAddress, uint16\_t syncToClock, uint16\_t functionControl)
  - Config the charge pump for synchronization and disabled capability.*

## Variables

- const `LCD_C_initParam` `LCD_C_INIT_PARAM`

### 22.2.1 Detailed Description

The LCD\_C API is broken into four groups of functions: those that deal with the basic setup and pin config, those that handle charge pump, VLCD voltage and source, those that set memory and blink memory, and those auxiliary functions.

The LCD\_C setup and pin config functions are

- `LCD_C.init()`
- `LCD_C.on()`
- `LCD_C.off()`
- `LCD_C.setPinAsLCDFunction()`
- `LCD_C.setPinAsPortFunction()`
- `LCD_C.setPinAsLCDFunctionEx()`

The LCD\_C charge pump, VLCD voltage/source functions are

- `LCD_C.enableChargePump`
- `LCD_C.disableChargePump()`
- `LCD_C.configChargePump()`
- `LCD_C.selectBias()`
- `LCD_C.selectChargePumpReference()`

- `LCD_C.setVLCDSource()`
- `LCD_C.setVLCDVoltage()`

The LCD\_C memory/blinking memory setting functions are

- `LCD_C.clearMemory()`
- `LCD_C.clearBlinkingMemory()`
- `LCD_C.selectDisplayMemory()`
- `LCD_C.setBlinkingControl()`
- `LCD_C.setMemory()`
- `LCD_C.setBlinkingMemory()`
- `LCD_C.setMemoryCharacter()`

The LCD\_C auxiliary functions are

- `LCD_C.clearInterrupt()`
- `LCD_C.getInterruptStatus()`
- `LCD_C.enableInterrupt()`
- `LCD_C.disableInterrupt()`

## 22.2.2 Function Documentation

```
void LCD_C_clearBlinkingMemory ( uint16_t baseAddress )
```

Clears all LCD blinking memory registers.

### Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
--------------------	--

Modified bits are **LCDCLRBM** of **LCDMEMCTL** register.

### Returns

None

```
void LCD_C_clearInterrupt ( uint16_t baseAddress, uint16_t mask )
```

Clears the LCD interrupt flags.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>mask</i>	is the masked interrupt flag to be cleared. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_NO_CAPACITANCE_CONNECTED_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_ON_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_OFF_INTERRUPT</b></li> <li>■ <b>LCD_C_FRAME_INTERRUPT</b></li> </ul> Modified bits are <b>LCDCAPIFG</b> , <b>LCDBLKONIFG</b> , <b>LCDBLKOFFIFG</b> and <b>LCDFRMIFG</b> of <b>LCDCTL1</b> register.

## Returns

None

```
void LCD_C_clearMemory ( uint16_t baseAddress )
```

Clears all LCD memory registers.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
--------------------	--

Modified bits are **LCDCLRM** of **LCDMEMCTL** register.

## Returns

None

```
void LCD_C_configChargePump ( uint16_t baseAddress, uint16_t syncToClock, uint16_t functionControl )
```

Configs the charge pump for synchronization and disabled capability.

This function is device-specific. The charge pump clock can be synchronized to a device-specific clock, and also can be disabled by connected function.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>syncToClock</i>	is the synchronization select. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_SYNCHRONIZATION_DISABLED</b> [Default]</li> <li>■ <b>LCD_C_SYNCHRONIZATION_ENABLED</b></li> </ul>

<i>functionControl</i>	is the connected function control select. Setting 0 to make connected function not disable charge pump.
------------------------	---

Modified bits are **MBITx** of **LCDBMx** register.

**Returns**

None

void LCD\_C\_disableChargePump ( uint16\_t *baseAddress* )

Disables the charge pump.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
--------------------	--

Modified bits are **LCDCPEN** of **LCDVCTL** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

void LCD\_C\_disableInterrupt ( uint16\_t *baseAddress*, uint16\_t *mask* )

Disables LCD interrupt sources.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>mask</i>	is the interrupts to be disabled. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_NO_CAPACITANCE_CONNECTED_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_ON_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_OFF_INTERRUPT</b></li> <li>■ <b>LCD_C_FRAME_INTERRUPT</b></li> </ul> Modified bits are <b>LCDCAPIE</b> , <b>LCDBLKONIE</b> , <b>LCDBLKOFFIE</b> and <b>LCDFRMIE</b> of <b>LCDCTL1</b> register.

**Returns**

None

void LCD\_C\_enableChargePump ( uint16\_t *baseAddress* )

Enables the charge pump.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
--------------------	--

Modified bits are **LCDCPEN** of **LCDVCTL** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_enableInterrupt ( uint16_t baseAddress, uint16_t mask )
```

Enables LCD interrupt sources.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>mask</i>	is the interrupts to be enabled. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_NO_CAPACITANCE_CONNECTED_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_ON_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_OFF_INTERRUPT</b></li> <li>■ <b>LCD_C_FRAME_INTERRUPT</b></li> </ul> Modified bits are <b>LCDCAPIE</b> , <b>LCDBLKONIE</b> , <b>LCDBLKOFFIE</b> and <b>LCDFRMIE</b> of <b>LCDCTL1</b> register.

**Returns**

None

```
uint16_t LCD_C_getInterruptStatus ( uint16_t baseAddress, uint16_t mask )
```

Gets the LCD interrupt status.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>mask</i>	is the masked interrupt flags. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_NO_CAPACITANCE_CONNECTED_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_ON_INTERRUPT</b></li> <li>■ <b>LCD_C_BLINKING_SEGMENTS_OFF_INTERRUPT</b></li> <li>■ <b>LCD_C_FRAME_INTERRUPT</b></li> </ul>

**Returns**

None Return Logical OR of any of the following:

- **LCD\_C\_NO\_CAPACITANCE\_CONNECTED\_INTERRUPT**
- **LCD\_C\_BLINKING\_SEGMENTS\_ON\_INTERRUPT**
- **LCD\_C\_BLINKING\_SEGMENTS\_OFF\_INTERRUPT**

### ■ LCD\_C\_FRAME\_INTERRUPT

indicating the status of the masked interrupts

```
void LCD_C_init ( uint16_t baseAddress, LCD_C_initParam * initParams )
```

Initializes the LCD Module.

his function initializes the LCD but without turning on. It bascially setup the clock source, clock divider, clock prescalar, mux rate, low-power waveform and segments on/off. After calling this function, user can config charge pump, internal reference voltage and voltage sources.

#### Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>initParams</i>	is the pointer to LCD_InitParam structure. See the following parameters for each field.

#### Returns

None

References LCD\_C\_initParam::clockDivider, LCD\_C\_initParam::clockPrescalar, LCD\_C\_initParam::clockSource, LCD\_C\_initParam::muxRate, LCD\_C\_initParam::segments, and LCD\_C\_initParam::waveforms.

```
void LCD_C_off ( uint16_t baseAddress )
```

Turns off the LCD module.

#### Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
--------------------	--

Modified bits are **LCDON** of **LCDCTL0** register.

#### Returns

None

```
void LCD_C_on ( uint16_t baseAddress )
```

Turns on the LCD module.

#### Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
--------------------	--

Modified bits are **LCDON** of **LCDCTL0** register.

#### Returns

None

```
void LCD_C_selectBias ( uint16_t baseAddress, uint16_t bias )
```

Selects the bias level.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>bias</i>	is the select for bias level. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_BIAS_1_3</b> [Default] - 1/3 bias</li> <li>■ <b>LCD_C_BIAS_1_2</b> - 1/2 bias</li> </ul>

Modified bits are **LCD2B** of **LCDVCTL** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_selectChargePumpReference ( uint16_t baseAddress, uint16_t reference )
```

Selects the charge pump reference.

The charge pump reference does not support LCD\_C\_EXTERNAL\_REFERENCE\_VOLTAGE, LCD\_C\_INTERNAL\_REFERENCE\_VOLTAGE\_SWITCHED\_TO\_EXTERNAL\_PIN when LCD\_C\_V2V3V4\_SOURCED\_EXTERNALLY or LCD\_C\_V2V3V4\_GENERATED\_INTERNALLY\_SWITCHED\_TO\_PINS is selected.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>reference</i>	is the select for charge pump reference. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_INTERNAL_REFERENCE_VOLTAGE</b> [Default]</li> <li>■ <b>LCD_C_EXTERNAL_REFERENCE_VOLTAGE</b></li> <li>■ <b>LCD_C_INTERNAL_REFERENCE_VOLTAGE_SWITCHED_TO_EXTERNAL_PIN</b></li> </ul>

Modified bits are **VLCDREFx** of **LCDVCTL** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_selectDisplayMemory ( uint16_t baseAddress, uint16_t displayMemory )
```

Selects display memory.

This function selects display memory either from memory or blinking memory. Please note if the blinking mode is selected as LCD\_BLINKMODE\_INDIVIDUALSEGMENTS or LCD\_BLINKMODE\_ALLSEGMENTS or mux rate  $\geq 5$ , display memory can not be changed. If LCD\_BLINKMODE\_SWITCHDISPLAYCONTENTS is selected, display memory bit reflects current displayed memory.



## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>displayMemory</i>	is the desired displayed memory. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_DISPLAYSOURCE_MEMORY</b> [Default]</li> <li>■ <b>LCD_C_DISPLAYSOURCE_BLINKINGMEMORY</b></li> </ul> Modified bits are <b>LCDDISP</b> of <b>LCDMEMCTL</b> register.

## Returns

None

```
void LCD_C_setBlinkingControl ( uint16_t baseAddress, uint8_t clockDivider, uint8_t
clockPrescalar, uint8_t mode )
```

Sets the blink settings.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>clockDivider</i>	is the clock divider for blinking frequency. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_1</b> [Default]</li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_2</b></li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_3</b></li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_4</b></li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_5</b></li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_6</b></li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_7</b></li> <li>■ <b>LCD_C_BLINK_FREQ_CLOCK_DIVIDER_8</b></li> </ul> Modified bits are <b>LCDBLKDIVx</b> of <b>LCDBLKCTL</b> register.

<i>clockPrescalar</i>	<p>is the clock pre-scalar for blinking frequency. Valid values are:</p> <ul style="list-style-type: none"><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_512</b> [Default]</li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_1024</b></li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_2048</b></li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_4096</b></li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_8162</b></li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_16384</b></li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_32768</b></li><li>■ <b>LCD_C_BLINK_FREQ_CLOCK_PRESCALAR_65536</b></li></ul> <p>Modified bits are <b>LCDBLKPREx</b> of <b>LCDBLKCTL</b> register.</p>
-----------------------	---

**Returns**

None

```
void LCD_C_setBlinkingMemory ( uint16_t baseAddress, uint8_t pin, uint8_t value )
```

Sets the LCD blink memory register.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>pin</i>	<p>is the select pin for setting value. Valid values are:</p> <ul style="list-style-type: none"> <li>■ LCD_C_SEGMENT_LINE_0</li> <li>■ LCD_C_SEGMENT_LINE_1</li> <li>■ LCD_C_SEGMENT_LINE_2</li> <li>■ LCD_C_SEGMENT_LINE_3</li> <li>■ LCD_C_SEGMENT_LINE_4</li> <li>■ LCD_C_SEGMENT_LINE_5</li> <li>■ LCD_C_SEGMENT_LINE_6</li> <li>■ LCD_C_SEGMENT_LINE_7</li> <li>■ LCD_C_SEGMENT_LINE_8</li> <li>■ LCD_C_SEGMENT_LINE_9</li> <li>■ LCD_C_SEGMENT_LINE_10</li> <li>■ LCD_C_SEGMENT_LINE_11</li> <li>■ LCD_C_SEGMENT_LINE_12</li> <li>■ LCD_C_SEGMENT_LINE_13</li> <li>■ LCD_C_SEGMENT_LINE_14</li> <li>■ LCD_C_SEGMENT_LINE_15</li> <li>■ LCD_C_SEGMENT_LINE_16</li> <li>■ LCD_C_SEGMENT_LINE_17</li> <li>■ LCD_C_SEGMENT_LINE_18</li> <li>■ LCD_C_SEGMENT_LINE_19</li> <li>■ LCD_C_SEGMENT_LINE_20</li> <li>■ LCD_C_SEGMENT_LINE_21</li> <li>■ LCD_C_SEGMENT_LINE_22</li> <li>■ LCD_C_SEGMENT_LINE_23</li> <li>■ LCD_C_SEGMENT_LINE_24</li> <li>■ LCD_C_SEGMENT_LINE_25</li> <li>■ LCD_C_SEGMENT_LINE_26</li> <li>■ LCD_C_SEGMENT_LINE_27</li> <li>■ LCD_C_SEGMENT_LINE_28</li> <li>■ LCD_C_SEGMENT_LINE_29</li> <li>■ LCD_C_SEGMENT_LINE_30</li> <li>■ LCD_C_SEGMENT_LINE_31</li> <li>■ LCD_C_SEGMENT_LINE_32</li> <li>■ LCD_C_SEGMENT_LINE_33</li> <li>■ LCD_C_SEGMENT_LINE_34</li> <li>■ LCD_C_SEGMENT_LINE_35</li> <li>■ LCD_C_SEGMENT_LINE_36</li> <li>■ LCD_C_SEGMENT_LINE_37</li> <li>■ LCD_C_SEGMENT_LINE_38</li> <li>■ LCD_C_SEGMENT_LINE_39</li> <li>■ LCD_C_SEGMENT_LINE_40</li> <li>■ LCD_C_SEGMENT_LINE_41</li> </ul>

Modified bits are **MBITx** of **LCDBMx** register.

**Returns**

None

```
void LCD_C_setMemory ( uint16_t baseAddress, uint8_t pin, uint8_t value )
```

Sets the LCD memory register.

Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>pin</i>	<p>is the select pin for setting value. Valid values are:</p> <ul style="list-style-type: none"> <li>■ LCD_C_SEGMENT_LINE_0</li> <li>■ LCD_C_SEGMENT_LINE_1</li> <li>■ LCD_C_SEGMENT_LINE_2</li> <li>■ LCD_C_SEGMENT_LINE_3</li> <li>■ LCD_C_SEGMENT_LINE_4</li> <li>■ LCD_C_SEGMENT_LINE_5</li> <li>■ LCD_C_SEGMENT_LINE_6</li> <li>■ LCD_C_SEGMENT_LINE_7</li> <li>■ LCD_C_SEGMENT_LINE_8</li> <li>■ LCD_C_SEGMENT_LINE_9</li> <li>■ LCD_C_SEGMENT_LINE_10</li> <li>■ LCD_C_SEGMENT_LINE_11</li> <li>■ LCD_C_SEGMENT_LINE_12</li> <li>■ LCD_C_SEGMENT_LINE_13</li> <li>■ LCD_C_SEGMENT_LINE_14</li> <li>■ LCD_C_SEGMENT_LINE_15</li> <li>■ LCD_C_SEGMENT_LINE_16</li> <li>■ LCD_C_SEGMENT_LINE_17</li> <li>■ LCD_C_SEGMENT_LINE_18</li> <li>■ LCD_C_SEGMENT_LINE_19</li> <li>■ LCD_C_SEGMENT_LINE_20</li> <li>■ LCD_C_SEGMENT_LINE_21</li> <li>■ LCD_C_SEGMENT_LINE_22</li> <li>■ LCD_C_SEGMENT_LINE_23</li> <li>■ LCD_C_SEGMENT_LINE_24</li> <li>■ LCD_C_SEGMENT_LINE_25</li> <li>■ LCD_C_SEGMENT_LINE_26</li> <li>■ LCD_C_SEGMENT_LINE_27</li> <li>■ LCD_C_SEGMENT_LINE_28</li> <li>■ LCD_C_SEGMENT_LINE_29</li> <li>■ LCD_C_SEGMENT_LINE_30</li> <li>■ LCD_C_SEGMENT_LINE_31</li> <li>■ LCD_C_SEGMENT_LINE_32</li> <li>■ LCD_C_SEGMENT_LINE_33</li> <li>■ LCD_C_SEGMENT_LINE_34</li> <li>■ LCD_C_SEGMENT_LINE_35</li> <li>■ LCD_C_SEGMENT_LINE_36</li> <li>■ LCD_C_SEGMENT_LINE_37</li> <li>■ LCD_C_SEGMENT_LINE_38</li> <li>■ LCD_C_SEGMENT_LINE_39</li> <li>■ LCD_C_SEGMENT_LINE_40</li> <li>■ LCD_C_SEGMENT_LINE_41</li> </ul>

Modified bits are **MBITx** of **LCDMx** register.

**Returns**

None

```
void LCD_C_setPinAsLCDFunction ( uint16_t baseAddress, uint8_t pin )
```

Sets the LCD Pin as LCD functions.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>pin</i>	<p>is the select pin set as LCD function. Valid values are:</p> <ul style="list-style-type: none"> <li>■ LCD_C_SEGMENT_LINE_0</li> <li>■ LCD_C_SEGMENT_LINE_1</li> <li>■ LCD_C_SEGMENT_LINE_2</li> <li>■ LCD_C_SEGMENT_LINE_3</li> <li>■ LCD_C_SEGMENT_LINE_4</li> <li>■ LCD_C_SEGMENT_LINE_5</li> <li>■ LCD_C_SEGMENT_LINE_6</li> <li>■ LCD_C_SEGMENT_LINE_7</li> <li>■ LCD_C_SEGMENT_LINE_8</li> <li>■ LCD_C_SEGMENT_LINE_9</li> <li>■ LCD_C_SEGMENT_LINE_10</li> <li>■ LCD_C_SEGMENT_LINE_11</li> <li>■ LCD_C_SEGMENT_LINE_12</li> <li>■ LCD_C_SEGMENT_LINE_13</li> <li>■ LCD_C_SEGMENT_LINE_14</li> <li>■ LCD_C_SEGMENT_LINE_15</li> <li>■ LCD_C_SEGMENT_LINE_16</li> <li>■ LCD_C_SEGMENT_LINE_17</li> <li>■ LCD_C_SEGMENT_LINE_18</li> <li>■ LCD_C_SEGMENT_LINE_19</li> <li>■ LCD_C_SEGMENT_LINE_20</li> <li>■ LCD_C_SEGMENT_LINE_21</li> <li>■ LCD_C_SEGMENT_LINE_22</li> <li>■ LCD_C_SEGMENT_LINE_23</li> <li>■ LCD_C_SEGMENT_LINE_24</li> <li>■ LCD_C_SEGMENT_LINE_25</li> <li>■ LCD_C_SEGMENT_LINE_26</li> <li>■ LCD_C_SEGMENT_LINE_27</li> <li>■ LCD_C_SEGMENT_LINE_28</li> <li>■ LCD_C_SEGMENT_LINE_29</li> <li>■ LCD_C_SEGMENT_LINE_30</li> <li>■ LCD_C_SEGMENT_LINE_31</li> <li>■ LCD_C_SEGMENT_LINE_32</li> <li>■ LCD_C_SEGMENT_LINE_33</li> <li>■ LCD_C_SEGMENT_LINE_34</li> <li>■ LCD_C_SEGMENT_LINE_35</li> <li>■ LCD_C_SEGMENT_LINE_36</li> <li>■ LCD_C_SEGMENT_LINE_37</li> <li>■ LCD_C_SEGMENT_LINE_38</li> <li>■ LCD_C_SEGMENT_LINE_39</li> <li>■ LCD_C_SEGMENT_LINE_40</li> <li>■ LCD_C_SEGMENT_LINE_41</li> </ul>

Modified bits are **LCDSx** of **LCDPCTLx** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_setPinAsLCDFunctionEx ( uint16_t baseAddress, uint8_t startPin, uint8_t  
    endPin )
```

Sets the LCD pins as LCD function pin.

This function sets the LCD pins as LCD function pin. Instead of passing the all the possible pins, it just requires the start pin and the end pin.



## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>startPin</i>	<p>is the starting pin to be configed as LCD function pin. Valid values are:</p> <ul style="list-style-type: none"> <li>■ LCD_C_SEGMENT_LINE_0</li> <li>■ LCD_C_SEGMENT_LINE_1</li> <li>■ LCD_C_SEGMENT_LINE_2</li> <li>■ LCD_C_SEGMENT_LINE_3</li> <li>■ LCD_C_SEGMENT_LINE_4</li> <li>■ LCD_C_SEGMENT_LINE_5</li> <li>■ LCD_C_SEGMENT_LINE_6</li> <li>■ LCD_C_SEGMENT_LINE_7</li> <li>■ LCD_C_SEGMENT_LINE_8</li> <li>■ LCD_C_SEGMENT_LINE_9</li> <li>■ LCD_C_SEGMENT_LINE_10</li> <li>■ LCD_C_SEGMENT_LINE_11</li> <li>■ LCD_C_SEGMENT_LINE_12</li> <li>■ LCD_C_SEGMENT_LINE_13</li> <li>■ LCD_C_SEGMENT_LINE_14</li> <li>■ LCD_C_SEGMENT_LINE_15</li> <li>■ LCD_C_SEGMENT_LINE_16</li> <li>■ LCD_C_SEGMENT_LINE_17</li> <li>■ LCD_C_SEGMENT_LINE_18</li> <li>■ LCD_C_SEGMENT_LINE_19</li> <li>■ LCD_C_SEGMENT_LINE_20</li> <li>■ LCD_C_SEGMENT_LINE_21</li> <li>■ LCD_C_SEGMENT_LINE_22</li> <li>■ LCD_C_SEGMENT_LINE_23</li> <li>■ LCD_C_SEGMENT_LINE_24</li> <li>■ LCD_C_SEGMENT_LINE_25</li> <li>■ LCD_C_SEGMENT_LINE_26</li> <li>■ LCD_C_SEGMENT_LINE_27</li> <li>■ LCD_C_SEGMENT_LINE_28</li> <li>■ LCD_C_SEGMENT_LINE_29</li> <li>■ LCD_C_SEGMENT_LINE_30</li> <li>■ LCD_C_SEGMENT_LINE_31</li> <li>■ LCD_C_SEGMENT_LINE_32</li> <li>■ LCD_C_SEGMENT_LINE_33</li> <li>■ LCD_C_SEGMENT_LINE_34</li> <li>■ LCD_C_SEGMENT_LINE_35</li> <li>■ LCD_C_SEGMENT_LINE_36</li> <li>■ LCD_C_SEGMENT_LINE_37</li> <li>■ LCD_C_SEGMENT_LINE_38</li> <li>■ LCD_C_SEGMENT_LINE_39</li> <li>■ LCD_C_SEGMENT_LINE_40</li> <li>■ LCD_C_SEGMENT_LINE_41</li> </ul>

Modified bits are **LCDSx** of **LCDPCTLx** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_setPinAsPortFunction ( uint16_t baseAddress, uint8_t pin )
```

Sets the LCD Pin as Port functions.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>pin</i>	<p>is the select pin set as Port function. Valid values are:</p> <ul style="list-style-type: none"> <li>■ LCD_C_SEGMENT_LINE_0</li> <li>■ LCD_C_SEGMENT_LINE_1</li> <li>■ LCD_C_SEGMENT_LINE_2</li> <li>■ LCD_C_SEGMENT_LINE_3</li> <li>■ LCD_C_SEGMENT_LINE_4</li> <li>■ LCD_C_SEGMENT_LINE_5</li> <li>■ LCD_C_SEGMENT_LINE_6</li> <li>■ LCD_C_SEGMENT_LINE_7</li> <li>■ LCD_C_SEGMENT_LINE_8</li> <li>■ LCD_C_SEGMENT_LINE_9</li> <li>■ LCD_C_SEGMENT_LINE_10</li> <li>■ LCD_C_SEGMENT_LINE_11</li> <li>■ LCD_C_SEGMENT_LINE_12</li> <li>■ LCD_C_SEGMENT_LINE_13</li> <li>■ LCD_C_SEGMENT_LINE_14</li> <li>■ LCD_C_SEGMENT_LINE_15</li> <li>■ LCD_C_SEGMENT_LINE_16</li> <li>■ LCD_C_SEGMENT_LINE_17</li> <li>■ LCD_C_SEGMENT_LINE_18</li> <li>■ LCD_C_SEGMENT_LINE_19</li> <li>■ LCD_C_SEGMENT_LINE_20</li> <li>■ LCD_C_SEGMENT_LINE_21</li> <li>■ LCD_C_SEGMENT_LINE_22</li> <li>■ LCD_C_SEGMENT_LINE_23</li> <li>■ LCD_C_SEGMENT_LINE_24</li> <li>■ LCD_C_SEGMENT_LINE_25</li> <li>■ LCD_C_SEGMENT_LINE_26</li> <li>■ LCD_C_SEGMENT_LINE_27</li> <li>■ LCD_C_SEGMENT_LINE_28</li> <li>■ LCD_C_SEGMENT_LINE_29</li> <li>■ LCD_C_SEGMENT_LINE_30</li> <li>■ LCD_C_SEGMENT_LINE_31</li> <li>■ LCD_C_SEGMENT_LINE_32</li> <li>■ LCD_C_SEGMENT_LINE_33</li> <li>■ LCD_C_SEGMENT_LINE_34</li> <li>■ LCD_C_SEGMENT_LINE_35</li> <li>■ LCD_C_SEGMENT_LINE_36</li> <li>■ LCD_C_SEGMENT_LINE_37</li> <li>■ LCD_C_SEGMENT_LINE_38</li> <li>■ LCD_C_SEGMENT_LINE_39</li> <li>■ LCD_C_SEGMENT_LINE_40</li> <li>■ LCD_C_SEGMENT_LINE_41</li> </ul>

Modified bits are **LCDSx** of **LCDPCTLx** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_setVLCDSource ( uint16_t baseAddress, uint16_t vlcdSource, uint16_t
v2v3v4Source, uint16_t v5Source )
```

Sets the voltage source for V2/V3/V4 and V5.

The charge pump reference does not support LCD\_C\_EXTERNAL\_REFERENCE\_VOLTAGE, LCD\_C\_INTERNAL\_REFERENCE\_VOLTAGE\_SWITCHED\_TO\_EXTERNAL\_PIN when LCD\_C\_V2V3V4\_SOURCED\_EXTERNALLY or LCD\_C\_V2V3V4\_GENERATED INTERNALLY\_SWITCHED\_TO\_PINS is selected.

**Parameters**

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>vlcdSource</i>	is the V(LCD) source select. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_VLCD_GENERATED INTERNALLY</b> [Default]</li> <li>■ <b>LCD_C_VLCD_SOURCED_EXTERNALLY</b></li> </ul>
<i>v2v3v4Source</i>	is the V2/V3/V4 source select. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_V2V3V4_GENERATED INTERNALLY NOT SWITCHED TO PINS</b> [Default]</li> <li>■ <b>LCD_C_V2V3V4_GENERATED INTERNALLY SWITCHED TO PINS</b></li> <li>■ <b>LCD_C_V2V3V4_SOURCED_EXTERNALLY</b></li> </ul>
<i>v5Source</i>	is the V5 source select. Valid values are: <ul style="list-style-type: none"> <li>■ <b>LCD_C_V5_VSS</b> [Default]</li> <li>■ <b>LCD_C_V5_SOURCED FROM R03</b></li> </ul>

Modified bits are **VLCDEXT**, **LCDREXT**, **LCDEXTBIAS** and **R03EXT** of **LCDVCTL** register; bits **LCDON** of **LCDCTL0** register.

**Returns**

None

```
void LCD_C_setVLCDDVoltage ( uint16_t baseAddress, uint16_t voltage )
```

Selects the charge pump reference.

Sets LCD charge pump voltage.

## Parameters

<i>baseAddress</i>	is the base address of the LCD_C module.
<i>voltage</i>	is the charge pump select. Valid values are: <ul style="list-style-type: none"> <li>■ LCD_C_CHARGE_PUMP_DISABLED [Default]</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_60V_OR_2_17VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_66V_OR_2_22VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_72V_OR_2_27VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_78V_OR_2_32VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_84V_OR_2_37VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_90V_OR_2_42VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_2_96V_OR_2_47VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_02V_OR_2_52VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_08V_OR_2_57VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_14V_OR_2_62VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_20V_OR_2_67VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_26V_OR_2_72VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_32V_OR_2_77VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_38V_OR_2_82VREF</li> <li>■ LCD_C_CHARGE_PUMP_VOLTAGE_3_44V_OR_2_87VREF</li> </ul>

Modified bits are **VLCDx** of **LCDVCTL** register; bits **LCDON** of **LCDCTL0** register.

## Returns

None

### 22.2.3 Variable Documentation

const **LCD\_C\_initParam** LCD\_C\_INIT\_PARAM

## Initial value:

```
= {
    LCD_C_CLOCKSOURCE_ACLK,
    LCD_C_CLOCKDIVIDER_1,
    LCD_C_CLOCKPRESCALAR_1,
    LCD_C_STATIC,
    LCD_C_STANDARD_WAVEFORMS,
    LCD_C_SEGMENTS_DISABLED
}
```

## 22.3 Programming Example

The following example shows how to initialize a 4-mux LCD and display "09" on the LCD screen.

```

// Set pin to LCD function
LCD_C.setPinAsLCDFunctionEx(LCD_C.BASE, LCD_C.SEGMENT_LINE_0,
    LCD_C.SEGMENT_LINE_21);
LCD_C.setPinAsLCDFunctionEx(LCD_C.BASE, LCD_C.SEGMENT_LINE_26,
    LCD_C.SEGMENT_LINE_43);

LCD_C.InitParam initParams = {0};
initParams.clockSource = LCD_C.CLOCKSOURCE_ACLK;
initParams.clockDivider = LCD_C.CLOCKDIVIDER_1;
initParams.clockPrescaler = LCD_C.CLOCKPRESCALAR_16;
initParams.muxRate = LCD_C.MUX_4;
initParams.waveforms = LCD_C.LOW_POWER_WAVEFORMS;
initParams.segments = LCD_C.SEGMENTS_ENABLED;

LCD_C.init(LCD_C.BASE, &initParams);

// LCD Operation - VLCD generated internally, V2-V4 generated internally, v5 to ground
LCD_C.setVLCDSource(LCD_C.BASE, LCD_C.VLCD_GENERATED INTERNALLY,
    LCD_C.V2V3V4_GENERATED INTERNALLY NOT SWITCHED TO PINS,
    LCD_C.V5_VSS);

// Set VLCD voltage to 2.60v
LCD_C.setVLCDVoltage(LCD_C.BASE, LCD_C.CHARGE PUMP VOLTAGE_2.60V_OR_2.17VREF);

// Enable charge pump and select internal reference for it
LCD_C.enableChargePump(LCD_C.BASE);
LCD_C.selectChargePumpReference(LCD_C.BASE, LCD_C.INTERNAL_REFERENCE_VOLTAGE)
;

LCD_C.configChargePump(LCD_C.BASE, LCD_C.SYNCHRONIZATION_ENABLED, 0);

// Clear LCD memory
LCD_C.clearMemory(LCD_C.BASE);

// Display "09"
LCD_C.setMemory(LCD_C.BASE, LCD_C.SEGMENT_LINE_8, 0xC);
LCD_C.setMemory(LCD_C.BASE, LCD_C.SEGMENT_LINE_9, 0xF);

LCD_C.setMemory(LCD_C.BASE, LCD_C.SEGMENT_LINE_12, 0x7);
LCD_C.setMemory(LCD_C.BASE, LCD_C.SEGMENT_LINE_13, 0xF);

//Turn LCD on
LCD_C.on(LCD_C.BASE);

```

## 23 Memory Protection Unit (MPU)

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### 23.1 Introduction

The MPU protects against accidental writes to designated read-only memory segments or execution of code from a constant memory segment memory. Clearing the MPUENA bit disables the MPU, making the complete memory accessible for read, write, and execute operations. After a BOR, the complete memory is accessible without restrictions for read, write, and execute operations.

MPU features include:

- Main memory can be configured up to three segments of variable size
- Access rights for each segment can be set independently
- Information memory can have its access rights set independently
- All MPU registers are protected from access by password

### 23.2 API Functions

#### Macros

- #define **MPU\_MAX\_SEG\_VALUE** 0x13C1

#### Functions

- void **MPU\_initTwoSegments** (uint16\_t baseAddress, uint16\_t seg1boundary, uint8\_t seg1accmask, uint8\_t seg2accmask)  
*Initializes MPU with two memory segments.*
- void **MPU\_initThreeSegments** (uint16\_t baseAddress, **MPU\_initThreeSegmentsParam** \*param)  
*Initializes MPU with three memory segments.*
- void **MPU\_initInfoSegment** (uint16\_t baseAddress, uint8\_t accmask)  
*Initializes user information memory segment.*
- void **MPU\_enableNMlevent** (uint16\_t baseAddress)  
*The following function enables the NMI Event if a Segment violation has occurred.*
- void **MPU.start** (uint16\_t baseAddress)  
*The following function enables the MPU module in the device.*
- void **MPU.enablePUCOnViolation** (uint16\_t baseAddress, uint16\_t segment)  
*The following function enables PUC generation when an access violation has occurred on the memory segment selected by the user.*
- void **MPU.disablePUCOnViolation** (uint16\_t baseAddress, uint16\_t segment)

*The following function disables PUC generation when an access violation has occurred on the memory segment selected by the user.*

- `uint16_t MPU_getInterruptStatus` (`uint16_t baseAddress`, `uint16_t memAccFlag`)  
*Returns the memory segment violation flag status requested by the user.*
- `uint16_t MPU_clearInterrupt` (`uint16_t baseAddress`, `uint16_t memAccFlag`)  
*Clears the masked interrupt flags.*
- `uint16_t MPU_clearAllInterrupts` (`uint16_t baseAddress`)  
*Clears all Memory Segment Access Violation Interrupt Flags.*
- `void MPU_lockMPU` (`uint16_t baseAddress`)  
*Lock MPU to protect from write access.*

## 23.2.1 Detailed Description

The MPU API is broken into three groups of functions: those that handle initialization, those that deal with memory segmentation and access rights definition, and those that handle interrupts. Please note that write access to all MPU registers is disabled after calling any MPU API.

The MPU initialization function is

- `MPU_start()`

The MPU memory segmentation and access right definition functions are

- `MPU_initTwoSegments()`
- `MPU_initThreeSegments()`
- `MPU_initInfoSegment()`

The MPU interrupt handler functions

- `MPU_enablePUCOnViolation()`
- `MPU_disablePUCOnViolation()`
- `MPU_getInterruptStatus()`
- `MPU_clearInterrupt()`
- `MPU_clearAllInterrupts()`
- `MPU_enableNMlevent()`

The MPU lock function is

- `MPU_lockMPU()`

## 23.2.2 Function Documentation

`uint16_t MPU_clearAllInterrupts` ( `uint16_t baseAddress` )

Clears all Memory Segment Access Violation Interrupt Flags.



**Parameters**

<i>baseAddress</i>	is the base address of the MPU module.
--------------------	--

Modified bits of **MPUCTL1** register.

**Returns**

Logical OR of any of the following:

- **MPU\_SEG\_1\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 1 is detected
- **MPU\_SEG\_2\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 2 is detected
- **MPU\_SEG\_3\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 3 is detected
- **MPU\_SEG\_INFO\_ACCESS\_VIOLATION** is set if an access violation in User Information Memory Segment is detected  
indicating the status of the interrupt flags.

`uint16_t MPU_clearInterrupt ( uint16_t baseAddress, uint16_t memAccFlag )`

Clears the masked interrupt flags.

Returns the memory segment violation flag status requested by the user or if user is providing a bit mask value, the function will return a value indicating if all flags were cleared.

**Parameters**

<i>baseAddress</i>	is the base address of the MPU module.
<i>memAccFlag</i>	is the is the memory access violation flag. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_SEG_1_ACCESS_VIOLATION</b> - is set if an access violation in Main Memory Segment 1 is detected</li> <li>■ <b>MPU_SEG_2_ACCESS_VIOLATION</b> - is set if an access violation in Main Memory Segment 2 is detected</li> <li>■ <b>MPU_SEG_3_ACCESS_VIOLATION</b> - is set if an access violation in Main Memory Segment 3 is detected</li> <li>■ <b>MPU_SEG_INFO_ACCESS_VIOLATION</b> - is set if an access violation in User Information Memory Segment is detected</li> </ul>

**Returns**

Logical OR of any of the following:

- **MPU\_SEG\_1\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 1 is detected
- **MPU\_SEG\_2\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 2 is detected
- **MPU\_SEG\_3\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 3 is detected

- **MPU\_SEG\_INFO\_ACCESS\_VIOLATION** is set if an access violation in User Information Memory Segment is detected indicating the status of the masked flags.

```
void MPU_disablePUCOnViolation ( uint16_t baseAddress, uint16_t segment )
```

The following function disables PUC generation when an access violation has occurred on the memory segment selected by the user.

Note that only specified segments for PUC generation are disabled. Other segments for PUC generation are left untouched. Users may call [MPU\\_enablePUCOnViolation\(\)](#) and [MPU\\_disablePUCOnViolation\(\)](#) to assure that all the bits will be set and/or cleared.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
<i>segment</i>	is the bit mask of memory segment that will NOT generate a PUC when an access violation occurs. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_FIRST_SEG</b> - PUC generation on first memory segment</li> <li>■ <b>MPU_SECOND_SEG</b> - PUC generation on second memory segment</li> <li>■ <b>MPU_THIRD_SEG</b> - PUC generation on third memory segment</li> <li>■ <b>MPU_INFO_SEG</b> - PUC generation on user information memory segment</li> </ul>

Modified bits of **MPUSAM** register and bits of **MPUCTLO** register.

#### Returns

None

```
void MPU_enableNMIevent ( uint16_t baseAddress )
```

The following function enables the NMI Event if a Segment violation has occurred.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
--------------------	--

Modified bits of **MPUCTLO** register.

#### Returns

None

```
void MPU_enablePUCOnViolation ( uint16_t baseAddress, uint16_t segment )
```

The following function enables PUC generation when an access violation has occurred on the memory segment selected by the user.

Note that only specified segments for PUC generation are enabled. Other segments for PUC generation are left untouched. Users may call [MPU\\_enablePUCOnViolation\(\)](#) and [MPU\\_disablePUCOnViolation\(\)](#) to assure that all the bits will be set and/or cleared.

**Parameters**

<i>baseAddress</i>	is the base address of the MPU module.
<i>segment</i>	is the bit mask of memory segment that will generate a PUC when an access violation occurs. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_FIRST_SEG</b> - PUC generation on first memory segment</li> <li>■ <b>MPU_SECOND_SEG</b> - PUC generation on second memory segment</li> <li>■ <b>MPU_THIRD_SEG</b> - PUC generation on third memory segment</li> <li>■ <b>MPU_INFO_SEG</b> - PUC generation on user information memory segment</li> </ul>

Modified bits of **MPUSAM** register and bits of **MPUCTL0** register.

**Returns**

None

```
uint16_t MPU_getInterruptStatus ( uint16_t baseAddress, uint16_t memAccFlag )
```

Returns the memory segment violation flag status requested by the user.

**Parameters**

<i>baseAddress</i>	is the base address of the MPU module.
<i>memAccFlag</i>	is the is the memory access violation flag. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_SEG_1_ACCESS_VIOLATION</b> - is set if an access violation in Main Memory Segment 1 is detected</li> <li>■ <b>MPU_SEG_2_ACCESS_VIOLATION</b> - is set if an access violation in Main Memory Segment 2 is detected</li> <li>■ <b>MPU_SEG_3_ACCESS_VIOLATION</b> - is set if an access violation in Main Memory Segment 3 is detected</li> <li>■ <b>MPU_SEG_INFO_ACCESS_VIOLATION</b> - is set if an access violation in User Information Memory Segment is detected</li> </ul>

**Returns**

Logical OR of any of the following:

- **MPU\_SEG\_1\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 1 is detected
  - **MPU\_SEG\_2\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 2 is detected
  - **MPU\_SEG\_3\_ACCESS\_VIOLATION** is set if an access violation in Main Memory Segment 3 is detected
  - **MPU\_SEG\_INFO\_ACCESS\_VIOLATION** is set if an access violation in User Information Memory Segment is detected
- indicating the status of the masked flags.

```
void MPU_initInfoSegment ( uint16_t baseAddress, uint8_t accmask )
```

Initializes user information memory segment.

This function initializes user information memory segment with specified access rights.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
<i>accmask</i>	is the bit mask of access right for user information memory segment. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_READ</b> - Read rights</li> <li>■ <b>MPU_WRITE</b> - Write rights</li> <li>■ <b>MPU_EXEC</b> - Execute rights</li> <li>■ <b>MPU_NO_READ_WRITE_EXEC</b> - no read/write/execute rights</li> </ul>

Modified bits of **MPUSAM** register and bits of **MPUCTL0** register.

#### Returns

None

```
void MPU_initThreeSegments ( uint16_t baseAddress, MPU_initThreeSegmentsParam *  
param )
```

Initializes MPU with three memory segments.

This function creates three memory segments in FRAM allowing the user to set access right to each segment. To set the correct value for seg1boundary, the user must consult the Device Family User's Guide and provide the MPUSBx value corresponding to the memory address where the user wants to create the partition. Consult the "Segment Border Setting" section in the User's Guide to find the options available for MPUSBx.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
<i>param</i>	is the pointer to struct for initializing three segments.

Modified bits of **MPUSAM** register, bits of **MPUSEG** register and bits of **MPUCTL0** register.

#### Returns

None

References MPU\_initThreeSegmentsParam::seg1accmask, MPU\_initThreeSegmentsParam::seg1boundary, MPU\_initThreeSegmentsParam::seg2accmask, MPU\_initThreeSegmentsParam::seg2boundary, and MPU\_initThreeSegmentsParam::seg3accmask.

```
void MPU_initTwoSegments ( uint16_t baseAddress, uint16_t seg1boundary, uint8_t  
seg1accmask, uint8_t seg2accmask )
```

Initializes MPU with two memory segments.

This function creates two memory segments in FRAM allowing the user to set access right to each segment. To set the correct value for `seg1boundary`, the user must consult the Device Family User's Guide and provide the MPUSBx value corresponding to the memory address where the user wants to create the partition. Consult the "Segment Border Setting" section in the User's Guide to find the options available for MPUSBx.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
<i>seg1boundary</i>	Valid values can be found in the Family User's Guide
<i>seg1accmask</i>	is the bit mask of access right for memory segment 1. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_READ</b> - Read rights</li> <li>■ <b>MPU_WRITE</b> - Write rights</li> <li>■ <b>MPU_EXEC</b> - Execute rights</li> <li>■ <b>MPU_NO_READ_WRITE_EXEC</b> - no read/write/execute rights</li> </ul>
<i>seg2accmask</i>	is the bit mask of access right for memory segment 2 Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>MPU_READ</b> - Read rights</li> <li>■ <b>MPU_WRITE</b> - Write rights</li> <li>■ <b>MPU_EXEC</b> - Execute rights</li> <li>■ <b>MPU_NO_READ_WRITE_EXEC</b> - no read/write/execute rights</li> </ul>

Modified bits of **MPUSAM** register, bits of **MPUSEG** register and bits of **MPUCTL0** register.

#### Returns

None

```
void MPU_lockMPU ( uint16_t baseAddress )
```

Lock MPU to protect from write access.

Sets MPULOCK to protect MPU from write access on all MPU registers except MPUCTL1, MPUIPC0 and MPUIPSEGBx until a BOR occurs. MPULOCK bit cannot be cleared manually. [MPU.clearInterrupt\(\)](#) and [MPU.clearAllInterrupts\(\)](#) still can be used after this API is called.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
--------------------	--

Modified bits are **MPULOCK** of **MPUCTL1** register.

#### Returns

None

```
void MPU_start ( uint16_t baseAddress )
```

The following function enables the MPU module in the device.

This function needs to be called once all memory segmentation has been done. If this function is not called the MPU module will not be activated.

#### Parameters

<i>baseAddress</i>	is the base address of the MPU module.
--------------------	--

Modified bits of **MPUCTLO** register.

#### Returns

None

## 23.3 Programming Example

The following example shows some MPU operations using the APIs

```
//Initialize struct for three segments configuration
MPU_initThreeSegmentsParam threeSegParam;
threeSegParam.seg1boundary = 0x0600;
threeSegParam.seg1boundary = 0x0800;
threeSegParam.seg1accmask = MPU_READ|MPU_WRITE|MPU_EXEC;
threeSegParam.seg2accmask = MPU_READ;
threeSegParam.seg3accmask = MPU_READ|MPU_WRITE|MPU_EXEC;

//Define memory segment boundaries and set access right for each memory segment
MPU_initThreeSegments (MPU_BASE, &threeSegParam);

// Configures MPU to generate a PUC on access violation on the second segment
MPU_enablePUCOnViolation (MPU_BASE, MPU_SECOND_SEG);

//Enables the MPU module
MPU.start (MPU_BASE);
```

## 24 32-Bit Hardware Multiplier (MPY32)

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### 24.1 Introduction

The 32-Bit Hardware Multiplier (MPY32) API provides a set of functions for using the MSP430Ware MPY32 modules. Functions are provided to setup the MPY32 modules, set the operand registers, and obtain the results.

The MPY32 Modules does not generate any interrupts.

### 24.2 API Functions

#### Functions

- void [MPY32\\_setWriteDelay](#) (uint16\_t writeDelaySelect)  
*Sets the write delay setting for the MPY32 module.*
- void [MPY32\\_enableSaturationMode](#) (void)  
*Enables Saturation Mode.*
- void [MPY32\\_disableSaturationMode](#) (void)  
*Disables Saturation Mode.*
- uint8\_t [MPY32\\_getSaturationMode](#) (void)  
*Gets the Saturation Mode.*
- void [MPY32\\_enableFractionalMode](#) (void)  
*Enables Fraction Mode.*
- void [MPY32\\_disableFractionalMode](#) (void)  
*Disables Fraction Mode.*
- uint8\_t [MPY32\\_getFractionalMode](#) (void)  
*Gets the Fractional Mode.*
- void [MPY32\\_setOperandOne8Bit](#) (uint8\_t multiplicationType, uint8\_t operand)  
*Sets an 8-bit value into operand 1.*
- void [MPY32\\_setOperandOne16Bit](#) (uint8\_t multiplicationType, uint16\_t operand)  
*Sets an 16-bit value into operand 1.*
- void [MPY32\\_setOperandOne24Bit](#) (uint8\_t multiplicationType, uint32\_t operand)  
*Sets an 24-bit value into operand 1.*
- void [MPY32\\_setOperandOne32Bit](#) (uint8\_t multiplicationType, uint32\_t operand)  
*Sets an 32-bit value into operand 1.*
- void [MPY32\\_setOperandTwo8Bit](#) (uint8\_t operand)  
*Sets an 8-bit value into operand 2, which starts the multiplication.*
- void [MPY32\\_setOperandTwo16Bit](#) (uint16\_t operand)  
*Sets an 16-bit value into operand 2, which starts the multiplication.*
- void [MPY32\\_setOperandTwo24Bit](#) (uint32\_t operand)  
*Sets an 24-bit value into operand 2, which starts the multiplication.*
- void [MPY32\\_setOperandTwo32Bit](#) (uint32\_t operand)





## 24.2.2 Function Documentation

`void MPY32_clearCarryBitValue ( void )`

Clears the Carry Bit of the last multiplication operation.

This function clears the Carry Bit of the MPY module

**Returns**

The value of the MPY32 module Carry Bit 0x0 or 0x1.

`void MPY32_disableFractionalMode ( void )`

Disables Fraction Mode.

This function disables fraction mode.

**Returns**

None

`void MPY32_disableSaturationMode ( void )`

Disables Saturation Mode.

This function disables saturation mode, which allows the raw result of the MPY result registers to be returned.

**Returns**

None

`void MPY32_enableFractionalMode ( void )`

Enables Fraction Mode.

This function enables fraction mode.

**Returns**

None

`void MPY32_enableSaturationMode ( void )`

Enables Saturation Mode.

This function enables saturation mode. When this is enabled, the result read out from the MPY result registers is converted to the most-positive number in the case of an overflow, or the most-negative number in the case of an underflow. Please note, that the raw value in the registers does not reflect the result returned, and if the saturation mode is disabled, then the raw value of the registers will be returned instead.

**Returns**

None

uint16\_t MPY32\_getCarryBitValue ( void )

Returns the Carry Bit of the last multiplication operation.

This function returns the Carry Bit of the MPY module, which either gives the sign after a signed operation or shows a carry after a multiply- and- accumulate operation.

**Returns**

The value of the MPY32 module Carry Bit 0x0 or 0x1.

uint8\_t MPY32\_getFractionalMode ( void )

Gets the Fractional Mode.

This function gets the current fractional mode.

**Returns**

Gets the fractional mode Return one of the following:

- **MPY32\_FRACTIONAL\_MODE\_DISABLED**
- **MPY32\_FRACTIONAL\_MODE\_ENABLED**

Gets the Fractional Mode

uint64\_t MPY32\_getResult ( void )

Returns an 64-bit result of the last multiplication operation.

This function returns all 64 bits of the result registers

**Returns**

The 64-bit result is returned as a uint64\_t type

uint8\_t MPY32\_getSaturationMode ( void )

Gets the Saturation Mode.

This function gets the current saturation mode.

**Returns**

Gets the Saturation Mode Return one of the following:

- **MPY32\_SATURATION\_MODE\_DISABLED**
- **MPY32\_SATURATION\_MODE\_ENABLED**

Gets the Saturation Mode

uint16\_t MPY32\_getSumExtension ( void )

Returns the Sum Extension of the last multiplication operation.

This function returns the Sum Extension of the MPY module, which either gives the sign after a signed operation or shows a carry after a multiply- and-accumulate operation. The Sum Extension acts as a check for overflows or underflows.

**Returns**

The value of the MPY32 module Sum Extension.

void MPY32\_preloadResult ( uint64\_t *result* )

Preloads the result register.

This function Preloads the result register

**Parameters**

<i>result</i>	value to preload the result register to
---------------	---

**Returns**

None

void MPY32\_setOperandOne16Bit ( uint8\_t *multiplicationType*, uint16\_t *operand* )

Sets an 16-bit value into operand 1.

This function sets the first operand for multiplication and determines what type of operation should be performed. Once the second operand is set, then the operation will begin.

**Parameters**

<i>multiplicationType</i>	<p>is the type of multiplication to perform once the second operand is set. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>MPY32_MULTIPLY_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLY_SIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_SIGNED</b></li> </ul>
---------------------------	--

<i>operand</i>	is the 16-bit value to load into the 1st operand.
----------------	---

**Returns**

None

```
void MPY32_setOperandOne24Bit ( uint8_t multiplicationType, uint32_t operand )
```

Sets an 24-bit value into operand 1.

This function sets the first operand for multiplication and determines what type of operation should be performed. Once the second operand is set, then the operation will begin.

**Parameters**

<i>multiplicationType</i>	is the type of multiplication to perform once the second operand is set. Valid values are: <ul style="list-style-type: none"> <li>■ <b>MPY32_MULTIPLY_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLY_SIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_SIGNED</b></li> </ul>
<i>operand</i>	is the 24-bit value to load into the 1st operand.

**Returns**

None

```
void MPY32_setOperandOne32Bit ( uint8_t multiplicationType, uint32_t operand )
```

Sets an 32-bit value into operand 1.

This function sets the first operand for multiplication and determines what type of operation should be performed. Once the second operand is set, then the operation will begin.

**Parameters**

<i>multiplicationType</i>	is the type of multiplication to perform once the second operand is set. Valid values are: <ul style="list-style-type: none"> <li>■ <b>MPY32_MULTIPLY_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLY_SIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_SIGNED</b></li> </ul>
---------------------------	---

<i>operand</i>	is the 32-bit value to load into the 1st operand.
----------------	---

**Returns**

None

```
void MPY32_setOperandOne8Bit ( uint8_t multiplicationType, uint8_t operand )
```

Sets an 8-bit value into operand 1.

This function sets the first operand for multiplication and determines what type of operation should be performed. Once the second operand is set, then the operation will begin.

**Parameters**

<i>multiplicationType</i>	is the type of multiplication to perform once the second operand is set. Valid values are: <ul style="list-style-type: none"> <li>■ <b>MPY32_MULTIPLY_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLY_SIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_UNSIGNED</b></li> <li>■ <b>MPY32_MULTIPLYACCUMULATE_SIGNED</b></li> </ul>
<i>operand</i>	is the 8-bit value to load into the 1st operand.

**Returns**

None

```
void MPY32_setOperandTwo16Bit ( uint16_t operand )
```

Sets an 16-bit value into operand 2, which starts the multiplication.

This function sets the second operand of the multiplication operation and starts the operation.

**Parameters**

<i>operand</i>	is the 16-bit value to load into the 2nd operand.
----------------	---

**Returns**

None

```
void MPY32_setOperandTwo24Bit ( uint32_t operand )
```

Sets an 24-bit value into operand 2, which starts the multiplication.

This function sets the second operand of the multiplication operation and starts the operation.

**Parameters**

<i>operand</i>	is the 24-bit value to load into the 2nd operand.
----------------	---

**Returns**

None

```
void MPY32_setOperandTwo32Bit ( uint32_t operand )
```

Sets an 32-bit value into operand 2, which starts the multiplication.

This function sets the second operand of the multiplication operation and starts the operation.

**Parameters**

<i>operand</i>	is the 32-bit value to load into the 2nd operand.
----------------	---

**Returns**

None

```
void MPY32_setOperandTwo8Bit ( uint8_t operand )
```

Sets an 8-bit value into operand 2, which starts the multiplication.

This function sets the second operand of the multiplication operation and starts the operation.

**Parameters**

<i>operand</i>	is the 8-bit value to load into the 2nd operand.
----------------	--

**Returns**

None

```
void MPY32_setWriteDelay ( uint16_t writeDelaySelect )
```

Sets the write delay setting for the MPY32 module.

This function sets up a write delay to the MPY module's registers, which holds any writes to the registers until all calculations are complete. There are two different settings, one which waits for 32-bit results to be ready, and one which waits for 64-bit results to be ready. This prevents unpredictable results if registers are changed before the results are ready.



## 25 Power Management Module (PMM)

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### 25.1 Introduction

The PMM manages all functions related to the power supply and its supervision for the device. Its primary functions are first to generate a supply voltage for the core logic, and second, provide several mechanisms for the supervision of the voltage applied to the device (DVCC).

The PMM uses an integrated low-dropout voltage regulator (LDO) to produce a secondary core voltage (VCORE) from the primary one applied to the device (DVCC). In general, VCORE supplies the CPU, memories, and the digital modules, while DVCC supplies the I/Os and analog modules. The VCORE output is maintained using a dedicated voltage reference. The input or primary side of the regulator is referred to as its high side. The output or secondary side is referred to as its low side.

### 25.2 API Functions

#### Functions

- void [PMM.enableSVSH](#) (void)  
*Enables the high-side SVS circuitry.*
- void [PMM.disableSVSH](#) (void)  
*Disables the high-side SVS circuitry.*
- void [PMM.turnOnRegulator](#) (void)  
*Makes the low-dropout voltage regulator (LDO) remain ON when going into LPM 3/4.*
- void [PMM.turnOffRegulator](#) (void)  
*Turns OFF the low-dropout voltage regulator (LDO) when going into LPM3/4, thus the system will enter LPM3.5 or LPM4.5 respectively.*
- void [PMM.trigPOR](#) (void)  
*Calling this function will trigger a software Power On Reset (POR).*
- void [PMM.trigBOR](#) (void)  
*Calling this function will trigger a software Brown Out Rest (BOR).*
- void [PMM.clearInterrupt](#) (uint16\_t mask)  
*Clears interrupt flags for the PMM.*
- uint16\_t [PMM.getInterruptStatus](#) (uint16\_t mask)  
*Returns interrupt status.*
- void [PMM.unlockLPM5](#) (void)  
*Unlock LPM5.*

#### 25.2.1 Detailed Description

**PMM.enableLowPowerReset() / PMM.disableLowPowerReset()** If enabled, SVSH does not reset device but triggers a system NMI. If disabled, SVSH resets device.



**PMM\_enableSVSH()** / **PMM\_disableSVSH()** If disabled on FR58xx/FR59xx, High-side SVS (SVSH) is disabled in LPM2, LPM3, LPM4, LPM3.5 and LPM4.5. SVSH is always enabled in active mode, LPM0, and LPM1. If enabled, SVSH is always enabled. Note: this API has different functionality depending on the part.

**PMM\_turnOffRegulator()** / **PMM\_turnOnRegulator()** If off, Regulator is turned off when going to LPM3/4. System enters LPM3.5 or LPM4.5, respectively. If on, Regulator remains on when going into LPM3/4

**PMM\_clearInterrupt()** Clear selected or all interrupt flags for the PMM

**PMM\_getInterruptStatus()** Returns interrupt status of the selected flag in the PMM module

**PMM\_lockLPM5()** / **PMM\_unlockLPM5()** If unlocked, LPMx.5 configuration is not locked and defaults to its reset condition. if locked, LPMx.5 configuration remains locked. Pin state is held during LPMx.5 entry and exit.

## 25.2.2 Function Documentation

`void PMM_clearInterrupt ( uint16_t mask )`

Clears interrupt flags for the PMM.

### Parameters

<i>mask</i>	<p>is the mask for specifying the required flag Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>PMM_BOR_INTERRUPT</b> - Software BOR interrupt</li> <li>■ <b>PMM_RST_INTERRUPT</b> - RESET pin interrupt</li> <li>■ <b>PMM_POR_INTERRUPT</b> - Software POR interrupt</li> <li>■ <b>PMM_SVSH_INTERRUPT</b> - SVS high side interrupt</li> <li>■ <b>PMM_LPM5_INTERRUPT</b> - LPM5 indication</li> <li>■ <b>PMM_ALL</b> - All interrupts</li> </ul>
-------------	---

Modified bits of **PMMCTL0** register and bits of **PMMIFG** register.

### Returns

None

`void PMM_disableSVSH ( void )`

Disables the high-side SVS circuitry.

Modified bits of **PMMCTL0** register.

### Returns

None

```
void PMM_enableSVSH ( void )
```

Enables the high-side SVS circuitry.

Modified bits of **PMMCTLO** register.

**Returns**

None

```
uint16_t PMM_getInterruptStatus ( uint16_t mask )
```

Returns interrupt status.

**Parameters**

<i>mask</i>	<p>is the mask for specifying the required flag Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>PMM_BOR_INTERRUPT</b> - Software BOR interrupt</li> <li>■ <b>PMM_RST_INTERRUPT</b> - RESET pin interrupt</li> <li>■ <b>PMM_POR_INTERRUPT</b> - Software POR interrupt</li> <li>■ <b>PMM_SVSH_INTERRUPT</b> - SVS high side interrupt</li> <li>■ <b>PMM_LPM5_INTERRUPT</b> - LPM5 indication</li> <li>■ <b>PMM_ALL</b> - All interrupts</li> </ul>
-------------	---

**Returns**

Logical OR of any of the following:

- **PMM\_BOR\_INTERRUPT** Software BOR interrupt
- **PMM\_RST\_INTERRUPT** RESET pin interrupt
- **PMM\_POR\_INTERRUPT** Software POR interrupt
- **PMM\_SVSH\_INTERRUPT** SVS high side interrupt
- **PMM\_LPM5\_INTERRUPT** LPM5 indication
- **PMM\_ALL** All interrupts  
indicating the status of the selected interrupt flags

```
void PMM_trigBOR ( void )
```

Calling this function will trigger a software Brown Out Rest (BOR).

Modified bits of **PMMCTLO** register.

**Returns**

None

```
void PMM_trigPOR ( void )
```

Calling this function will trigger a software Power On Reset (POR).

Modified bits of **PMMCTLO** register.

**Returns**

None

```
void PMM_turnOffRegulator ( void )
```

Turns OFF the low-dropout voltage regulator (LDO) when going into LPM3/4, thus the system will enter LPM3.5 or LPM4.5 respectively.

Modified bits of **PMMCTLO** register.

**Returns**

None

```
void PMM_turnOnRegulator ( void )
```

Makes the low-dropout voltage regulator (LDO) remain ON when going into LPM 3/4.

Modified bits of **PMMCTLO** register.

**Returns**

None

```
void PMM_unlockLPM5 ( void )
```

Unlock LPM5.

LPMx.5 configuration is not locked and defaults to its reset condition. Disable the GPIO power-on default high-impedance mode to activate previously configured port settings.

**Returns**

None

## 25.3 Programming Example

```
/*
 * Base Address of PMM,
 * By default, the pins are unlocked unless waking
 * up from an LPMx.5 state in which case all GPIO
 * are previously locked.
 */
PMM_unlockLPM5();
```

```
if (PMM.getInterruptStatus(PMM_RST_INTERRUPT)) // Was this reset triggered by the
    Reset flag?
{
    PMM.clearInterrupt(PMM_RST_INTERRUPT); // Clear reset flag

    //Trigger a software Brown Out Reset (BOR)
    /*
     * Base Address of PMM,
     * Forces the devices to perform a BOR.
     */
    PMM.trigBOR(); // Software trigger a BOR.
}

if (PMM.getInterruptStatus(PMM_BOR_INTERRUPT)) // Was this reset triggered by the
    BOR flag?
{
    PMM.clearInterrupt(PMM_BOR_INTERRUPT); // Clear BOR flag

    //Disable Regulator
    /*
     * Base Address of PMM,
     * Regulator is turned off when going to LPM3/4.
     * System enters LPM3.5 or LPM4.5, respectively.
     */
    PMM.turnOffRegulator();
    _bis_SR_register(LPM4_bits); // Enter LPM4.5, This automatically locks
                                // (if not locked already) all GPIO pins.
                                // and will set the LPM5 flag and set the LOCKLPM5 bit
                                // in the PM5CTL0 register upon wake up.
}

while (1)
{
    _no_operation(); // Don't sleep
}
```

## 26 RAM Controller

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### 26.1 Introduction

The RAMCTL provides access to the different power modes of the RAM. The RAMCTL allows the ability to reduce the leakage current while the CPU is off. The RAM can also be switched off. In retention mode, the RAM content is saved while the RAM content is lost in off mode. The RAM is partitioned in sectors, typically of 4KB (sector) size. See the device-specific data sheet for actual block allocation and size. Each sector is controlled by the RAM controller RAM Sector Off control bit (RCRSyOFF) of the RAMCTL Control 0 register (RCCTL0). The RCCTL0 register is protected with a key. Only if the correct key is written during a word write, the RCCTL0 register content can be modified. Byte write accesses or write accesses with a wrong key are ignored.

### 26.2 API Functions

#### Functions

- void [RAM.setSectorOff](#) (uint8\_t sector, uint8\_t mode)  
*Set specified RAM sector off.*
- uint8\_t [RAM.getSectorState](#) (uint8\_t sector)  
*Get RAM sector ON/OFF status.*

#### 26.2.1 Detailed Description

The MSP430ware API that configure the RAM controller are:

[RAM.setSectorOff\(\)](#) - Set specified RAM sector off [RAM.getSectorState\(\)](#) - Get RAM sector ON/OFF status

#### 26.2.2 Function Documentation

uint8\_t [RAM.getSectorState](#) ( uint8\_t *sector* )

Get RAM sector ON/OFF status.

Parameters

---

<i>sector</i>	is specified sector Valid values are: <ul style="list-style-type: none"> <li>■ <b>RAM_SECTOR0</b></li> <li>■ <b>RAM_SECTOR1</b></li> <li>■ <b>RAM_SECTOR2</b></li> <li>■ <b>RAM_SECTOR3</b></li> </ul>
---------------	--

**Returns**

One of the following:

- **RAM\_RETENTION\_MODE**
  - **RAM\_OFF\_WAKEUP\_MODE**
  - **RAM\_OFF\_NON\_WAKEUP\_MODE**
- indicating the status of the masked sectors

```
void RAM_setSectorOff ( uint8_t sector, uint8_t mode )
```

Set specified RAM sector off.

**Parameters**

<i>sector</i>	is specified sector to be set off. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RAM_SECTOR0</b></li> <li>■ <b>RAM_SECTOR1</b></li> <li>■ <b>RAM_SECTOR2</b></li> <li>■ <b>RAM_SECTOR3</b></li> </ul>
<i>mode</i>	is sector off mode Valid values are: <ul style="list-style-type: none"> <li>■ <b>RAM_RETENTION_MODE</b></li> <li>■ <b>RAM_OFF_WAKEUP_MODE</b></li> <li>■ <b>RAM_OFF_NON_WAKEUP_MODE</b></li> </ul>

Modified bits of **RCCTL0** register.

**Returns**

None

## 26.3 Programming Example

The following example shows some RAM Controller operations using the APIs

```
//Start timer
Timer_startUpMode(  TIMER_B0_BASE,
                   TIMER_CLOCKSOURCE_ACLK,
                   TIMER_CLOCKSOURCE_DIVIDER_1,
                   25000,
```

```
TIMER_TAIE_INTERRUPT_DISABLE,  
TIMER_CAPTURECOMPARE_INTERRUPT_ENABLE,  
TIMER_DO_CLEAR  
);  
  
//set RAM controller sector0 retention mode  
RAM_setSectorOff(RAM_SECTOR0, RAM_RETENTION_MODE);  
  
//Enter LPM0, enable interrupts  
_bis_SR_register(LPM3_bits + GIE);  
  
//For debugger  
_no_operation();  
}  
  
//*****  
//  
//This is the Timer B0 interrupt vector service routine.  
//  
//*****  
#pragma vector=TIMERB0_VECTOR  
__interrupt void TIMERB0_ISR (void)  
{  
    returnValue = RAM_getSectorState(RAM_SECTOR0);  
}
```

## 27 Internal Reference (REF\_A)

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### 27.1 Introduction

The Internal Reference (REF\_A) API provides a set of functions for using the MSP430Ware REF\_A modules. Functions are provided to setup and enable use of the Reference voltage, enable or disable the internal temperature sensor, and view the status of the inner workings of the REF\_A module.

The reference module (REF) is responsible for generation of all critical reference voltages that can be used by various analog peripherals in a given device. The heart of the reference system is the bandgap from which all other references are derived by unity or non-inverting gain stages. The REFGEN sub-system consists of the bandgap, the bandgap bias, and the non-inverting buffer stage which generates the three primary voltage reference available in the system, namely 1.2 V, 2.0 V, and 2.5 V. In addition, when enabled, a buffered bandgap voltage is available.

### 27.2 API Functions

#### Functions

- void [Ref\\_A\\_setReferenceVoltage](#) (uint16\_t baseAddress, uint8\_t referenceVoltageSelect)  
*Sets the reference voltage for the voltage generator.*
- void [Ref\\_A\\_disableTempSensor](#) (uint16\_t baseAddress)  
*Disables the internal temperature sensor to save power consumption.*
- void [Ref\\_A\\_enableTempSensor](#) (uint16\_t baseAddress)  
*Enables the internal temperature sensor.*
- void [Ref\\_A\\_enableReferenceVoltageOutput](#) (uint16\_t baseAddress)  
*Outputs the reference voltage to an output pin.*
- void [Ref\\_A\\_disableReferenceVoltageOutput](#) (uint16\_t baseAddress)  
*Disables the reference voltage as an output to a pin.*
- void [Ref\\_A\\_enableReferenceVoltage](#) (uint16\_t baseAddress)  
*Enables the reference voltage to be used by peripherals.*
- void [Ref\\_A\\_disableReferenceVoltage](#) (uint16\_t baseAddress)  
*Disables the reference voltage.*
- uint16\_t [Ref\\_A\\_getBandgapMode](#) (uint16\_t baseAddress)  
*Returns the bandgap mode of the Ref\_A module.*
- bool [Ref\\_A\\_isBandgapActive](#) (uint16\_t baseAddress)  
*Returns the active status of the bandgap in the Ref\_A module.*
- uint16\_t [Ref\\_A\\_isRefGenBusy](#) (uint16\_t baseAddress)  
*Returns the busy status of the reference generator in the Ref\_A module.*
- bool [Ref\\_A\\_isRefGenActive](#) (uint16\_t baseAddress)  
*Returns the active status of the reference generator in the Ref\_A module.*
- bool [Ref\\_A\\_isBufferedBandgapVoltageReady](#) (uint16\_t baseAddress)  
*Returns the busy status of the reference generator in the Ref\_A module.*



- bool [Ref\\_A\\_isVariableReferenceVoltageOutputReady](#) (uint16\_t baseAddress)  
*Returns the busy status of the variable reference voltage in the Ref\_A module.*
- void [Ref\\_A\\_setReferenceVoltageOneTimeTrigger](#) (uint16\_t baseAddress)  
*Enables the one-time trigger of the reference voltage.*
- void [Ref\\_A\\_setBufferedBandgapVoltageOneTimeTrigger](#) (uint16\_t baseAddress)  
*Enables the one-time trigger of the buffered bandgap voltage.*

## 27.2.1 Detailed Description

The REF\_A API is broken into three groups of functions: those that deal with the reference voltage, those that handle the internal temperature sensor, and those that return the status of the REF\_A module.

The reference voltage of the REF\_A module is handled by

- [Ref\\_A\\_setReferenceVoltage\(\)](#)
- [Ref\\_A\\_enableReferenceVoltageOutput\(\)](#)
- [Ref\\_A\\_disableReferenceVoltageOutput\(\)](#)
- [Ref\\_A\\_enableReferenceVoltage\(\)](#)
- [Ref\\_A\\_disableReferenceVoltage\(\)](#)

The internal temperature sensor is handled by

- [Ref\\_A\\_disableTempSensor\(\)](#)
- [Ref\\_A\\_enableTempSensor\(\)](#)

The status of the Ref\_A module is handled by

- [Ref\\_A\\_getBandgapMode\(\)](#)
- [Ref\\_A\\_isBandgapActive\(\)](#)
- [Ref\\_A\\_isRefGenBusy\(\)](#)
- [Ref\\_A\\_isRefGenActive\(\)](#)
- [Ref\\_A\\_getBufferedBandgapVoltageStatus\(\)](#)
- [Ref\\_A\\_getVariableReferenceVoltageStatus\(\)](#)
- [Ref\\_A\\_setReferenceVoltageOneTimeTrigger\(\)](#)
- [Ref\\_A\\_setBufBandgapVoltageOneTimeTrigger\(\)](#)

## 27.2.2 Function Documentation

void [Ref\\_A\\_disableReferenceVoltage](#) ( uint16\_t *baseAddress* )

Disables the reference voltage.

This function is used to disable the generated reference voltage. Please note, if the [Ref\\_A\\_isRefGenBusy\(\)](#) returns Ref\_A\_BUSY, this function will have no effect.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFON** of **REFCTL0** register.

**Returns**

None

```
void Ref_A_disableReferenceVoltageOutput ( uint16_t baseAddress )
```

Disables the reference voltage as an output to a pin.

This function is used to disables the reference voltage being generated to be given to an output pin. Please note, if the [Ref\\_A\\_isRefGenBusy\(\)](#) returns Ref\_A.BUSY, this function will have no effect.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFOUT** of **REFCTL0** register.

**Returns**

None

```
void Ref_A_disableTempSensor ( uint16_t baseAddress )
```

Disables the internal temperature sensor to save power consumption.

This function is used to turn off the internal temperature sensor to save on power consumption. The temperature sensor is enabled by default. Please note, that giving ADC12 module control over the Ref\_A module, the state of the temperature sensor is dependent on the controls of the ADC12 module. Please note, if the [Ref\\_A\\_isRefGenBusy\(\)](#) returns Ref\_A.BUSY, this function will have no effect.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFTCOFF** of **REFCTL0** register.

**Returns**

None

```
void Ref_A_enableReferenceVoltage ( uint16_t baseAddress )
```

Enables the reference voltage to be used by peripherals.

This function is used to enable the generated reference voltage to be used other peripherals or by an output pin, if enabled. Please note, that giving ADC12 module control over the Ref\_A module, the state of the reference voltage is dependent on the controls of the ADC12 module. Please note,

ADC10\_A does not support the reference request. If the [Ref\\_A.isRefGenBusy\(\)](#) returns Ref\_A\_BUSY, this function will have no effect.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFON** of **REFCTL0** register.

**Returns**

None

```
void Ref_A_enableReferenceVoltageOutput ( uint16_t baseAddress )
```

Outputs the reference voltage to an output pin.

This function is used to output the reference voltage being generated to an output pin. Please note, the output pin is device specific. Please note, that giving ADC12 module control over the Ref\_A module, the state of the reference voltage as an output to a pin is dependent on the controls of the ADC12 module. If ADC12\_A reference burst is disabled or DAC12\_A is enabled, this output is available continuously. If ADC12\_A reference burst is enabled, this output is available only during an ADC12\_A conversion. For devices with CTSD16, Ref\_enableReferenceVoltage() needs to be invoked to get VREFBG available continuously. Otherwise, VREFBG is only available externally when a module requests it. Please note, if the [Ref\\_A.isRefGenBusy\(\)](#) returns Ref\_A\_BUSY, this function will have no effect.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFOUT** of **REFCTL0** register.

**Returns**

None

```
void Ref_A_enableTempSensor ( uint16_t baseAddress )
```

Enables the internal temperature sensor.

This function is used to turn on the internal temperature sensor to use by other peripherals. The temperature sensor is enabled by default. Please note, if the [Ref\\_A.isRefGenBusy\(\)](#) returns Ref\_A\_BUSY, this function will have no effect.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFTCOFF** of **REFCTL0** register.

**Returns**

None

```
uint16_t Ref_A_getBandgapMode ( uint16_t baseAddress )
```

Returns the bandgap mode of the Ref\_A module.

This function is used to return the bandgap mode of the Ref\_A module, requested by the peripherals using the bandgap. If a peripheral requests static mode, then the bandgap mode will be static for all modules, whereas if all of the peripherals using the bandgap request sample mode, then that will be the mode returned. Sample mode allows the bandgap to be active only when necessary to save on power consumption, static mode requires the bandgap to be active until no peripherals are using it anymore.

#### Parameters

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

#### Returns

One of the following:

- **Ref\_A.STATICMODE** if the bandgap is operating in static mode
- **Ref\_A.SAMPLEMODE** if the bandgap is operating in sample mode indicating the bandgap mode of the module

**bool Ref\_A\_isBandgapActive ( uint16\_t *baseAddress* )**

Returns the active status of the bandgap in the Ref\_A module.

This function is used to return the active status of the bandgap in the Ref\_A module. If the bandgap is in use by a peripheral, then the status will be seen as active.

#### Parameters

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

#### Returns

One of the following:

- **Ref\_A.ACTIVE** if active
- **Ref\_A.INACTIVE** if not active indicating the bandgap active status of the module

**bool Ref\_A\_isBufferedBandgapVoltageReady ( uint16\_t *baseAddress* )**

Returns the busy status of the reference generator in the Ref\_A module.

This function is used to return the busy status of the buffered bandgap voltage in the Ref\_A module. If the ref generator is on and ready to use, then the status will be seen as active.

#### Parameters

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

#### Returns

One of the following:

- **Ref\_A.NOTREADY** if NOT ready to be used
- **Ref\_A.READY** if ready to be used indicating the the busy status of the reference generator in the module

`bool Ref_A_isRefGenActive ( uint16_t baseAddress )`

Returns the active status of the reference generator in the Ref\_A module.

This function is used to return the active status of the reference generator in the Ref\_A module. If the ref generator is on and ready to use, then the status will be seen as active.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

**Returns**

One of the following:

- **Ref\_A\_ACTIVE** if active
- **Ref\_A\_INACTIVE** if not active  
indicating the reference generator active status of the module

`uint16_t Ref_A_isRefGenBusy ( uint16_t baseAddress )`

Returns the busy status of the reference generator in the Ref\_A module.

This function is used to return the busy status of the reference generator in the Ref\_A module. If the ref generator is in use by a peripheral, then the status will be seen as busy.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

**Returns**

One of the following:

- **Ref\_A\_NOTBUSY** if the reference generator is not being used
- **Ref\_A\_BUSY** if the reference generator is being used, disallowing changes to be made to the Ref\_A module controls  
indicating the reference generator busy status of the module

`bool Ref_A_isVariableReferenceVoltageOutputReady ( uint16_t baseAddress )`

Returns the busy status of the variable reference voltage in the Ref\_A module.

This function is used to return the busy status of the variable reference voltage in the Ref\_A module. If the ref generator is on and ready to use, then the status will be seen as active.

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

**Returns**

One of the following:

- **Ref\_A\_NOTREADY** if NOT ready to be used

- **Ref\_A\_READY** if ready to be used  
indicating the the busy status of the variable reference voltage in the module

```
void Ref_A_setBufferedBandgapVoltageOneTimeTrigger ( uint16_t baseAddress )
```

Enables the one-time trigger of the buffered bandgap voltage.

Triggers the one-time generation of the buffered bandgap voltage. Once the buffered bandgap voltage request is set, this bit is cleared by hardware

#### Parameters

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFBGOT** of **REFCTL0** register.

#### Returns

None

```
void Ref_A_setReferenceVoltage ( uint16_t baseAddress, uint8_t referenceVoltageSelect )
```

Sets the reference voltage for the voltage generator.

This function sets the reference voltage generated by the voltage generator to be used by other peripherals. This reference voltage will only be valid while the Ref\_A module is in control. Please note, if the [Ref\\_A\\_isRefGenBusy\(\)](#) returns Ref\_A\_BUSY, this function will have no effect.

#### Parameters

<i>baseAddress</i>	is the base address of the REF_A module.
<i>referenceVoltageSelect</i>	is the desired voltage to generate for a reference voltage. Valid values are: <ul style="list-style-type: none"> <li>■ <b>REF_A_VREF1_2V</b> [Default]</li> <li>■ <b>REF_A_VREF2_0V</b></li> <li>■ <b>REF_A_VREF2_5V</b></li> </ul> Modified bits are <b>REFVSEL</b> of <b>REFCTL0</b> register.

#### Returns

None

```
void Ref_A_setReferenceVoltageOneTimeTrigger ( uint16_t baseAddress )
```

Enables the one-time trigger of the reference voltage.

Triggers the one-time generation of the variable reference voltage. Once the reference voltage request is set, this bit is cleared by hardware

**Parameters**

<i>baseAddress</i>	is the base address of the REF_A module.
--------------------	--

Modified bits are **REFGENOT** of **REFCTL0** register.

**Returns**

None

## 27.3 Programming Example

The following example shows how to initialize and use the Ref\_A API with the ADC12 module to use the internal 2.5V reference and perform a single conversion on channel A0. The conversion results are stored in ADC12BMEM0. Test by applying a voltage to channel A0, then setting and running to a break point at the "\_no\_operation()" instruction. To view the conversion results, open an ADC12B register window in debugger and view the contents of ADC12BMEM0.

```
//If ref generator busy, WAIT
while (Ref_A_isRefGenBusy(REF_A.BASE)) ;
//Select internal ref = 2.5V
Ref_A_setReferenceVoltage(REF_A.BASE,
    REF_A.VREF2_5V);
//Internal Reference ON
Ref_A_enableReferenceVoltage(REF_A.BASE);

//Delay (~75us) for Ref to settle
__delay_cycles(75);

//Initialize the ADC12 Module
/*
 * Base address of ADC12 Module
 * Use internal ADC12 bit as sample/hold signal to start conversion
 * USE MODOSC 5MHZ Digital Oscillator as clock source
 * Use default clock divider/pre-divider of 1
 * Map to internal channel 0
 */
ADC12_B.initializeParam initializeParam = {0};
initializeParam.sampleHoldSignalSourceSelect = ADC12_B.SAMPLEHOLDSOURCE_SC;
initializeParam.clockSourceSelect = ADC12_B.CLOCKSOURCE_ADC12OSC;
initializeParam.clockSourceDivider = ADC12_B.CLOCKDIVIDER_1;
initializeParam.clockSourcePredivider = ADC12_B.CLOCKPREDIVIDER_1;
initializeParam.internalChannelMap = ADC12_B.NOINTCH;
ADC12_B.initialize(ADC12_B.BASE, &initializeParam);
```



## 28 Real-Time Clock (RTC\_B)

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### 28.1 Introduction

The Real Time Clock (RTC\_B) API provides a set of functions for using the MSP430Ware RTC\_B modules. Functions are provided to calibrate the clock, initialize the RTC modules in calendar mode, and setup conditions for, and enable, interrupts for the RTC modules. If an RTC\_B module is used, then prescale counters are also initialized.

The RTC\_B module provides the ability to keep track of the current time and date in calendar mode.

The RTC\_B module generates multiple interrupts. There are 2 interrupts that can be defined in calendar mode, and 1 interrupt for user-configured event, as well as an interrupt for each prescaler.

### 28.2 API Functions

#### Functions

- void [RTC\\_B\\_startClock](#) (uint16\_t baseAddress)  
*Starts the RTC.*
- void [RTC\\_B\\_holdClock](#) (uint16\_t baseAddress)  
*Holds the RTC.*
- void [RTC\\_B\\_setCalibrationFrequency](#) (uint16\_t baseAddress, uint16\_t frequencySelect)  
*Allows and Sets the frequency output to RTCCLK pin for calibration measurement.*
- void [RTC\\_B\\_setCalibrationData](#) (uint16\_t baseAddress, uint8\_t offsetDirection, uint8\_t offsetValue)  
*Sets the specified calibration for the RTC.*
- void [RTC\\_B\\_initCalendar](#) (uint16\_t baseAddress, [Calendar](#) \*CalendarTime, uint16\_t formatSelect)  
*Initializes the settings to operate the RTC in calendar mode.*
- [Calendar](#) [RTC\\_B\\_getCalendarTime](#) (uint16\_t baseAddress)  
*Returns the [Calendar](#) Time stored in the [Calendar](#) registers of the RTC.*
- void [RTC\\_B\\_configureCalendarAlarm](#) (uint16\_t baseAddress, [RTC\\_B\\_configureCalendarAlarmParam](#) \*param)  
*Sets and Enables the desired [Calendar](#) Alarm settings.*
- void [RTC\\_B\\_setCalendarEvent](#) (uint16\_t baseAddress, uint16\_t eventSelect)  
*Sets a single specified [Calendar](#) interrupt condition.*
- void [RTC\\_B\\_definePrescaleEvent](#) (uint16\_t baseAddress, uint8\_t prescaleSelect, uint8\_t prescaleEventDivider)  
*Sets up an interrupt condition for the selected Prescaler.*
- uint8\_t [RTC\\_B\\_getPrescaleValue](#) (uint16\_t baseAddress, uint8\_t prescaleSelect)  
*Returns the selected prescaler value.*

- void `RTC_B_setPrescaleValue` (uint16\_t baseAddress, uint8\_t prescaleSelect, uint8\_t prescaleCounterValue)  
*Sets the selected prescaler value.*
- void `RTC_B_enableInterrupt` (uint16\_t baseAddress, uint8\_t interruptMask)  
*Enables selected RTC interrupt sources.*
- void `RTC_B_disableInterrupt` (uint16\_t baseAddress, uint8\_t interruptMask)  
*Disables selected RTC interrupt sources.*
- uint8\_t `RTC_B_getInterruptStatus` (uint16\_t baseAddress, uint8\_t interruptFlagMask)  
*Returns the status of the selected interrupts flags.*
- void `RTC_B_clearInterrupt` (uint16\_t baseAddress, uint8\_t interruptFlagMask)  
*Clears selected RTC interrupt flags.*
- uint16\_t `RTC_B_convertBCDToBinary` (uint16\_t baseAddress, uint16\_t valueToConvert)  
*Convert the given BCD value to binary format.*
- uint16\_t `RTC_B_convertBinaryToBCD` (uint16\_t baseAddress, uint16\_t valueToConvert)  
*Convert the given binary value to BCD format.*

## 28.2.1 Detailed Description

The RTC\_B API is broken into 5 groups of functions: clock settings, calendar mode, prescale counter, interrupt condition setup/enable functions and data conversion.

The RTC\_B clock settings are handled by

- `RTC_B_startClock()`
- `RTC_B_holdClock()`
- `RTC_B_setCalibrationFrequency()`
- `RTC_B_setCalibrationData()`

The RTC\_B calendar mode is initialized and handled by

- `RTC_B_initCalendar()`
- `RTC_B_configureCalendarAlarm()`
- `RTC_B_getCalendarTime()`

The RTC\_B prescale counter is handled by

- `RTC_B_getPrescaleValue()`
- `RTC_B_setPrescaleValue()`

The RTC\_B interrupts are handled by

- `RTC_B_definePrescaleEvent()`
- `RTC_B_setCalendarEvent()`
- `RTC_B_enableInterrupt()`
- `RTC_B_disableInterrupt()`
- `RTC_B_getInterruptStatus()`
- `RTC_B_clearInterrupt()`

The RTC\_B conversions are handled by

- `RTC_B_convertBCDToBinary()`
- `RTC_B_convertBinaryToBCD()`

## 28.2.2 Function Documentation

```
void RTC_B_clearInterrupt ( uint16_t baseAddress, uint8_t interruptFlagMask )
```

Clears selected RTC interrupt flags.

This function clears the RTC interrupt flag is cleared, so that it no longer asserts.

### Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>interruptFlagMask</i> <i>Mask</i>	<p>is a bit mask of the interrupt flags to be cleared. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>RTC_B_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_B_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_B_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_B_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_B_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_B_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

### Returns

None

```
void RTC_B_configureCalendarAlarm ( uint16_t baseAddress, RTC_B_configureCalendarAlarmParam * param )
```

Sets and Enables the desired [Calendar](#) Alarm settings.

This function sets a [Calendar](#) interrupt condition to assert the RTCAIFG interrupt flag. The condition is a logical and of all of the parameters. For example if the minutes and hours alarm is set, then the interrupt will only assert when the minutes AND the hours change to the specified setting. Use the `RTC_B_ALARM_OFF` for any alarm settings that should not be apart of the alarm condition.

### Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>param</i>	is the pointer to struct for calendar alarm configuration.

**Returns**

None

References RTC\_B\_configureCalendarAlarmParam::dayOfMonthAlarm, RTC\_B\_configureCalendarAlarmParam::dayOfWeekAlarm, RTC\_B\_configureCalendarAlarmParam::hoursAlarm, and RTC\_B\_configureCalendarAlarmParam::minutesAlarm.

`uint16_t RTC_B_convertBCDToBinary ( uint16_t baseAddress, uint16_t valueToConvert )`

Convert the given BCD value to binary format.

This function converts BCD values to binary format. This API uses the hardware registers to perform the conversion rather than a software method.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>valueToConvert</i>	is the raw value in BCD format to convert to Binary. Modified bits are <b>BCD2BIN</b> of <b>BCD2BIN</b> register.

**Returns**

The binary version of the input parameter

`uint16_t RTC_B_convertBinaryToBCD ( uint16_t baseAddress, uint16_t valueToConvert )`

Convert the given binary value to BCD format.

This function converts binary values to BCD format. This API uses the hardware registers to perform the conversion rather than a software method.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>valueToConvert</i>	is the raw value in Binary format to convert to BCD. Modified bits are <b>BIN2BCD</b> of <b>BIN2BCD</b> register.

**Returns**

The BCD version of the valueToConvert parameter

`void RTC_B_definePrescaleEvent ( uint16_t baseAddress, uint8_t prescaleSelect, uint8_t prescaleEventDivider )`

Sets up an interrupt condition for the selected Prescaler.

This function sets the condition for an interrupt to assert based on the individual prescalers.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>prescaleSelect</i>	is the prescaler to define an interrupt for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_PRESCALE_0</b></li> <li>■ <b>RTC_B_PRESCALE_1</b></li> </ul>
<i>prescaleEvent</i> ↔ <i>Divider</i>	is a divider to specify when an interrupt can occur based on the clock source of the selected prescaler. (Does not affect timer of the selected prescaler). Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_PSEVENTDIVIDER_2</b> [Default]</li> <li>■ <b>RTC_B_PSEVENTDIVIDER_4</b></li> <li>■ <b>RTC_B_PSEVENTDIVIDER_8</b></li> <li>■ <b>RTC_B_PSEVENTDIVIDER_16</b></li> <li>■ <b>RTC_B_PSEVENTDIVIDER_32</b></li> <li>■ <b>RTC_B_PSEVENTDIVIDER_64</b></li> <li>■ <b>RTC_B_PSEVENTDIVIDER_128</b></li> <li>■ <b>RTC_B_PSEVENTDIVIDER_256</b></li> </ul> Modified bits are <b>RTxIP</b> of <b>RTCPSxCTL</b> register.

## Returns

None

```
void RTC_B_disableInterrupt ( uint16_t baseAddress, uint8_t interruptMask )
```

Disables selected RTC interrupt sources.

This function disables the selected RTC interrupt source. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>interruptMask</i>	is a bit mask of the interrupts to disable. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_B_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_B_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_B_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_B_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_B_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_B_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

## Returns

None

```
void RTC_B_enableInterrupt ( uint16_t baseAddress, uint8_t interruptMask )
```

Enables selected RTC interrupt sources.

This function enables the selected RTC interrupt source. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>interruptMask</i>	is a bit mask of the interrupts to enable. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_B_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_B_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_B_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_B_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_B_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_B_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

**Returns**

None

**Calendar** RTC\_B\_getCalendarTime ( uint16\_t *baseAddress* )

Returns the **Calendar** Time stored in the **Calendar** registers of the RTC.

This function returns the current **Calendar** time in the form of a **Calendar** structure. The RTCRDY polling is used in this function to prevent reading invalid time.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
--------------------	--

**Returns**

A **Calendar** structure containing the current time.

References Calendar::DayOfMonth, Calendar::DayOfWeek, Calendar::Hours, Calendar::Minutes, Calendar::Month, Calendar::Seconds, and Calendar::Year.

uint8\_t RTC\_B\_getInterruptStatus ( uint16\_t *baseAddress*, uint8\_t *interruptFlagMask* )

Returns the status of the selected interrupts flags.

This function returns the status of the interrupt flag for the selected channel.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>interruptFlagMask</i>	is a bit mask of the interrupt flags to return the status of. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_B_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <b>Calendar</b> event condition defined by defineCalendarEvent() is met.</li> <li>■ <b>RTC_B_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <b>Calendar</b> mode is met.</li> <li>■ <b>RTC_B_CLOCK_READ_READY_INTERRUPT</b> - asserts when <b>Calendar</b> registers are settled.</li> <li>■ <b>RTC_B_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_B_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_B_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

**Returns**

Logical OR of any of the following:

- **RTC\_B\_TIME\_EVENT\_INTERRUPT** asserts when counter overflows in counter mode or when [Calendar](#) event condition defined by `defineCalendarEvent()` is met.
- **RTC\_B\_CLOCK\_ALARM\_INTERRUPT** asserts when alarm condition in [Calendar](#) mode is met.
- **RTC\_B\_CLOCK\_READ\_READY\_INTERRUPT** asserts when [Calendar](#) registers are settled.
- **RTC\_B\_PRESCALE\_TIMER0\_INTERRUPT** asserts when Prescaler 0 event condition is met.
- **RTC\_B\_PRESCALE\_TIMER1\_INTERRUPT** asserts when Prescaler 1 event condition is met.
- **RTC\_B\_OSCILLATOR\_FAULT\_INTERRUPT** asserts if there is a problem with the 32kHz oscillator, while the RTC is running.  
indicating the status of the masked interrupts

```
uint8_t RTC_B_getPrescaleValue ( uint16_t baseAddress, uint8_t prescaleSelect )
```

Returns the selected prescaler value.

This function returns the value of the selected prescale counter register. Note that the counter value should be held by calling [RTC\\_B\\_holdClock\(\)](#) before calling this API.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>prescaleSelect</i>	is the prescaler to obtain the value of. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_PRESCALE_0</b></li> <li>■ <b>RTC_B_PRESCALE_1</b></li> </ul>

**Returns**

The value of the specified prescaler count register

```
void RTC_B_holdClock ( uint16_t baseAddress )
```

Holds the RTC.

This function sets the RTC main hold bit to disable RTC functionality.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
--------------------	--

**Returns**

None



```
void RTC_B_initCalendar ( uint16_t baseAddress, Calendar * CalendarTime, uint16_t
    formatSelect )
```

Initializes the settings to operate the RTC in calendar mode.

This function initializes the [Calendar](#) mode of the RTC module. To prevent potential erroneous alarm conditions from occurring, the alarm should be disabled by clearing the RTCAIE, RTCAIFG and AE bits with APIs: [RTC\\_B\\_disableInterrupt\(\)](#), [RTC\\_B\\_clearInterrupt\(\)](#) and [RTC\\_B\\_configureCalendarAlarm\(\)](#) before calendar initialization.

#### Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>CalendarTime</i>	is the pointer to the structure containing the values for the <a href="#">Calendar</a> to be initialized to. Valid values should be of type pointer to <a href="#">Calendar</a> and should contain the following members and corresponding values: <b>Seconds</b> between 0-59 <b>Minutes</b> between 0-59 <b>Hours</b> between 0-23 <b>DayOfWeek</b> between 0-6 <b>DayOfMonth</b> between 1-31 <b>Year</b> between 0-4095 NOTE: Values beyond the ones specified may result in erratic behavior.
<i>formatSelect</i>	is the format for the <a href="#">Calendar</a> registers to use. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_FORMAT_BINARY</b> [Default]</li> <li>■ <b>RTC_B_FORMAT_BCD</b> Modified bits are <b>RTCBCD</b> of <b>RTCCTL1</b> register.</li> </ul>

#### Returns

None

References [Calendar::DayOfMonth](#), [Calendar::DayOfWeek](#), [Calendar::Hours](#), [Calendar::Minutes](#), [Calendar::Month](#), [Calendar::Seconds](#), and [Calendar::Year](#).

```
void RTC_B_setCalendarEvent ( uint16_t baseAddress, uint16_t eventSelect )
```

Sets a single specified [Calendar](#) interrupt condition.

This function sets a specified event to assert the RTCTEVIFG interrupt. This interrupt is independent from the [Calendar](#) alarm interrupt.

#### Parameters

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>eventSelect</i>	is the condition selected. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_CALENDAREVENT_MINUTECHANGE</b> - assert interrupt on every minute</li> <li>■ <b>RTC_B_CALENDAREVENT_HOURCHANGE</b> - assert interrupt on every hour</li> <li>■ <b>RTC_B_CALENDAREVENT_NOON</b> - assert interrupt when hour is 12</li> <li>■ <b>RTC_B_CALENDAREVENT_MIDNIGHT</b> - assert interrupt when hour is 0</li> </ul> Modified bits are <b>RTCTEV</b> of <b>RTCCTL</b> register.

**Returns**

None

```
void RTC_B_setCalibrationData ( uint16_t baseAddress, uint8_t offsetDirection, uint8_t
offsetValue )
```

Sets the specified calibration for the RTC.

This function sets the calibration offset to make the RTC as accurate as possible. The *offsetDirection* can be either +4-ppm or -2-ppm, and the *offsetValue* should be from 1-63 and is multiplied by the direction setting (i.e. +4-ppm \* 8 (*offsetValue*) = +32-ppm). Please note, when measuring the frequency after setting the calibration, you will only see a change on the 1Hz frequency.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>offsetDirection</i>	is the direction that the calibration offset will go. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_CALIBRATION_DOWN2PPM</b> - calibrate at steps of -2</li> <li>■ <b>RTC_B_CALIBRATION_UP4PPM</b> - calibrate at steps of +4</li> </ul> Modified bits are <b>RTCCALS</b> of <b>RTCCTL2</b> register.
<i>offsetValue</i>	is the value that the offset will be a factor of; a valid value is any integer from 1-63. Modified bits are <b>RTCCAL</b> of <b>RTCCTL2</b> register.

**Returns**

None

```
void RTC_B_setCalibrationFrequency ( uint16_t baseAddress, uint16_t frequencySelect )
```

Allows and Sets the frequency output to RTCCLK pin for calibration measurement.

This function sets a frequency to measure at the RTCCLK output pin. After testing the set frequency, the calibration could be set accordingly.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>frequencySelect</i>	is the frequency output to RTCCLK. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_B_CALIBRATIONFREQ_OFF</b> [Default] - turn off calibration output</li> <li>■ <b>RTC_B_CALIBRATIONFREQ_512HZ</b> - output signal at 512Hz for calibration</li> <li>■ <b>RTC_B_CALIBRATIONFREQ_256HZ</b> - output signal at 256Hz for calibration</li> <li>■ <b>RTC_B_CALIBRATIONFREQ_1HZ</b> - output signal at 1Hz for calibration</li> </ul> Modified bits are <b>RTCCALF</b> of <b>RTCCTL3</b> register.

**Returns**

None

```
void RTC_B_setPrescaleValue ( uint16_t baseAddress, uint8_t prescaleSelect, uint8_t
prescaleCounterValue )
```

Sets the selected prescaler value.

This function sets the prescale counter value. Before setting the prescale counter, it should be held by calling `RTC_B_holdClock()`.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
<i>prescaleSelect</i>	is the prescaler to set the value for. Valid values are: <ul style="list-style-type: none"> <li>■ <code>RTC_B_PRESCALE_0</code></li> <li>■ <code>RTC_B_PRESCALE_1</code></li> </ul>
<i>prescaleCounterValue</i>	is the specified value to set the prescaler to. Valid values are any integer between 0-255. Modified bits are <code>RTxPS</code> of <code>RTxPS</code> register.

**Returns**

None

```
void RTC_B_startClock ( uint16_t baseAddress )
```

Starts the RTC.

This function clears the RTC main hold bit to allow the RTC to function.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_B module.
--------------------	--

**Returns**

None

## 28.3 Programming Example

The following example shows how to initialize and use the RTC API to setup Calendar Mode with the current time and various interrupts.

```
//Initialize calendar struct
Calendar currentTime;
currentTime.Seconds = 0x00;
currentTime.Minutes = 0x26;
currentTime.Hours = 0x13;
currentTime.DayOfWeek = 0x03;
currentTime.DayOfMonth = 0x20;
```

```
currentTime.Month      = 0x07;
currentTime.Year       = 0x2011;

//Initialize alarm struct
RTC_B.configureCalendarAlarmParam alarmParam;
alarmParam.minutesAlarm = 0x00;
alarmParam.hoursAlarm = 0x17;
alarmParam.dayOfWeekAlarm = RTC_B.ALARMCONDITION_OFF;
alarmParam.dayOfMonthAlarm = 0x05;

//Initialize Calendar Mode of RTC_B
/*
 * Base Address of the RTC_B
 * Pass in current time, initialized above
 * Use BCD as Calendar Register Format
 */
RTC_B.initCalendar(RTC_B.BASE,
                  &currentTime,
                  RTC_B.FORMAT_BCD);

//Setup Calendar Alarm for 5:00pm on the 5th day of the month.
//Note: Does not specify day of the week.
RTC_B.setCalendarAlarm(RTC_B.BASE, &alarmParam);

//Specify an interrupt to assert every minute
RTC_B.setCalendarEvent(RTC_B.BASE,
                      RTC_B.CALENDAREVENT_MINUTECHANGE);

//Enable interrupt for RTC_B Ready Status, which asserts when the RTC_B
//Calendar registers are ready to read.
//Also, enable interrupts for the Calendar alarm and Calendar event.
RTC_B.enableInterrupt(RTC_B.BASE,
                     RTC_B.CLOCK_READ_READY_INTERRUPT +
                     RTC_B.TIME_EVENT_INTERRUPT +
                     RTC_B.CLOCK_ALARM_INTERRUPT);

//Start RTC_B Clock
RTC_B.startClock(RTC_B.BASE);

//Enter LPM3 mode with interrupts enabled
_bis_SR_register(LPM3_bits + GIE);
__no_operation();
```

## 29 Real-Time Clock (RTC\_C)

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### 29.1 Introduction

The Real Time Clock (RTC\_C) API provides a set of functions for using the MSP430Ware RTC\_C modules. Functions are provided to calibrate the clock, initialize the RTC\_C modules in [Calendar](#) mode, and setup conditions for, and enable, interrupts for the RTC\_C modules.

The RTC\_C module provides the ability to keep track of the current time and date in calendar mode. The counter mode (device-dependent) provides a 32-bit counter.

The RTC\_C module generates multiple interrupts. There are 2 interrupts that can be defined in calendar mode, and 1 interrupt in counter mode for counter overflow, as well as an interrupt for each prescaler.

If the device header file defines the baseaddress as RTC\_C.BASE, pass in RTC\_C.BASE as the baseaddress parameter. If the device header file defines the baseaddress as RTC\_CE.BASE, pass in RTC\_CE.BASE as the baseaddress parameter.

### 29.2 API Functions

#### Functions

- void [RTC\\_C.startClock](#) (uint16\_t baseAddress)  
*Starts the RTC.*
- void [RTC\\_C.holdClock](#) (uint16\_t baseAddress)  
*Holds the RTC.*
- void [RTC\\_C.setCalibrationFrequency](#) (uint16\_t baseAddress, uint16\_t frequencySelect)  
*Allows and Sets the frequency output to RTCCLK pin for calibration measurement.*
- void [RTC\\_C.setCalibrationData](#) (uint16\_t baseAddress, uint8\_t offsetDirection, uint8\_t offsetValue)  
*Sets the specified calibration for the RTC.*
- void [RTC\\_C.initCounter](#) (uint16\_t baseAddress, uint16\_t clockSelect, uint16\_t counterSizeSelect)  
*Initializes the settings to operate the RTC in Counter mode.*
- bool [RTC\\_C.setTemperatureCompensation](#) (uint16\_t baseAddress, uint16\_t offsetDirection, uint8\_t offsetValue)  
*Sets the specified temperature compensation for the RTC.*
- void [RTC\\_C.initCalendar](#) (uint16\_t baseAddress, [Calendar](#) \*CalendarTime, uint16\_t formatSelect)  
*Initializes the settings to operate the RTC in calendar mode.*
- [Calendar](#) [RTC\\_C.getCalendarTime](#) (uint16\_t baseAddress)  
*Returns the Calendar Time stored in the Calendar registers of the RTC.*
- void [RTC\\_C.configureCalendarAlarm](#) (uint16\_t baseAddress, [RTC\\_C.configureCalendarAlarmParam](#) \*param)

- Sets and Enables the desired [Calendar Alarm](#) settings.*
- void [RTC\\_C\\_setCalendarEvent](#) (uint16\_t baseAddress, uint16\_t eventSelect)
  - Sets a single specified [Calendar](#) interrupt condition.*
- uint32\_t [RTC\\_C\\_getCounterValue](#) (uint16\_t baseAddress)
  - Returns the value of the Counter register.*
- void [RTC\\_C\\_setCounterValue](#) (uint16\_t baseAddress, uint32\_t counterValue)
  - Sets the value of the Counter register.*
- void [RTC\\_C\\_initCounterPrescale](#) (uint16\_t baseAddress, uint8\_t prescaleSelect, uint16\_t prescaleClockSelect, uint16\_t prescaleDivider)
  - Initializes the Prescaler for Counter mode.*
- void [RTC\\_C\\_holdCounterPrescale](#) (uint16\_t baseAddress, uint8\_t prescaleSelect)
  - Holds the selected Prescaler.*
- void [RTC\\_C\\_startCounterPrescale](#) (uint16\_t baseAddress, uint8\_t prescaleSelect)
  - Starts the selected Prescaler.*
- void [RTC\\_C\\_definePrescaleEvent](#) (uint16\_t baseAddress, uint8\_t prescaleSelect, uint8\_t prescaleEventDivider)
  - Sets up an interrupt condition for the selected Prescaler.*
- uint8\_t [RTC\\_C\\_getPrescaleValue](#) (uint16\_t baseAddress, uint8\_t prescaleSelect)
  - Returns the selected prescaler value.*
- void [RTC\\_C\\_setPrescaleValue](#) (uint16\_t baseAddress, uint8\_t prescaleSelect, uint8\_t prescaleCounterValue)
  - Sets the selected Prescaler value.*
- void [RTC\\_C\\_enableInterrupt](#) (uint16\_t baseAddress, uint8\_t interruptMask)
  - Enables selected RTC interrupt sources.*
- void [RTC\\_C\\_disableInterrupt](#) (uint16\_t baseAddress, uint8\_t interruptMask)
  - Disables selected RTC interrupt sources.*
- uint8\_t [RTC\\_C\\_getInterruptStatus](#) (uint16\_t baseAddress, uint8\_t interruptFlagMask)
  - Returns the status of the selected interrupts flags.*
- void [RTC\\_C\\_clearInterrupt](#) (uint16\_t baseAddress, uint8\_t interruptFlagMask)
  - Clears selected RTC interrupt flags.*
- uint16\_t [RTC\\_C\\_convertBCDToBinary](#) (uint16\_t baseAddress, uint16\_t valueToConvert)
  - Convert the given BCD value to binary format.*
- uint16\_t [RTC\\_C\\_convertBinaryToBCD](#) (uint16\_t baseAddress, uint16\_t valueToConvert)
  - Convert the given binary value to BCD format.*

## 29.2.1 Detailed Description

The RTC\_C API is broken into 6 groups of functions: clock settings, calendar mode, counter mode, prescale counter, interrupt condition setup/enable functions and data conversion.

The RTC\_C clock settings are handled by

- [RTC\\_C.startClock\(\)](#)
- [RTC\\_C.holdClock\(\)](#)
- [RTC\\_C.setCalibrationFrequency\(\)](#)
- [RTC\\_C.setCalibrationData\(\)](#)
- [RTC\\_C.setTemperatureCompensation\(\)](#)

The RTC\_C calendar mode is initialized and setup by

- [RTC\\_C.initCalendar\(\)](#)

- `RTC_C_getCalenderTime()`

The `RTC_C` counter mode is initialized and handled by

- `RTC_C_initCounter()`
- `RTC_C_setCounterValue()`
- `RTC_C_getCounterValue()`
- `RTC_C_initCounterPrescale()`
- `RTC_C_holdCounterPrescale()`
- `RTC_C_startCounterPrescale()`

The `RTC_C` prescale counter is handled by

- `RTC_C_getPrescaleValue()`
- `RTC_C_setPrescaleValue()`

The `RTC_C` interrupts are handled by

- `RTC_C_configureCalendarAlarm()`
- `RTC_C_setCalenderEvent()`
- `RTC_C_definePrescaleEvent()`
- `RTC_C_enableInterrupt()`
- `RTC_C_disableInterrupt()`
- `RTC_C_getInterruptStatus()`
- `RTC_C_clearInterrupt()`

The `RTC_C` data conversion is handled by

- `RTC_C_convertBCDToBinary()`
- `RTC_C_convertBinaryToBCD()`

## 29.2.2 Function Documentation

```
void RTC_C_clearInterrupt ( uint16_t baseAddress, uint8_t interruptFlagMask )
```

Clears selected RTC interrupt flags.

This function clears the RTC interrupt flag is cleared, so that it no longer asserts.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>interruptFlag</i> ↔ <i>Mask</i>	is a bit mask of the interrupt flags to be cleared. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_C_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_C_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_C_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_C_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_C_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_C_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

## Returns

None

```
void RTC_C_configureCalendarAlarm ( uint16_t baseAddress, RTC_C_configure↔  
CalendarAlarmParam * param )
```

Sets and Enables the desired [Calendar](#) Alarm settings.

This function sets a [Calendar](#) interrupt condition to assert the RTCAIFG interrupt flag. The condition is a logical and of all of the parameters. For example if the minutes and hours alarm is set, then the interrupt will only assert when the minutes AND the hours change to the specified setting. Use the RTC\_C\_ALARM\_OFF for any alarm settings that should not be apart of the alarm condition.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>param</i>	is the pointer to struct for calendar alarm configuration.



**Returns**

None

References RTC\_C\_configureCalendarAlarmParam::dayOfMonthAlarm, RTC\_C\_configureCalendarAlarmParam::dayOfWeekAlarm, RTC\_C\_configureCalendarAlarmParam::hoursAlarm, and RTC\_C\_configureCalendarAlarmParam::minutesAlarm.

`uint16_t RTC_C_convertBCDToBinary ( uint16_t baseAddress, uint16_t valueToConvert )`

Convert the given BCD value to binary format.

This function converts BCD values to binary format. This API uses the hardware registers to perform the conversion rather than a software method.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>valueToConvert</i>	is the raw value in BCD format to convert to Binary. Modified bits are <b>BCD2BIN</b> of <b>BCD2BIN</b> register.

**Returns**

The binary version of the input parameter

`uint16_t RTC_C_convertBinaryToBCD ( uint16_t baseAddress, uint16_t valueToConvert )`

Convert the given binary value to BCD format.

This function converts binary values to BCD format. This API uses the hardware registers to perform the conversion rather than a software method.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>valueToConvert</i>	is the raw value in Binary format to convert to BCD. Modified bits are <b>BIN2BCD</b> of <b>BIN2BCD</b> register.

**Returns**

The BCD version of the valueToConvert parameter

`void RTC_C_definePrescaleEvent ( uint16_t baseAddress, uint8_t prescaleSelect, uint8_t prescaleEventDivider )`

Sets up an interrupt condition for the selected Prescaler.

This function sets the condition for an interrupt to assert based on the individual prescalers.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>prescaleSelect</i>	is the prescaler to define an interrupt for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PRESCALE_0</b></li> <li>■ <b>RTC_C_PRESCALE_1</b></li> </ul>
<i>prescaleEventDivider</i>	is a divider to specify when an interrupt can occur based on the clock source of the selected prescaler. (Does not affect timer of the selected prescaler). Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PSEVENTDIVIDER_2</b> [Default]</li> <li>■ <b>RTC_C_PSEVENTDIVIDER_4</b></li> <li>■ <b>RTC_C_PSEVENTDIVIDER_8</b></li> <li>■ <b>RTC_C_PSEVENTDIVIDER_16</b></li> <li>■ <b>RTC_C_PSEVENTDIVIDER_32</b></li> <li>■ <b>RTC_C_PSEVENTDIVIDER_64</b></li> <li>■ <b>RTC_C_PSEVENTDIVIDER_128</b></li> <li>■ <b>RTC_C_PSEVENTDIVIDER_256</b></li> </ul> Modified bits are <b>RTxIP</b> of <b>RTCPSxCTL</b> register.

## Returns

None

```
void RTC_C_disableInterrupt ( uint16_t baseAddress, uint8_t interruptMask )
```

Disables selected RTC interrupt sources.

This function disables the selected RTC interrupt source. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>interruptMask</i>	is a bit mask of the interrupts to disable. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_C_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_C_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_C_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_C_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_C_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_C_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

## Returns

None

```
void RTC_C_enableInterrupt ( uint16_t baseAddress, uint8_t interruptMask )
```

Enables selected RTC interrupt sources.

This function enables the selected RTC interrupt source. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>interruptMask</i>	is a bit mask of the interrupts to enable. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_C_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_C_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_C_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_C_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_C_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_C_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

**Returns**

None

**Calendar** RTC\_C\_getCalendarTime ( uint16\_t *baseAddress* )

Returns the **Calendar** Time stored in the **Calendar** registers of the RTC.

This function returns the current **Calendar** time in the form of a **Calendar** structure. The RTCRDY polling is used in this function to prevent reading invalid time.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
--------------------	--

**Returns**

A **Calendar** structure containing the current time.

References Calendar::DayOfMonth, Calendar::DayOfWeek, Calendar::Hours, Calendar::Minutes, Calendar::Month, Calendar::Seconds, and Calendar::Year.

uint32\_t RTC\_C\_getCounterValue ( uint16\_t *baseAddress* )

Returns the value of the Counter register.

This function returns the value of the counter register for the RTC\_C module. It will return the 32-bit value no matter the size set during initialization. The RTC should be held before trying to use this function.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
--------------------	--

**Returns**

The raw value of the full 32-bit Counter Register.

uint8\_t RTC\_C\_getInterruptStatus ( uint16\_t *baseAddress*, uint8\_t *interruptFlagMask* )

Returns the status of the selected interrupts flags.

This function returns the status of the interrupt flag for the selected channel.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>interruptFlag</i> ↔ <i>Mask</i>	is a bit mask of the interrupt flags to return the status of. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>RTC_C_TIME_EVENT_INTERRUPT</b> - asserts when counter overflows in counter mode or when <a href="#">Calendar</a> event condition defined by <code>defineCalendarEvent()</code> is met.</li> <li>■ <b>RTC_C_CLOCK_ALARM_INTERRUPT</b> - asserts when alarm condition in <a href="#">Calendar</a> mode is met.</li> <li>■ <b>RTC_C_CLOCK_READ_READY_INTERRUPT</b> - asserts when <a href="#">Calendar</a> registers are settled.</li> <li>■ <b>RTC_C_PRESCALE_TIMER0_INTERRUPT</b> - asserts when Prescaler 0 event condition is met.</li> <li>■ <b>RTC_C_PRESCALE_TIMER1_INTERRUPT</b> - asserts when Prescaler 1 event condition is met.</li> <li>■ <b>RTC_C_OSCILLATOR_FAULT_INTERRUPT</b> - asserts if there is a problem with the 32kHz oscillator, while the RTC is running.</li> </ul>

## Returns

Logical OR of any of the following:

- **RTC\_C\_TIME\_EVENT\_INTERRUPT** asserts when counter overflows in counter mode or when [Calendar](#) event condition defined by `defineCalendarEvent()` is met.
  - **RTC\_C\_CLOCK\_ALARM\_INTERRUPT** asserts when alarm condition in [Calendar](#) mode is met.
  - **RTC\_C\_CLOCK\_READ\_READY\_INTERRUPT** asserts when [Calendar](#) registers are settled.
  - **RTC\_C\_PRESCALE\_TIMER0\_INTERRUPT** asserts when Prescaler 0 event condition is met.
  - **RTC\_C\_PRESCALE\_TIMER1\_INTERRUPT** asserts when Prescaler 1 event condition is met.
  - **RTC\_C\_OSCILLATOR\_FAULT\_INTERRUPT** asserts if there is a problem with the 32kHz oscillator, while the RTC is running.
- indicating the status of the masked interrupts

```
uint8_t RTC_C_getPrescaleValue ( uint16_t baseAddress, uint8_t prescaleSelect )
```

Returns the selected prescaler value.

This function returns the value of the selected prescale counter register. Note that the counter value should be held by calling `RTC_C_holdClock()` before calling this API.

## Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
--------------------	--

<i>prescaleSelect</i>	is the prescaler to obtain the value of. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PRESCALE_0</b></li> <li>■ <b>RTC_C_PRESCALE_1</b></li> </ul>
-----------------------	---

**Returns**

The value of the specified prescaler count register

```
void RTC_C_holdClock ( uint16_t baseAddress )
```

Holds the RTC.

This function sets the RTC main hold bit to disable RTC functionality.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
--------------------	--

**Returns**

None

```
void RTC_C_holdCounterPrescale ( uint16_t baseAddress, uint8_t prescaleSelect )
```

Holds the selected Prescaler.

This function holds the prescale counter from continuing. This will only work in counter mode, in [Calendar](#) mode, the [RTC\\_C\\_holdClock\(\)](#) must be used. In counter mode, if using both prescalers in conjunction with the main RTC counter, then stopping RT0PS will stop RT1PS, but stopping RT1PS will not stop RT0PS.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>prescaleSelect</i>	is the prescaler to hold. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PRESCALE_0</b></li> <li>■ <b>RTC_C_PRESCALE_1</b></li> </ul>

**Returns**

None

```
void RTC_C_initCalendar ( uint16_t baseAddress, Calendar * CalendarTime, uint16_t formatSelect )
```

Initializes the settings to operate the RTC in calendar mode.

This function initializes the [Calendar](#) mode of the RTC module. To prevent potential erroneous alarm conditions from occurring, the alarm should be disabled by clearing the RTCAIE, RTCAIFG and AE bits with APIs: [RTC\\_C\\_disableInterrupt\(\)](#), [RTC\\_C\\_clearInterrupt\(\)](#) and [RTC\\_C\\_configureCalendarAlarm\(\)](#) before calendar initialization.

#### Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>CalendarTime</i>	is the pointer to the structure containing the values for the <a href="#">Calendar</a> to be initialized to. Valid values should be of type pointer to <a href="#">Calendar</a> and should contain the following members and corresponding values: <b>Seconds</b> between 0-59 <b>Minutes</b> between 0-59 <b>Hours</b> between 0-23 <b>DayOfWeek</b> between 0-6 <b>DayOfMonth</b> between 1-31 <b>Year</b> between 0-4095 NOTE: Values beyond the ones specified may result in erratic behavior.
<i>formatSelect</i>	is the format for the <a href="#">Calendar</a> registers to use. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_FORMAT_BINARY</b> [Default]</li> <li>■ <b>RTC_C_FORMAT_BCD</b> Modified bits are <b>RTCBCD</b> of <b>RTCCTL1</b> register.</li> </ul>

#### Returns

None

References [Calendar::DayOfMonth](#), [Calendar::DayOfWeek](#), [Calendar::Hours](#), [Calendar::Minutes](#), [Calendar::Month](#), [Calendar::Seconds](#), and [Calendar::Year](#).

```
void RTC_C_initCounter ( uint16_t baseAddress, uint16_t clockSelect, uint16_t
counterSizeSelect )
```

Initializes the settings to operate the RTC in Counter mode.

This function initializes the Counter mode of the RTC\_C. Setting the clock source and counter size will allow an interrupt from the RTCTEVIFG once an overflow to the counter register occurs.

#### Parameters

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>clockSelect</i>	is the selected clock for the counter mode to use. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_CLOCKSELECT_32KHZ_OSC</b></li> <li>■ <b>RTC_C_CLOCKSELECT_RT1PS</b> Modified bits are <b>RTCSSEL</b> of <b>RTCCTL1</b> register.</li> </ul>

<i>counterSize</i> ↔ <i>Select</i>	is the size of the counter. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_COUNTERSIZE_8BIT</b> [Default]</li> <li>■ <b>RTC_C_COUNTERSIZE_16BIT</b></li> <li>■ <b>RTC_C_COUNTERSIZE_24BIT</b></li> <li>■ <b>RTC_C_COUNTERSIZE_32BIT</b></li> </ul> Modified bits are <b>RTCTEV</b> of <b>RTCCTL1</b> register.
---------------------------------------	---

**Returns**

None

```
void RTC_C_initCounterPrescale ( uint16_t baseAddress, uint8_t prescaleSelect, uint16_t
prescaleClockSelect, uint16_t prescaleDivider )
```

Initializes the Prescaler for Counter mode.

This function initializes the selected prescaler for the counter mode in the RTC\_C module. If the RTC is initialized in [Calendar](#) mode, then these are automatically initialized. The Prescalers can be used to divide a clock source additionally before it gets to the main RTC clock.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>prescaleSelect</i>	is the prescaler to initialize. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PRESCALE_0</b></li> <li>■ <b>RTC_C_PRESCALE_1</b></li> </ul>
<i>prescaleClock</i> ↔ <i>Select</i>	is the clock to drive the selected prescaler. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PSCLOCKSELECT_ACLK</b></li> <li>■ <b>RTC_C_PSCLOCKSELECT_SMCLK</b></li> <li>■ <b>RTC_C_PSCLOCKSELECT_RT0PS</b> - use Prescaler 0 as source to Prescaler 1 (May only be used if prescaleSelect is RTC_C_PRESCALE_1)</li> </ul> Modified bits are <b>RTxSSEL</b> of <b>RTCPSxCTL</b> register.
<i>prescaleDivider</i>	is the divider for the selected clock source. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PSDIVIDER_2</b> [Default]</li> <li>■ <b>RTC_C_PSDIVIDER_4</b></li> <li>■ <b>RTC_C_PSDIVIDER_8</b></li> <li>■ <b>RTC_C_PSDIVIDER_16</b></li> <li>■ <b>RTC_C_PSDIVIDER_32</b></li> <li>■ <b>RTC_C_PSDIVIDER_64</b></li> <li>■ <b>RTC_C_PSDIVIDER_128</b></li> <li>■ <b>RTC_C_PSDIVIDER_256</b></li> </ul> Modified bits are <b>RTxPSDIV</b> of <b>RTCPSxCTL</b> register.



**Returns**

None

```
void RTC_C_setCalendarEvent ( uint16_t baseAddress, uint16_t eventSelect )
```

Sets a single specified [Calendar](#) interrupt condition.

This function sets a specified event to assert the RTCTEVIFG interrupt. This interrupt is independent from the [Calendar](#) alarm interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>eventSelect</i>	is the condition selected. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_CALENDAREVENT_MINUTECHANGE</b> - assert interrupt on every minute</li> <li>■ <b>RTC_C_CALENDAREVENT_HOURLCHANGE</b> - assert interrupt on every hour</li> <li>■ <b>RTC_C_CALENDAREVENT_NOON</b> - assert interrupt when hour is 12</li> <li>■ <b>RTC_C_CALENDAREVENT_MIDNIGHT</b> - assert interrupt when hour is 0</li> </ul> Modified bits are <b>RTCTEV</b> of <b>RTCCTL</b> register.

**Returns**

None

```
void RTC_C_setCalibrationData ( uint16_t baseAddress, uint8_t offsetDirection, uint8_t offsetValue )
```

Sets the specified calibration for the RTC.

This function sets the calibration offset to make the RTC as accurate as possible. The *offsetDirection* can be either +4-ppm or -2-ppm, and the *offsetValue* should be from 1-63 and is multiplied by the direction setting (i.e. +4-ppm \* 8 (*offsetValue*) = +32-ppm).

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>offsetDirection</i>	is the direction that the calibration offset will go. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_CALIBRATION_DOWN1PPM</b> - calibrate at steps of -1</li> <li>■ <b>RTC_C_CALIBRATION_UP1PPM</b> - calibrate at steps of +1</li> </ul> Modified bits are <b>RTC0CAL</b> s of <b>RTC0CAL</b> register.

<i>offsetValue</i>	is the value that the offset will be a factor of; a valid value is any integer from 1-240. Modified bits are <b>RTC0CALx</b> of <b>RTC0CAL</b> register.
--------------------	--

**Returns**

None

```
void RTC_C_setCalibrationFrequency ( uint16_t baseAddress, uint16_t frequencySelect )
```

Allows and Sets the frequency output to RTCCLK pin for calibration measurement.

This function sets a frequency to measure at the RTCCLK output pin. After testing the set frequency, the calibration could be set accordingly.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>frequencySelect</i>	is the frequency output to RTCCLK. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_CALIBRATIONFREQ_OFF</b> [Default] - turn off calibration output</li> <li>■ <b>RTC_C_CALIBRATIONFREQ_512HZ</b> - output signal at 512Hz for calibration</li> <li>■ <b>RTC_C_CALIBRATIONFREQ_256HZ</b> - output signal at 256Hz for calibration</li> <li>■ <b>RTC_C_CALIBRATIONFREQ_1HZ</b> - output signal at 1Hz for calibration</li> </ul> Modified bits are <b>RTCCALF</b> of <b>RTCCTL3</b> register.

**Returns**

None

```
void RTC_C_setCounterValue ( uint16_t baseAddress, uint32_t counterValue )
```

Sets the value of the Counter register.

This function sets the counter register of the RTC\_C module.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>counterValue</i>	is the value to set the Counter register to; a valid value may be any 32-bit integer.

**Returns**

None

```
void RTC_C_setPrescaleValue ( uint16_t baseAddress, uint8_t prescaleSelect, uint8_t prescaleCounterValue )
```

Sets the selected Prescaler value.

This function sets the prescale counter value. Before setting the prescale counter, it should be held by calling [RTC\\_C\\_holdClock\(\)](#).

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>prescaleSelect</i>	is the prescaler to set the value for. Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_PRESCALE_0</b></li> <li>■ <b>RTC_C_PRESCALE_1</b></li> </ul>
<i>prescaleCounterValue</i>	is the specified value to set the prescaler to. Valid values are any integer between 0-255 Modified bits are <b>RTxPS</b> of <b>RTxPS</b> register.

**Returns**

None

```
bool RTC_C_setTemperatureCompensation ( uint16_t baseAddress, uint16_t offsetDirection,
uint8_t offsetValue )
```

Sets the specified temperature compensation for the RTC.

This function sets the calibration offset to make the RTC as accurate as possible. The *offsetDirection* can be either +1-ppm or -1-ppm, and the *offsetValue* should be from 1-240 and is multiplied by the direction setting (i.e. +1-ppm \* 8 (*offsetValue*) = +8-ppm).

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
<i>offsetDirection</i>	is the direction that the calibration offset will go Valid values are: <ul style="list-style-type: none"> <li>■ <b>RTC_C_COMPENSATION_DOWN1PPM</b></li> <li>■ <b>RTC_C_COMPENSATION_UP1PPM</b></li> </ul> Modified bits are <b>RTCTCMPS</b> of <b>RTCTCMP</b> register.
<i>offsetValue</i>	is the value that the offset will be a factor of; a valid value is any integer from 1-240. Modified bits are <b>RTCTCMPx</b> of <b>RTCTCMP</b> register.

**Returns**

STATUS\_SUCCESS or STATUS\_FAILURE of setting the temperature compensation

```
void RTC_C_startClock ( uint16_t baseAddress )
```

Starts the RTC.

This function clears the RTC main hold bit to allow the RTC to function.

**Parameters**

<i>baseAddress</i>	is the base address of the RTC_C module.
--------------------	--

**Returns**

None



```
RTC_C.TIME_EVENT_INTERRUPT +  
RTC_C.CLOCK_ALARM_INTERRUPT);  
  
//Start RTC_C Clock  
RTC_C.startClock(RTC_C.BASE);  
  
//Enter LPM3 mode with interrupts enabled  
_bis_SR_register(LPM3_bits + GIE);  
_no_operation();
```

## 30 SFR Module

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### 30.1 Introduction

The Special Function Registers API provides a set of functions for using the MSP430Ware SFR module. Functions are provided to enable and disable interrupts and control the  $\sim$ RST/NMI pin

The SFR module can enable interrupts to be generated from other peripherals of the device.

### 30.2 API Functions

#### Functions

- void [SFR\\_enableInterrupt](#) (uint8\_t interruptMask)  
*Enables selected SFR interrupt sources.*
- void [SFR\\_disableInterrupt](#) (uint8\_t interruptMask)  
*Disables selected SFR interrupt sources.*
- uint8\_t [SFR\\_getInterruptStatus](#) (uint8\_t interruptFlagMask)  
*Returns the status of the selected SFR interrupt flags.*
- void [SFR\\_clearInterrupt](#) (uint8\_t interruptFlagMask)  
*Clears the selected SFR interrupt flags.*
- void [SFR\\_setResetPinPullResistor](#) (uint16\_t pullResistorSetup)  
*Sets the pull-up/down resistor on the  $\sim$ RST/NMI pin.*
- void [SFR\\_setNMIEdge](#) (uint16\_t edgeDirection)  
*Sets the edge direction that will assert an NMI from a signal on the  $\sim$ RST/NMI pin if NMI function is active.*
- void [SFR\\_setResetNMIPinFunction](#) (uint8\_t resetPinFunction)  
*Sets the function of the  $\sim$ RST/NMI pin.*

#### 30.2.1 Detailed Description

The SFR API is broken into 2 groups: the SFR interrupts and the SFR  $\sim$ RST/NMI pin control

The SFR interrupts are handled by

- [SFR\\_enableInterrupt\(\)](#)
- [SFR\\_disableInterrupt\(\)](#)
- [SFR\\_getInterruptStatus\(\)](#)
- [SFR\\_clearInterrupt\(\)](#)

The SFR  $\sim$ RST/NMI pin is controlled by

- [SFR\\_setResetPinPullResistor\(\)](#)
- [SFR\\_setNMIEdge\(\)](#)
- [SFR\\_setResetNMIPinFunction\(\)](#)

## 30.2.2 Function Documentation

```
void SFR_clearInterrupt ( uint8_t interruptFlagMask )
```

Clears the selected SFR interrupt flags.

This function clears the status of the selected SFR interrupt flags.

### Parameters

<i>interruptFlagMask</i>	<p>is the bit mask of interrupt flags that will be cleared. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>SFR_JTAG_OUTBOX_INTERRUPT</b> - JTAG outbox interrupt</li> <li>■ <b>SFR_JTAG_INBOX_INTERRUPT</b> - JTAG inbox interrupt</li> <li>■ <b>SFR_NMI_PIN_INTERRUPT</b> - NMI pin interrupt, if NMI function is chosen</li> <li>■ <b>SFR_VACANT_MEMORY_ACCESS_INTERRUPT</b> - Vacant memory access interrupt</li> <li>■ <b>SFR_OSCILLATOR_FAULT_INTERRUPT</b> - Oscillator fault interrupt</li> <li>■ <b>SFR_WATCHDOG_INTERVAL_TIMER_INTERRUPT</b> - Watchdog interval timer interrupt</li> </ul>
--------------------------	---

### Returns

None

```
void SFR_disableInterrupt ( uint8_t interruptMask )
```

Disables selected SFR interrupt sources.

This function disables the selected SFR interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor.

### Parameters

<i>interruptMask</i>	<p>is the bit mask of interrupts that will be disabled. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>SFR_JTAG_OUTBOX_INTERRUPT</b> - JTAG outbox interrupt</li> <li>■ <b>SFR_JTAG_INBOX_INTERRUPT</b> - JTAG inbox interrupt</li> <li>■ <b>SFR_NMI_PIN_INTERRUPT</b> - NMI pin interrupt, if NMI function is chosen</li> <li>■ <b>SFR_VACANT_MEMORY_ACCESS_INTERRUPT</b> - Vacant memory access interrupt</li> <li>■ <b>SFR_OSCILLATOR_FAULT_INTERRUPT</b> - Oscillator fault interrupt</li> <li>■ <b>SFR_WATCHDOG_INTERVAL_TIMER_INTERRUPT</b> - Watchdog interval timer interrupt</li> </ul>
----------------------	---



**Returns**

None

```
void SFR_enableInterrupt ( uint8_t interruptMask )
```

Enables selected SFR interrupt sources.

This function enables the selected SFR interrupt sources. Only the sources that are enabled can be reflected to the processor interrupt; disabled sources have no effect on the processor. Does not clear interrupt flags.

**Parameters**

<i>interruptMask</i>	<p>is the bit mask of interrupts that will be enabled. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>SFR_JTAG_OUTBOX_INTERRUPT</b> - JTAG outbox interrupt</li> <li>■ <b>SFR_JTAG_INBOX_INTERRUPT</b> - JTAG inbox interrupt</li> <li>■ <b>SFR_NMI_PIN_INTERRUPT</b> - NMI pin interrupt, if NMI function is chosen</li> <li>■ <b>SFR_VACANT_MEMORY_ACCESS_INTERRUPT</b> - Vacant memory access interrupt</li> <li>■ <b>SFR_OSCILLATOR_FAULT_INTERRUPT</b> - Oscillator fault interrupt</li> <li>■ <b>SFR_WATCHDOG_INTERVAL_TIMER_INTERRUPT</b> - Watchdog interval timer interrupt</li> </ul>
----------------------	--

**Returns**

None

```
uint8_t SFR_getInterruptStatus ( uint8_t interruptFlagMask )
```

Returns the status of the selected SFR interrupt flags.

This function returns the status of the selected SFR interrupt flags in a bit mask format matching that passed into the *interruptFlagMask* parameter.

**Parameters**

<i>interruptFlagMask</i>	<p>is the bit mask of interrupt flags that the status of should be returned. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>SFR_JTAG_OUTBOX_INTERRUPT</b> - JTAG outbox interrupt</li> <li>■ <b>SFR_JTAG_INBOX_INTERRUPT</b> - JTAG inbox interrupt</li> <li>■ <b>SFR_NMI_PIN_INTERRUPT</b> - NMI pin interrupt, if NMI function is chosen</li> <li>■ <b>SFR_VACANT_MEMORY_ACCESS_INTERRUPT</b> - Vacant memory access interrupt</li> <li>■ <b>SFR_OSCILLATOR_FAULT_INTERRUPT</b> - Oscillator fault interrupt</li> <li>■ <b>SFR_WATCHDOG_INTERVAL_TIMER_INTERRUPT</b> - Watchdog interval timer interrupt</li> </ul>
--------------------------	--

**Returns**

A bit mask of the status of the selected interrupt flags. Return Logical OR of any of the following:

- **SFR\_JTAG\_OUTBOX\_INTERRUPT** JTAG outbox interrupt
- **SFR\_JTAG\_INBOX\_INTERRUPT** JTAG inbox interrupt
- **SFR\_NMI\_PIN\_INTERRUPT** NMI pin interrupt, if NMI function is chosen
- **SFR\_VACANT\_MEMORY\_ACCESS\_INTERRUPT** Vacant memory access interrupt
- **SFR\_OSCILLATOR\_FAULT\_INTERRUPT** Oscillator fault interrupt
- **SFR\_WATCHDOG\_INTERVAL\_TIMER\_INTERRUPT** Watchdog interval timer interrupt indicating the status of the masked interrupts

```
void SFR_setNMIEdge ( uint16_t edgeDirection )
```

Sets the edge direction that will assert an NMI from a signal on the  $\sim$ RST/NMI pin if NMI function is active.

This function sets the edge direction that will assert an NMI from a signal on the  $\sim$ RST/NMI pin if the NMI function is active. To activate the NMI function of the  $\sim$ RST/NMI use the [SFR\\_setResetNMIPinFunction\(\)](#) passing SFR\_RESETPINFUNC\_NMI into the resetPinFunction parameter.

**Parameters**

<i>edgeDirection</i>	is the direction that the signal on the $\sim$ RST/NMI pin should go to signal an interrupt, if enabled. Valid values are: <ul style="list-style-type: none"> <li>■ <b>SFR_NMI_RISINGEDGE</b> [Default]</li> <li>■ <b>SFR_NMI_FALLINGEDGE</b></li> </ul> Modified bits are <b>SYSNMIIES</b> of <b>SFRRPCR</b> register.
----------------------	---

**Returns**

None

```
void SFR_setResetNMIPinFunction ( uint8_t resetPinFunction )
```

Sets the function of the  $\sim$ RST/NMI pin.

This function sets the functionality of the  $\sim$ RST/NMI pin, whether in reset mode which will assert a reset if a low signal is observed on that pin, or an NMI which will assert an interrupt from an edge of the signal dependent on the setting of the edgeDirection parameter in [SFR\\_setNMIEdge\(\)](#).

**Parameters**

<i>resetPin↔ Function</i>	is the function that the $\sim$ RST/NMI pin should take on. Valid values are: <ul style="list-style-type: none"> <li>■ <b>SFR_RESETPINFUNC_RESET</b> [Default]</li> <li>■ <b>SFR_RESETPINFUNC_NMI</b></li> </ul> Modified bits are <b>SYSNMI</b> of <b>SFRRPCR</b> register.
-------------------------------	--

**Returns**

None

```
void SFR_setResetPinPullResistor ( uint16_t pullResistorSetup )
```

Sets the pull-up/down resistor on the  $\sim$ RST/NMI pin.

This function sets the pull-up/down resistors on the  $\sim$ RST/NMI pin to the settings from the pullResistorSetup parameter.

**Parameters**

<i>pullResistorSetup</i>	<p>is the selection of how the pull-up/down resistor on the <math>\sim</math>RST/NMI pin should be setup or disabled. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>SFR_RESISTORDISABLE</b></li> <li>■ <b>SFR_RESISTORENABLE_PULLUP</b> [Default]</li> <li>■ <b>SFR_RESISTORENABLE_PULLDOWN</b></li> </ul> <p>Modified bits are <b>SYSRSTUP</b> and <b>SYSRSTRE</b> of <b>SFRRPCR</b> register.</p>
--------------------------	---

**Returns**

None

## 30.3 Programming Example

The following example shows how to initialize and use the SFR API

```
do
{
    // Clear SFR Fault Flag
    SFR_clearInterrupt(SFR_BASE,
                      OFIFG);

    // Test oscillator fault flag
}while (SFR_getInterruptStatus(SFR_BASE, OFIFG));
```

# 31 System Control Module

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## 31.1 Introduction

The System Control (SYS) API provides a set of functions for using the MSP430Ware SYS module. Functions are provided to control various SYS controls, setup the BSL, and control the JTAG Mailbox.

## 31.2 API Functions

### Functions

- void [SysCtl.enableDedicatedJTAGPins](#) (void)  
*Sets the JTAG pins to be exclusively for JTAG until a BOR occurs.*
- uint8\_t [SysCtl.getBSLEntryIndication](#) (void)  
*Returns the indication of a BSL entry sequence from the Spy-Bi-Wire.*
- void [SysCtl.enablePMMAccessProtect](#) (void)  
*Enables PMM Access Protection.*
- void [SysCtl.enableRAMBasedInterruptVectors](#) (void)  
*Enables RAM-based Interrupt Vectors.*
- void [SysCtl.disableRAMBasedInterruptVectors](#) (void)  
*Disables RAM-based Interrupt Vectors.*
- void [SysCtl.initJTAGMailbox](#) (uint8\_t mailboxSizeSelect, uint8\_t autoClearInboxFlagSelect)  
*Initializes JTAG Mailbox with selected properties.*
- uint8\_t [SysCtl.getJTAGMailboxFlagStatus](#) (uint8\_t mailboxFlagMask)  
*Returns the status of the selected JTAG Mailbox flags.*
- void [SysCtl.clearJTAGMailboxFlagStatus](#) (uint8\_t mailboxFlagMask)  
*Clears the status of the selected JTAG Mailbox flags.*
- uint16\_t [SysCtl.getJTAGInboxMessage16Bit](#) (uint8\_t inboxSelect)  
*Returns the contents of the selected JTAG Inbox in a 16 bit format.*
- uint32\_t [SysCtl.getJTAGInboxMessage32Bit](#) (void)  
*Returns the contents of JTAG Inboxes in a 32 bit format.*
- void [SysCtl.setJTAGOutgoingMessage16Bit](#) (uint8\_t outboxSelect, uint16\_t outgoingMessage)  
*Sets a 16 bit outgoing message in to the selected JTAG Outbox.*
- void [SysCtl.setJTAGOutgoingMessage32Bit](#) (uint32\_t outgoingMessage)  
*Sets a 32 bit message in to both JTAG Outboxes.*

### 31.2.1 Detailed Description

The SYS API is broken into 2 groups: the various SYS controls and the JTAG mailbox controls. The various SYS controls are handled by

- `SysCtl_enableDedicatedJTAGPins()`
- `SysCtl_getBSLEntryIndication()`
- `SysCtl_enablePMMAccessProtect()`
- `SysCtl_enableRAMBasedInterruptVectors()`
- `SysCtl_disableRAMBasedInterruptVectors()`

The JTAG Mailbox controls are handled by

- `SysCtl_initJTAGMailbox()`
- `SysCtl_getJTAGMailboxFlagStatus()`
- `SysCtl_getJTAGInboxMessage16Bit()`
- `SysCtl_getJTAGInboxMessage32Bit()`
- `SysCtl_setJTAGOutgoingMessage16Bit()`
- `SysCtl_setJTAGOutgoingMessage32Bit()`
- `SysCtl_clearJTAGMailboxFlagStatus()`

## 31.2.2 Function Documentation

`void SysCtl_clearJTAGMailboxFlagStatus ( uint8_t mailboxFlagMask )`

Clears the status of the selected JTAG Mailbox flags.

This function clears the selected JTAG Mailbox flags.

### Parameters

<i>mailboxFlagMask</i>	<p>is the bit mask of JTAG mailbox flags that the status of should be cleared. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_JTAGOUTBOX_FLAG0</b> - flag for JTAG outbox 0</li> <li>■ <b>SYSCTL_JTAGOUTBOX_FLAG1</b> - flag for JTAG outbox 1</li> <li>■ <b>SYSCTL_JTAGINBOX_FLAG0</b> - flag for JTAG inbox 0</li> <li>■ <b>SYSCTL_JTAGINBOX_FLAG1</b> - flag for JTAG inbox 1</li> </ul>
------------------------	---

### Returns

None

`void SysCtl_disableRAMBasedInterruptVectors ( void )`

Disables RAM-based Interrupt Vectors.

This function disables the interrupt vectors from being generated at the top of the RAM.

### Returns

None

`void SysCtl_enableDedicatedJTAGPins ( void )`

Sets the JTAG pins to be exclusively for JTAG until a BOR occurs.

This function sets the JTAG pins to be exclusively used for the JTAG, and not to be shared with the GPIO pins. This setting can only be cleared when a BOR occurs.

**Returns**

None

`void SysCtl_enablePMMAccessProtect ( void )`

Enables PMM Access Protection.

This function enables the PMM Access Protection, which will lock any changes on the PMM control registers until a BOR occurs.

**Returns**

None

`void SysCtl_enableRAMBasedInterruptVectors ( void )`

Enables RAM-based Interrupt Vectors.

This function enables RAM-base Interrupt Vectors, which means that interrupt vectors are generated with the end address at the top of RAM, instead of the top of the lower 64kB of flash.

**Returns**

None

`uint8_t SysCtl_getBSLEntryIndication ( void )`

Returns the indication of a BSL entry sequence from the Spy-Bi-Wire.

This function returns the indication of a BSL entry sequence from the Spy- Bi-Wire.

**Returns**

One of the following:

- **SysCtl\_BSLENTY\_INDICATED**
- **SysCtl\_BSLENTY\_NOTINDICATED**  
indicating if a BSL entry sequence was detected

`uint16_t SysCtl_getJTAGInboxMessage16Bit ( uint8_t inboxSelect )`

Returns the contents of the selected JTAG Inbox in a 16 bit format.

This function returns the message contents of the selected JTAG inbox. If the auto clear settings for the Inbox flags were set, then using this function will automatically clear the corresponding JTAG inbox flag.

**Parameters**

<i>inboxSelect</i>	is the chosen JTAG inbox that the contents of should be returned Valid values are: <ul style="list-style-type: none"> <li>■ <b>SYSCTL_JTAGINBOX_0</b> - return contents of JTAG inbox 0</li> <li>■ <b>SYSCTL_JTAGINBOX_1</b> - return contents of JTAG inbox 1</li> </ul>
--------------------	---

**Returns**

The contents of the selected JTAG inbox in a 16 bit format.

`uint32_t SysCtl_getJTAGInboxMessage32Bit ( void )`

Returns the contents of JTAG Inboxes in a 32 bit format.

This function returns the message contents of both JTAG inboxes in a 32 bit format. This function should be used if 32-bit messaging has been set in the `SYS_initJTAGMailbox()` function. If the auto clear settings for the Inbox flags were set, then using this function will automatically clear both JTAG inbox flags.

**Returns**

The contents of both JTAG messages in a 32 bit format.

`uint8_t SysCtl_getJTAGMailboxFlagStatus ( uint8_t mailboxFlagMask )`

Returns the status of the selected JTAG Mailbox flags.

This function will return the status of the selected JTAG Mailbox flags in bit mask format matching that passed into the `mailboxFlagMask` parameter.

**Parameters**

<i>mailboxFlagMask</i>	is the bit mask of JTAG mailbox flags that the status of should be returned. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>SYSCTL_JTAGOUTBOX_FLAG0</b> - flag for JTAG outbox 0</li> <li>■ <b>SYSCTL_JTAGOUTBOX_FLAG1</b> - flag for JTAG outbox 1</li> <li>■ <b>SYSCTL_JTAGINBOX_FLAG0</b> - flag for JTAG inbox 0</li> <li>■ <b>SYSCTL_JTAGINBOX_FLAG1</b> - flag for JTAG inbox 1</li> </ul>
------------------------	---

**Returns**

A bit mask of the status of the selected mailbox flags.

`void SysCtl_initJTAGMailbox ( uint8_t mailboxSizeSelect, uint8_t autoClearInboxFlagSelect )`

Initializes JTAG Mailbox with selected properties.



This function sets the specified settings for the JTAG Mailbox system. The settings that can be set are the size of the JTAG messages, and the auto-clearing of the inbox flags. If the inbox flags are set to auto-clear, then the inbox flags will be cleared upon reading of the inbox message buffer, otherwise they will have to be reset by software using the `SYS_clearJTAGMailboxFlagStatus()` function.

#### Parameters

<i>mailboxSize</i> ↔ <i>Select</i>	<p>is the size of the JTAG Mailboxes, whether 16- or 32-bits. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_JTAGMBSIZE_16BIT</b> [Default] - the JTAG messages will take up only one JTAG mailbox (i. e. an outgoing message will take up only 1 outbox of the JTAG mailboxes)</li> <li>■ <b>SYSCTL_JTAGMBSIZE_32BIT</b> - the JTAG messages will be contained within both JTAG mailboxes (i. e. an outgoing message will take up both Outboxes of the JTAG mailboxes)</li> </ul> <p>Modified bits are <b>JMBMODE</b> of <b>SYSJMBC</b> register.</p>
<i>autoClear</i> ↔ <i>InboxFlagSelect</i>	<p>decides how the JTAG inbox flags should be cleared, whether automatically after the corresponding outbox has been written to, or manually by software. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_JTAGINBOX0AUTO_JTAGINBOX1AUTO</b> [Default] - both JTAG inbox flags will be reset automatically when the corresponding inbox is read from.</li> <li>■ <b>SYSCTL_JTAGINBOX0AUTO_JTAGINBOX1SW</b> - only JTAG inbox 0 flag is reset automatically, while JTAG inbox 1 is reset with the</li> <li>■ <b>SYSCTL_JTAGINBOX0SW_JTAGINBOX1AUTO</b> - only JTAG inbox 1 flag is reset automatically, while JTAG inbox 0 is reset with the</li> <li>■ <b>SYSCTL_JTAGINBOX0SW_JTAGINBOX1SW</b> - both JTAG inbox flags will need to be reset manually by the</li> </ul> <p>Modified bits are <b>JMBCLR0OFF</b> and <b>JMBCLR1OFF</b> of <b>SYSJMBC</b> register.</p>

#### Returns

None

```
void SysCtl_setJTAGOutgoingMessage16Bit ( uint8_t outboxSelect, uint16_t
outgoingMessage )
```

Sets a 16 bit outgoing message in to the selected JTAG Outbox.

This function sets the outgoing message in the selected JTAG outbox. The corresponding JTAG outbox flag is cleared after this function, and set after the JTAG has read the message.

#### Parameters

<i>outboxSelect</i>	<p>is the chosen JTAG outbox that the message should be set it. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>SYSCTL_JTAGOUTBOX_0</b> - set the contents of JTAG outbox 0</li> <li>■ <b>SYSCTL_JTAGOUTBOX_1</b> - set the contents of JTAG outbox 1</li> </ul>
---------------------	--

<i>outgoing</i> ↔ <i>Message</i>	is the message to send to the JTAG. Modified bits are <b>MSGHI</b> and <b>MSGLO</b> of <b>SYSJMBOX</b> register.
-------------------------------------	---

**Returns**

None

```
void SysCtl_setJTAGOutgoingMessage32Bit ( uint32_t outgoingMessage )
```

Sets a 32 bit message in to both JTAG Outboxes.

This function sets the 32-bit outgoing message in both JTAG outboxes. The JTAG outbox flags are cleared after this function, and set after the JTAG has read the message.

**Parameters**

<i>outgoing</i> ↔ <i>Message</i>	is the message to send to the JTAG. Modified bits are <b>MSGHI</b> and <b>MSGLO</b> of <b>SYSJMBOX</b> register.
-------------------------------------	---

**Returns**

None

## 31.3 Programming Example

The following example shows how to initialize and use the SYS API

```
SysCtl_enableRAMBasedInterruptVectors ();
```

## 32 16-Bit Timer\_A (TIMER\_A)

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### 32.1 Introduction

TIMER\_A is a 16-bit timer/counter with multiple capture/compare registers. TIMER\_A can support multiple capture/compares, PWM outputs, and interval timing. TIMER\_A also has extensive interrupt capabilities. Interrupts may be generated from the counter on overflow conditions and from each of the capture/compare registers.

This peripheral API handles Timer A hardware peripheral.

TIMER\_A features include:

- Asynchronous 16-bit timer/counter with four operating modes
- Selectable and configurable clock source
- Up to seven configurable capture/compare registers
- Configurable outputs with pulse width modulation (PWM) capability
- Asynchronous input and output latching
- Interrupt vector register for fast decoding of all Timer interrupts

TIMER\_A can operate in 3 modes

- Continuous Mode
- Up Mode
- Down Mode

TIMER\_A Interrupts may be generated on counter overflow conditions and during capture compare events.

The TIMER\_A may also be used to generate PWM outputs. PWM outputs can be generated by initializing the compare mode with `TIMER_A_initCompare()` and the necessary parameters. The PWM may be customized by selecting a desired timer mode (continuous/up/upDown), duty cycle, output mode, timer period etc. The library also provides a simpler way to generate PWM using `Timer_A_generatePWM()` API. However the level of customization and the kinds of PWM generated are limited in this API. Depending on how complex the PWM is and what level of customization is required, the user can use `Timer_A_generatePWM()` or a combination of `Timer_initCompare()` and timer start APIs

The TIMER\_A API provides a set of functions for dealing with the TIMER\_A module. Functions are provided to configure and control the timer, along with functions to modify timer/counter values, and to manage interrupt handling for the timer.

Control is also provided over interrupt sources and events. Interrupts can be generated to indicate that an event has been captured.

## 32.2 API Functions

### Functions

- void `Timer_A_startCounter` (uint16\_t baseAddress, uint16\_t timerMode)  
*Starts Timer\_A counter.*
- void `Timer_A_initContinuousMode` (uint16\_t baseAddress, `Timer_A_initContinuousModeParam` \*param)  
*Configures Timer\_A in continuous mode.*
- void `Timer_A_initUpMode` (uint16\_t baseAddress, `Timer_A_initUpModeParam` \*param)  
*Configures Timer\_A in up mode.*
- void `Timer_A_initUpDownMode` (uint16\_t baseAddress, `Timer_A_initUpDownModeParam` \*param)  
*Configures Timer\_A in up down mode.*
- void `Timer_A_initCaptureMode` (uint16\_t baseAddress, `Timer_A_initCaptureModeParam` \*param)  
*Initializes Capture Mode.*
- void `Timer_A_initCompareMode` (uint16\_t baseAddress, `Timer_A_initCompareModeParam` \*param)  
*Initializes Compare Mode.*
- void `Timer_A_enableInterrupt` (uint16\_t baseAddress)  
*Enable timer interrupt.*
- void `Timer_A_disableInterrupt` (uint16\_t baseAddress)  
*Disable timer interrupt.*
- uint32\_t `Timer_A_getInterruptStatus` (uint16\_t baseAddress)  
*Get timer interrupt status.*
- void `Timer_A_enableCaptureCompareInterrupt` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Enable capture compare interrupt.*
- void `Timer_A_disableCaptureCompareInterrupt` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Disable capture compare interrupt.*
- uint32\_t `Timer_A_getCaptureCompareInterruptStatus` (uint16\_t baseAddress, uint16\_t captureCompareRegister, uint16\_t mask)  
*Return capture compare interrupt status.*
- void `Timer_A_clear` (uint16\_t baseAddress)  
*Reset/Clear the timer clock divider, count direction, count.*
- uint8\_t `Timer_A_getSynchronizedCaptureCompareInput` (uint16\_t baseAddress, uint16\_t captureCompareRegister, uint16\_t synchronized)  
*Get synchronized capturecompare input.*
- uint8\_t `Timer_A_getOutputForOutputModeOutBitValue` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Get output bit for output mode.*
- uint16\_t `Timer_A_getCaptureCompareCount` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Get current capturecompare count.*
- void `Timer_A_setOutputForOutputModeOutBitValue` (uint16\_t baseAddress, uint16\_t captureCompareRegister, uint8\_t outputModeOutBitValue)  
*Set output bit for output mode.*
- void `Timer_A_outputPWM` (uint16\_t baseAddress, `Timer_A_outputPWMPParam` \*param)  
*Generate a PWM with timer running in up mode.*
- void `Timer_A_stop` (uint16\_t baseAddress)

- Stops the timer.*
- void `Timer_A_setCompareValue` (uint16\_t baseAddress, uint16\_t compareRegister, uint16\_t compareValue)
- Sets the value of the capture-compare register.*
- void `Timer_A_setOutputMode` (uint16\_t baseAddress, uint16\_t compareRegister, uint16\_t compareOutputMode)
- Sets the output mode.*
- void `Timer_A_clearTimerInterrupt` (uint16\_t baseAddress)
- Clears the Timer TAIFG interrupt flag.*
- void `Timer_A_clearCaptureCompareInterrupt` (uint16\_t baseAddress, uint16\_t captureCompareRegister)
- Clears the capture-compare interrupt flag.*
- uint16\_t `Timer_A_getCounterValue` (uint16\_t baseAddress)
- Reads the current timer count value.*

### 32.2.1 Detailed Description

The TIMER\_A API is broken into three groups of functions: those that deal with timer configuration and control, those that deal with timer contents, and those that deal with interrupt handling.

TIMER\_A configuration and initialization is handled by

- `Timer_A_startCounter()`
- `Timer_A_initUpMode()`
- `Timer_A_initUpDownMode()`
- `Timer_A_initContinuousMode()`
- `Timer_A_initCaptureMode()`
- `Timer_A_initCompareMode()`
- `Timer_A_clear()`
- `Timer_A_stop()`

TIMER\_A outputs are handled by

- `Timer_A_getSynchronizedCaptureCompareInput()`
- `Timer_A_getOutputForOutputModeOutBitValue()`
- `Timer_A_setOutputForOutputModeOutBitValue()`
- `Timer_A_outputPWM()`
- `Timer_A_getCaptureCompareCount()`
- `Timer_A_setCompareValue()`
- `Timer_A_getCounterValue()`

The interrupt handler for the TIMER\_A interrupt is managed with

- `Timer_A_enableInterrupt()`
- `Timer_A_disableInterrupt()`
- `Timer_A_getInterruptStatus()`
- `Timer_A_enableCaptureCompareInterrupt()`

- [Timer\\_A.disableCaptureCompareInterrupt\(\)](#)
- [Timer\\_A.getCaptureCompareInterruptStatus\(\)](#)
- [Timer\\_A.clearCaptureCompareInterrupt\(\)](#)
- [Timer\\_A.clearTimerInterrupt\(\)](#)

## 32.2.2 Function Documentation

`void Timer_A_clear ( uint16_t baseAddress )`

Reset/Clear the timer clock divider, count direction, count.

### Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

Modified bits of **TAxCTL** register.

### Returns

None

`void Timer_A_clearCaptureCompareInterrupt ( uint16_t baseAddress, uint16_t captureCompareRegister )`

Clears the capture-compare interrupt flag.

### Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture↔ Compare↔ Register</i>	selects the Capture-compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

Modified bits are **CCIFG** of **TAxCTLn** register.

### Returns

None

`void Timer_A_clearTimerInterrupt ( uint16_t baseAddress )`

Clears the Timer TAIFG interrupt flag.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

Modified bits are **TAIFG** of **TAxCTL** register.

**Returns**

None

```
void Timer_A_disableCaptureCompareInterrupt ( uint16_t baseAddress, uint16_t
captureCompareRegister )
```

Disable capture compare interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture↔ Compare↔ Register</i>	is the selected capture compare register Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

Modified bits of **TAxCTLn** register.

**Returns**

None

```
void Timer_A_disableInterrupt ( uint16_t baseAddress )
```

Disable timer interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

Modified bits of **TAxCTL** register.

**Returns**

None

```
void Timer_A_enableCaptureCompareInterrupt ( uint16_t baseAddress, uint16_t
captureCompareRegister )
```

Enable capture compare interrupt.

Does not clear interrupt flags



**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	is the selected capture compare register Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

Modified bits of **TAxCTLn** register.

**Returns**

None

```
void Timer_A_enableInterrupt ( uint16_t baseAddress )
```

Enable timer interrupt.

Does not clear interrupt flags

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

Modified bits of **TAxCTL** register.

**Returns**

None

```
uint16_t Timer_A_getCaptureCompareCount ( uint16_t baseAddress, uint16_t
captureCompareRegister )
```

Get current capturecompare count.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

## Returns

Current count as an uint16\_t

```
uint32_t Timer_A_getCaptureCompareInterruptStatus ( uint16_t baseAddress, uint16_t
captureCompareRegister, uint16_t mask )
```

Return capture compare interrupt status.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	is the selected capture compare register Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

<i>mask</i>	is the mask for the interrupt status Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURE_OVERFLOW</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_INTERRUPT_FLAG</b></li> </ul>
-------------	--

**Returns**

Logical OR of any of the following:

- **Timer\_A\_CAPTURE\_OVERFLOW**
- **Timer\_A\_CAPTURECOMPARE\_INTERRUPT\_FLAG**  
indicating the status of the masked interrupts

`uint16_t Timer_A_getCounterValue ( uint16_t baseAddress )`

Reads the current timer count value.

Reads the current count value of the timer. There is a majority vote system in place to confirm an accurate value is returned. The `TIMER_A_THRESHOLD` #define in the corresponding header file can be modified so that the votes must be closer together for a consensus to occur.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

**Returns**

Majority vote of timer count value

`uint32_t Timer_A_getInterruptStatus ( uint16_t baseAddress )`

Get timer interrupt status.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

**Returns**

One of the following:

- **Timer\_A\_INTERRUPT\_NOT\_PENDING**
- **Timer\_A\_INTERRUPT\_PENDING**  
indicating the Timer\_A interrupt status

`uint8_t Timer_A_getOutputForOutputModeOutBitValue ( uint16_t baseAddress, uint16_t captureCompareRegister )`

Get output bit for output mode.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

## Returns

One of the following:

- **Timer\_A\_OUTPUTMODE\_OUTBITVALUE\_HIGH**
- **Timer\_A\_OUTPUTMODE\_OUTBITVALUE\_LOW**

`uint8_t Timer_A_getSynchronizedCaptureCompareInput ( uint16_t baseAddress, uint16_t captureCompareRegister, uint16_t synchronized )`

Get synchronized capturecompare input.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

<i>synchronized</i>	Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_READ_SYNCHRONIZED_CAPTURECOMPAREINPUT</b></li> <li>■ <b>TIMER_A_READ_CAPTURE_COMPARE_INPUT</b></li> </ul>
---------------------	---

**Returns**

One of the following:

- **Timer\_A\_CAPTURECOMPARE\_INPUT\_HIGH**
- **Timer\_A\_CAPTURECOMPARE\_INPUT\_LOW**

```
void Timer_A_initCaptureMode ( uint16_t baseAddress, Timer_A_initCaptureModeParam *  
param )
```

Initializes Capture Mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>param</i>	is the pointer to struct for capture mode initialization.

Modified bits of **TaxCCTLn** register.

**Returns**

None

References `Timer_A_initCaptureModeParam::captureInputSelect`,  
`Timer_A_initCaptureModeParam::captureInterruptEnable`,  
`Timer_A_initCaptureModeParam::captureMode`,  
`Timer_A_initCaptureModeParam::captureOutputMode`,  
`Timer_A_initCaptureModeParam::captureRegister`, and  
`Timer_A_initCaptureModeParam::synchronizeCaptureSource`.

```
void Timer_A_initCompareMode ( uint16_t baseAddress, Timer_A_initCompareModeParam  
* param )
```

Initializes Compare Mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>param</i>	is the pointer to struct for compare mode initialization.

Modified bits of **TaxCCRn** register and bits of **TaxCCTLn** register.

**Returns**

None

References `Timer_A_initCompareModeParam::compareInterruptEnable`,  
`Timer_A_initCompareModeParam::compareOutputMode`,  
`Timer_A_initCompareModeParam::compareRegister`, and  
`Timer_A_initCompareModeParam::compareValue`.

```
void Timer_A_initContinuousMode ( uint16_t baseAddress, Timer_A_initContinuous↵  
    ModeParam * param )
```

Configures Timer\_A in continuous mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>param</i>	is the pointer to struct for continuous mode initialization.

Modified bits of **TAxCTL** register.

**Returns**

None

References Timer\_A\_initContinuousModeParam::clockSource, Timer\_A\_initContinuousModeParam::clockSourceDivider, Timer\_A\_initContinuousModeParam::startTimer, Timer\_A\_initContinuousModeParam::timerClear, and Timer\_A\_initContinuousModeParam::timerInterruptEnable\_TAIE.

```
void Timer_A_initUpDownMode ( uint16_t baseAddress, Timer_A_initUpDownModeParam
* param )
```

Configures Timer\_A in up down mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>param</i>	is the pointer to struct for up-down mode initialization.

Modified bits of **TAxCTL** register, bits of **TAxCTL0** register and bits of **TAxCCR0** register.

**Returns**

None

References Timer\_A\_initUpDownModeParam::captureCompareInterruptEnable\_CCR0\_CCIE, Timer\_A\_initUpDownModeParam::clockSource, Timer\_A\_initUpDownModeParam::clockSourceDivider, Timer\_A\_initUpDownModeParam::startTimer, Timer\_A\_initUpDownModeParam::timerClear, Timer\_A\_initUpDownModeParam::timerInterruptEnable\_TAIE, and Timer\_A\_initUpDownModeParam::timerPeriod.

```
void Timer_A_initUpMode ( uint16_t baseAddress, Timer_A_initUpModeParam * param )
```

Configures Timer\_A in up mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>param</i>	is the pointer to struct for up mode initialization.

Modified bits of **TAxCTL** register, bits of **TAxCTL0** register and bits of **TAxCCR0** register.

**Returns**

None

References Timer\_A\_initUpModeParam::captureCompareInterruptEnable\_CCR0\_CCIE, Timer\_A\_initUpModeParam::clockSource, Timer\_A\_initUpModeParam::clockSourceDivider,

Timer\_A\_initUpModeParam::startTimer, Timer\_A\_initUpModeParam::timerClear,  
 Timer\_A\_initUpModeParam::timerInterruptEnable\_TAIE, and  
 Timer\_A\_initUpModeParam::timerPeriod.

```
void Timer_A_outputPWM ( uint16_t baseAddress, Timer_A_outputPWMPParam * param )
```

Generate a PWM with timer running in up mode.

#### Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>param</i>	is the pointer to struct for PWM configuration.

Modified bits of **TAxCTL** register, bits of **TAxCCTL0** register, bits of **TAxCCR0** register and bits of **TAxCCTLn** register.

#### Returns

None

References Timer\_A\_outputPWMPParam::clockSource,  
 Timer\_A\_outputPWMPParam::clockSourceDivider,  
 Timer\_A\_outputPWMPParam::compareOutputMode, Timer\_A\_outputPWMPParam::compareRegister,  
 Timer\_A\_outputPWMPParam::dutyCycle, and Timer\_A\_outputPWMPParam::timerPeriod.

```
void Timer_A_setCompareValue ( uint16_t baseAddress, uint16_t compareRegister,  

  uint16_t compareValue )
```

Sets the value of the capture-compare register.

#### Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>compareRegister</i>	selects the Capture register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>



<i>compareValue</i>	is the count to be compared with in compare mode
---------------------	--

Modified bits of **TAxCCRn** register.

**Returns**

None

```
void Timer_A_setOutputForOutputModeOutBitValue ( uint16_t baseAddress, uint16_t
captureCompareRegister, uint8_t outputModeOutBitValue )
```

Set output bit for output mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>capture← Compare← Register</i>	Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>outputMode← OutBitValue</i>	is the value to be set for out bit Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_OUTPUTMODE_OUTBITVALUE_HIGH</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_OUTBITVALUE_LOW</b></li> </ul>

Modified bits of **TAxCCTLn** register.

**Returns**

None

```
void Timer_A_setOutputMode ( uint16_t baseAddress, uint16_t compareRegister, uint16_t
compareOutputMode )
```

Sets the output mode.

Sets the output mode for the timer even the timer is already running.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

<i>compare← Register</i>	selects the compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_A_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>compare← OutputMode</i>	specifies the output mode. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_OUTPUTMODE_OUTBITVALUE</b> [Default]</li> <li>■ <b>TIMER_A_OUTPUTMODE_SET</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_TOGGLE_RESET</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_SET_RESET</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_TOGGLE</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_RESET</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_TOGGLE_SET</b></li> <li>■ <b>TIMER_A_OUTPUTMODE_RESET_SET</b></li> </ul>

Modified bits are **OUTMOD** of **TAxCTLn** register.

#### Returns

None

```
void Timer_A_startCounter ( uint16_t baseAddress, uint16_t timerMode )
```

Starts Timer\_A counter.

This function assumes that the timer has been previously configured using `Timer_A_initContinuousMode`, `Timer_A_initUpMode` or `Timer_A_initUpDownMode`.

#### Parameters

<i>baseAddress</i>	is the base address of the TIMER_A module.
<i>timerMode</i>	mode to put the timer in Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_A_STOP_MODE</b></li> <li>■ <b>TIMER_A_UP_MODE</b></li> <li>■ <b>TIMER_A_CONTINUOUS_MODE</b> [Default]</li> <li>■ <b>TIMER_A_UPDOWN_MODE</b></li> </ul>

Modified bits of **TAxCTL** register.

#### Returns

None

```
void Timer_A_stop ( uint16_t baseAddress )
```

Stops the timer.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_A module.
--------------------	--

Modified bits of **TAxCTL** register.

**Returns**

None

## 32.3 Programming Example

The following example shows some TIMER\_A operations using the APIs

```

{
    //Start TIMER_A
    Timer_A_initContinuousModeParam initContParam = {0};
    initContParam.clockSource = TIMER_A_CLOCKSOURCE_SMCLK;
    initContParam.clockSourceDivider = TIMER_A_CLOCKSOURCE_DIVIDER_1;
    initContParam.timerInterruptEnable.TAIE = TIMER_A_TAIE_INTERRUPT_DISABLE;
    initContParam.timerClear = TIMER_A_DO_CLEAR;
    initContParam.startTimer = false;
    Timer_A_initContinuousMode(TIMER_A1_BASE, &initContParam);

    //Initiaze compare mode
    Timer_A_clearCaptureCompareInterrupt(TIMER_A1_BASE,
        TIMER_A_CAPTURECOMPARE_REGISTER_0
    );

    Timer_A_initCompareModeParam initCompParam = {0};
    initCompParam.compareRegister = TIMER_A_CAPTURECOMPARE_REGISTER_0;
    initCompParam.compareInterruptEnable = TIMER_A_CAPTURECOMPARE_INTERRUPT_ENABLE;
    initCompParam.compareOutputMode = TIMER_A_OUTPUTMODE_OUTBITVALUE;
    initCompParam.compareValue = COMPARE_VALUE;
    Timer_A_initCompareMode(TIMER_A1_BASE, &initCompParam);

    Timer_A_startCounter( TIMER_A1_BASE,
        TIMER_A_CONTINUOUS_MODE
    );

    //Enter LPM0
    _bis_SR_register(LPM0_bits);

    //For debugger
    __no_operation();
}

```

## 33 16-Bit Timer\_B (TIMER\_B)

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### 33.1 Introduction

TIMER\_B is a 16-bit timer/counter with multiple capture/compare registers. TIMER\_B can support multiple capture/compares, PWM outputs, and interval timing. TIMER\_B also has extensive interrupt capabilities. Interrupts may be generated from the counter on overflow conditions and from each of the capture/compare registers.

This peripheral API handles Timer B hardware peripheral.

TIMER\_B features include:

- Asynchronous 16-bit timer/counter with four operating modes
- Selectable and configurable clock source
- Up to seven configurable capture/compare registers
- Configurable outputs with pulse width modulation (PWM) capability
- Asynchronous input and output latching
- Interrupt vector register for fast decoding of all Timer\_B interrupts

Differences From Timer\_A Timer\_B is identical to Timer\_A with the following exceptions:

- The length of Timer\_B is programmable to be 8, 10, 12, or 16 bits
- Timer\_B TBxCCRn registers are double-buffered and can be grouped
- All Timer\_B outputs can be put into a high-impedance state
- The SCCI bit function is not implemented in Timer\_B

TIMER\_B can operate in 3 modes

- Continuous Mode
- Up Mode
- Down Mode

TIMER\_B Interrupts may be generated on counter overflow conditions and during capture compare events.

The TIMER\_B may also be used to generate PWM outputs. PWM outputs can be generated by initializing the compare mode with `TIMER_B_initCompare()` and the necessary parameters. The PWM may be customized by selecting a desired timer mode (continuous/up/upDown), duty cycle, output mode, timer period etc. The library also provides a simpler way to generate PWM using `TIMER_B_generatePWM()` API. However the level of customization and the kinds of PWM generated are limited in this API. Depending on how complex the PWM is and what level of customization is required, the user can use `TIMER_B_generatePWM()` or a combination of `Timer_initCompare()` and timer start APIs

The TIMER\_B API provides a set of functions for dealing with the TIMER\_B module. Functions are provided to configure and control the timer, along with functions to modify timer/counter values, and to manage interrupt handling for the timer.

Control is also provided over interrupt sources and events. Interrupts can be generated to indicate that an event has been captured.

## 33.2 API Functions

### Functions

- void `Timer_B_startCounter` (uint16\_t baseAddress, uint16\_t timerMode)  
*Starts Timer\_B counter.*
- void `Timer_B_initContinuousMode` (uint16\_t baseAddress, `Timer_B_initContinuousModeParam` \*param)  
*Configures Timer\_B in continuous mode.*
- void `Timer_B_initUpMode` (uint16\_t baseAddress, `Timer_B_initUpModeParam` \*param)  
*Configures Timer\_B in up mode.*
- void `Timer_B_initUpDownMode` (uint16\_t baseAddress, `Timer_B_initUpDownModeParam` \*param)  
*Configures Timer\_B in up down mode.*
- void `Timer_B_initCaptureMode` (uint16\_t baseAddress, `Timer_B_initCaptureModeParam` \*param)  
*Initializes Capture Mode.*
- void `Timer_B_initCompareMode` (uint16\_t baseAddress, `Timer_B_initCompareModeParam` \*param)  
*Initializes Compare Mode.*
- void `Timer_B_enableInterrupt` (uint16\_t baseAddress)  
*Enable Timer\_B interrupt.*
- void `Timer_B_disableInterrupt` (uint16\_t baseAddress)  
*Disable Timer\_B interrupt.*
- uint32\_t `Timer_B_getInterruptStatus` (uint16\_t baseAddress)  
*Get Timer\_B interrupt status.*
- void `Timer_B_enableCaptureCompareInterrupt` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Enable capture compare interrupt.*
- void `Timer_B_disableCaptureCompareInterrupt` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Disable capture compare interrupt.*
- uint32\_t `Timer_B_getCaptureCompareInterruptStatus` (uint16\_t baseAddress, uint16\_t captureCompareRegister, uint16\_t mask)  
*Return capture compare interrupt status.*
- void `Timer_B_clear` (uint16\_t baseAddress)  
*Reset/Clear the Timer\_B clock divider, count direction, count.*
- uint8\_t `Timer_B_getSynchronizedCaptureCompareInput` (uint16\_t baseAddress, uint16\_t captureCompareRegister, uint16\_t synchronized)  
*Get synchronized capturecompare input.*
- uint8\_t `Timer_B_getOutputForOutputModeOutBitValue` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Get output bit for output mode.*

- uint16\_t `Timer_B.getCaptureCompareCount` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Get current capturecompare count.*
- void `Timer_B.setOutputForOutputModeOutBitValue` (uint16\_t baseAddress, uint16\_t captureCompareRegister, uint8\_t outputModeOutBitValue)  
*Set output bit for output mode.*
- void `Timer_B.outputPWM` (uint16\_t baseAddress, `Timer_B.outputPWMPParam` \*param)  
*Generate a PWM with Timer\_B running in up mode.*
- void `Timer_B.stop` (uint16\_t baseAddress)  
*Stops the Timer\_B.*
- void `Timer_B.setCompareValue` (uint16\_t baseAddress, uint16\_t compareRegister, uint16\_t compareValue)  
*Sets the value of the capture-compare register.*
- void `Timer_B.clearTimerInterrupt` (uint16\_t baseAddress)  
*Clears the Timer\_B TBIFG interrupt flag.*
- void `Timer_B.clearCaptureCompareInterrupt` (uint16\_t baseAddress, uint16\_t captureCompareRegister)  
*Clears the capture-compare interrupt flag.*
- void `Timer_B.selectCounterLength` (uint16\_t baseAddress, uint16\_t counterLength)  
*Selects Timer\_B counter length.*
- void `Timer_B.selectLatchingGroup` (uint16\_t baseAddress, uint16\_t groupLatch)  
*Selects Timer\_B Latching Group.*
- void `Timer_B.initCompareLatchLoadEvent` (uint16\_t baseAddress, uint16\_t compareRegister, uint16\_t compareLatchLoadEvent)  
*Selects Compare Latch Load Event.*
- uint16\_t `Timer_B.getCounterValue` (uint16\_t baseAddress)  
*Reads the current timer count value.*
- void `Timer_B.setOutputMode` (uint16\_t baseAddress, uint16\_t compareRegister, uint16\_t compareOutputMode)  
*Sets the output mode.*

### 33.2.1 Detailed Description

The TIMER\_B API is broken into three groups of functions: those that deal with timer configuration and control, those that deal with timer contents, and those that deal with interrupt handling.

TIMER\_B configuration and initialization is handled by

- `Timer_B.startCounter()`
- `Timer_B.initUpMode()`
- `Timer_B.initUpDownMode()`
- `Timer_B.initContinuousMode()`
- `Timer_B.initCapture()`
- `Timer_B.initCompare()`
- `Timer_B.clear()`
- `Timer_B.stop()`
- `Timer_B.initCompareLatchLoadEvent()`
- `Timer_B.selectLatchingGroup()`
- `Timer_B.selectCounterLength()`

TIMER\_B outputs are handled by

- `Timer_B_getSynchronizedCaptureCompareInput()`
- `Timer_B_getOutputForOutputModeOutBitValue()`
- `Timer_B_setOutputForOutputModeOutBitValue()`
- `Timer_B_generatePWM()`
- `Timer_B_getCaptureCompareCount()`
- `Timer_B_setCompareValue()`
- `Timer_B_getCounterValue()`

The interrupt handler for the TIMER\_B interrupt is managed with

- `Timer_B_enableInterrupt()`
- `Timer_B_disableInterrupt()`
- `Timer_B_getInterruptStatus()`
- `Timer_B_enableCaptureCompareInterrupt()`
- `Timer_B_disableCaptureCompareInterrupt()`
- `Timer_B_getCaptureCompareInterruptStatus()`
- `Timer_B_clearCaptureCompareInterrupt()`
- `Timer_B_clearTimerInterrupt()`

### 33.2.2 Function Documentation

`void Timer_B_clear ( uint16_t baseAddress )`

Reset/Clear the Timer\_B clock divider, count direction, count.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

Modified bits of **TBxCTL** register.

**Returns**

None

`void Timer_B_clearCaptureCompareInterrupt ( uint16_t baseAddress, uint16_t captureCompareRegister )`

Clears the capture-compare interrupt flag.

**Parameters**



<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>capture← Compare← Register</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

Modified bits are **CCIFG** of **TBxCCTLn** register.

**Returns**

None

```
void Timer_B_clearTimerInterrupt ( uint16_t baseAddress )
```

Clears the Timer\_B TBIFG interrupt flag.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

Modified bits are **TBIFG** of **TBxCTL** register.

**Returns**

None

```
void Timer_B_disableCaptureCompareInterrupt ( uint16_t baseAddress, uint16_t  
captureCompareRegister )
```

Disable capture compare interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>capture← Compare← Register</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

Modified bits of **TBxCCTLn** register.

**Returns**

None

```
void Timer_B_disableInterrupt ( uint16_t baseAddress )
```

Disable Timer\_B interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

Modified bits of **TBxCTL** register.

**Returns**

None

```
void Timer_B_enableCaptureCompareInterrupt ( uint16_t baseAddress, uint16_t  
captureCompareRegister )
```

Enable capture compare interrupt.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

Modified bits of **TBxCCTLn** register.

**Returns**

None

```
void Timer_B_enableInterrupt ( uint16_t baseAddress )
```

Enable Timer\_B interrupt.

Enables Timer\_B interrupt. Does not clear interrupt flags.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

Modified bits of **TBxCTL** register.

**Returns**

None

uint16\_t Timer\_B\_getCaptureCompareCount ( uint16\_t *baseAddress*, uint16\_t *captureCompareRegister* )

Get current capturecompare count.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>captureCompareRegister</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

**Returns**

Current count as uint16\_t

uint32\_t Timer\_B\_getCaptureCompareInterruptStatus ( uint16\_t *baseAddress*, uint16\_t *captureCompareRegister*, uint16\_t *mask* )

Return capture compare interrupt status.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>mask</i>	is the mask for the interrupt status Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURE_OVERFLOW</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_INTERRUPT_FLAG</b></li> </ul>

## Returns

Logical OR of any of the following:

- **Timer\_B\_CAPTURE\_OVERFLOW**
- **Timer\_B\_CAPTURECOMPARE\_INTERRUPT\_FLAG**  
indicating the status of the masked interrupts

`uint16_t Timer_B_getCounterValue ( uint16_t baseAddress )`

Reads the current timer count value.

Reads the current count value of the timer. There is a majority vote system in place to confirm an accurate value is returned. The `Timer_B_THRESHOLD` #define in the associated header file can be modified so that the votes must be closer together for a consensus to occur.

## Parameters

<i>baseAddress</i>	is the base address of the Timer module.
--------------------	--

## Returns

Majority vote of timer count value

`uint32_t Timer_B_getInterruptStatus ( uint16_t baseAddress )`

Get Timer\_B interrupt status.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

**Returns**

One of the following:

- **Timer\_B\_INTERRUPT\_NOT\_PENDING**
- **Timer\_B\_INTERRUPT\_PENDING**  
indicating the status of the Timer\_B interrupt

uint8\_t Timer\_B\_getOutputForOutputModeOutBitValue ( uint16\_t *baseAddress*, uint16\_t *captureCompareRegister* )

Get output bit for output mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>captureCompareRegister</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

**Returns**

One of the following:

- **Timer\_B\_OUTPUTMODE\_OUTBITVALUE\_HIGH**
- **Timer\_B\_OUTPUTMODE\_OUTBITVALUE\_LOW**

uint8\_t Timer\_B\_getSynchronizedCaptureCompareInput ( uint16\_t *baseAddress*, uint16\_t *captureCompareRegister*, uint16\_t *synchronized* )

Get synchronized capturecompare input.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

<i>capture← Compare← Register</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>synchronized</i>	selects the type of capture compare input Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_READ_SYNCHRONIZED_CAPTURECOMPAREINPUT</b></li> <li>■ <b>TIMER_B_READ_CAPTURE_COMPARE_INPUT</b></li> </ul>

**Returns**

One of the following:

- **Timer\_B\_CAPTURECOMPARE\_INPUT\_HIGH**
- **Timer\_B\_CAPTURECOMPARE\_INPUT\_LOW**

```
void Timer_B_initCaptureMode ( uint16_t baseAddress, Timer_B_initCaptureModeParam *  
param )
```

Initializes Capture Mode.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>param</i>	is the pointer to struct for capture mode initialization.

Modified bits of **TBxCCTLn** register.

**Returns**

None

References `Timer_B_initCaptureModeParam::captureInputSelect`,  
`Timer_B_initCaptureModeParam::captureInterruptEnable`,  
`Timer_B_initCaptureModeParam::captureMode`,  
`Timer_B_initCaptureModeParam::captureOutputMode`,  
`Timer_B_initCaptureModeParam::captureRegister`, and  
`Timer_B_initCaptureModeParam::synchronizeCaptureSource`.

```
void Timer_B_initCompareLatchLoadEvent ( uint16_t baseAddress, uint16_t  
compareRegister, uint16_t compareLatchLoadEvent )
```

Selects Compare Latch Load Event.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>compare↔ Register</i>	selects the compare register being used. Refer to datasheet to ensure the device has the compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>compareLatch↔ LoadEvent</i>	selects the latch load event Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_LATCH_ON_WRITE_TO_TBxCCRn_COMPARE_REGISTER</b> [Default]</li> <li>■ <b>TIMER_B_LATCH_WHEN_COUNTER_COUNTS_TO_0_IN_UP_OR_CONT_MODE</b></li> <li>■ <b>TIMER_B_LATCH_WHEN_COUNTER_COUNTS_TO_0_IN_UPDOWN_MODE</b></li> <li>■ <b>TIMER_B_LATCH_WHEN_COUNTER_COUNTS_TO_CURRENT_COMPARE_LAT↔ CH_VALUE</b></li> </ul>

Modified bits are **CLLD** of **TBxCCTLn** register.

## Returns

None

```
void Timer_B_initCompareMode ( uint16_t baseAddress, Timer_B_initCompareModeParam
* param )
```

Initializes Compare Mode.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>param</i>	is the pointer to struct for compare mode initialization.

Modified bits of **TBxCCTLn** register and bits of **TBxCCRn** register.



**Returns**

None

References `Timer_B_initCompareModeParam::compareInterruptEnable`,  
`Timer_B_initCompareModeParam::compareOutputMode`,  
`Timer_B_initCompareModeParam::compareRegister`, and  
`Timer_B_initCompareModeParam::compareValue`.

```
void Timer_B_initContinuousMode ( uint16_t baseAddress, Timer_B_initContinuous↔  

ModeParam * param )
```

Configures Timer\_B in continuous mode.

This API does not start the timer. Timer needs to be started when required using the `Timer_B_startCounter` API.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>param</i>	is the pointer to struct for continuous mode initialization.

Modified bits of **TBxCTL** register.

**Returns**

None

References `Timer_B_initContinuousModeParam::clockSource`,  
`Timer_B_initContinuousModeParam::clockSourceDivider`,  
`Timer_B_initContinuousModeParam::startTimer`, `Timer_B_initContinuousModeParam::timerClear`,  
and `Timer_B_initContinuousModeParam::timerInterruptEnable_TBIE`.

```
void Timer_B_initUpDownMode ( uint16_t baseAddress, Timer_B_initUpDownModeParam  

* param )
```

Configures Timer\_B in up down mode.

This API does not start the timer. Timer needs to be started when required using the `Timer_B_startCounter` API.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>param</i>	is the pointer to struct for up-down mode initialization.

Modified bits of **TBxCTL** register, bits of **TBxCCTL0** register and bits of **TBxCCR0** register.

**Returns**

None

References `Timer_B_initUpDownModeParam::captureCompareInterruptEnable_CCR0_CCIE`,  
`Timer_B_initUpDownModeParam::clockSource`,  
`Timer_B_initUpDownModeParam::clockSourceDivider`,  
`Timer_B_initUpDownModeParam::startTimer`, `Timer_B_initUpDownModeParam::timerClear`,

Timer\_B\_initUpDownModeParam::timerInterruptEnable\_TBIE, and  
Timer\_B\_initUpDownModeParam::timerPeriod.

```
void Timer_B_initUpMode ( uint16_t baseAddress, Timer_B_initUpModeParam * param )
```

Configures Timer\_B in up mode.

This API does not start the timer. Timer needs to be started when required using the  
Timer\_B.startCounter API.

#### Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>param</i>	is the pointer to struct for up mode initialization.

Modified bits of **TBxCTL** register, bits of **TBxCCTL0** register and bits of **TBxCCR0** register.

#### Returns

None

References Timer\_B\_initUpModeParam::captureCompareInterruptEnable\_CCR0\_CCIE,  
Timer\_B\_initUpModeParam::clockSource, Timer\_B\_initUpModeParam::clockSourceDivider,  
Timer\_B\_initUpModeParam::startTimer, Timer\_B\_initUpModeParam::timerClear,  
Timer\_B\_initUpModeParam::timerInterruptEnable\_TBIE, and  
Timer\_B\_initUpModeParam::timerPeriod.

```
void Timer_B_outputPWM ( uint16_t baseAddress, Timer_B_outputPWMPParam * param )
```

Generate a PWM with Timer\_B running in up mode.

#### Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>param</i>	is the pointer to struct for PWM configuration.

Modified bits of **TBxCCTLn** register, bits of **TBxCTL** register, bits of **TBxCCTL0** register and bits  
of **TBxCCR0** register.

#### Returns

None

References Timer\_B\_outputPWMPParam::clockSource,  
Timer\_B\_outputPWMPParam::clockSourceDivider,  
Timer\_B\_outputPWMPParam::compareOutputMode, Timer\_B\_outputPWMPParam::compareRegister,  
Timer\_B\_outputPWMPParam::dutyCycle, and Timer\_B\_outputPWMPParam::timerPeriod.

```
void Timer_B_selectCounterLength ( uint16_t baseAddress, uint16_t counterLength )
```

Selects Timer\_B counter length.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>counterLength</i>	selects the value of counter length. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_COUNTER_16BIT</b> [Default]</li> <li>■ <b>TIMER_B_COUNTER_12BIT</b></li> <li>■ <b>TIMER_B_COUNTER_10BIT</b></li> <li>■ <b>TIMER_B_COUNTER_8BIT</b></li> </ul>

Modified bits are **CNTL** of **TBxCTL** register.

**Returns**

None

```
void Timer_B_selectLatchingGroup ( uint16_t baseAddress, uint16_t groupLatch )
```

Selects Timer\_B Latching Group.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>groupLatch</i>	selects the latching group. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_GROUP_NONE</b> [Default]</li> <li>■ <b>TIMER_B_GROUP_CL12_CL23_CL56</b></li> <li>■ <b>TIMER_B_GROUP_CL123_CL456</b></li> <li>■ <b>TIMER_B_GROUP_ALL</b></li> </ul>

Modified bits are **TBCLGRP** of **TBxCTL** register.

**Returns**

None

```
void Timer_B_setCompareValue ( uint16_t baseAddress, uint16_t compareRegister,
                               uint16_t compareValue )
```

Sets the value of the capture-compare register.

**Parameters**

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>compareRegister</i>	selects the compare register being used. Refer to datasheet to ensure the device has the compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>compareValue</i>	is the count to be compared with in compare mode

Modified bits of **TBxCCRn** register.

**Returns**

None

```
void Timer_B_setOutputForOutputModeOutBitValue ( uint16_t baseAddress, uint16_t
                                                    captureCompareRegister, uint8_t outputModeOutBitValue )
```

Set output bit for output mode.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>capture</i> ↔ <i>Compare</i> ↔ <i>Register</i>	selects the capture compare register being used. Refer to datasheet to ensure the device has the capture compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>
<i>outputMode</i> ↔ <i>OutBitValue</i>	the value to be set for out bit Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_OUTPUTMODE_OUTBITVALUE_HIGH</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_OUTBITVALUE_LOW</b></li> </ul>

Modified bits of **TBxCCTLn** register.

## Returns

None

```
void Timer_B_setOutputMode ( uint16_t baseAddress, uint16_t compareRegister, uint16_t
compareOutputMode )
```

Sets the output mode.

Sets the output mode for the timer even the timer is already running.

## Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
<i>compare</i> ↔ <i>Register</i>	selects the compare register being used. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_0</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_1</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_2</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_3</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_4</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_5</b></li> <li>■ <b>TIMER_B_CAPTURECOMPARE_REGISTER_6</b></li> </ul>

<i>compare</i> ↔ <i>OutputMode</i>	specifies the output mode. Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_OUTPUTMODE_OUTBITVALUE</b> [Default]</li> <li>■ <b>TIMER_B_OUTPUTMODE_SET</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_TOGGLE_RESET</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_SET_RESET</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_TOGGLE</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_RESET</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_TOGGLE_SET</b></li> <li>■ <b>TIMER_B_OUTPUTMODE_RESET_SET</b></li> </ul>
---------------------------------------	--

Modified bits are **OUTMOD** of **TBxCCTLn** register.

#### Returns

None

```
void Timer_B_startCounter ( uint16_t baseAddress, uint16_t timerMode )
```

Starts Timer\_B counter.

This function assumes that the timer has been previously configured using `Timer_B_initContinuousMode`, `Timer_B_initUpMode` or `Timer_B_initUpDownMode`.

#### Parameters

<i>baseAddress</i>	is the base address of the <b>TIMER_B</b> module.
<i>timerMode</i>	selects the mode of the timer Valid values are: <ul style="list-style-type: none"> <li>■ <b>TIMER_B_STOP_MODE</b></li> <li>■ <b>TIMER_B_UP_MODE</b></li> <li>■ <b>TIMER_B_CONTINUOUS_MODE</b> [Default]</li> <li>■ <b>TIMER_B_UPDOWN_MODE</b></li> </ul>

Modified bits of **TBxCTL** register.

#### Returns

None

```
void Timer_B_stop ( uint16_t baseAddress )
```

Stops the Timer\_B.

#### Parameters

<i>baseAddress</i>	is the base address of the TIMER_B module.
--------------------	--

Modified bits of **TBxCTL** register.

#### Returns

None

## 33.3 Programming Example

The following example shows some TIMER\_B operations using the APIs

```
{ //Start timer in continuous mode sourced by SMCLK
Timer_B_initContinuousModeParam initContParam = {0};
initContParam.clockSource = TIMER_B_CLOCKSOURCE_SMCLK;
initContParam.clockSourceDivider = TIMER_B_CLOCKSOURCE_DIVIDER_1;
initContParam.timerInterruptEnable_TBIE = TIMER_B_TBIE_INTERRUPT_DISABLE;
initContParam.timerClear = TIMER_B_DO_CLEAR;
initContParam.startTimer = false;
Timer_B_initContinuousMode(TIMER_B0_BASE, &initContParam);

//Initiaze compare mode
Timer_B_clearCaptureCompareInterrupt(TIMER_B0_BASE,
    TIMER_B_CAPTURECOMPARE_REGISTER_0);

Timer_B_initCompareModeParam initCompParam = {0};
initCompParam.compareRegister = TIMER_B_CAPTURECOMPARE_REGISTER_0;
initCompParam.compareInterruptEnable = TIMER_B_CAPTURECOMPARE_INTERRUPT_ENABLE;
initCompParam.compareOutputMode = TIMER_B_OUTPUTMODE_OUTBITVALUE;
initCompParam.compareValue = COMPARE_VALUE;
Timer_B_initCompareMode(TIMER_B0_BASE, &initCompParam);

Timer_B_startCounter( TIMER_B0_BASE,
    TIMER_B_CONTINUOUS_MODE
);
}
```

## 34 Tag Length Value

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### 34.1 Introduction

The TLV structure is a table stored in flash memory that contains device-specific information. This table is read-only and is write-protected. It contains important information for using and calibrating the device. A list of the contents of the TLV is available in the device-specific data sheet (in the Device Descriptors section), and an explanation on its functionality is available in the MSP430x5xx/MSP430x6xx Family User's Guide

### 34.2 API Functions

#### Functions

- void [TLV\\_getInfo](#) (uint8\_t tag, uint8\_t instance, uint8\_t \*length, uint16\_t \*\*data.address)  
*Gets TLV Info.*
- uint16\_t [TLV\\_getDeviceType](#) ()  
*Retrieves the unique device ID from the TLV structure.*
- uint16\_t [TLV\\_getMemory](#) (uint8\_t instance)  
*Gets memory information.*
- uint16\_t [TLV\\_getPeripheral](#) (uint8\_t tag, uint8\_t instance)  
*Gets peripheral information from the TLV.*
- uint8\_t [TLV\\_getInterrupt](#) (uint8\_t tag)  
*Get interrupt information from the TLV.*

#### 34.2.1 Detailed Description

The APIs that help in querying the information in the TLV structure are listed

- [TLV\\_getInfo\(\)](#) This function retrieves the value of a tag and the length of the tag.
- [TLV\\_getDeviceType\(\)](#) This function retrieves the unique device ID from the TLV structure.
- [TLV\\_getMemory\(\)](#) The returned value is zero if the end of the memory list is reached.
- [TLV\\_getPeripheral\(\)](#) The returned value is zero if the specified tag value (peripheral) is not available in the device.
- [TLV\\_getInterrupt\(\)](#) The returned value is zero if the specified interrupt vector is not defined.



## 34.2.2 Function Documentation

`uint16_t TLV_getDeviceType ( void )`

Retrieves the unique device ID from the TLV structure.

### Returns

The device ID is returned as type `uint16_t`.

`void TLV_getInfo ( uint8_t tag, uint8_t instance, uint8_t * length, uint16_t ** data_address )`

Gets TLV Info.

The TLV structure uses a tag or base address to identify segments of the table where information is stored. Some examples of TLV tags are Peripheral Descriptor, Interrupts, Info Block and Die Record. This function retrieves the value of a tag and the length of the tag.

### Parameters

<i>tag</i>	<p>represents the tag for which the information needs to be retrieved. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>TLV_TAG_LDRTAG</b></li> <li>■ <b>TLV_TAG_PDTAG</b></li> <li>■ <b>TLV_TAG_Reserved3</b></li> <li>■ <b>TLV_TAG_Reserved4</b></li> <li>■ <b>TLV_TAG_BLANK</b></li> <li>■ <b>TLV_TAG_Reserved6</b></li> <li>■ <b>TLV_TAG_Reserved7</b></li> <li>■ <b>TLV_TAG_TAGEND</b></li> <li>■ <b>TLV_TAG_TAGEXT</b></li> <li>■ <b>TLV_TAG_TIMER.D.CAL</b></li> <li>■ <b>TLV_DEVICE.ID_0</b></li> <li>■ <b>TLV_DEVICE.ID_1</b></li> <li>■ <b>TLV_TAG_DIERECORD</b></li> <li>■ <b>TLV_TAG_ADCCAL</b></li> <li>■ <b>TLV_TAG_ADC12CAL</b></li> <li>■ <b>TLV_TAG_ADC10CAL</b></li> <li>■ <b>TLV_TAG_REFCAL</b></li> <li>■ <b>TLV_TAG_CTSD16CAL</b></li> </ul>
------------	--

<i>instance</i>	In some cases a specific tag may have more than one instance. For example there may be multiple instances of timer calibration data present under a single Timer Cal tag. This variable specifies the instance for which information is to be retrieved (0, 1, etc.). When only one instance exists; 0 is passed.
<i>length</i>	Acts as a return through indirect reference. The function retrieves the value of the TLV tag length. This value is pointed to by *length and can be used by the application level once the function is called. If the specified tag is not found then the pointer is null 0.
<i>data_address</i>	acts as a return through indirect reference. Once the function is called data_address points to the pointer that holds the value retrieved from the specified TLV tag. If the specified tag is not found then the pointer is null 0.

**Returns**

None

Referenced by TLV\_getInterrupt(), TLV\_getMemory(), and TLV\_getPeripheral().

**uint8\_t TLV\_getInterrupt ( uint8\_t tag )**

Get interrupt information from the TLV.

This function is used to retrieve information on available interrupt vectors. It allows the user to check if a specific interrupt vector is defined in a given device.

**Parameters**

<i>tag</i>	represents the tag for the interrupt vector. Interrupt vector tags number from 0 to N depending on the number of available interrupts. Refer to the device datasheet for a list of available interrupts.
------------	--

**Returns**

The returned value is zero is the specified interrupt vector is not defined.

References TLV\_getInfo(), and TLV\_getMemory().

**uint16\_t TLV\_getMemory ( uint8\_t instance )**

Gets memory information.

The Peripheral Descriptor tag is split into two portions a list of the available flash memory blocks followed by a list of available peripherals. This function is used to parse through the first portion and calculate the total flash memory available in a device. The typical usage is to call the TLV\_getMemory which returns a non-zero value until the entire memory list has been parsed. When a zero is returned, it indicates that all the memory blocks have been counted and the next address holds the beginning of the device peripheral list.

**Parameters**

<i>instance</i>	In some cases a specific tag may have more than one instance. This variable specifies the instance for which information is to be retrieved (0, 1 etc). When only one instance exists; 0 is passed.
-----------------	---

**Returns**

The returned value is zero if the end of the memory list is reached.

References TLV\_getInfo().

Referenced by TLV\_getInterrupt(), and TLV\_getPeripheral().

uint16\_t TLV\_getPeripheral ( uint8\_t *tag*, uint8\_t *instance* )

Gets peripheral information from the TLV.

The Peripheral Descriptor tag is split into two portions a list of the available flash memory blocks followed by a list of available peripherals. This function is used to parse through the second portion and can be used to check if a specific peripheral is present in a device. The function calls [TLV\\_getPeripheral\(\)](#) recursively until the end of the memory list and consequently the beginning of the peripheral list is reached. <

## Parameters

<i>tag</i>	<p>represents represents the tag for a specific peripheral for which the information needs to be retrieved. In the header file <code>tlv.h</code> specific peripheral tags are pre-defined, for example <code>USCIA_B</code> and <code>TA0</code> are defined as <code>TLV_PID_USCIA_AB</code> and <code>TLV_PID_TA2</code> respectively. Valid values are:</p> <ul style="list-style-type: none"> <li>■ <b>TLV_PID_NO_MODULE</b> - No Module</li> <li>■ <b>TLV_PID_PORTMAPPING</b> - Port Mapping</li> <li>■ <b>TLV_PID_MSP430CPUXV2</b> - MSP430CPUXV2</li> <li>■ <b>TLV_PID_JTAG</b> - JTAG</li> <li>■ <b>TLV_PID_SBW</b> - SBW</li> <li>■ <b>TLV_PID_EEM_XS</b> - EEM X-Small</li> <li>■ <b>TLV_PID_EEM_S</b> - EEM Small</li> <li>■ <b>TLV_PID_EEM_M</b> - EEM Medium</li> <li>■ <b>TLV_PID_EEM_L</b> - EEM Large</li> <li>■ <b>TLV_PID_PMM</b> - PMM</li> <li>■ <b>TLV_PID_PMM_FR</b> - PMM FRAM</li> <li>■ <b>TLV_PID_FCTL</b> - Flash</li> <li>■ <b>TLV_PID_CRC16</b> - CRC16</li> <li>■ <b>TLV_PID_CRC16_RB</b> - CRC16 Reverse</li> <li>■ <b>TLV_PID_WDT_A</b> - WDT_A</li> <li>■ <b>TLV_PID_SFR</b> - SFR</li> <li>■ <b>TLV_PID_SYS</b> - SYS</li> <li>■ <b>TLV_PID_RAMCTL</b> - RAMCTL</li> <li>■ <b>TLV_PID_DMA_1</b> - DMA 1</li> <li>■ <b>TLV_PID_DMA_3</b> - DMA 3</li> <li>■ <b>TLV_PID_UCS</b> - UCS</li> <li>■ <b>TLV_PID_DMA_6</b> - DMA 6</li> <li>■ <b>TLV_PID_DMA_2</b> - DMA 2</li> <li>■ <b>TLV_PID_PORT1_2</b> - Port 1 + 2 / A</li> <li>■ <b>TLV_PID_PORT3_4</b> - Port 3 + 4 / B</li> <li>■ <b>TLV_PID_PORT5_6</b> - Port 5 + 6 / C</li> <li>■ <b>TLV_PID_PORT7_8</b> - Port 7 + 8 / D</li> <li>■ <b>TLV_PID_PORT9_10</b> - Port 9 + 10 / E</li> <li>■ <b>TLV_PID_PORT11_12</b> - Port 11 + 12 / F</li> <li>■ <b>TLV_PID_PORTU</b> - Port U</li> <li>■ <b>TLV_PID_PORTJ</b> - Port J</li> <li>■ <b>TLV_PID_TA2</b> - Timer A2</li> <li>■ <b>TLV_PID_TA3</b> - Timer A1</li> <li>■ <b>TLV_PID_TA5</b> - Timer A5</li> <li>■ <b>TLV_PID_TA7</b> - Timer A7</li> <li>■ <b>TLV_PID_TB3</b> - Timer B3</li> <li>■ <b>TLV_PID_TB5</b> - Timer B5</li> <li>■ <b>TLV_PID_TB7</b> - Timer B7</li> <li>■ <b>TLV_PID_RTC</b> - RTC</li> <li>■ <b>TLV_PID_BT_RTC</b> - BT + RTC</li> </ul>
------------	--

**Returns**

The returned value is zero if the specified tag value (peripheral) is not available in the device.

References TLV\_getInfo(), and TLV\_getMemory().

## 34.3 Programming Example

The following example shows some tlv operations using the APIs

```
struct s_TLV_Die_Record * pDIEREC;  
unsigned char bDieRecord.bytes;  
  
TLV_getInfo(TLV_TAG_DIERECORD,  
           0,  
           &bDieRecord.bytes,  
           (unsigned int **)&pDIEREC  
           );
```

## 35 WatchDog Timer (WDT\_A)

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### 35.1 Introduction

The Watchdog Timer (WDT\_A) API provides a set of functions for using the MSP430Ware WDT\_A modules. Functions are provided to initialize the Watchdog in either timer interval mode, or watchdog mode, with selectable clock sources and dividers to define the timer interval.

The WDT\_A module can generate only 1 kind of interrupt in timer interval mode. If in watchdog mode, then the WDT\_A module will assert a reset once the timer has finished.

### 35.2 API Functions

#### Functions

- void [WDT\\_A\\_hold](#) (uint16\_t baseAddress)  
*Holds the Watchdog Timer.*
- void [WDT\\_A\\_start](#) (uint16\_t baseAddress)  
*Starts the Watchdog Timer.*
- void [WDT\\_A\\_resetTimer](#) (uint16\_t baseAddress)  
*Resets the timer counter of the Watchdog Timer.*
- void [WDT\\_A\\_initWatchdogTimer](#) (uint16\_t baseAddress, uint8\_t clockSelect, uint8\_t clockDivider)  
*Sets the clock source for the Watchdog Timer in watchdog mode.*
- void [WDT\\_A\\_initIntervalTimer](#) (uint16\_t baseAddress, uint8\_t clockSelect, uint8\_t clockDivider)  
*Sets the clock source for the Watchdog Timer in timer interval mode.*

#### 35.2.1 Detailed Description

The WDT\_A API is one group that controls the WDT\_A module.

- [WDT\\_A\\_hold\(\)](#)
- [WDT\\_A\\_start\(\)](#)
- [WDT\\_A\\_clearCounter\(\)](#)
- [WDT\\_A\\_initWatchdogTimer\(\)](#)
- [WDT\\_A\\_initIntervalTimer\(\)](#)

## 35.2.2 Function Documentation

void WDT\_A\_hold ( uint16\_t *baseAddress* )

Holds the Watchdog Timer.

This function stops the watchdog timer from running, that way no interrupt or PUC is asserted.

### Parameters

<i>baseAddress</i>	is the base address of the WDT_A module.
--------------------	--

### Returns

None

void WDT\_A\_initIntervalTimer ( uint16\_t *baseAddress*, uint8\_t *clockSelect*, uint8\_t *clockDivider* )

Sets the clock source for the Watchdog Timer in timer interval mode.

This function sets the watchdog timer as timer interval mode, which will assert an interrupt without causing a PUC.

### Parameters

<i>baseAddress</i>	is the base address of the WDT_A module.
<i>clockSelect</i>	is the clock source that the watchdog timer will use. Valid values are: <ul style="list-style-type: none"> <li>■ <b>WDT_A_CLOCKSOURCE_SMCLK</b> [Default]</li> <li>■ <b>WDT_A_CLOCKSOURCE_ACLK</b></li> <li>■ <b>WDT_A_CLOCKSOURCE_VLOCLK</b></li> <li>■ <b>WDT_A_CLOCKSOURCE_XCLK</b></li> </ul> Modified bits are <b>WDTSSSEL</b> of <b>WDTCTL</b> register.
<i>clockDivider</i>	is the divider of the clock source, in turn setting the watchdog timer interval. Valid values are: <ul style="list-style-type: none"> <li>■ <b>WDT_A_CLOCKDIVIDER_2G</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_128M</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_8192K</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_512K</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_32K</b> [Default]</li> <li>■ <b>WDT_A_CLOCKDIVIDER_8192</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_512</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_64</b></li> </ul> Modified bits are <b>WDTIS</b> and <b>WDTHOLD</b> of <b>WDTCTL</b> register.

**Returns**

None

```
void WDT_A_initWatchdogTimer ( uint16_t baseAddress, uint8_t clockSelect, uint8_t
clockDivider )
```

Sets the clock source for the Watchdog Timer in watchdog mode.

This function sets the watchdog timer in watchdog mode, which will cause a PUC when the timer overflows. When in the mode, a PUC can be avoided with a call to [WDT\\_A\\_resetTimer\(\)](#) before the timer runs out.

**Parameters**

<i>baseAddress</i>	is the base address of the WDT_A module.
<i>clockSelect</i>	is the clock source that the watchdog timer will use. Valid values are: <ul style="list-style-type: none"> <li>■ <b>WDT_A_CLOCKSOURCE_SMCLK</b> [Default]</li> <li>■ <b>WDT_A_CLOCKSOURCE_ACLK</b></li> <li>■ <b>WDT_A_CLOCKSOURCE_VLOCLK</b></li> <li>■ <b>WDT_A_CLOCKSOURCE_XCLK</b></li> </ul> Modified bits are <b>WDTSSSEL</b> of <b>WDTCTL</b> register.
<i>clockDivider</i>	is the divider of the clock source, in turn setting the watchdog timer interval. Valid values are: <ul style="list-style-type: none"> <li>■ <b>WDT_A_CLOCKDIVIDER_2G</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_128M</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_8192K</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_512K</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_32K</b> [Default]</li> <li>■ <b>WDT_A_CLOCKDIVIDER_8192</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_512</b></li> <li>■ <b>WDT_A_CLOCKDIVIDER_64</b></li> </ul> Modified bits are <b>WDTIS</b> and <b>WDTHOLD</b> of <b>WDTCTL</b> register.

**Returns**

None

```
void WDT_A_resetTimer ( uint16_t baseAddress )
```

Resets the timer counter of the Watchdog Timer.

This function resets the watchdog timer to 0x0000h.



**Parameters**

<i>baseAddress</i>	is the base address of the WDT_A module.
--------------------	--

**Returns**

None

```
void WDT_A_start ( uint16_t baseAddress )
```

Starts the Watchdog Timer.

This function starts the watchdog timer functionality to start counting again.

**Parameters**

<i>baseAddress</i>	is the base address of the WDT_A module.
--------------------	--

**Returns**

None

## 35.3 Programming Example

The following example shows how to initialize and use the WDT\_A API to interrupt about every 32 ms, toggling the LED in the ISR.

```
//Initialize WDT_A module in timer interval mode,
//with SMCLK as source at an interval of 32 ms.
WDT_A_initIntervalTimer(WDT_A.BASE,
    WDT_A.CLOCKSOURCE_SMCLK,
    WDT_A.CLOCKDIVIDER_32K);

//Enable Watchdog Interrupt
SFR_enableInterrupt (SFR.WATCHDOG_INTERVAL_TIMER_INTERRUPT);

//Set P1.0 to output direction
GPIO_setAsOutputPin(
    GPIO_PORT_P1,
    GPIO_PIN0
);

//Enter LPM0, enable interrupts
__bis_SR_register(LPM0_bits + GIE);
//For debugger
__no_operation();
```

# 36 Data Structure Documentation

## 36.1 Data Structures

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## 36.2 ADC12\_B\_configureMemoryParam Struct Reference

Used in the [ADC12\\_B\\_configureMemory\(\)](#) function as the param parameter.

```
#include <adc12_b.h>
```

### Data Fields

- `uint8_t` [memoryBufferControlIndex](#)
- `uint8_t` [inputSourceSelect](#)
- `uint16_t` [refVoltageSourceSelect](#)
- `uint16_t` [endOfSequence](#)
- `uint16_t` [windowComparatorSelect](#)
- `uint16_t` [differentialModeSelect](#)

### 36.2.1 Detailed Description

Used in the [ADC12\\_B\\_configureMemory\(\)](#) function as the param parameter.

## 36.2.2 Field Documentation

### uint16\_t ADC12\_B\_configureMemoryParam::differentialModeSelect

Sets the differential mode  
Valid values are:

- **ADC12\_B\_DIFFERENTIAL\_MODE\_DISABLE** [Default]
- **ADC12\_B\_DIFFERENTIAL\_MODE\_ENABLE**

Referenced by ADC12\_B\_configureMemory().

### uint16\_t ADC12\_B\_configureMemoryParam::endOfSequence

Indicates that the specified memory buffer will be the end of the sequence if a sequenced conversion mode is selected  
Valid values are:

- **ADC12\_B\_NOTENDOFSEQUENCE** [Default] - The specified memory buffer will NOT be the end of the sequence OR a sequenced conversion mode is not selected.
- **ADC12\_B\_ENDOFSEQUENCE** - The specified memory buffer will be the end of the sequence.

Referenced by ADC12\_B\_configureMemory().

### uint8\_t ADC12\_B\_configureMemoryParam::inputSourceSelect

Is the input that will store the converted data into the specified memory buffer.  
Valid values are:

- **ADC12\_B\_INPUT\_A0** [Default]
- **ADC12\_B\_INPUT\_A1**
- **ADC12\_B\_INPUT\_A2**
- **ADC12\_B\_INPUT\_A3**
- **ADC12\_B\_INPUT\_A4**
- **ADC12\_B\_INPUT\_A5**
- **ADC12\_B\_INPUT\_A6**
- **ADC12\_B\_INPUT\_A7**
- **ADC12\_B\_INPUT\_A8**
- **ADC12\_B\_INPUT\_A9**
- **ADC12\_B\_INPUT\_A10**
- **ADC12\_B\_INPUT\_A11**
- **ADC12\_B\_INPUT\_A12**
- **ADC12\_B\_INPUT\_A13**
- **ADC12\_B\_INPUT\_A14**

- **ADC12\_B.INPUT\_A15**
- **ADC12\_B.INPUT\_A16**
- **ADC12\_B.INPUT\_A17**
- **ADC12\_B.INPUT\_A18**
- **ADC12\_B.INPUT\_A19**
- **ADC12\_B.INPUT\_A20**
- **ADC12\_B.INPUT\_A21**
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- **ADC12\_B.INPUT\_A24**
- **ADC12\_B.INPUT\_A25**
- **ADC12\_B.INPUT\_A26**
- **ADC12\_B.INPUT\_A27**
- **ADC12\_B.INPUT\_A28**
- **ADC12\_B.INPUT\_A29**
- **ADC12\_B.INPUT\_TCMAP**
- **ADC12\_B.INPUT\_BATMAP**

Referenced by `ADC12_B.configureMemory()`.

#### `uint8_t ADC12_B.configureMemoryParam::memoryBufferControlIndex`

Is the selected memory buffer to set the configuration for.  
Valid values are:

- **ADC12\_B.MEMORY\_0**
- **ADC12\_B.MEMORY\_1**
- **ADC12\_B.MEMORY\_2**
- **ADC12\_B.MEMORY\_3**
- **ADC12\_B.MEMORY\_4**
- **ADC12\_B.MEMORY\_5**
- **ADC12\_B.MEMORY\_6**
- **ADC12\_B.MEMORY\_7**
- **ADC12\_B.MEMORY\_8**
- **ADC12\_B.MEMORY\_9**
- **ADC12\_B.MEMORY\_10**
- **ADC12\_B.MEMORY\_11**
- **ADC12\_B.MEMORY\_12**
- **ADC12\_B.MEMORY\_13**
- **ADC12\_B.MEMORY\_14**
- **ADC12\_B.MEMORY\_15**
- **ADC12\_B.MEMORY\_16**



- **ADC12\_B\_MEMORY\_17**
- **ADC12\_B\_MEMORY\_18**
- **ADC12\_B\_MEMORY\_19**
- **ADC12\_B\_MEMORY\_20**
- **ADC12\_B\_MEMORY\_21**
- **ADC12\_B\_MEMORY\_22**
- **ADC12\_B\_MEMORY\_23**
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- **ADC12\_B\_MEMORY\_25**
- **ADC12\_B\_MEMORY\_26**
- **ADC12\_B\_MEMORY\_27**
- **ADC12\_B\_MEMORY\_28**
- **ADC12\_B\_MEMORY\_29**
- **ADC12\_B\_MEMORY\_30**
- **ADC12\_B\_MEMORY\_31**

Referenced by `ADC12_B_configureMemory()`.

#### `uint16_t ADC12_B_configureMemoryParam::refVoltageSourceSelect`

Is the reference voltage source to set as the upper/lower limits for the conversion stored in the specified memory.

Valid values are:

- **ADC12\_B\_VREFPOS\_AVCC\_VREFNEG\_VSS** [Default]
- **ADC12\_B\_VREFPOS\_INTBUF\_VREFNEG\_VSS**
- **ADC12\_B\_VREFPOS\_EXTNEG\_VREFNEG\_VSS**
- **ADC12\_B\_VREFPOS\_EXTBUF\_VREFNEG\_VSS**
- **ADC12\_B\_VREFPOS\_EXTPOS\_VREFNEG\_VSS**
- **ADC12\_B\_VREFPOS\_AVCC\_VREFNEG\_EXTBUF**
- **ADC12\_B\_VREFPOS\_AVCC\_VREFNEG\_EXTPOS**
- **ADC12\_B\_VREFPOS\_INTBUF\_VREFNEG\_EXTPOS**
- **ADC12\_B\_VREFPOS\_AVCC\_VREFNEG\_INTBUF**
- **ADC12\_B\_VREFPOS\_EXTPOS\_VREFNEG\_INTBUF**
- **ADC12\_B\_VREFPOS\_AVCC\_VREFNEG\_EXTNEG**
- **ADC12\_B\_VREFPOS\_INTBUF\_VREFNEG\_EXTNEG**
- **ADC12\_B\_VREFPOS\_EXTPOS\_VREFNEG\_EXTNEG**
- **ADC12\_B\_VREFPOS\_EXTBUF\_VREFNEG\_EXTNEG**

Referenced by `ADC12_B_configureMemory()`.

## uint16\_t ADC12\_B\_configureMemoryParam::windowComparatorSelect

Sets the window comparator mode  
Valid values are:

- **ADC12\_B\_WINDOW\_COMPARATOR\_DISABLE** [Default]
- **ADC12\_B\_WINDOW\_COMPARATOR\_ENABLE**

Referenced by `ADC12_B_configureMemory()`.

The documentation for this struct was generated from the following file:

- `adc12_b.h`

## 36.3 ADC12\_B\_initParam Struct Reference

Used in the `ADC12_B_init()` function as the param parameter.

```
#include <adc12_b.h>
```

### Data Fields

- uint16\_t [sampleHoldSignalSourceSelect](#)
- uint8\_t [clockSourceSelect](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [clockSourcePredivider](#)
- uint16\_t [internalChannelMap](#)

### 36.3.1 Detailed Description

Used in the `ADC12_B_init()` function as the param parameter.

### 36.3.2 Field Documentation

#### uint16\_t ADC12\_B\_initParam::clockSourceDivider

Selects the amount that the clock will be divided.  
Valid values are:

- **ADC12\_B\_CLOCKDIVIDER\_1** [Default]
- **ADC12\_B\_CLOCKDIVIDER\_2**
- **ADC12\_B\_CLOCKDIVIDER\_3**
- **ADC12\_B\_CLOCKDIVIDER\_4**
- **ADC12\_B\_CLOCKDIVIDER\_5**
- **ADC12\_B\_CLOCKDIVIDER\_6**

- **ADC12\_B\_CLOCKDIVIDER\_7**
- **ADC12\_B\_CLOCKDIVIDER\_8**

Referenced by ADC12\_B\_init().

#### uint16\_t ADC12\_B\_initParam::clockSourcePredivider

Selects the amount that the clock will be predivided.  
Valid values are:

- **ADC12\_B\_CLOCKPREDIVIDER\_1** [Default]
- **ADC12\_B\_CLOCKPREDIVIDER\_4**
- **ADC12\_B\_CLOCKPREDIVIDER\_32**
- **ADC12\_B\_CLOCKPREDIVIDER\_64**

Referenced by ADC12\_B\_init().

#### uint8\_t ADC12\_B\_initParam::clockSourceSelect

Selects the clock that will be used by the ADC12B core, and the sampling timer if a sampling pulse mode is enabled.  
Valid values are:

- **ADC12\_B\_CLOCKSOURCE\_ADC12OSC** [Default] - MODOSC 5 MHz oscillator from the UCS
- **ADC12\_B\_CLOCKSOURCE\_ACLK** - The Auxiliary Clock
- **ADC12\_B\_CLOCKSOURCE\_MCLK** - The Master Clock
- **ADC12\_B\_CLOCKSOURCE\_SMCLK** - The Sub-Master Clock

Referenced by ADC12\_B\_init().

#### uint16\_t ADC12\_B\_initParam::internalChannelMap

Selects what internal channel to map for ADC input channels  
Valid values are:

- **ADC12\_B\_MAPINTCH3**
- **ADC12\_B\_MAPINTCH2**
- **ADC12\_B\_MAPINTCH1**
- **ADC12\_B\_MAPINTCH0**
- **ADC12\_B\_TEMPSENSEMAP**
- **ADC12\_B\_BATTMAP**
- **ADC12\_B\_NOINTCH**

Referenced by ADC12\_B\_init().

## uint16\_t ADC12\_B\_initParam::sampleHoldSignalSourceSelect

Is the signal that will trigger a sample-and-hold for an input signal to be converted.  
Valid values are:

- **ADC12\_B\_SAMPLEHOLDSOURCE\_SC** [Default]
- **ADC12\_B\_SAMPLEHOLDSOURCE\_1**
- **ADC12\_B\_SAMPLEHOLDSOURCE\_2**
- **ADC12\_B\_SAMPLEHOLDSOURCE\_3**
- **ADC12\_B\_SAMPLEHOLDSOURCE\_4**
- **ADC12\_B\_SAMPLEHOLDSOURCE\_5**
- **ADC12\_B\_SAMPLEHOLDSOURCE\_6**
- **ADC12\_B\_SAMPLEHOLDSOURCE\_7** - This parameter is device specific and sources should be found in the device's datasheet.

Referenced by ADC12\_B\_init().

The documentation for this struct was generated from the following file:

- adc12\_b.h

## 36.4 Calendar Struct Reference

Used in the [RTC\\_B\\_initCalendar\(\)](#) function as the CalendarTime parameter.

```
#include <rtc_b.h>
```

### Data Fields

- uint8\_t [Seconds](#)  
*Seconds of minute between 0-59.*
- uint8\_t [Minutes](#)  
*Minutes of hour between 0-59.*
- uint8\_t [Hours](#)  
*Hour of day between 0-23.*
- uint8\_t [DayOfWeek](#)  
*Day of week between 0-6.*
- uint8\_t [DayOfMonth](#)  
*Day of month between 1-31.*
- uint8\_t [Month](#)  
*Month between 0-11.*
- uint16\_t [Year](#)  
*Year between 0-4095.*

### 36.4.1 Detailed Description

Used in the [RTC\\_B\\_initCalendar\(\)](#) function as the CalendarTime parameter.

Used in the [RTC\\_C\\_initCalendar\(\)](#) function as the CalendarTime parameter.

The documentation for this struct was generated from the following files:

- [rtc.b.h](#)
- [rtc.c.h](#)

## 36.5 Comp\_E\_initParam Struct Reference

Used in the [Comp\\_E\\_init\(\)](#) function as the param parameter.

```
#include <comp_e.h>
```

### Data Fields

- [uint16\\_t posTerminalInput](#)
- [uint16\\_t negTerminalInput](#)
- [uint8\\_t outputFilterEnableAndDelayLevel](#)
- [uint16\\_t invertedOutputPolarity](#)

### 36.5.1 Detailed Description

Used in the [Comp\\_E\\_init\(\)](#) function as the param parameter.

### 36.5.2 Field Documentation

[uint16\\_t Comp\\_E\\_initParam::invertedOutputPolarity](#)

Controls if the output will be inverted or not

Valid values are:

- **COMP\_E\_NORMALOUTPUTPOLARITY** - indicates the output should be normal
- **COMP\_E\_INVERTEDOUTPUTPOLARITY** - the output should be inverted

Referenced by [Comp\\_E\\_init\(\)](#).

[uint16\\_t Comp\\_E\\_initParam::negTerminalInput](#)

Selects the input to the negative terminal.

Valid values are:

- **COMP\_E\_INPUT0** [Default]

- **COMP\_E\_INPUT1**
- **COMP\_E\_INPUT2**
- **COMP\_E\_INPUT3**
- **COMP\_E\_INPUT4**
- **COMP\_E\_INPUT5**
- **COMP\_E\_INPUT6**
- **COMP\_E\_INPUT7**
- **COMP\_E\_INPUT8**
- **COMP\_E\_INPUT9**
- **COMP\_E\_INPUT10**
- **COMP\_E\_INPUT11**
- **COMP\_E\_INPUT12**
- **COMP\_E\_INPUT13**
- **COMP\_E\_INPUT14**
- **COMP\_E\_INPUT15**
- **COMP\_E\_VREF**

Referenced by `Comp_E_init()`.

#### `uint8_t Comp_E_initParam::outputFilterEnableAndDelayLevel`

Controls the output filter delay state, which is either off or enabled with a specified delay level. This parameter is device specific and delay levels should be found in the device's datasheet.

Valid values are:

- **COMP\_E\_FILTEROUTPUT\_OFF** [Default]
- **COMP\_E\_FILTEROUTPUT\_DLYLVL1**
- **COMP\_E\_FILTEROUTPUT\_DLYLVL2**
- **COMP\_E\_FILTEROUTPUT\_DLYLVL3**
- **COMP\_E\_FILTEROUTPUT\_DLYLVL4**

Referenced by `Comp_E_init()`.

#### `uint16_t Comp_E_initParam::posTerminalInput`

Selects the input to the positive terminal.

Valid values are:

- **COMP\_E\_INPUT0** [Default]
- **COMP\_E\_INPUT1**
- **COMP\_E\_INPUT2**
- **COMP\_E\_INPUT3**
- **COMP\_E\_INPUT4**

- **COMP\_E\_INPUT5**
- **COMP\_E\_INPUT6**
- **COMP\_E\_INPUT7**
- **COMP\_E\_INPUT8**
- **COMP\_E\_INPUT9**
- **COMP\_E\_INPUT10**
- **COMP\_E\_INPUT11**
- **COMP\_E\_INPUT12**
- **COMP\_E\_INPUT13**
- **COMP\_E\_INPUT14**
- **COMP\_E\_INPUT15**
- **COMP\_E\_VREF**

Referenced by `Comp_E_init()`.

The documentation for this struct was generated from the following file:

- `comp_e.h`

## 36.6 DMA\_initParam Struct Reference

Used in the `DMA_init()` function as the `param` parameter.

```
#include <dma.h>
```

### Data Fields

- `uint8_t` [channelSelect](#)
- `uint16_t` [transferModeSelect](#)
- `uint16_t` [transferSize](#)
- `uint8_t` [triggerSourceSelect](#)
- `uint8_t` [transferUnitSelect](#)
- `uint8_t` [triggerTypeSelect](#)

### 36.6.1 Detailed Description

Used in the `DMA_init()` function as the `param` parameter.

### 36.6.2 Field Documentation

`uint8_t` `DMA_initParam::channelSelect`

Is the specified channel to initialize.  
Valid values are:

- **DMA\_CHANNEL\_0**
- **DMA\_CHANNEL\_1**
- **DMA\_CHANNEL\_2**
- **DMA\_CHANNEL\_3**
- **DMA\_CHANNEL\_4**
- **DMA\_CHANNEL\_5**
- **DMA\_CHANNEL\_6**
- **DMA\_CHANNEL\_7**

Referenced by DMA\_init().

#### uint16\_t DMA\_initParam::transferModeSelect

Is the transfer mode of the selected channel.  
Valid values are:

- **DMA\_TRANSFER\_SINGLE** [Default] - Single transfer, transfers disabled after transferAmount of transfers.
- **DMA\_TRANSFER\_BLOCK** - Multiple transfers of transferAmount, transfers disabled once finished.
- **DMA\_TRANSFER\_BURSTBLOCK** - Multiple transfers of transferAmount interleaved with CPU activity, transfers disabled once finished.
- **DMA\_TRANSFER\_REPEATED\_SINGLE** - Repeated single transfer by trigger.
- **DMA\_TRANSFER\_REPEATED\_BLOCK** - Multiple transfers of transferAmount by trigger.
- **DMA\_TRANSFER\_REPEATED\_BURSTBLOCK** - Multiple transfers of transferAmount by trigger interleaved with CPU activity.

Referenced by DMA\_init().

#### uint16\_t DMA\_initParam::transferSize

Is the amount of transfers to complete in a block transfer mode, as well as how many transfers to complete before the interrupt flag is set. Valid value is between 1-65535, if 0, no transfers will occur.

Referenced by DMA\_init().

#### uint8\_t DMA\_initParam::transferUnitSelect

Is the specified size of transfers.  
Valid values are:

- **DMA\_SIZE\_SRCWORD\_DSTWORD** [Default]
- **DMA\_SIZE\_SRCBYTE\_DSTWORD**
- **DMA\_SIZE\_SRCWORD\_DSTBYTE**
- **DMA\_SIZE\_SRCBYTE\_DSTBYTE**

Referenced by DMA\_init().



`uint8_t DMA_initParam::triggerSourceSelect`

Is the source that will trigger the start of each transfer, note that the sources are device specific.  
Valid values are:

- `DMA_TRIGGERSOURCE_0` [Default]
- `DMA_TRIGGERSOURCE_1`
- `DMA_TRIGGERSOURCE_2`
- `DMA_TRIGGERSOURCE_3`
- `DMA_TRIGGERSOURCE_4`
- `DMA_TRIGGERSOURCE_5`
- `DMA_TRIGGERSOURCE_6`
- `DMA_TRIGGERSOURCE_7`
- `DMA_TRIGGERSOURCE_8`
- `DMA_TRIGGERSOURCE_9`
- `DMA_TRIGGERSOURCE_10`
- `DMA_TRIGGERSOURCE_11`
- `DMA_TRIGGERSOURCE_12`
- `DMA_TRIGGERSOURCE_13`
- `DMA_TRIGGERSOURCE_14`
- `DMA_TRIGGERSOURCE_15`
- `DMA_TRIGGERSOURCE_16`
- `DMA_TRIGGERSOURCE_17`
- `DMA_TRIGGERSOURCE_18`
- `DMA_TRIGGERSOURCE_19`
- `DMA_TRIGGERSOURCE_20`
- `DMA_TRIGGERSOURCE_21`
- `DMA_TRIGGERSOURCE_22`
- `DMA_TRIGGERSOURCE_23`
- `DMA_TRIGGERSOURCE_24`
- `DMA_TRIGGERSOURCE_25`
- `DMA_TRIGGERSOURCE_26`
- `DMA_TRIGGERSOURCE_27`
- `DMA_TRIGGERSOURCE_28`
- `DMA_TRIGGERSOURCE_29`
- `DMA_TRIGGERSOURCE_30`
- `DMA_TRIGGERSOURCE_31`

Referenced by `DMA_init()`.

## uint8\_t DMA\_initParam::triggerTypeSelect

Is the type of trigger that the trigger signal needs to be to start a transfer.  
Valid values are:

- **DMA\_TRIGGER\_RISINGEDGE** [Default]
- **DMA\_TRIGGER\_HIGH** - A trigger would be a high signal from the trigger source, to be held high through the length of the transfer(s).

Referenced by DMA\_init().

The documentation for this struct was generated from the following file:

- dma.h

## 36.7 ESI\_AFE1\_InitParams Struct Reference

### Data Fields

- uint16\_t **excitationCircuitSelect**
- uint16\_t **sampleAndHoldSelect**
- uint16\_t **midVoltageGeneratorSelect**
- uint16\_t **sampleAndHoldVSSConnect**
- uint16\_t **inputSelectAFE1**
- uint16\_t **inverterSelectOutputAFE1**

The documentation for this struct was generated from the following file:

- esi.h

## 36.8 ESI\_AFE2\_InitParams Struct Reference

### Data Fields

- uint16\_t **inputSelectAFE2**
- uint16\_t **inverterSelectOutputAFE2**
- uint16\_t **tsmControlComparatorAFE2**
- uint16\_t **tsmControlIDacAFE2**

The documentation for this struct was generated from the following file:

- esi.h

## 36.9 ESI\_PSM\_InitParams Struct Reference

### Data Fields

- uint16\_t **Q6Select**

- uint16\_t **Q7TriggerSelect**
- uint16\_t **count0Select**
- uint16\_t **count0Reset**
- uint16\_t **count1Select**
- uint16\_t **count1Reset**
- uint16\_t **count2Select**
- uint16\_t **count2Reset**
- uint16\_t **V2Select**
- uint16\_t **TEST4Select**

The documentation for this struct was generated from the following file:

- esi.h

## 36.10 ESI\_TSM\_InitParams Struct Reference

### Data Fields

- uint16\_t **smclkDivider**
- uint16\_t **ackDivider**
- uint16\_t **startTriggerAckDivider**
- uint16\_t **repeatMode**
- uint16\_t **startTriggerSelection**
- uint16\_t **tsmFunctionSelection**

The documentation for this struct was generated from the following file:

- esi.h

## 36.11 ESI\_TSM\_StateParams Struct Reference

### Data Fields

- uint16\_t **inputChannelSelect**
- uint16\_t **LCDampingSelect**
- uint16\_t **excitationSelect**
- uint16\_t **comparatorSelect**
- uint16\_t **highFreqClkOn\_or\_compAutoZeroCycle**
- uint16\_t **outputLatchSelect**
- uint16\_t **testCycleSelect**
- uint16\_t **dacSelect**
- uint16\_t **tsmStop**
- uint16\_t **tsmClkSrc**
- uint16\_t **duration**

The documentation for this struct was generated from the following file:

- esi.h

## 36.12 EUSCI\_A\_SPI\_changeMasterClockParam Struct Reference

Used in the [EUSCI\\_A\\_SPI\\_changeMasterClock\(\)](#) function as the param parameter.

```
#include <eusci_a_spi.h>
```

### Data Fields

- `uint32_t` [clockSourceFrequency](#)  
*Is the frequency of the selected clock source.*
- `uint32_t` [desiredSpiClock](#)  
*Is the desired clock rate for SPI communication.*

### 36.12.1 Detailed Description

Used in the [EUSCI\\_A\\_SPI\\_changeMasterClock\(\)](#) function as the param parameter.

The documentation for this struct was generated from the following file:

- `eusci_a_spi.h`

## 36.13 EUSCI\_A\_SPI\_initMasterParam Struct Reference

Used in the [EUSCI\\_A\\_SPI\\_initMaster\(\)](#) function as the param parameter.

```
#include <eusci_a_spi.h>
```

### Data Fields

- `uint8_t` [selectClockSource](#)
- `uint32_t` [clockSourceFrequency](#)  
*Is the frequency of the selected clock source.*
- `uint32_t` [desiredSpiClock](#)  
*Is the desired clock rate for SPI communication.*
- `uint16_t` [msbFirst](#)
- `uint16_t` [clockPhase](#)
- `uint16_t` [clockPolarity](#)
- `uint16_t` [spiMode](#)

### 36.13.1 Detailed Description

Used in the [EUSCI\\_A\\_SPI\\_initMaster\(\)](#) function as the param parameter.

## 36.13.2 Field Documentation

### uint16\_t EUSCI\_A\_SPI\_initMasterParam::clockPhase

Is clock phase select.  
Valid values are:

- **EUSCI\_A\_SPI\_PHASE\_DATA\_CHANGED\_ONFIRST\_CAPTURED\_ON\_NEXT** [Default]
- **EUSCI\_A\_SPI\_PHASE\_DATA\_CAPTURED\_ONFIRST\_CHANGED\_ON\_NEXT**

Referenced by EUSCI\_A\_SPI\_initMaster().

### uint16\_t EUSCI\_A\_SPI\_initMasterParam::clockPolarity

Is clock polarity select  
Valid values are:

- **EUSCI\_A\_SPI\_CLOCKPOLARITY\_INACTIVITY\_HIGH**
- **EUSCI\_A\_SPI\_CLOCKPOLARITY\_INACTIVITY\_LOW** [Default]

Referenced by EUSCI\_A\_SPI\_initMaster().

### uint16\_t EUSCI\_A\_SPI\_initMasterParam::msbFirst

Controls the direction of the receive and transmit shift register.  
Valid values are:

- **EUSCI\_A\_SPI\_MSB\_FIRST**
- **EUSCI\_A\_SPI\_LSB\_FIRST** [Default]

Referenced by EUSCI\_A\_SPI\_initMaster().

### uint8\_t EUSCI\_A\_SPI\_initMasterParam::selectClockSource

Selects Clock source. Refer to device specific datasheet for available options.  
Valid values are:

- **EUSCI\_A\_SPI\_CLOCKSOURCE\_ACLK**
- **EUSCI\_A\_SPI\_CLOCKSOURCE\_SMCLK**

Referenced by EUSCI\_A\_SPI\_initMaster().

### uint16\_t EUSCI\_A\_SPI\_initMasterParam::spiMode

Is SPI mode select  
Valid values are:

- **EUSCI\_A\_SPI\_3PIN**

- **EUSCI\_A\_SPI\_4PIN\_UCxSTE\_ACTIVE\_HIGH**
- **EUSCI\_A\_SPI\_4PIN\_UCxSTE\_ACTIVE\_LOW**

Referenced by `EUSCI_A_SPI_initMaster()`.

The documentation for this struct was generated from the following file:

- `eusci_a_spi.h`

## 36.14 EUSCI\_A\_SPI\_initSlaveParam Struct Reference

Used in the `EUSCI_A_SPI_initSlave()` function as the `param` parameter.

```
#include <eusci_a_spi.h>
```

### Data Fields

- `uint16_t` [msbFirst](#)
- `uint16_t` [clockPhase](#)
- `uint16_t` [clockPolarity](#)
- `uint16_t` [spiMode](#)

### 36.14.1 Detailed Description

Used in the `EUSCI_A_SPI_initSlave()` function as the `param` parameter.

### 36.14.2 Field Documentation

`uint16_t` `EUSCI_A_SPI_initSlaveParam::clockPhase`

Is clock phase select.  
Valid values are:

- **EUSCI\_A\_SPI\_PHASE\_DATA\_CHANGED\_ONFIRST\_CAPTURED\_ON\_NEXT** [Default]
- **EUSCI\_A\_SPI\_PHASE\_DATA\_CAPTURED\_ONFIRST\_CHANGED\_ON\_NEXT**

Referenced by `EUSCI_A_SPI_initSlave()`.

`uint16_t` `EUSCI_A_SPI_initSlaveParam::clockPolarity`

Is clock polarity select  
Valid values are:

- **EUSCI\_A\_SPI\_CLOCKPOLARITY\_INACTIVITY\_HIGH**
- **EUSCI\_A\_SPI\_CLOCKPOLARITY\_INACTIVITY\_LOW** [Default]

Referenced by `EUSCI_A_SPI_initSlave()`.

**uint16\_t EUSCI\_A\_SPI\_initSlaveParam::msbFirst**

Controls the direction of the receive and transmit shift register.  
Valid values are:

- **EUSCI\_A\_SPI\_MSB\_FIRST**
- **EUSCI\_A\_SPI\_LSB\_FIRST** [Default]

Referenced by `EUSCI_A_SPI_initSlave()`.

**uint16\_t EUSCI\_A\_SPI\_initSlaveParam::spiMode**

Is SPI mode select  
Valid values are:

- **EUSCI\_A\_SPI\_3PIN**
- **EUSCI\_A\_SPI\_4PIN\_UCxSTE\_ACTIVE\_HIGH**
- **EUSCI\_A\_SPI\_4PIN\_UCxSTE\_ACTIVE\_LOW**

Referenced by `EUSCI_A_SPI_initSlave()`.

The documentation for this struct was generated from the following file:

- `eusci_a_spi.h`

## 36.15 EUSCI\_A\_UART\_initParam Struct Reference

Used in the `EUSCI_A_UART_init()` function as the param parameter.

```
#include <eusci_a_uart.h>
```

### Data Fields

- `uint8_t selectClockSource`
- `uint16_t clockPrescaler`  
*Is the value to be written into UCBRx bits.*
- `uint8_t firstModReg`
- `uint8_t secondModReg`
- `uint8_t parity`
- `uint16_t msborLsbFirst`
- `uint16_t numberOfStopBits`
- `uint16_t uartMode`
- `uint8_t overSampling`

#### 36.15.1 Detailed Description

Used in the `EUSCI_A_UART_init()` function as the param parameter.

## 36.15.2 Field Documentation

### uint8\_t EUSCI\_A\_UART\_initParam::firstModReg

Is First modulation stage register setting. This value is a pre- calculated value which can be obtained from the Device Users Guide. This value is written into UCBRFx bits of UCAXMCTLW.

Referenced by EUSCI\_A\_UART\_init().

### uint16\_t EUSCI\_A\_UART\_initParam::msborLsbFirst

Controls direction of receive and transmit shift register.

Valid values are:

- **EUSCI\_A\_UART\_MSB\_FIRST**
- **EUSCI\_A\_UART\_LSB\_FIRST** [Default]

Referenced by EUSCI\_A\_UART\_init().

### uint16\_t EUSCI\_A\_UART\_initParam::numberOfStopBits

Indicates one/two STOP bits

Valid values are:

- **EUSCI\_A\_UART\_ONE\_STOP\_BIT** [Default]
- **EUSCI\_A\_UART\_TWO\_STOP\_BITS**

Referenced by EUSCI\_A\_UART\_init().

### uint8\_t EUSCI\_A\_UART\_initParam::overSampling

Indicates low frequency or oversampling baud generation

Valid values are:

- **EUSCI\_A\_UART\_OVERSAMPLING\_BAUDRATE\_GENERATION**
- **EUSCI\_A\_UART\_LOW\_FREQUENCY\_BAUDRATE\_GENERATION**

Referenced by EUSCI\_A\_UART\_init().

### uint8\_t EUSCI\_A\_UART\_initParam::parity

Is the desired parity.

Valid values are:

- **EUSCI\_A\_UART\_NO\_PARITY** [Default]
- **EUSCI\_A\_UART\_ODD\_PARITY**
- **EUSCI\_A\_UART\_EVEN\_PARITY**

Referenced by EUSCI\_A\_UART\_init().



**uint8\_t EUSCI\_A\_UART\_initParam::secondModReg**

Is Second modulation stage register setting. This value is a pre- calculated value which can be obtained from the Device Users Guide. This value is written into UCBSx bits of UCAXMCTLW.

Referenced by EUSCI\_A\_UART\_init().

**uint8\_t EUSCI\_A\_UART\_initParam::selectClockSource**

Selects Clock source. Refer to device specific datasheet for available options.  
Valid values are:

- **EUSCI\_A\_UART\_CLOCKSOURCE\_SMCLK**
- **EUSCI\_A\_UART\_CLOCKSOURCE\_ACLK**

Referenced by EUSCI\_A\_UART\_init().

**uint16\_t EUSCI\_A\_UART\_initParam::uartMode**

Selects the mode of operation  
Valid values are:

- **EUSCI\_A\_UART\_MODE** [Default]
- **EUSCI\_A\_UART\_IDLE\_LINE\_MULTI\_PROCESSOR\_MODE**
- **EUSCI\_A\_UART\_ADDRESS\_BIT\_MULTI\_PROCESSOR\_MODE**
- **EUSCI\_A\_UART\_AUTOMATIC\_BAUDRATE\_DETECTION\_MODE**

Referenced by EUSCI\_A\_UART\_init().

The documentation for this struct was generated from the following file:

- `eusci_a_uart.h`

## 36.16 EUSCI\_B\_I2C\_initMasterParam Struct Reference

Used in the [EUSCI\\_B\\_I2C\\_initMaster\(\)](#) function as the param parameter.

```
#include <eusci_b_i2c.h>
```

### Data Fields

- `uint8_t` [selectClockSource](#)
- `uint32_t` [i2cClk](#)
- `uint32_t` [dataRate](#)
- `uint8_t` [byteCounterThreshold](#)  
*Sets threshold for automatic STOP or UCSTPIFG.*
- `uint8_t` [autoSTOPGeneration](#)

## 36.16.1 Detailed Description

Used in the [EUSCI\\_B\\_I2C\\_initMaster\(\)](#) function as the param parameter.

## 36.16.2 Field Documentation

### uint8\_t EUSCI\_B\_I2C\_initMasterParam::autoSTOPGeneration

Sets up the STOP condition generation.

Valid values are:

- **EUSCI\_B\_I2C\_NO\_AUTO\_STOP**
- **EUSCI\_B\_I2C\_SET\_BYTECOUNT\_THRESHOLD\_FLAG**
- **EUSCI\_B\_I2C\_SEND\_STOP\_AUTOMATICALLY\_ON\_BYTECOUNT\_THRESHOLD**

Referenced by [EUSCI\\_B\\_I2C\\_initMaster\(\)](#).

### uint32\_t EUSCI\_B\_I2C\_initMasterParam::dataRate

Setup for selecting data transfer rate.

Valid values are:

- **EUSCI\_B\_I2C\_SET\_DATA\_RATE\_400KBPS**
- **EUSCI\_B\_I2C\_SET\_DATA\_RATE\_100KBPS**

Referenced by [EUSCI\\_B\\_I2C\\_initMaster\(\)](#).

### uint32\_t EUSCI\_B\_I2C\_initMasterParam::i2cClk

Is the rate of the clock supplied to the I2C module (the frequency in Hz of the clock source specified in [selectClockSource](#)).

Referenced by [EUSCI\\_B\\_I2C\\_initMaster\(\)](#).

### uint8\_t EUSCI\_B\_I2C\_initMasterParam::selectClockSource

Selects the clocksource. Refer to device specific datasheet for available options.

Valid values are:

- **EUSCI\_B\_I2C\_CLOCKSOURCE\_ACLK**
- **EUSCI\_B\_I2C\_CLOCKSOURCE\_SMCLK**

Referenced by [EUSCI\\_B\\_I2C\\_initMaster\(\)](#).

The documentation for this struct was generated from the following file:

- `eusci_b_i2c.h`

## 36.17 EUSCI\_B\_I2C\_initSlaveParam Struct Reference

Used in the [EUSCI\\_B\\_I2C\\_initSlave\(\)](#) function as the param parameter.

```
#include <eusci_b_i2c.h>
```

### Data Fields

- `uint8_t slaveAddress`  
*7-bit slave address*
- `uint8_t slaveAddressOffset`
- `uint32_t slaveOwnAddressEnable`

### 36.17.1 Detailed Description

Used in the [EUSCI\\_B\\_I2C\\_initSlave\(\)](#) function as the param parameter.

### 36.17.2 Field Documentation

`uint8_t EUSCI_B_I2C_initSlaveParam::slaveAddressOffset`

Own address Offset referred to- 'x' value of UCBxI2COAx.  
Valid values are:

- **EUSCI\_B\_I2C\_OWN\_ADDRESS\_OFFSET0**
- **EUSCI\_B\_I2C\_OWN\_ADDRESS\_OFFSET1**
- **EUSCI\_B\_I2C\_OWN\_ADDRESS\_OFFSET2**
- **EUSCI\_B\_I2C\_OWN\_ADDRESS\_OFFSET3**

Referenced by [EUSCI\\_B\\_I2C\\_initSlave\(\)](#).

`uint32_t EUSCI_B_I2C_initSlaveParam::slaveOwnAddressEnable`

Selects if the specified address is enabled or disabled.  
Valid values are:

- **EUSCI\_B\_I2C\_OWN\_ADDRESS\_DISABLE**
- **EUSCI\_B\_I2C\_OWN\_ADDRESS\_ENABLE**

Referenced by [EUSCI\\_B\\_I2C\\_initSlave\(\)](#).

The documentation for this struct was generated from the following file:

- `eusci_b_i2c.h`

## 36.18 EUSCI\_B\_SPI\_changeMasterClockParam Struct Reference

Used in the [EUSCI\\_B\\_SPI\\_changeMasterClock\(\)](#) function as the param parameter.

```
#include <eusci_b_spi.h>
```

### Data Fields

- `uint32_t` [clockSourceFrequency](#)  
*Is the frequency of the selected clock source.*
- `uint32_t` [desiredSpiClock](#)  
*Is the desired clock rate for SPI communication.*

### 36.18.1 Detailed Description

Used in the [EUSCI\\_B\\_SPI\\_changeMasterClock\(\)](#) function as the param parameter.

The documentation for this struct was generated from the following file:

- `eusci_b_spi.h`

## 36.19 EUSCI\_B\_SPI\_initMasterParam Struct Reference

Used in the [EUSCI\\_B\\_SPI\\_initMaster\(\)](#) function as the param parameter.

```
#include <eusci_b_spi.h>
```

### Data Fields

- `uint8_t` [selectClockSource](#)
- `uint32_t` [clockSourceFrequency](#)  
*Is the frequency of the selected clock source.*
- `uint32_t` [desiredSpiClock](#)  
*Is the desired clock rate for SPI communication.*
- `uint16_t` [msbFirst](#)
- `uint16_t` [clockPhase](#)
- `uint16_t` [clockPolarity](#)
- `uint16_t` [spiMode](#)

### 36.19.1 Detailed Description

Used in the [EUSCI\\_B\\_SPI\\_initMaster\(\)](#) function as the param parameter.

## 36.19.2 Field Documentation

### uint16\_t EUSCI\_B\_SPI\_initMasterParam::clockPhase

Is clock phase select.

Valid values are:

- **EUSCI\_B\_SPI\_PHASE\_DATA\_CHANGED\_ONFIRST\_CAPTURED\_ON\_NEXT** [Default]
- **EUSCI\_B\_SPI\_PHASE\_DATA\_CAPTURED\_ONFIRST\_CHANGED\_ON\_NEXT**

Referenced by EUSCI\_B\_SPI\_initMaster().

### uint16\_t EUSCI\_B\_SPI\_initMasterParam::clockPolarity

Is clock polarity select

Valid values are:

- **EUSCI\_B\_SPI\_CLOCKPOLARITY\_INACTIVITY\_HIGH**
- **EUSCI\_B\_SPI\_CLOCKPOLARITY\_INACTIVITY\_LOW** [Default]

Referenced by EUSCI\_B\_SPI\_initMaster().

### uint16\_t EUSCI\_B\_SPI\_initMasterParam::msbFirst

Controls the direction of the receive and transmit shift register.

Valid values are:

- **EUSCI\_B\_SPI\_MSB\_FIRST**
- **EUSCI\_B\_SPI\_LSB\_FIRST** [Default]

Referenced by EUSCI\_B\_SPI\_initMaster().

### uint8\_t EUSCI\_B\_SPI\_initMasterParam::selectClockSource

Selects Clock source. Refer to device specific datasheet for available options.

Valid values are:

- **EUSCI\_B\_SPI\_CLOCKSOURCE\_ACLK**
- **EUSCI\_B\_SPI\_CLOCKSOURCE\_SMCLK**

Referenced by EUSCI\_B\_SPI\_initMaster().

### uint16\_t EUSCI\_B\_SPI\_initMasterParam::spiMode

Is SPI mode select

Valid values are:

- **EUSCI\_B\_SPI\_3PIN**

- **EUSCI\_B\_SPI\_4PIN\_UCxSTE\_ACTIVE\_HIGH**
- **EUSCI\_B\_SPI\_4PIN\_UCxSTE\_ACTIVE\_LOW**

Referenced by `EUSCI_B_SPI_initMaster()`.

The documentation for this struct was generated from the following file:

- `eusci_b_spi.h`

## 36.20 EUSCI\_B\_SPI\_initSlaveParam Struct Reference

Used in the `EUSCI_B_SPI_initSlave()` function as the `param` parameter.

```
#include <eusci_b_spi.h>
```

### Data Fields

- `uint16_t` [msbFirst](#)
- `uint16_t` [clockPhase](#)
- `uint16_t` [clockPolarity](#)
- `uint16_t` [spiMode](#)

### 36.20.1 Detailed Description

Used in the `EUSCI_B_SPI_initSlave()` function as the `param` parameter.

### 36.20.2 Field Documentation

`uint16_t` `EUSCI_B_SPI_initSlaveParam::clockPhase`

Is clock phase select.  
Valid values are:

- **EUSCI\_B\_SPI\_PHASE\_DATA\_CHANGED\_ONFIRST\_CAPTURED\_ON\_NEXT** [Default]
- **EUSCI\_B\_SPI\_PHASE\_DATA\_CAPTURED\_ONFIRST\_CHANGED\_ON\_NEXT**

Referenced by `EUSCI_B_SPI_initSlave()`.

`uint16_t` `EUSCI_B_SPI_initSlaveParam::clockPolarity`

Is clock polarity select  
Valid values are:

- **EUSCI\_B\_SPI\_CLOCKPOLARITY\_INACTIVITY\_HIGH**
- **EUSCI\_B\_SPI\_CLOCKPOLARITY\_INACTIVITY\_LOW** [Default]

Referenced by `EUSCI_B_SPI_initSlave()`.

### uint16\_t EUSCI\_B\_SPI\_initSlaveParam::msbFirst

Controls the direction of the receive and transmit shift register.  
Valid values are:

- **EUSCI\_B\_SPI\_MSB\_FIRST**
- **EUSCI\_B\_SPI\_LSB\_FIRST** [Default]

Referenced by EUSCI\_B\_SPI\_initSlave().

### uint16\_t EUSCI\_B\_SPI\_initSlaveParam::spiMode

Is SPI mode select  
Valid values are:

- **EUSCI\_B\_SPI\_3PIN**
- **EUSCI\_B\_SPI\_4PIN\_UCxSTE\_ACTIVE\_HIGH**
- **EUSCI\_B\_SPI\_4PIN\_UCxSTE\_ACTIVE\_LOW**

Referenced by EUSCI\_B\_SPI\_initSlave().

The documentation for this struct was generated from the following file:

- eusci\_b\_spi.h

## 36.21 LCD\_C\_initParam Struct Reference

Used in the [LCD\\_C\\_init\(\)](#) function as the initParams parameter.

```
#include <lcd_c.h>
```

### Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockDivider](#)
- uint16\_t [clockPrescalar](#)
- uint16\_t [muxRate](#)
- uint16\_t [waveforms](#)
- uint16\_t [segments](#)

#### 36.21.1 Detailed Description

Used in the [LCD\\_C\\_init\(\)](#) function as the initParams parameter.

## 36.21.2 Field Documentation

uint16\_t LCD\_C\_initParam::clockDivider

Selects the divider for LCD.frequency.  
Valid values are:

- **LCD\_C\_CLOCKDIVIDER\_1** [Default]
- **LCD\_C\_CLOCKDIVIDER\_2**
- **LCD\_C\_CLOCKDIVIDER\_3**
- **LCD\_C\_CLOCKDIVIDER\_4**
- **LCD\_C\_CLOCKDIVIDER\_5**
- **LCD\_C\_CLOCKDIVIDER\_6**
- **LCD\_C\_CLOCKDIVIDER\_7**
- **LCD\_C\_CLOCKDIVIDER\_8**
- **LCD\_C\_CLOCKDIVIDER\_9**
- **LCD\_C\_CLOCKDIVIDER\_10**
- **LCD\_C\_CLOCKDIVIDER\_11**
- **LCD\_C\_CLOCKDIVIDER\_12**
- **LCD\_C\_CLOCKDIVIDER\_13**
- **LCD\_C\_CLOCKDIVIDER\_14**
- **LCD\_C\_CLOCKDIVIDER\_15**
- **LCD\_C\_CLOCKDIVIDER\_16**
- **LCD\_C\_CLOCKDIVIDER\_17**
- **LCD\_C\_CLOCKDIVIDER\_18**
- **LCD\_C\_CLOCKDIVIDER\_19**
- **LCD\_C\_CLOCKDIVIDER\_20**
- **LCD\_C\_CLOCKDIVIDER\_21**
- **LCD\_C\_CLOCKDIVIDER\_22**
- **LCD\_C\_CLOCKDIVIDER\_23**
- **LCD\_C\_CLOCKDIVIDER\_24**
- **LCD\_C\_CLOCKDIVIDER\_25**
- **LCD\_C\_CLOCKDIVIDER\_26**
- **LCD\_C\_CLOCKDIVIDER\_27**
- **LCD\_C\_CLOCKDIVIDER\_28**
- **LCD\_C\_CLOCKDIVIDER\_29**
- **LCD\_C\_CLOCKDIVIDER\_30**
- **LCD\_C\_CLOCKDIVIDER\_31**
- **LCD\_C\_CLOCKDIVIDER\_32**

Referenced by LCD\_C\_init().



`uint16_t LCD_C_initParam::clockPrescalar`

Selects the prescalar for frequency.  
Valid values are:

- **LCD\_C\_CLOCKPRESCALAR\_1** [Default]
- **LCD\_C\_CLOCKPRESCALAR\_2**
- **LCD\_C\_CLOCKPRESCALAR\_4**
- **LCD\_C\_CLOCKPRESCALAR\_8**
- **LCD\_C\_CLOCKPRESCALAR\_16**
- **LCD\_C\_CLOCKPRESCALAR\_32**

Referenced by `LCD_C_init()`.

`uint16_t LCD_C_initParam::clockSource`

Selects the clock that will be used by the LCD.  
Valid values are:

- **LCD\_C\_CLOCKSOURCE\_ACLK** [Default]
- **LCD\_C\_CLOCKSOURCE\_VLOCLK**

Referenced by `LCD_C_init()`.

`uint16_t LCD_C_initParam::muxRate`

Selects LCD mux rate.  
Valid values are:

- **LCD\_C\_STATIC** [Default]
- **LCD\_C\_2\_MUX**
- **LCD\_C\_3\_MUX**
- **LCD\_C\_4\_MUX**
- **LCD\_C\_5\_MUX**
- **LCD\_C\_6\_MUX**
- **LCD\_C\_7\_MUX**
- **LCD\_C\_8\_MUX**

Referenced by `LCD_C_init()`.

`uint16_t LCD_C_initParam::segments`

Sets LCD segment on/off.  
Valid values are:

- **LCD\_C\_SEGMENTS\_DISABLED** [Default]

- **LCD\_C\_SEGMENTS\_ENABLED**

Referenced by LCD\_C\_init().

uint16\_t LCD\_C\_initParam::waveforms

Selects LCD waveform mode.

Valid values are:

- **LCD\_C\_STANDARD\_WAVEFORMS** [Default]
- **LCD\_C\_LOW\_POWER\_WAVEFORMS**

Referenced by LCD\_C\_init().

The documentation for this struct was generated from the following file:

- lcd.c.h

## 36.22 LEA\_addLongMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_addLongMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t [outputOffset](#)

### 36.22.1 Detailed Description

Parameter structure that should be paired with the LEA\_addLongMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.22.2 Field Documentation

uint16\_t LEA\_addLongMatrixParams::input1

LEA RAM address to input1 vector containing values in signed, unsigned or IQ31 format

uint16\_t LEA\_addLongMatrixParams::input1Offset

offset for input1 pointer after every 32-bit additions

uint16\_t LEA\_addLongMatrixParams::input2

LEA RAM address to input2 vector containing values in signed, unsigned or IQ31 format

uint16\_t LEA\_addLongMatrixParams::input2Offset

offset for input2 pointer after every 32-bit additions

uint16\_t LEA\_addLongMatrixParams::output

LEA RAM address to output vector

uint16\_t LEA\_addLongMatrixParams::outputOffset

offset for output pointer after every 32-bit additions

uint16\_t LEA\_addLongMatrixParams::reserved1

reserved

uint16\_t LEA\_addLongMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.23 LEA\_addMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_addMatrix command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)

- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t [outputOffset](#)

### 36.23.1 Detailed Description

Parameter structure that should be paired with the `LEA_addMatrix` command when using [LEA\\_invokeCommand\(\)](#).

### 36.23.2 Field Documentation

uint16\_t `LEA_addMatrixParams::input1`

LEA RAM address to input1 vector containing values in signed, unsigned or Q15 format

uint16\_t `LEA_addMatrixParams::input1Offset`

offset for input1 pointer after every 2 sets of 16-bits additions

uint16\_t `LEA_addMatrixParams::input2`

LEA RAM address to input2 vector containing values in signed, unsigned or Q15 format

uint16\_t `LEA_addMatrixParams::input2Offset`

offset for input2 pointer after every 2 sets of 16-bits additions

uint16\_t `LEA_addMatrixParams::output`

LEA RAM address to output vector

uint16\_t `LEA_addMatrixParams::outputOffset`

offset for output pointer after every 2 sets of 16-bits additions

uint16\_t `LEA_addMatrixParams::reserved1`

reserved

uint16\_t LEA\_addMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.24 LEA\_biquadWithBiasAndMinMaxParams Struct Reference

Parameter structure that should be paired with the LEA\_biquadWithBiasAndMinMax command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)
- uint16\_t [stateQ1](#)
- uint16\_t [stateQ2](#)
- uint16\_t [Bias](#)
- int16\_t [A0](#)
- int16\_t [A1](#)
- int16\_t [A2](#)
- int16\_t [A3](#)
- int16\_t [B0](#)
- int16\_t [B1](#)
- int16\_t [B2](#)
- uint16\_t [reserved2](#)
- uint16\_t [Min](#)
- uint16\_t [reserved3](#)
- uint16\_t [Max](#)

### 36.24.1 Detailed Description

Parameter structure that should be paired with the LEA\_biquadWithBiasAndMinMax command when using [LEA.invokeCommand\(\)](#).

### 36.24.2 Field Documentation

int16\_t LEA\_biquadWithBiasAndMinMaxParams::A0

a0 coefficient value

int16\_t LEA\_biquadWithBiasAndMinMaxParams::A1

a1 coefficient value

int16\_t LEA\_biquadWithBiasAndMinMaxParams::A2

a2 coefficient value

int16\_t LEA\_biquadWithBiasAndMinMaxParams::A3

a3 coefficient value

int16\_t LEA\_biquadWithBiasAndMinMaxParams::B0

b0 coefficient value

int16\_t LEA\_biquadWithBiasAndMinMaxParams::B1

b1 coefficient value

int16\_t LEA\_biquadWithBiasAndMinMaxParams::B2

b2 coefficient value

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::Bias

Bias value for filter

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::input1

LEA RAM address to input vector containing values in Q15 format

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::Max

Max value output

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::Min

Min value output

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::output

LEA RAM address to output vector containing values in Q15 format

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::reserved1

padding

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::reserved2

padding

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::reserved3

padding

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::stateQ1

state value to be passed from one invocation to the next

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::stateQ2

state value to be passed from one invocation to the next

uint16\_t LEA\_biquadWithBiasAndMinMaxParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.25 LEA\_bitReverseComplexEvenParams Struct Reference

Parameter structure that should be paired with the LEA\_bitReverseComplexEven command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

## Data Fields

- `uint16_t` [input1](#)
- `uint16_t` [reserved1](#)
- `uint16_t` [sqrtVectorSize](#)
- `uint16_t` [reserved2](#)

### 36.25.1 Detailed Description

Parameter structure that should be paired with the `LEA_bitReverseComplexEven` command when using [LEA.invokeCommand\(\)](#).

### 36.25.2 Field Documentation

`uint16_t` `LEA_bitReverseComplexEvenParams::input1`

LEA RAM address to input vector containing values in `cplxQ15` format

`uint16_t` `LEA_bitReverseComplexEvenParams::reserved1`

reserved

`uint16_t` `LEA_bitReverseComplexEvenParams::reserved2`

reserved

`uint16_t` `LEA_bitReverseComplexEvenParams::sqrtVectorSize`

square root of vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.26 LEA\_bitReverseComplexLongEvenParams Struct Reference

Parameter structure that should be paired with the `LEA_bitReverseComplexLongEven` command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```



## Data Fields

- `uint16_t` [input1](#)
- `uint16_t` [reserved1](#)
- `uint16_t` [sqrtVectorSize](#)
- `uint16_t` [reserved2](#)

### 36.26.1 Detailed Description

Parameter structure that should be paired with the `LEA_bitReverseComplexLongEven` command when using `LEA_invokeCommand()`.

### 36.26.2 Field Documentation

`uint16_t` `LEA_bitReverseComplexLongEvenParams::input1`

LEA RAM address to input vector containing values in `cplxIQ31` format

`uint16_t` `LEA_bitReverseComplexLongEvenParams::reserved1`

reserved

`uint16_t` `LEA_bitReverseComplexLongEvenParams::reserved2`

reserved

`uint16_t` `LEA_bitReverseComplexLongEvenParams::sqrtVectorSize`

square root of vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.27 LEA\_bitReverseComplexLongOddParams Struct Reference

Parameter structure that should be paired with the `LEA_bitReverseComplexLongOdd` command when using `LEA_invokeCommand()`.

```
#include <lea.h>
```

## Data Fields

- `uint16_t` [input1](#)
- `uint16_t` [reserved1](#)
- `uint16_t` [sqrtVectorSizeBy2](#)
- `uint16_t` [reserved2](#)

### 36.27.1 Detailed Description

Parameter structure that should be paired with the `LEA_bitReverseComplexLongOdd` command when using `LEA_invokeCommand()`.

### 36.27.2 Field Documentation

`uint16_t` `LEA_bitReverseComplexLongOddParams::input1`

LEA RAM address to input vector containing values in `cplxIQ31` format

`uint16_t` `LEA_bitReverseComplexLongOddParams::reserved1`

reserved

`uint16_t` `LEA_bitReverseComplexLongOddParams::reserved2`

reserved

`uint16_t` `LEA_bitReverseComplexLongOddParams::sqrtVectorSizeBy2`

square root of vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.28 LEA\_bitReverseComplexOddParams Struct Reference

Parameter structure that should be paired with the `LEA_bitReverseComplexOdd` command when using `LEA_invokeCommand()`.

```
#include <lea.h>
```

## Data Fields

- `uint16_t` [input1](#)
- `uint16_t` [reserved1](#)
- `uint16_t` [sqrtVectorSizeBy2](#)
- `uint16_t` [reserved2](#)

### 36.28.1 Detailed Description

Parameter structure that should be paired with the `LEA_bitReverseComplexOdd` command when using [LEA\\_invokeCommand\(\)](#).

### 36.28.2 Field Documentation

`uint16_t` `LEA_bitReverseComplexOddParams::input1`

LEA RAM address to input vector containing values in `cplxQ15` format

`uint16_t` `LEA_bitReverseComplexOddParams::reserved1`

reserved

`uint16_t` `LEA_bitReverseComplexOddParams::reserved2`

reserved

`uint16_t` `LEA_bitReverseComplexOddParams::sqrtVectorSizeBy2`

square root of vector size divided by two

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.29 LEA\_deinterleaveEvenEvenParams Struct Reference

Parameter structure that should be paired with the `LEA_deinterleaveEvenEven` command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

## Data Fields

- `uint16_t input1`
- `uint16_t reserved1`
- `uint16_t vectorSize`
- `uint16_t interleaveDepth`
- `uint16_t output`
- `uint16_t reserved`

### 36.29.1 Detailed Description

Parameter structure that should be paired with the `LEA_deinterleaveEvenEven` command command when using `LEA_invokeCommand()`.

### 36.29.2 Field Documentation

`uint16_t LEA_deinterleaveEvenEvenParams::input1`

LEA RAM address to `input1` vector containing values in `int16_t` format

`uint16_t LEA_deinterleaveEvenEvenParams::interleaveDepth`

interleave depth

`uint16_t LEA_deinterleaveEvenEvenParams::output`

LEA RAM address to `output` vector containing values in `int16_t` format

`uint16_t LEA_deinterleaveEvenEvenParams::reserved1`

reserved

`uint16_t LEA_deinterleaveEvenEvenParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.30 LEA\_deinterleaveEvenOddParams Struct Reference

Parameter structure that should be paired with the `LEA_deinterleaveEvenOdd` command command when using `LEA_invokeCommand()`.

```
#include <lea.h>
```

## Data Fields

- `uint16_t` [input1](#)
- `uint16_t` [reserved1](#)
- `uint16_t` [vectorSize](#)
- `uint16_t` [interleaveDepth](#)
- `uint16_t` [output](#)
- `uint16_t` **reserved**

### 36.30.1 Detailed Description

Parameter structure that should be paired with the `LEA_deinterleaveEvenOdd` command when using [LEA\\_invokeCommand\(\)](#).

### 36.30.2 Field Documentation

`uint16_t` `LEA_deinterleaveEvenOddParams::input1`

LEA RAM address to `input1` vector containing values in `int16_t` format

`uint16_t` `LEA_deinterleaveEvenOddParams::interleaveDepth`

interleave depth

`uint16_t` `LEA_deinterleaveEvenOddParams::output`

LEA RAM address to `output` vector containing values in `int16_t` format

`uint16_t` `LEA_deinterleaveEvenOddParams::reserved1`

reserved

`uint16_t` `LEA_deinterleaveEvenOddParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.31 LEA\_deinterleaveLongParams Struct Reference

Parameter structure that should be paired with the LEA\_deinterleaveLong command command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- `uint16_t` [input1](#)
- `uint16_t` [reserved1](#)
- `uint16_t` [vectorSize](#)
- `uint16_t` [interleaveDepth](#)
- `uint16_t` [output](#)
- `uint16_t` **reserved**

### 36.31.1 Detailed Description

Parameter structure that should be paired with the LEA\_deinterleaveLong command command when using [LEA\\_invokeCommand\(\)](#).

### 36.31.2 Field Documentation

`uint16_t` LEA\_deinterleaveLongParams::input1

LEA RAM address to input1 vector containing values in int32\_t format

`uint16_t` LEA\_deinterleaveLongParams::interleaveDepth

interleave depth

`uint16_t` LEA\_deinterleaveLongParams::output

LEA RAM address to output vector containing values in int32\_t format

`uint16_t` LEA\_deinterleaveLongParams::reserved1

reserved

`uint16_t` LEA\_deinterleaveLongParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.32 LEA\_deinterleaveOddEvenParams Struct Reference

Parameter structure that should be paired with the LEA\_deinterleaveOddEven command command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [interleaveDepth](#)
- uint16\_t [output](#)
- uint16\_t **reserved**

### 36.32.1 Detailed Description

Parameter structure that should be paired with the LEA\_deinterleaveOddEven command command when using [LEA\\_invokeCommand\(\)](#).

### 36.32.2 Field Documentation

uint16\_t LEA\_deinterleaveOddEvenParams::input1

LEA RAM address to input1 vector containing values in int16\_t format

uint16\_t LEA\_deinterleaveOddEvenParams::interleaveDepth

interleave depth

uint16\_t LEA\_deinterleaveOddEvenParams::output

LEA RAM address to output vector containing values in int16\_t format

uint16\_t LEA\_deinterleaveOddEvenParams::reserved1

reserved

uint16\_t LEA\_deinterleaveOddEvenParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.33 LEA\_deinterleaveOddOddParams Struct Reference

Parameter structure that should be paired with the LEA\_deinterleaveOddOdd command command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [interleaveDepth](#)
- uint16\_t [output](#)
- uint16\_t [reserved2](#)

### 36.33.1 Detailed Description

Parameter structure that should be paired with the LEA\_deinterleaveOddOdd command command when using [LEA.invokeCommand\(\)](#).

### 36.33.2 Field Documentation

uint16\_t LEA\_deinterleaveOddOddParams::input1

LEA RAM address to input1 vector containing values in int16\_t format

uint16\_t LEA\_deinterleaveOddOddParams::interleaveDepth

interleave depth

uint16\_t LEA\_deinterleaveOddOddParams::output

LEA RAM address to output vector containing values in int16\_t format



```
uint16_t LEA_deinterleaveOddOddParams::reserved1
```

```
    reserved
```

```
uint16_t LEA_deinterleaveOddOddParams::reserved2
```

```
    reserved
```

```
uint16_t LEA_deinterleaveOddOddParams::vectorSize
```

```
    Input vector size
```

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.34 LEA\_fftComplexAutoScalingParams Struct Reference

Parameter structure that should be paired with the `LEA_fftComplexAutoScaling` command when using `LEA_invokeCommand()`.

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSizeBy2](#)
- [uint16\\_t log2Size](#)

#### 36.34.1 Detailed Description

Parameter structure that should be paired with the `LEA_fftComplexAutoScaling` command when using `LEA_invokeCommand()`.

#### 36.34.2 Field Documentation

```
uint16_t LEA_fftComplexAutoScalingParams::input1
```

LEA RAM address to input vector containing values in `cplxQ15` format

uint16\_t LEA\_fftComplexAutoScalingParams::log2Size

log2(vectorSize)

uint16\_t LEA\_fftComplexAutoScalingParams::reserved1

reserved

uint16\_t LEA\_fftComplexAutoScalingParams::vectorSizeBy2

Input vector size divided by two

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.35 LEA\_fftComplexFixedScalingParams Struct Reference

Parameter structure that should be paired with the LEA\_fftComplexFixedScaling command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSizeBy2](#)
- uint16\_t [log2Size](#)

### 36.35.1 Detailed Description

Parameter structure that should be paired with the LEA\_fftComplexFixedScaling command when using [LEA\\_invokeCommand\(\)](#).

### 36.35.2 Field Documentation

uint16\_t LEA\_fftComplexFixedScalingParams::input1

LEA RAM address to input vector containing values in cplxQ15 format

uint16\_t LEA\_fftComplexFixedScalingParams::log2Size

log2(vectorSize)

uint16\_t LEA\_fftComplexFixedScalingParams::reserved1

reserved

uint16\_t LEA\_fftComplexFixedScalingParams::vectorSizeBy2

Input vector size divided by two

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.36 LEA\_fftComplexLongParams Struct Reference

Parameter structure that should be paired with the LEA\_fftComplexLong command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [log2Size](#)

### 36.36.1 Detailed Description

Parameter structure that should be paired with the LEA\_fftComplexLong command when using [LEA\\_invokeCommand\(\)](#).

### 36.36.2 Field Documentation

uint16\_t LEA\_fftComplexLongParams::input1

LEA RAM address to input vector containing values in cplxIQ31 format

uint16\_t LEA\_fftComplexLongParams::log2Size

log2(vectorSize)

uint16\_t LEA\_fftComplexLongParams::reserved1

reserved

uint16\_t LEA\_fftComplexLongParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.37 LEA\_fftLongParams Struct Reference

Parameter structure that should be paired with the LEA\_fftLong command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [log2Size](#)

### 36.37.1 Detailed Description

Parameter structure that should be paired with the LEA\_fftLong command when using [LEA\\_invokeCommand\(\)](#).

### 36.37.2 Field Documentation

uint16\_t LEA\_fftLongParams::input1

LEA RAM address to input vector containing values in IQ31 format

uint16\_t LEA\_fftLongParams::log2Size

log2 of vectorSize

uint16\_t LEA\_fftLongParams::reserved1

reserved

uint16\_t LEA\_fftLongParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.38 LEA\_fftParams Struct Reference

Parameter structure that should be paired with the LEA\_fft command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [log2Size](#)

### 36.38.1 Detailed Description

Parameter structure that should be paired with the LEA\_fft command when using [LEA\\_invokeCommand\(\)](#).

### 36.38.2 Field Documentation

uint16\_t LEA\_fftParams::input1

LEA RAM address to input vector containing values in Q15 format

uint16\_t LEA\_fftParams::log2Size

log2 of vectorSize

uint16\_t LEA\_fftParams::reserved1

reserved

uint16\_t LEA\_fftParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.39 LEA\_firComplexLongParams Struct Reference

Parameter structure that should be paired with the LEA\_firComplexLong command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [coeffs](#)
- uint16\_t [output](#)
- uint16\_t [filterLength](#)
- uint16\_t [circularBufferMask](#)
- uint16\_t [reserved2](#)

### 36.39.1 Detailed Description

Parameter structure that should be paired with the LEA\_firComplexLong command when using [LEA\\_invokeCommand\(\)](#).

### 36.39.2 Field Documentation

uint16\_t LEA\_firComplexLongParams::circularBufferMask

When set to value other than 0xff circular buffering is enabled

uint16\_t LEA\_firComplexLongParams::coeffs

Filter coefficients in cplxIQ31 format

uint16\_t LEA\_firComplexLongParams::filterLength

Filter length, a multiple of two

uint16\_t LEA\_firComplexLongParams::input1

LEA RAM address to input1 vector containing values in cplxIQ31 format

uint16\_t LEA\_firComplexLongParams::output

LEA RAM address to output vector containing values in cplxIQ31 format

uint16\_t LEA\_firComplexLongParams::reserved1

reserved

uint16\_t LEA\_firComplexLongParams::reserved2

padding

uint16\_t LEA\_firComplexLongParams::vectorSize

Output vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.40 LEA\_firComplexParams Struct Reference

Parameter structure that should be paired with the LEA\_firComplex command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [coeffs](#)
- uint16\_t [output](#)
- uint16\_t [filterLength](#)
- uint16\_t [circularBufferMask](#)
- uint16\_t [reserved2](#)

### 36.40.1 Detailed Description

Parameter structure that should be paired with the `LEA_firComplex` command when using `LEA_invokeCommand()`.

### 36.40.2 Field Documentation

`uint16_t LEA_firComplexParams::circularBufferMask`

When set to value other than 0xff circular buffering is enabled

`uint16_t LEA_firComplexParams::coeffs`

Filter coefficients in cplxQ15 format

`uint16_t LEA_firComplexParams::filterLength`

Filter length, a multiple of two

`uint16_t LEA_firComplexParams::input1`

LEA RAM address to input1 vector containing values in cplxQ15 format

`uint16_t LEA_firComplexParams::output`

LEA RAM address to output vector containing values in cplxQ15 format

`uint16_t LEA_firComplexParams::reserved1`

reserved

`uint16_t LEA_firComplexParams::reserved2`

padding

`uint16_t LEA_firComplexParams::vectorSize`

Output vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)



## 36.41 LEA\_firLongParams Struct Reference

Parameter structure that should be paired with the LEA\_firLong command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t coeffs](#)
- [uint16\\_t output](#)
- [uint16\\_t filterLength](#)
- [uint16\\_t circularBufferMask](#)
- [uint16\\_t reserved2](#)

### 36.41.1 Detailed Description

Parameter structure that should be paired with the LEA\_firLong command when using [LEA.invokeCommand\(\)](#).

### 36.41.2 Field Documentation

`uint16_t LEA_firLongParams::circularBufferMask`

When set to value other than 0xff circular buffering is enabled

`uint16_t LEA_firLongParams::coeffs`

Filter coefficients in IQ31 format

`uint16_t LEA_firLongParams::filterLength`

Filter length, a multiple of two

`uint16_t LEA_firLongParams::input1`

LEA RAM address to input1 vector containing values in IQ31 format

`uint16_t LEA_firLongParams::output`

LEA RAM address to output vector containing values in IQ31 format

uint16\_t LEA\_firLongParams::reserved1

reserved

uint16\_t LEA\_firLongParams::reserved2

padding

uint16\_t LEA\_firLongParams::vectorSize

Output vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.42 LEA\_firParams Struct Reference

Parameter structure that should be paired with the LEA\_fir command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [coeffs](#)
- uint16\_t [output](#)
- uint16\_t [filterLength](#)
- uint16\_t [circularBufferMask](#)
- uint16\_t [reserved2](#)

### 36.42.1 Detailed Description

Parameter structure that should be paired with the LEA\_fir command when using [LEA\\_invokeCommand\(\)](#).

### 36.42.2 Field Documentation

uint16\_t LEA\_firParams::circularBufferMask

When set to value other than 0xff circular buffering is enabled

uint16\_t LEA\_firParams::coeffs

Filter coefficients in Q15 format

uint16\_t LEA\_firParams::filterLength

Filter length, a multiple of two

uint16\_t LEA\_firParams::input1

LEA RAM address to input1 vector containing values in Q15 format

uint16\_t LEA\_firParams::output

LEA RAM address to output vector containing values in Q15 format

uint16\_t LEA\_firParams::reserved1

reserved

uint16\_t LEA\_firParams::reserved2

reserved

uint16\_t LEA\_firParams::vectorSize

Output vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.43 LEA\_goertzelParams Struct Reference

Parameter structure that should be paired with the LEA\_goertzel command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)

- `uint16_t` [vectorSize](#)
- `uint16_t` [output](#)
- `int16_t` [coeffCos](#)
- `int16_t` [coeffSin](#)

### 36.43.1 Detailed Description

Parameter structure that should be paired with the `LEA_goertzel` command when using [LEA\\_invokeCommand\(\)](#).

### 36.43.2 Field Documentation

`int16_t` `LEA_goertzelParams::coeffCos`

cos coefficient

`int16_t` `LEA_goertzelParams::coeffSin`

sin coefficient

`uint16_t` `LEA_goertzelParams::input1`

LEA RAM address to input vector containing values in Q15 format

`uint16_t` `LEA_goertzelParams::output`

LEA RAM address to output vector containing values in Q15 format

`uint16_t` `LEA_goertzelParams::reserved1`

reserved

`uint16_t` `LEA_goertzelParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.44 LEA\_iirParams Struct Reference

Parameter structure that should be paired with the LEA\_iir command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t output](#)
- [uint16\\_t state](#)
- [uint16\\_t coeffs](#)
- [uint16\\_t direction](#)

### 36.44.1 Detailed Description

Parameter structure that should be paired with the LEA\_iir command when using [LEA\\_invokeCommand\(\)](#).

### 36.44.2 Field Documentation

`uint16_t LEA_iirParams::coeffs`

filter coefficients

`uint16_t LEA_iirParams::direction`

+1 for incremental access of input Vector, -1 for decremental access

`uint16_t LEA_iirParams::input1`

LEA RAM address to input vector containing values in Q15 format

`uint16_t LEA_iirParams::output`

LEA RAM address to output vector containing values in Q15 format

`uint16_t LEA_iirParams::reserved1`

reserved

uint16\_t LEA\_iirParams::state

IIR state/ Size of state array is 4 \* sizeof(int16\_t)

uint16\_t LEA\_iirParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.45 LEA\_macComplexConjugateMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_macComplexConjugateMatrix command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t [reserved2](#)

### 36.45.1 Detailed Description

Parameter structure that should be paired with the LEA\_macComplexConjugateMatrix command when using [LEA.invokeCommand\(\)](#).

### 36.45.2 Field Documentation

uint16\_t LEA\_macComplexConjugateMatrixParams::input1

LEA RAM address to input1 vector containing values in cplxIQ31 format

uint16\_t LEA\_macComplexConjugateMatrixParams::input1Offset

offset for input1 pointer after every set of cplxIQ31 multiplication

uint16\_t LEA\_macComplexConjugateMatrixParams::input2

LEA RAM address to input2 vector containing values in cplxIQ31 format

uint16\_t LEA\_macComplexConjugateMatrixParams::input2Offset

offset for input2 pointer after every set of cplxIQ31 multiplication

uint16\_t LEA\_macComplexConjugateMatrixParams::output

LEA RAM address to output vector containing values in cplxIQ31 format

uint16\_t LEA\_macComplexConjugateMatrixParams::reserved1

reserved

uint16\_t LEA\_macComplexConjugateMatrixParams::reserved2

reserved

uint16\_t LEA\_macComplexConjugateMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.46 LEA\_macComplexMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_macComplexMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t **reserved**

## 36.46.1 Detailed Description

Parameter structure that should be paired with the `LEA_macComplexMatrix` command when using [LEA\\_invokeCommand\(\)](#).

## 36.46.2 Field Documentation

`uint16_t LEA_macComplexMatrixParams::input1`

LEA RAM address to input1 vector containing values in `cplxQ15` format

`uint16_t LEA_macComplexMatrixParams::input1Offset`

offset for input1 pointer after every 32-bit multiply accumulate

`uint16_t LEA_macComplexMatrixParams::input2`

LEA RAM address to input2 vector containing values in `cplxQ15` format

`uint16_t LEA_macComplexMatrixParams::input2Offset`

offset for input2 pointer after every 32-bit multiply accumulate

`uint16_t LEA_macComplexMatrixParams::output`

LEA RAM address to output vector containing values in `cplxIQ31` format

`uint16_t LEA_macComplexMatrixParams::reserved1`

reserved

`uint16_t LEA_macComplexMatrixParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)



## 36.47 LEA\_macLongMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_macLongMatrix command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t input2](#)
- [uint16\\_t output](#)
- [uint16\\_t input1Offset](#)
- [uint16\\_t input2Offset](#)
- [uint16\\_t reserved](#)

### 36.47.1 Detailed Description

Parameter structure that should be paired with the LEA\_macLongMatrix command when using [LEA.invokeCommand\(\)](#).

### 36.47.2 Field Documentation

`uint16_t LEA_macLongMatrixParams::input1`

LEA RAM address to input1 vector containing values in IQ31 format

`uint16_t LEA_macLongMatrixParams::input1Offset`

offset for input1 pointer after every 32-bit multiply accumulate

`uint16_t LEA_macLongMatrixParams::input2`

LEA RAM address to input2 vector containing values in IQ31 format

`uint16_t LEA_macLongMatrixParams::input2Offset`

offset for input2 pointer after every 32-bit multiply accumulate

`uint16_t LEA_macLongMatrixParams::output`

LEA RAM address to output vector containing values in IQ31 format

uint16\_t LEA\_macLongMatrixParams::reserved1

reserved

uint16\_t LEA\_macLongMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.48 LEA\_macMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_macMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t input2](#)
- [uint16\\_t output](#)
- [uint16\\_t input1Offset](#)
- [uint16\\_t input2Offset](#)
- [uint16\\_t outputOffset](#)

### 36.48.1 Detailed Description

Parameter structure that should be paired with the LEA\_macMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.48.2 Field Documentation

uint16\_t LEA\_macMatrixParams::input1

LEA RAM address to input1 vector containing values in IQ16 format

uint16\_t LEA\_macMatrixParams::input1Offset

offset for input1 pointer after every 16-bit multiply accumulate

uint16\_t LEA\_macMatrixParams::input2

LEA RAM address to input2 vector containing values in IQ16 format

uint16\_t LEA\_macMatrixParams::input2Offset

offset for input2 pointer after every 16-bit multiply accumulate

uint16\_t LEA\_macMatrixParams::output

LEA RAM address to output vector containing values in IQ16 format

uint16\_t LEA\_macMatrixParams::outputOffset

offset for output pointer after every 16-bit multiply accumulate

uint16\_t LEA\_macMatrixParams::reserved1

reserved

uint16\_t LEA\_macMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.49 LEA\_macParams Struct Reference

Parameter structure that should be paired with the LEA\_mac command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [reserved2](#)

### 36.49.1 Detailed Description

Parameter structure that should be paired with the LEA\_mac command when using [LEA\\_invokeCommand\(\)](#).

### 36.49.2 Field Documentation

uint16\_t LEA\_macParams::input1

LEA RAM address to input1 vector containing values in Q15 format

uint16\_t LEA\_macParams::input2

LEA RAM address to input2 vector containing values in Q15 format

uint16\_t LEA\_macParams::output

LEA RAM address to output vector containing values in IQ31 format

uint16\_t LEA\_macParams::reserved1

reserved

uint16\_t LEA\_macParams::reserved2

reserved

uint16\_t LEA\_macParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.50 LEA\_maxLongMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_maxLongMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

## Data Fields

- `uint16_t input1`
- `uint16_t reserved1`
- `uint16_t vectorSize`
- `uint16_t output`
- `uint16_t input1Offset`
- `uint16_t reserved2`

### 36.50.1 Detailed Description

Parameter structure that should be paired with the `LEA_maxLongMatrix` command when using `LEA_invokeCommand()`.

### 36.50.2 Field Documentation

`uint16_t LEA_maxLongMatrixParams::input1`

LEA RAM address to input1 vector containing values in `int32_t` format

`uint16_t LEA_maxLongMatrixParams::input1Offset`

offset for input1 pointer after every max

`uint16_t LEA_maxLongMatrixParams::output`

LEA RAM address to output vector which is of size two. `output[0]` will have max value; `output[1]` will have index to max value

`uint16_t LEA_maxLongMatrixParams::reserved1`

reserved

`uint16_t LEA_maxLongMatrixParams::reserved2`

reserved

`uint16_t LEA_maxLongMatrixParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- `lea.h`

## 36.51 LEA\_maxMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_maxMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t input1Offset](#)
- [uint16\\_t output](#)
- [uint16\\_t reserved2](#)

### 36.51.1 Detailed Description

Parameter structure that should be paired with the LEA\_maxMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.51.2 Field Documentation

`uint16_t LEA_maxMatrixParams::input1`

LEA RAM address to input1 vector containing values in int16\_t format

`uint16_t LEA_maxMatrixParams::input1Offset`

offset for input1 pointer after every max

`uint16_t LEA_maxMatrixParams::output`

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

`uint16_t LEA_maxMatrixParams::reserved1`

reserved

`uint16_t LEA_maxMatrixParams::reserved2`

reserved

uint16\_t LEA\_maxMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.52 LEA\_maxParams Struct Reference

Parameter structure that should be paired with the LEA\_max command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)

### 36.52.1 Detailed Description

Parameter structure that should be paired with the LEA\_max command when using [LEA\\_invokeCommand\(\)](#).

### 36.52.2 Field Documentation

uint16\_t LEA\_maxParams::input1

LEA RAM address to input1 vector containing values in int16\_t format

uint16\_t LEA\_maxParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

uint16\_t LEA\_maxParams::reserved1

reserved

uint16\_t LEA\_maxParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.53 LEA\_maxUnsignedLongMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_maxUnsignedLongMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t output](#)
- [uint16\\_t input1Offset](#)
- [uint16\\_t reserved2](#)

### 36.53.1 Detailed Description

Parameter structure that should be paired with the LEA\_maxUnsignedLongMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.53.2 Field Documentation

uint16\_t LEA\_maxUnsignedLongMatrixParams::input1

LEA RAM address to input1 vector containing values in uint32\_t format

uint16\_t LEA\_maxUnsignedLongMatrixParams::input1Offset

offset for input1 pointer after every max

uint16\_t LEA\_maxUnsignedLongMatrixParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value



uint16\_t LEA\_maxUnsignedLongMatrixParams::reserved1

reserved

uint16\_t LEA\_maxUnsignedLongMatrixParams::reserved2

reserved

uint16\_t LEA\_maxUnsignedLongMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.54 LEA\_maxUnsignedMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_maxUnsignedMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input1Offset](#)
- uint16\_t [output](#)
- uint16\_t [reserved2](#)

### 36.54.1 Detailed Description

Parameter structure that should be paired with the LEA\_maxUnsignedMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.54.2 Field Documentation

uint16\_t LEA\_maxUnsignedMatrixParams::input1

LEA RAM address to input1 vector containing values in uint16\_t format

uint16\_t LEA\_maxUnsignedMatrixParams::input1Offset

offset for input1 pointer after every max

uint16\_t LEA\_maxUnsignedMatrixParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

uint16\_t LEA\_maxUnsignedMatrixParams::reserved1

reserved

uint16\_t LEA\_maxUnsignedMatrixParams::reserved2

reserved

uint16\_t LEA\_maxUnsignedMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.55 LEA\_maxUnsignedParams Struct Reference

Parameter structure that should be paired with the LEA\_maxUnsigned command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)

### 36.55.1 Detailed Description

Parameter structure that should be paired with the LEA\_maxUnsigned command when using [LEA.invokeCommand\(\)](#).

## 36.55.2 Field Documentation

uint16\_t LEA\_maxUnsignedParams::input1

LEA RAM address to input1 vector containing values in uint16\_t format

uint16\_t LEA\_maxUnsignedParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

uint16\_t LEA\_maxUnsignedParams::reserved1

reserved

uint16\_t LEA\_maxUnsignedParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.56 LEA\_minLongMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_minLongMatrix command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [reserved2](#)

### 36.56.1 Detailed Description

Parameter structure that should be paired with the LEA\_minLongMatrix command when using [LEA.invokeCommand\(\)](#).

## 36.56.2 Field Documentation

uint16\_t LEA\_minLongMatrixParams::input1

LEA RAM address to input1 vector containing values in int32\_t format

uint16\_t LEA\_minLongMatrixParams::input1Offset

offset for input1 pointer after every min calculation

uint16\_t LEA\_minLongMatrixParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

uint16\_t LEA\_minLongMatrixParams::reserved1

reserved

uint16\_t LEA\_minLongMatrixParams::reserved2

reserved

uint16\_t LEA\_minLongMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.57 LEA\_minMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_minMatrix command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t input1Offset](#)

- [uint16\\_t output](#)
- [uint16\\_t reserved2](#)

### 36.57.1 Detailed Description

Parameter structure that should be paired with the `LEA_minMatrix` command when using `LEA_invokeCommand()`.

### 36.57.2 Field Documentation

`uint16_t LEA_minMatrixParams::input1`

LEA RAM address to input1 vector containing values in `int16_t` format

`uint16_t LEA_minMatrixParams::input1Offset`

offset for input1 pointer after every min calculation

`uint16_t LEA_minMatrixParams::output`

LEA RAM address to output vector which is of size two. `output[0]` will have min value; `output[1]` will have index to min value

`uint16_t LEA_minMatrixParams::reserved1`

reserved

`uint16_t LEA_minMatrixParams::reserved2`

reserved

`uint16_t LEA_minMatrixParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.58 LEA\_minParams Struct Reference

Parameter structure that should be paired with the LEA\_mi command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- `uint16_t input1`
- `uint16_t reserved1`
- `uint16_t vectorSize`
- `uint16_t output`

### 36.58.1 Detailed Description

Parameter structure that should be paired with the LEA\_mi command when using [LEA.invokeCommand\(\)](#).

### 36.58.2 Field Documentation

`uint16_t LEA_minParams::input1`

LEA RAM address to input1 vector containing values in int16\_t format

`uint16_t LEA_minParams::output`

LEA RAM address to output vector which is of size two. `output[0]` will have min value; `output[1]` will have index to min value

`uint16_t LEA_minParams::reserved1`

reserved

`uint16_t LEA_minParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.59 LEA\_minUnsignedLongMatrixParams Struct Reference

Parameter structure that should be paired with the `LEA_minUnsignedLongMatrix` command when using `LEA_invokeCommand()`.

```
#include <lea.h>
```

### Data Fields

- `uint16_t input1`
- `uint16_t reserved1`
- `uint16_t vectorSize`
- `uint16_t output`
- `uint16_t input1Offset`
- `uint16_t reserved2`

### 36.59.1 Detailed Description

Parameter structure that should be paired with the `LEA_minUnsignedLongMatrix` command when using `LEA_invokeCommand()`.

### 36.59.2 Field Documentation

`uint16_t LEA_minUnsignedLongMatrixParams::input1`

LEA RAM address to input1 vector containing values in `uint32_t` format

`uint16_t LEA_minUnsignedLongMatrixParams::input1Offset`

offset for input1 pointer after every min calculation

`uint16_t LEA_minUnsignedLongMatrixParams::output`

LEA RAM address to output vector which is of size two. `output[0]` will have max value; `output[1]` will have index to max value

`uint16_t LEA_minUnsignedLongMatrixParams::reserved1`

reserved

uint16\_t LEA\_minUnsignedLongMatrixParams::reserved2

reserved

uint16\_t LEA\_minUnsignedLongMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.60 LEA\_minUnsignedMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_minUnsignedMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input1Offset](#)
- uint16\_t [output](#)
- uint16\_t [reserved2](#)

### 36.60.1 Detailed Description

Parameter structure that should be paired with the LEA\_minUnsignedMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.60.2 Field Documentation

uint16\_t LEA\_minUnsignedMatrixParams::input1

LEA RAM address to input1 vector containing values in uint16\_t format

uint16\_t LEA\_minUnsignedMatrixParams::input1Offset

offset for input1 pointer after every min calculation



uint16\_t LEA\_minUnsignedMatrixParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

uint16\_t LEA\_minUnsignedMatrixParams::reserved1

reserved

uint16\_t LEA\_minUnsignedMatrixParams::reserved2

reserved

uint16\_t LEA\_minUnsignedMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.61 LEA\_minUnsignedParams Struct Reference

Parameter structure that should be paired with the LEA\_minUnsigned command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)

### 36.61.1 Detailed Description

Parameter structure that should be paired with the LEA\_minUnsigned command when using [LEA\\_invokeCommand\(\)](#).

## 36.61.2 Field Documentation

uint16\_t LEA\_minUnsignedParams::input1

LEA RAM address to input1 vector containing values in uint16\_t format

uint16\_t LEA\_minUnsignedParams::output

LEA RAM address to output vector which is of size two. output[0] will have max value; output[1] will have index to max value

uint16\_t LEA\_minUnsignedParams::reserved1

reserved

uint16\_t LEA\_minUnsignedParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.62 LEA\_moveLongListParams Struct Reference

Parameter structure that should be paired with the LEA\_moveList command command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input](#)
- uint16\_t [vectorSize](#)

### 36.62.1 Detailed Description

Parameter structure that should be paired with the LEA\_moveList command command when using [LEA\\_invokeCommand\(\)](#).

### 36.62.2 Field Documentation

uint16\_t LEA\_moveLongListParams::input

LEA RAM address for input vector of src and dst pairs

uint16\_t LEA\_moveLongListParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.63 LEA\_mpyComplexMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_mpyComplexMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t [outputOffset](#)

### 36.63.1 Detailed Description

Parameter structure that should be paired with the LEA\_mpyComplexMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.63.2 Field Documentation

uint16\_t LEA\_mpyComplexMatrixParams::input1

LEA RAM address to input1 vector containing values in cplxIQ31 format

uint16\_t LEA\_mpyComplexMatrixParams::input1Offset

offset for input1 pointer after every set of cplxIQ31 multiplication

uint16\_t LEA\_mpyComplexMatrixParams::input2

LEA RAM address to input2 vector containing values in cplxIQ31 format

uint16\_t LEA\_mpyComplexMatrixParams::input2Offset

offset for input2 pointer after every set of cplxIQ31 multiplication

uint16\_t LEA\_mpyComplexMatrixParams::output

LEA RAM address to output vector containing values in cplxIQ31 format

uint16\_t LEA\_mpyComplexMatrixParams::outputOffset

offset for output pointer after every set of cplxIQ31 multiplication

uint16\_t LEA\_mpyComplexMatrixParams::reserved1

reserved

uint16\_t LEA\_mpyComplexMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.64 LEA\_mpyLongMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_mpyLongMatrix command when using [LEA.invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)

- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t [outputOffset](#)

### 36.64.1 Detailed Description

Parameter structure that should be paired with the `LEA_mpyLongMatrix` command when using [LEA\\_invokeCommand\(\)](#).

### 36.64.2 Field Documentation

uint16\_t `LEA_mpyLongMatrixParams::input1`

LEA RAM address to input1 vector containing values in IQ31 format

uint16\_t `LEA_mpyLongMatrixParams::input1Offset`

offset for input1 pointer after every set of 32bit multiplication

uint16\_t `LEA_mpyLongMatrixParams::input2`

LEA RAM address to input2 vector containing values in IQ31 format

uint16\_t `LEA_mpyLongMatrixParams::input2Offset`

offset for input2 pointer after every set of 32bit multiplication

uint16\_t `LEA_mpyLongMatrixParams::output`

LEA RAM address to output vector containing values in IQ31 format

uint16\_t `LEA_mpyLongMatrixParams::outputOffset`

offset for output pointer after every set of 32bit multiplication

uint16\_t `LEA_mpyLongMatrixParams::reserved1`

reserved

uint16\_t LEA\_mpyLongMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.65 LEA\_mpyMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_mpyMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [input2](#)
- uint16\_t [output](#)
- uint16\_t [input1Offset](#)
- uint16\_t [input2Offset](#)
- uint16\_t [outputOffset](#)

### 36.65.1 Detailed Description

Parameter structure that should be paired with the LEA\_mpyMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.65.2 Field Documentation

uint16\_t LEA\_mpyMatrixParams::input1

LEA RAM address to input1 vector containing values in Q15 format

uint16\_t LEA\_mpyMatrixParams::input1Offset

offset for input1 pointer after every 16-bit multiplication

uint16\_t LEA\_mpyMatrixParams::input2

LEA RAM address to input2 vector containing values in Q15 format

uint16\_t LEA\_mpyMatrixParams::input2Offset

offset for input2 pointer after every 16-bit multiplication

uint16\_t LEA\_mpyMatrixParams::output

LEA RAM address to output vector

uint16\_t LEA\_mpyMatrixParams::outputOffset

offset for output pointer after every 16-bit multiplication

uint16\_t LEA\_mpyMatrixParams::reserved1

reserved

uint16\_t LEA\_mpyMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.66 LEA\_mpyMatrixRowParams Struct Reference

Parameter structure that should be paired with the LEA\_mpyMatrixRow command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [rowSize](#)
- uint16\_t [colSize](#)
- uint16\_t [colVector](#)
- uint16\_t [output](#)

### 36.66.1 Detailed Description

Parameter structure that should be paired with the LEA\_mpyMatrixRow command when using [LEA\\_invokeCommand\(\)](#).

## 36.66.2 Field Documentation

uint16\_t LEA\_mpyMatrixRowParams::colSize

If  $P \times N * N \times M$  matrix multiplication, colSize=M

uint16\_t LEA\_mpyMatrixRowParams::colVector

column vector

uint16\_t LEA\_mpyMatrixRowParams::input1

LEA RAM address to input vector containing values in Q15 format

uint16\_t LEA\_mpyMatrixRowParams::output

output vector

uint16\_t LEA\_mpyMatrixRowParams::reserved1

padding

uint16\_t LEA\_mpyMatrixRowParams::rowSize

If  $P \times N * N \times M$  matrix multiplication, rowSize=N

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.67 LEA\_polynomialLongParams Struct Reference

Parameter structure that should be paired with the LEA\_polynomialLong command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)
- uint16\_t [coeffs](#)



- uint16\_t [order](#)
- uint16\_t [scaleFactor](#)
- uint16\_t [reserved2](#)

### 36.67.1 Detailed Description

Parameter structure that should be paired with the `LEA_polynomialLong` command when using [LEA\\_invokeCommand\(\)](#).

### 36.67.2 Field Documentation

uint16\_t `LEA_polynomialLongParams::coeffs`

LEA RAM address to coefficients in Q131 format

uint16\_t `LEA_polynomialLongParams::input1`

LEA RAM address to input vector containing values in Q31 format

uint16\_t `LEA_polynomialLongParams::order`

polynomial order

uint16\_t `LEA_polynomialLongParams::output`

LEA RAM address to output vector containing values in Q31 format

uint16\_t `LEA_polynomialLongParams::reserved1`

reserved

uint16\_t `LEA_polynomialLongParams::reserved2`

reserved

uint16\_t `LEA_polynomialLongParams::scaleFactor`

polynomial scale factor

uint16\_t LEA\_polynomialLongParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.68 LEA\_polynomialParams Struct Reference

Parameter structure that should be paired with the LEA\_polynomial command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint16\_t [input1](#)
- uint16\_t [reserved1](#)
- uint16\_t [vectorSize](#)
- uint16\_t [output](#)
- uint16\_t [coeffs](#)
- uint16\_t [order](#)
- uint32\_t [scaleFactor](#)

### 36.68.1 Detailed Description

Parameter structure that should be paired with the LEA\_polynomial command when using [LEA\\_invokeCommand\(\)](#).

### 36.68.2 Field Documentation

uint16\_t LEA\_polynomialParams::coeffs

LEA RAM address to coefficients in Q15 format

uint16\_t LEA\_polynomialParams::input1

LEA RAM address to input vector containing values in Q15 format

uint16\_t LEA\_polynomialParams::order

polynomial order

uint16\_t LEA\_polynomialParams::output

LEA RAM address to output vector containing values in Q15 format

uint16\_t LEA\_polynomialParams::reserved1

reserved

uint32\_t LEA\_polynomialParams::scaleFactor

polynomial scale factor

uint16\_t LEA\_polynomialParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.69 LEA\_polynomialScalarParams Struct Reference

Parameter structure that should be paired with the LEA\_polynomialScalar command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- uint32\_t [input](#)
- uint16\_t [coeffs](#)
- uint16\_t [order](#)
- uint16\_t [scaleFactor](#)
- uint16\_t [reserved1](#)

### 36.69.1 Detailed Description

Parameter structure that should be paired with the LEA\_polynomialScalar command when using [LEA\\_invokeCommand\(\)](#).

## 36.69.2 Field Documentation

`uint16_t LEA_polynomialScalarParams::coeffs`

LEA RAM address to coefficients in Q131 format

`uint32_t LEA_polynomialScalarParams::input`

Scalar input in Q31 format

`uint16_t LEA_polynomialScalarParams::order`

polynomial order

`uint16_t LEA_polynomialScalarParams::reserved1`

reserved

`uint16_t LEA_polynomialScalarParams::scaleFactor`

polynomial integer scale factor

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.70 LEA\_subLongMatrixParams Struct Reference

Parameter structure that should be paired with the `LEA_subLongMatrix` command when using `LEA_invokeCommand()`.

```
#include <lea.h>
```

### Data Fields

- `uint16_t input1`
- `uint16_t reserved1`
- `uint16_t vectorSize`
- `uint16_t input2`
- `uint16_t output`
- `uint16_t input1Offset`
- `uint16_t input2Offset`
- `uint16_t outputOffset`

## 36.70.1 Detailed Description

Parameter structure that should be paired with the `LEA_subLongMatrix` command when using [LEA\\_invokeCommand\(\)](#).

## 36.70.2 Field Documentation

`uint16_t LEA_subLongMatrixParams::input1`

LEA RAM address to input1 vector containing values in signed, unsigned or IQ31 format

`uint16_t LEA_subLongMatrixParams::input1Offset`

offset for input1 pointer after every 32-bit subtractions

`uint16_t LEA_subLongMatrixParams::input2`

LEA RAM address to input2 vector containing values in signed, unsigned or IQ31 format

`uint16_t LEA_subLongMatrixParams::input2Offset`

offset for input2 pointer after every 32-bit subtractions

`uint16_t LEA_subLongMatrixParams::output`

LEA RAM address to output vector

`uint16_t LEA_subLongMatrixParams::outputOffset`

offset for output pointer after every 32-bit subtractions

`uint16_t LEA_subLongMatrixParams::reserved1`

reserved

`uint16_t LEA_subLongMatrixParams::vectorSize`

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.71 LEA\_subMatrixParams Struct Reference

Parameter structure that should be paired with the LEA\_subMatrix command when using [LEA\\_invokeCommand\(\)](#).

```
#include <lea.h>
```

### Data Fields

- [uint16\\_t input1](#)
- [uint16\\_t reserved1](#)
- [uint16\\_t vectorSize](#)
- [uint16\\_t input2](#)
- [uint16\\_t output](#)
- [uint16\\_t input1Offset](#)
- [uint16\\_t input2Offset](#)
- [uint16\\_t outputOffset](#)

### 36.71.1 Detailed Description

Parameter structure that should be paired with the LEA\_subMatrix command when using [LEA\\_invokeCommand\(\)](#).

### 36.71.2 Field Documentation

`uint16_t LEA_subMatrixParams::input1`

LEA RAM address to input1 vector containing values in signed, unsigned or Q15 format

`uint16_t LEA_subMatrixParams::input1Offset`

offset for input1 pointer after every 2 sets of 16-bits subtractions

`uint16_t LEA_subMatrixParams::input2`

LEA RAM address to input2 vector containing values in signed, unsigned or Q15 format

`uint16_t LEA_subMatrixParams::input2Offset`

offset for input2 pointer after every 2 sets of 16-bits subtractions

`uint16_t LEA_subMatrixParams::output`

LEA RAM address to output vector

uint16\_t LEA\_subMatrixParams::outputOffset

offset for output pointer after every 2 sets of 16-bits subtractions

uint16\_t LEA\_subMatrixParams::reserved1

reserved

uint16\_t LEA\_subMatrixParams::vectorSize

Input vector size

The documentation for this struct was generated from the following file:

- [lea.h](#)

## 36.72 MPU\_initThreeSegmentsParam Struct Reference

Used in the [MPU\\_initThreeSegments\(\)](#) function as the param parameter.

```
#include <mpu.h>
```

### Data Fields

- uint16\_t [seg1boundary](#)  
*Valid values can be found in the Family User's Guide.*
- uint16\_t [seg2boundary](#)  
*Valid values can be found in the Family User's Guide.*
- uint8\_t [seg1accmask](#)
- uint8\_t [seg2accmask](#)
- uint8\_t [seg3accmask](#)

### 36.72.1 Detailed Description

Used in the [MPU\\_initThreeSegments\(\)](#) function as the param parameter.

### 36.72.2 Field Documentation

uint8\_t MPU\_initThreeSegmentsParam::seg1accmask

Is the bit mask of access right for memory segment 1.  
Logical OR of any of the following:

- **MPU\_READ** - Read rights

- **MPU\_WRITE** - Write rights
- **MPU\_EXEC** - Execute rights
- **MPU\_NO\_READ\_WRITE\_EXEC** - no read/write/execute rights

Referenced by `MPU_initThreeSegments()`.

#### `uint8_t MPU_initThreeSegmentsParam::seg2accmask`

Is the bit mask of access right for memory segment 2.  
Logical OR of any of the following:

- **MPU\_READ** - Read rights
- **MPU\_WRITE** - Write rights
- **MPU\_EXEC** - Execute rights
- **MPU\_NO\_READ\_WRITE\_EXEC** - no read/write/execute rights

Referenced by `MPU_initThreeSegments()`.

#### `uint8_t MPU_initThreeSegmentsParam::seg3accmask`

Is the bit mask of access right for memory segment 3.  
Logical OR of any of the following:

- **MPU\_READ** - Read rights
- **MPU\_WRITE** - Write rights
- **MPU\_EXEC** - Execute rights
- **MPU\_NO\_READ\_WRITE\_EXEC** - no read/write/execute rights

Referenced by `MPU_initThreeSegments()`.

The documentation for this struct was generated from the following file:

- `mpu.h`

## 36.73 RTC\_B\_configureCalendarAlarmParam Struct Reference

Used in the `RTC_B_configureCalendarAlarm()` function as the param parameter.

```
#include <rtc_b.h>
```

### Data Fields

- `uint8_t minutesAlarm`
- `uint8_t hoursAlarm`
- `uint8_t dayOfWeekAlarm`
- `uint8_t dayOfMonthAlarm`



### 36.73.1 Detailed Description

Used in the [RTC\\_B\\_configureCalendarAlarm\(\)](#) function as the param parameter.

### 36.73.2 Field Documentation

#### uint8\_t RTC\_B\_configureCalendarAlarmParam::dayOfMonthAlarm

Is the alarm condition for the day of the month.

Valid values are:

- **RTC\_B\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_B\\_configureCalendarAlarm\(\)](#).

#### uint8\_t RTC\_B\_configureCalendarAlarmParam::dayOfWeekAlarm

Is the alarm condition for the day of week.

Valid values are:

- **RTC\_B\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_B\\_configureCalendarAlarm\(\)](#).

#### uint8\_t RTC\_B\_configureCalendarAlarmParam::hoursAlarm

Is the alarm condition for the hours.

Valid values are:

- **RTC\_B\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_B\\_configureCalendarAlarm\(\)](#).

#### uint8\_t RTC\_B\_configureCalendarAlarmParam::minutesAlarm

Is the alarm condition for the minutes.

Valid values are:

- **RTC\_B\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_B\\_configureCalendarAlarm\(\)](#).

The documentation for this struct was generated from the following file:

- `rtc_b.h`

## 36.74 RTC\_C\_configureCalendarAlarmParam Struct Reference

Used in the [RTC\\_C\\_configureCalendarAlarm\(\)](#) function as the param parameter.

```
#include <rtc_c.h>
```

### Data Fields

- uint8\_t [minutesAlarm](#)
- uint8\_t [hoursAlarm](#)
- uint8\_t [dayOfWeekAlarm](#)
- uint8\_t [dayOfMonthAlarm](#)

### 36.74.1 Detailed Description

Used in the [RTC\\_C\\_configureCalendarAlarm\(\)](#) function as the param parameter.

### 36.74.2 Field Documentation

uint8\_t RTC\_C\_configureCalendarAlarmParam::dayOfMonthAlarm

Is the alarm condition for the day of the month.  
Valid values are:

- **RTC\_C\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_C\\_configureCalendarAlarm\(\)](#).

uint8\_t RTC\_C\_configureCalendarAlarmParam::dayOfWeekAlarm

Is the alarm condition for the day of week.  
Valid values are:

- **RTC\_C\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_C\\_configureCalendarAlarm\(\)](#).

uint8\_t RTC\_C\_configureCalendarAlarmParam::hoursAlarm

Is the alarm condition for the hours.  
Valid values are:

- **RTC\_C\_ALARMCONDITION\_OFF** [Default]

Referenced by [RTC\\_C\\_configureCalendarAlarm\(\)](#).

## uint8\_t RTC\_C\_configureCalendarAlarmParam::minutesAlarm

Is the alarm condition for the minutes.

Valid values are:

- **RTC\_C\_ALARMCONDITION\_OFF** [Default]

Referenced by `RTC_C_configureCalendarAlarm()`.

The documentation for this struct was generated from the following file:

- `rtc.c.h`

## 36.75 Timer\_A\_initCaptureModeParam Struct Reference

Used in the `Timer_A_initCaptureMode()` function as the param parameter.

```
#include <timer_a.h>
```

### Data Fields

- uint16\_t [captureRegister](#)
- uint16\_t [captureMode](#)
- uint16\_t [captureInputSelect](#)
- uint16\_t [synchronizeCaptureSource](#)
- uint16\_t [captureInterruptEnable](#)
- uint16\_t [captureOutputMode](#)

### 36.75.1 Detailed Description

Used in the `Timer_A_initCaptureMode()` function as the param parameter.

### 36.75.2 Field Documentation

#### uint16\_t Timer\_A\_initCaptureModeParam::captureInputSelect

Decides the Input Select

Valid values are:

- **TIMER\_A\_CAPTURE\_INPUTSELECT\_CC1xA**
- **TIMER\_A\_CAPTURE\_INPUTSELECT\_CC1xB**
- **TIMER\_A\_CAPTURE\_INPUTSELECT\_GND**
- **TIMER\_A\_CAPTURE\_INPUTSELECT\_Vcc**

Referenced by `Timer_A_initCaptureMode()`.

`uint16_t Timer_A_initCaptureModeParam::captureInterruptEnable`

Is to enable or disable timer captureCompare interrupt.

Valid values are:

- **TIMER\_A\_CAPTURECOMPARE\_INTERRUPT\_DISABLE** [Default]
- **TIMER\_A\_CAPTURECOMPARE\_INTERRUPT\_ENABLE**

Referenced by `Timer_A_initCaptureMode()`.

`uint16_t Timer_A_initCaptureModeParam::captureMode`

Is the capture mode selected.

Valid values are:

- **TIMER\_A\_CAPTUREMODE\_NO\_CAPTURE** [Default]
- **TIMER\_A\_CAPTUREMODE\_RISING\_EDGE**
- **TIMER\_A\_CAPTUREMODE\_FALLING\_EDGE**
- **TIMER\_A\_CAPTUREMODE\_RISING\_AND\_FALLING\_EDGE**

Referenced by `Timer_A_initCaptureMode()`.

`uint16_t Timer_A_initCaptureModeParam::captureOutputMode`

Specifies the output mode.

Valid values are:

- **TIMER\_A\_OUTPUTMODE\_OUTBITVALUE** [Default]
- **TIMER\_A\_OUTPUTMODE\_SET**
- **TIMER\_A\_OUTPUTMODE\_TOGGLE\_RESET**
- **TIMER\_A\_OUTPUTMODE\_SET\_RESET**
- **TIMER\_A\_OUTPUTMODE\_TOGGLE**
- **TIMER\_A\_OUTPUTMODE\_RESET**
- **TIMER\_A\_OUTPUTMODE\_TOGGLE\_SET**
- **TIMER\_A\_OUTPUTMODE\_RESET\_SET**

Referenced by `Timer_A_initCaptureMode()`.

`uint16_t Timer_A_initCaptureModeParam::captureRegister`

Selects the Capture register being used. Refer to datasheet to ensure the device has the capture compare register being used.

Valid values are:

- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_0**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_1**

- `TIMER_A_CAPTURECOMPARE_REGISTER_2`
- `TIMER_A_CAPTURECOMPARE_REGISTER_3`
- `TIMER_A_CAPTURECOMPARE_REGISTER_4`
- `TIMER_A_CAPTURECOMPARE_REGISTER_5`
- `TIMER_A_CAPTURECOMPARE_REGISTER_6`

Referenced by `Timer_A_initCaptureMode()`.

### `uint16_t Timer_A_initCaptureModeParam::synchronizeCaptureSource`

Decides if capture source should be synchronized with timer clock  
Valid values are:

- `TIMER_A_CAPTURE_ASYNCHRONOUS` [Default]
- `TIMER_A_CAPTURE_SYNCHRONOUS`

Referenced by `Timer_A_initCaptureMode()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

## 36.76 Timer\_A\_initCompareModeParam Struct Reference

Used in the `Timer_A_initCompareMode()` function as the param parameter.

```
#include <timer_a.h>
```

### Data Fields

- `uint16_t compareRegister`
- `uint16_t compareInterruptEnable`
- `uint16_t compareOutputMode`
- `uint16_t compareValue`

*Is the count to be compared with in compare mode.*

#### 36.76.1 Detailed Description

Used in the `Timer_A_initCompareMode()` function as the param parameter.

#### 36.76.2 Field Documentation

##### `uint16_t Timer_A_initCompareModeParam::compareInterruptEnable`

Is to enable or disable timer captureCompare interrupt.  
Valid values are:

- **TIMER\_A\_CAPTURECOMPARE\_INTERRUPT\_DISABLE** [Default]
- **TIMER\_A\_CAPTURECOMPARE\_INTERRUPT\_ENABLE**

Referenced by `Timer_A_initCompareMode()`.

#### `uint16_t Timer_A_initCompareModeParam::compareOutputMode`

Specifies the output mode.

Valid values are:

- **TIMER\_A\_OUTPUTMODE\_OUTBITVALUE** [Default]
- **TIMER\_A\_OUTPUTMODE\_SET**
- **TIMER\_A\_OUTPUTMODE\_TOGGLE\_RESET**
- **TIMER\_A\_OUTPUTMODE\_SET\_RESET**
- **TIMER\_A\_OUTPUTMODE\_TOGGLE**
- **TIMER\_A\_OUTPUTMODE\_RESET**
- **TIMER\_A\_OUTPUTMODE\_TOGGLE\_SET**
- **TIMER\_A\_OUTPUTMODE\_RESET\_SET**

Referenced by `Timer_A_initCompareMode()`.

#### `uint16_t Timer_A_initCompareModeParam::compareRegister`

Selects the Capture register being used. Refer to datasheet to ensure the device has the capture compare register being used.

Valid values are:

- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_0**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_1**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_2**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_3**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_4**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_5**
- **TIMER\_A\_CAPTURECOMPARE\_REGISTER\_6**

Referenced by `Timer_A_initCompareMode()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

## 36.77 `Timer_A_initContinuousModeParam` Struct Reference

Used in the `Timer_A_initContinuousMode()` function as the param parameter.

```
#include <timer_a.h>
```

## Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerInterruptEnable\\_TAIE](#)
- uint16\_t [timerClear](#)
- bool [startTimer](#)

*Whether to start the timer immediately.*

### 36.77.1 Detailed Description

Used in the [Timer\\_A\\_initContinuousMode\(\)](#) function as the param parameter.

### 36.77.2 Field Documentation

#### uint16\_t Timer\_A\_initContinuousModeParam::clockSource

Selects Clock source.

Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_A\_CLOCKSOURCE\_ACLK**
- **TIMER\_A\_CLOCKSOURCE\_SMCLK**
- **TIMER\_A\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_A\\_initContinuousMode\(\)](#).

#### uint16\_t Timer\_A\_initContinuousModeParam::clockSourceDivider

Is the desired divider for the clock source

Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_1** [Default]
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_2**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_3**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_4**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_5**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_6**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_7**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_8**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_10**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_12**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_14**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_16**

- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_20**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_24**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_28**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_32**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_40**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_48**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_56**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_64**

Referenced by `Timer_A_initContinuousMode()`.

`uint16_t Timer_A_initContinuousModeParam::timerClear`

Decides if `Timer_A` clock divider, count direction, count need to be reset.  
Valid values are:

- **TIMER\_A\_DO\_CLEAR**
- **TIMER\_A\_SKIP\_CLEAR** [Default]

Referenced by `Timer_A_initContinuousMode()`.

`uint16_t Timer_A_initContinuousModeParam::timerInterruptEnable_TAIE`

Is to enable or disable `Timer_A` interrupt  
Valid values are:

- **TIMER\_A\_TAIE\_INTERRUPT\_ENABLE**
- **TIMER\_A\_TAIE\_INTERRUPT\_DISABLE** [Default]

Referenced by `Timer_A_initContinuousMode()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

## 36.78 Timer\_A\_initUpDownModeParam Struct Reference

Used in the `Timer_A_initUpDownMode()` function as the `param` parameter.

```
#include <timer_a.h>
```

### Data Fields

- `uint16_t clockSource`
- `uint16_t clockSourceDivider`
- `uint16_t timerPeriod`



*Is the specified Timer\_A period.*

- uint16\_t [timerInterruptEnable\\_TAIE](#)
- uint16\_t [captureCompareInterruptEnable\\_CCR0\\_CCIE](#)
- uint16\_t [timerClear](#)
- bool [startTimer](#)

*Whether to start the timer immediately.*

### 36.78.1 Detailed Description

Used in the [Timer\\_A\\_initUpDownMode\(\)](#) function as the param parameter.

### 36.78.2 Field Documentation

#### uint16\_t Timer\_A\_initUpDownModeParam::captureCompareInterruptEnable\_CCR0\_CCIE

Is to enable or disable Timer\_A CCR0 captureCompare interrupt.

Valid values are:

- **TIMER\_A\_CCIE\_CCR0\_INTERRUPT\_ENABLE**
- **TIMER\_A\_CCIE\_CCR0\_INTERRUPT\_DISABLE** [Default]

Referenced by [Timer\\_A\\_initUpDownMode\(\)](#).

#### uint16\_t Timer\_A\_initUpDownModeParam::clockSource

Selects Clock source.

Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_A\_CLOCKSOURCE\_ACLK**
- **TIMER\_A\_CLOCKSOURCE\_SMCLK**
- **TIMER\_A\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_A\\_initUpDownMode\(\)](#).

#### uint16\_t Timer\_A\_initUpDownModeParam::clockSourceDivider

Is the desired divider for the clock source

Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_1** [Default]
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_2**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_3**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_4**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_5**

- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_6**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_7**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_8**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_10**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_12**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_14**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_16**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_20**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_24**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_28**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_32**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_40**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_48**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_56**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_64**

Referenced by `Timer_A_initUpDownMode()`.

#### `uint16_t Timer_A_initUpDownModeParam::timerClear`

Decides if `Timer_A` clock divider, count direction, count need to be reset.  
Valid values are:

- **TIMER\_A\_DO\_CLEAR**
- **TIMER\_A\_SKIP\_CLEAR** [Default]

Referenced by `Timer_A_initUpDownMode()`.

#### `uint16_t Timer_A_initUpDownModeParam::timerInterruptEnable_TAIE`

Is to enable or disable `Timer_A` interrupt  
Valid values are:

- **TIMER\_A\_TAIE\_INTERRUPT\_ENABLE**
- **TIMER\_A\_TAIE\_INTERRUPT\_DISABLE** [Default]

Referenced by `Timer_A_initUpDownMode()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

## 36.79 `Timer_A_initUpModeParam` Struct Reference

Used in the [`Timer\_A\_initUpMode\(\)`](#) function as the `param` parameter.

```
#include <timer_a.h>
```

## Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerPeriod](#)
- uint16\_t [timerInterruptEnable\\_TAIE](#)
- uint16\_t [captureCompareInterruptEnable\\_CCR0\\_CCIE](#)
- uint16\_t [timerClear](#)
- bool [startTimer](#)

*Whether to start the timer immediately.*

### 36.79.1 Detailed Description

Used in the [Timer\\_A\\_initUpMode\(\)](#) function as the param parameter.

### 36.79.2 Field Documentation

#### uint16\_t Timer\_A\_initUpModeParam::captureCompareInterruptEnable\_CCR0\_CCIE

Is to enable or disable Timer\_A CCR0 captureComapre interrupt.  
Valid values are:

- **TIMER\_A\_CCIE\_CCR0\_INTERRUPT\_ENABLE**
- **TIMER\_A\_CCIE\_CCR0\_INTERRUPT\_DISABLE** [Default]

Referenced by [Timer\\_A\\_initUpMode\(\)](#).

#### uint16\_t Timer\_A\_initUpModeParam::clockSource

Selects Clock source.  
Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_A\_CLOCKSOURCE\_ACLK**
- **TIMER\_A\_CLOCKSOURCE\_SMCLK**
- **TIMER\_A\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_A\\_initUpMode\(\)](#).

#### uint16\_t Timer\_A\_initUpModeParam::clockSourceDivider

Is the desired divider for the clock source  
Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_1** [Default]
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_2**

- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_3**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_4**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_5**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_6**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_7**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_8**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_10**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_12**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_14**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_16**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_20**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_24**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_28**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_32**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_40**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_48**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_56**
- **TIMER\_A\_CLOCKSOURCE\_DIVIDER\_64**

Referenced by `Timer_A_initUpMode()`.

#### `uint16_t Timer_A_initUpModeParam::timerClear`

Decides if `Timer_A` clock divider, count direction, count need to be reset.  
Valid values are:

- **TIMER\_A\_DO\_CLEAR**
- **TIMER\_A\_SKIP\_CLEAR** [Default]

Referenced by `Timer_A_initUpMode()`.

#### `uint16_t Timer_A_initUpModeParam::timerInterruptEnable_TAIE`

Is to enable or disable `Timer_A` interrupt  
Valid values are:

- **TIMER\_A\_TAIE\_INTERRUPT\_ENABLE**
- **TIMER\_A\_TAIE\_INTERRUPT\_DISABLE** [Default]

Referenced by `Timer_A_initUpMode()`.

**uint16\_t Timer\_A\_initUpModeParam::timerPeriod**

Is the specified Timer\_A period. This is the value that gets written into the CCR0. Limited to 16 bits[uint16\_t]

Referenced by Timer\_A\_initUpMode().

The documentation for this struct was generated from the following file:

- timer\_a.h

## 36.80 Timer\_A\_outputPWMParam Struct Reference

Used in the [Timer\\_A\\_outputPWM\(\)](#) function as the param parameter.

```
#include <timer_a.h>
```

### Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerPeriod](#)  
*Selects the desired timer period.*
- uint16\_t [compareRegister](#)
- uint16\_t [compareOutputMode](#)
- uint16\_t [dutyCycle](#)  
*Specifies the dutycycle for the generated waveform.*

### 36.80.1 Detailed Description

Used in the [Timer\\_A\\_outputPWM\(\)](#) function as the param parameter.

### 36.80.2 Field Documentation

**uint16\_t Timer\_A\_outputPWMParam::clockSource**

Selects Clock source.

Valid values are:

- **TIMER\_A\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_A\_CLOCKSOURCE\_ACLK**
- **TIMER\_A\_CLOCKSOURCE\_SMCLK**
- **TIMER\_A\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_A\\_outputPWM\(\)](#).

`uint16_t Timer_A_outputPWMParam::clockSourceDivider`

Is the desired divider for the clock source  
Valid values are:

- `TIMER_A_CLOCKSOURCE_DIVIDER_1` [Default]
- `TIMER_A_CLOCKSOURCE_DIVIDER_2`
- `TIMER_A_CLOCKSOURCE_DIVIDER_3`
- `TIMER_A_CLOCKSOURCE_DIVIDER_4`
- `TIMER_A_CLOCKSOURCE_DIVIDER_5`
- `TIMER_A_CLOCKSOURCE_DIVIDER_6`
- `TIMER_A_CLOCKSOURCE_DIVIDER_7`
- `TIMER_A_CLOCKSOURCE_DIVIDER_8`
- `TIMER_A_CLOCKSOURCE_DIVIDER_10`
- `TIMER_A_CLOCKSOURCE_DIVIDER_12`
- `TIMER_A_CLOCKSOURCE_DIVIDER_14`
- `TIMER_A_CLOCKSOURCE_DIVIDER_16`
- `TIMER_A_CLOCKSOURCE_DIVIDER_20`
- `TIMER_A_CLOCKSOURCE_DIVIDER_24`
- `TIMER_A_CLOCKSOURCE_DIVIDER_28`
- `TIMER_A_CLOCKSOURCE_DIVIDER_32`
- `TIMER_A_CLOCKSOURCE_DIVIDER_40`
- `TIMER_A_CLOCKSOURCE_DIVIDER_48`
- `TIMER_A_CLOCKSOURCE_DIVIDER_56`
- `TIMER_A_CLOCKSOURCE_DIVIDER_64`

Referenced by `Timer_A_outputPWM()`.

`uint16_t Timer_A_outputPWMParam::compareOutputMode`

Specifies the output mode.  
Valid values are:

- `TIMER_A_OUTPUTMODE_OUTBITVALUE` [Default]
- `TIMER_A_OUTPUTMODE_SET`
- `TIMER_A_OUTPUTMODE_TOGGLE_RESET`
- `TIMER_A_OUTPUTMODE_SET_RESET`
- `TIMER_A_OUTPUTMODE_TOGGLE`
- `TIMER_A_OUTPUTMODE_RESET`
- `TIMER_A_OUTPUTMODE_TOGGLE_SET`
- `TIMER_A_OUTPUTMODE_RESET_SET`

Referenced by `Timer_A_outputPWM()`.

## uint16\_t Timer\_A\_outputPWMParm::compareRegister

Selects the compare register being used. Refer to datasheet to ensure the device has the capture compare register being used.

Valid values are:

- `TIMER_A_CAPTURECOMPARE_REGISTER_0`
- `TIMER_A_CAPTURECOMPARE_REGISTER_1`
- `TIMER_A_CAPTURECOMPARE_REGISTER_2`
- `TIMER_A_CAPTURECOMPARE_REGISTER_3`
- `TIMER_A_CAPTURECOMPARE_REGISTER_4`
- `TIMER_A_CAPTURECOMPARE_REGISTER_5`
- `TIMER_A_CAPTURECOMPARE_REGISTER_6`

Referenced by `Timer_A_outputPWM()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

## 36.81 Timer\_B\_initCaptureModeParam Struct Reference

Used in the [Timer\\_B\\_initCaptureMode\(\)](#) function as the param parameter.

```
#include <timer_b.h>
```

### Data Fields

- `uint16_t captureRegister`
- `uint16_t captureMode`
- `uint16_t captureInputSelect`
- `uint16_t synchronizeCaptureSource`
- `uint16_t captureInterruptEnable`
- `uint16_t captureOutputMode`

### 36.81.1 Detailed Description

Used in the [Timer\\_B\\_initCaptureMode\(\)](#) function as the param parameter.

### 36.81.2 Field Documentation

#### uint16\_t Timer\_B\_initCaptureModeParam::captureInputSelect

Decides the Input Select

Valid values are:

- **TIMER\_B\_CAPTURE\_INPUTSELECT\_CCIxA** [Default]
- **TIMER\_B\_CAPTURE\_INPUTSELECT\_CCIxB**
- **TIMER\_B\_CAPTURE\_INPUTSELECT\_GND**
- **TIMER\_B\_CAPTURE\_INPUTSELECT\_Vcc**

Referenced by `Timer_B_initCaptureMode()`.

#### `uint16_t Timer_B_initCaptureModeParam::captureInterruptEnable`

Is to enable or disable `Timer_B` capture compare interrupt.

Valid values are:

- **TIMER\_B\_CAPTURECOMPARE\_INTERRUPT\_DISABLE** [Default]
- **TIMER\_B\_CAPTURECOMPARE\_INTERRUPT\_ENABLE**

Referenced by `Timer_B_initCaptureMode()`.

#### `uint16_t Timer_B_initCaptureModeParam::captureMode`

Is the capture mode selected.

Valid values are:

- **TIMER\_B\_CAPTUREMODE\_NO\_CAPTURE** [Default]
- **TIMER\_B\_CAPTUREMODE\_RISING\_EDGE**
- **TIMER\_B\_CAPTUREMODE\_FALLING\_EDGE**
- **TIMER\_B\_CAPTUREMODE\_RISING\_AND\_FALLING\_EDGE**

Referenced by `Timer_B_initCaptureMode()`.

#### `uint16_t Timer_B_initCaptureModeParam::captureOutputMode`

Specifies the output mode.

Valid values are:

- **TIMER\_B\_OUTPUTMODE\_OUTBITVALUE** [Default]
- **TIMER\_B\_OUTPUTMODE\_SET**
- **TIMER\_B\_OUTPUTMODE\_TOGGLE\_RESET**
- **TIMER\_B\_OUTPUTMODE\_SET\_RESET**
- **TIMER\_B\_OUTPUTMODE\_TOGGLE**
- **TIMER\_B\_OUTPUTMODE\_RESET**
- **TIMER\_B\_OUTPUTMODE\_TOGGLE\_SET**
- **TIMER\_B\_OUTPUTMODE\_RESET\_SET**

Referenced by `Timer_B_initCaptureMode()`.



**uint16\_t Timer\_B\_initCaptureModeParam::captureRegister**

Selects the capture register being used. Refer to datasheet to ensure the device has the capture register being used.

Valid values are:

- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_0**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_1**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_2**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_3**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_4**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_5**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_6**

Referenced by `Timer_B_initCaptureMode()`.

**uint16\_t Timer\_B\_initCaptureModeParam::synchronizeCaptureSource**

Decides if capture source should be synchronized with Timer\_B clock

Valid values are:

- **TIMER\_B\_CAPTURE\_ASYNCHRONOUS** [Default]
- **TIMER\_B\_CAPTURE\_SYNCHRONOUS**

Referenced by `Timer_B_initCaptureMode()`.

The documentation for this struct was generated from the following file:

- `timer_b.h`

## 36.82 Timer\_B\_initCompareModeParam Struct Reference

Used in the [Timer\\_B\\_initCompareMode\(\)](#) function as the param parameter.

```
#include <timer_b.h>
```

### Data Fields

- [uint16\\_t compareRegister](#)
- [uint16\\_t compareInterruptEnable](#)
- [uint16\\_t compareOutputMode](#)
- [uint16\\_t compareValue](#)

*Is the count to be compared with in compare mode.*

#### 36.82.1 Detailed Description

Used in the [Timer\\_B\\_initCompareMode\(\)](#) function as the param parameter.

## 36.82.2 Field Documentation

uint16\_t Timer\_B\_initCompareModeParam::compareInterruptEnable

Is to enable or disable Timer\_B capture compare interrupt.  
Valid values are:

- **TIMER\_B\_CAPTURECOMPARE\_INTERRUPT\_DISABLE** [Default]
- **TIMER\_B\_CAPTURECOMPARE\_INTERRUPT\_ENABLE**

Referenced by Timer\_B\_initCompareMode().

uint16\_t Timer\_B\_initCompareModeParam::compareOutputMode

Specifies the output mode.  
Valid values are:

- **TIMER\_B\_OUTPUTMODE\_OUTBITVALUE** [Default]
- **TIMER\_B\_OUTPUTMODE\_SET**
- **TIMER\_B\_OUTPUTMODE\_TOGGLE\_RESET**
- **TIMER\_B\_OUTPUTMODE\_SET\_RESET**
- **TIMER\_B\_OUTPUTMODE\_TOGGLE**
- **TIMER\_B\_OUTPUTMODE\_RESET**
- **TIMER\_B\_OUTPUTMODE\_TOGGLE\_SET**
- **TIMER\_B\_OUTPUTMODE\_RESET\_SET**

Referenced by Timer\_B\_initCompareMode().

uint16\_t Timer\_B\_initCompareModeParam::compareRegister

Selects the compare register being used. Refer to datasheet to ensure the device has the compare register being used.  
Valid values are:

- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_0**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_1**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_2**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_3**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_4**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_5**
- **TIMER\_B\_CAPTURECOMPARE\_REGISTER\_6**

Referenced by Timer\_B\_initCompareMode().

The documentation for this struct was generated from the following file:

- timer\_b.h

## 36.83 Timer\_B\_initContinuousModeParam Struct Reference

Used in the [Timer\\_B\\_initContinuousMode\(\)](#) function as the param parameter.

```
#include <timer_b.h>
```

### Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerInterruptEnable\\_TBIE](#)
- uint16\_t [timerClear](#)
- bool [startTimer](#)

*Whether to start the timer immediately.*

### 36.83.1 Detailed Description

Used in the [Timer\\_B\\_initContinuousMode\(\)](#) function as the param parameter.

### 36.83.2 Field Documentation

uint16\_t [Timer\\_B\\_initContinuousModeParam::clockSource](#)

Selects the clock source  
Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_B\_CLOCKSOURCE\_ACLK**
- **TIMER\_B\_CLOCKSOURCE\_SMCLK**
- **TIMER\_B\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_B\\_initContinuousMode\(\)](#).

uint16\_t [Timer\\_B\\_initContinuousModeParam::clockSourceDivider](#)

Is the divider for Clock source.  
Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_1** [Default]
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_2**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_3**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_4**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_5**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_6**

- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_7**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_8**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_10**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_12**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_14**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_16**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_20**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_24**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_28**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_32**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_40**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_48**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_56**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_64**

Referenced by `Timer_B_initContinuousMode()`.

`uint16_t Timer_B_initContinuousModeParam::timerClear`

Decides if Timer\_B clock divider, count direction, count need to be reset.  
Valid values are:

- **TIMER\_B\_DO\_CLEAR**
- **TIMER\_B\_SKIP\_CLEAR** [Default]

Referenced by `Timer_B_initContinuousMode()`.

`uint16_t Timer_B_initContinuousModeParam::timerInterruptEnable_TBIE`

Is to enable or disable Timer\_B interrupt  
Valid values are:

- **TIMER\_B\_TBIE\_INTERRUPT\_ENABLE**
- **TIMER\_B\_TBIE\_INTERRUPT\_DISABLE** [Default]

Referenced by `Timer_B_initContinuousMode()`.

The documentation for this struct was generated from the following file:

- `timer_b.h`

## 36.84 Timer\_B\_initUpDownModeParam Struct Reference

Used in the [Timer\\_B\\_initUpDownMode\(\)](#) function as the param parameter.

```
#include <timer_b.h>
```

## Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerPeriod](#)
  - Is the specified Timer\_B period.*
- uint16\_t [timerInterruptEnable\\_TBIE](#)
- uint16\_t [captureCompareInterruptEnable\\_CCR0\\_CCIE](#)
- uint16\_t [timerClear](#)
- bool [startTimer](#)
  - Whether to start the timer immediately.*

### 36.84.1 Detailed Description

Used in the [Timer\\_B\\_initUpDownMode\(\)](#) function as the param parameter.

### 36.84.2 Field Documentation

#### uint16\_t Timer\_B\_initUpDownModeParam::captureCompareInterruptEnable\_CCR0\_CCIE

Is to enable or disable Timer\_B CCR0 capture compare interrupt.  
Valid values are:

- **TIMER\_B\_CCIE\_CCR0\_INTERRUPT\_ENABLE**
- **TIMER\_B\_CCIE\_CCR0\_INTERRUPT\_DISABLE** [Default]

Referenced by [Timer\\_B\\_initUpDownMode\(\)](#).

#### uint16\_t Timer\_B\_initUpDownModeParam::clockSource

Selects the clock source  
Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_B\_CLOCKSOURCE\_ACLK**
- **TIMER\_B\_CLOCKSOURCE\_SMCLK**
- **TIMER\_B\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_B\\_initUpDownMode\(\)](#).

#### uint16\_t Timer\_B\_initUpDownModeParam::clockSourceDivider

Is the divider for Clock source.  
Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_1** [Default]

- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_2**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_3**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_4**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_5**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_6**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_7**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_8**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_10**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_12**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_14**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_16**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_20**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_24**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_28**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_32**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_40**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_48**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_56**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_64**

Referenced by `Timer_B_initUpDownMode()`.

#### `uint16_t Timer_B_initUpDownModeParam::timerClear`

Decides if `Timer_B` clock divider, count direction, count need to be reset.  
Valid values are:

- **TIMER\_B\_DO\_CLEAR**
- **TIMER\_B\_SKIP\_CLEAR** [Default]

Referenced by `Timer_B_initUpDownMode()`.

#### `uint16_t Timer_B_initUpDownModeParam::timerInterruptEnable_TBIE`

Is to enable or disable `Timer_B` interrupt  
Valid values are:

- **TIMER\_B\_TBIE\_INTERRUPT\_ENABLE**
- **TIMER\_B\_TBIE\_INTERRUPT\_DISABLE** [Default]

Referenced by `Timer_B_initUpDownMode()`.

The documentation for this struct was generated from the following file:

- `timer_b.h`

## 36.85 Timer\_B\_initUpModeParam Struct Reference

Used in the [Timer\\_B\\_initUpMode\(\)](#) function as the param parameter.

```
#include <timer_b.h>
```

### Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerPeriod](#)
- uint16\_t [timerInterruptEnable\\_TBIE](#)
- uint16\_t [captureCompareInterruptEnable\\_CCR0\\_CCIE](#)
- uint16\_t [timerClear](#)
- bool [startTimer](#)

*Whether to start the timer immediately.*

### 36.85.1 Detailed Description

Used in the [Timer\\_B\\_initUpMode\(\)](#) function as the param parameter.

### 36.85.2 Field Documentation

uint16\_t [Timer\\_B\\_initUpModeParam::captureCompareInterruptEnable\\_CCR0\\_CCIE](#)

Is to enable or disable Timer\_B CCR0 capture compare interrupt.

Valid values are:

- **TIMER\_B\_CCIE\_CCR0\_INTERRUPT\_ENABLE**
- **TIMER\_B\_CCIE\_CCR0\_INTERRUPT\_DISABLE** [Default]

Referenced by [Timer\\_B\\_initUpMode\(\)](#).

uint16\_t [Timer\\_B\\_initUpModeParam::clockSource](#)

Selects the clock source

Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_B\_CLOCKSOURCE\_ACLK**
- **TIMER\_B\_CLOCKSOURCE\_SMCLK**
- **TIMER\_B\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_B\\_initUpMode\(\)](#).

`uint16_t Timer_B_initUpModeParam::clockSourceDivider`

Is the divider for Clock source.

Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_1** [Default]
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_2**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_3**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_4**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_5**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_6**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_7**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_8**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_10**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_12**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_14**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_16**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_20**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_24**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_28**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_32**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_40**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_48**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_56**
- **TIMER\_B\_CLOCKSOURCE\_DIVIDER\_64**

Referenced by `Timer_B_initUpMode()`.

`uint16_t Timer_B_initUpModeParam::timerClear`

Decides if `Timer_B` clock divider, count direction, count need to be reset.

Valid values are:

- **TIMER\_B\_DO\_CLEAR**
- **TIMER\_B\_SKIP\_CLEAR** [Default]

Referenced by `Timer_B_initUpMode()`.

`uint16_t Timer_B_initUpModeParam::timerInterruptEnable_TBIE`

Is to enable or disable `Timer_B` interrupt

Valid values are:

- **TIMER\_B\_TBIE\_INTERRUPT\_ENABLE**
- **TIMER\_B\_TBIE\_INTERRUPT\_DISABLE** [Default]

Referenced by `Timer_B_initUpMode()`.



**uint16\_t Timer\_B\_initUpModeParam::timerPeriod**

Is the specified Timer\_B period. This is the value that gets written into the CCR0. Limited to 16 bits[uint16\_t]

Referenced by Timer\_B\_initUpMode().

The documentation for this struct was generated from the following file:

- timer\_b.h

## 36.86 Timer\_B\_outputPWMParam Struct Reference

Used in the [Timer\\_B\\_outputPWM\(\)](#) function as the param parameter.

```
#include <timer_b.h>
```

### Data Fields

- uint16\_t [clockSource](#)
- uint16\_t [clockSourceDivider](#)
- uint16\_t [timerPeriod](#)
  - Selects the desired Timer\_B period.*
- uint16\_t [compareRegister](#)
- uint16\_t [compareOutputMode](#)
- uint16\_t [dutyCycle](#)
  - Specifies the dutycycle for the generated waveform.*

### 36.86.1 Detailed Description

Used in the [Timer\\_B\\_outputPWM\(\)](#) function as the param parameter.

### 36.86.2 Field Documentation

**uint16\_t Timer\_B\_outputPWMParam::clockSource**

Selects the clock source

Valid values are:

- **TIMER\_B\_CLOCKSOURCE\_EXTERNAL\_TXCLK** [Default]
- **TIMER\_B\_CLOCKSOURCE\_ACLK**
- **TIMER\_B\_CLOCKSOURCE\_SMCLK**
- **TIMER\_B\_CLOCKSOURCE\_INVERTED\_EXTERNAL\_TXCLK**

Referenced by [Timer\\_B\\_outputPWM\(\)](#).

`uint16_t Timer_B_outputPWMParam::clockSourceDivider`

Is the divider for Clock source.

Valid values are:

- `TIMER_B_CLOCKSOURCE_DIVIDER_1` [Default]
- `TIMER_B_CLOCKSOURCE_DIVIDER_2`
- `TIMER_B_CLOCKSOURCE_DIVIDER_3`
- `TIMER_B_CLOCKSOURCE_DIVIDER_4`
- `TIMER_B_CLOCKSOURCE_DIVIDER_5`
- `TIMER_B_CLOCKSOURCE_DIVIDER_6`
- `TIMER_B_CLOCKSOURCE_DIVIDER_7`
- `TIMER_B_CLOCKSOURCE_DIVIDER_8`
- `TIMER_B_CLOCKSOURCE_DIVIDER_10`
- `TIMER_B_CLOCKSOURCE_DIVIDER_12`
- `TIMER_B_CLOCKSOURCE_DIVIDER_14`
- `TIMER_B_CLOCKSOURCE_DIVIDER_16`
- `TIMER_B_CLOCKSOURCE_DIVIDER_20`
- `TIMER_B_CLOCKSOURCE_DIVIDER_24`
- `TIMER_B_CLOCKSOURCE_DIVIDER_28`
- `TIMER_B_CLOCKSOURCE_DIVIDER_32`
- `TIMER_B_CLOCKSOURCE_DIVIDER_40`
- `TIMER_B_CLOCKSOURCE_DIVIDER_48`
- `TIMER_B_CLOCKSOURCE_DIVIDER_56`
- `TIMER_B_CLOCKSOURCE_DIVIDER_64`

Referenced by `Timer_B_outputPWM()`.

`uint16_t Timer_B_outputPWMParam::compareOutputMode`

Specifies the output mode.

Valid values are:

- `TIMER_B_OUTPUTMODE_OUTBITVALUE` [Default]
- `TIMER_B_OUTPUTMODE_SET`
- `TIMER_B_OUTPUTMODE_TOGGLE_RESET`
- `TIMER_B_OUTPUTMODE_SET_RESET`
- `TIMER_B_OUTPUTMODE_TOGGLE`
- `TIMER_B_OUTPUTMODE_RESET`
- `TIMER_B_OUTPUTMODE_TOGGLE_SET`
- `TIMER_B_OUTPUTMODE_RESET_SET`

Referenced by `Timer_B_outputPWM()`.

`uint16_t Timer_B_outputPWMParm::compareRegister`

Selects the compare register being used. Refer to datasheet to ensure the device has the compare register being used.

Valid values are:

- `TIMER_B_CAPTURECOMPARE_REGISTER_0`
- `TIMER_B_CAPTURECOMPARE_REGISTER_1`
- `TIMER_B_CAPTURECOMPARE_REGISTER_2`
- `TIMER_B_CAPTURECOMPARE_REGISTER_3`
- `TIMER_B_CAPTURECOMPARE_REGISTER_4`
- `TIMER_B_CAPTURECOMPARE_REGISTER_5`
- `TIMER_B_CAPTURECOMPARE_REGISTER_6`

Referenced by `Timer_B_outputPWM()`.

The documentation for this struct was generated from the following file:

- `timer_b.h`

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