




MSP430 DriverLib for MSP430FR2xx_4xx Devices

User's Guide

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IMPORTANT NOTICE **270**

1 Introduction

The Texas Instruments® MSP430® Peripheral Driver Library is a set of drivers for accessing the peripherals found on the MSP430 FR2xx/FR4xx 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:

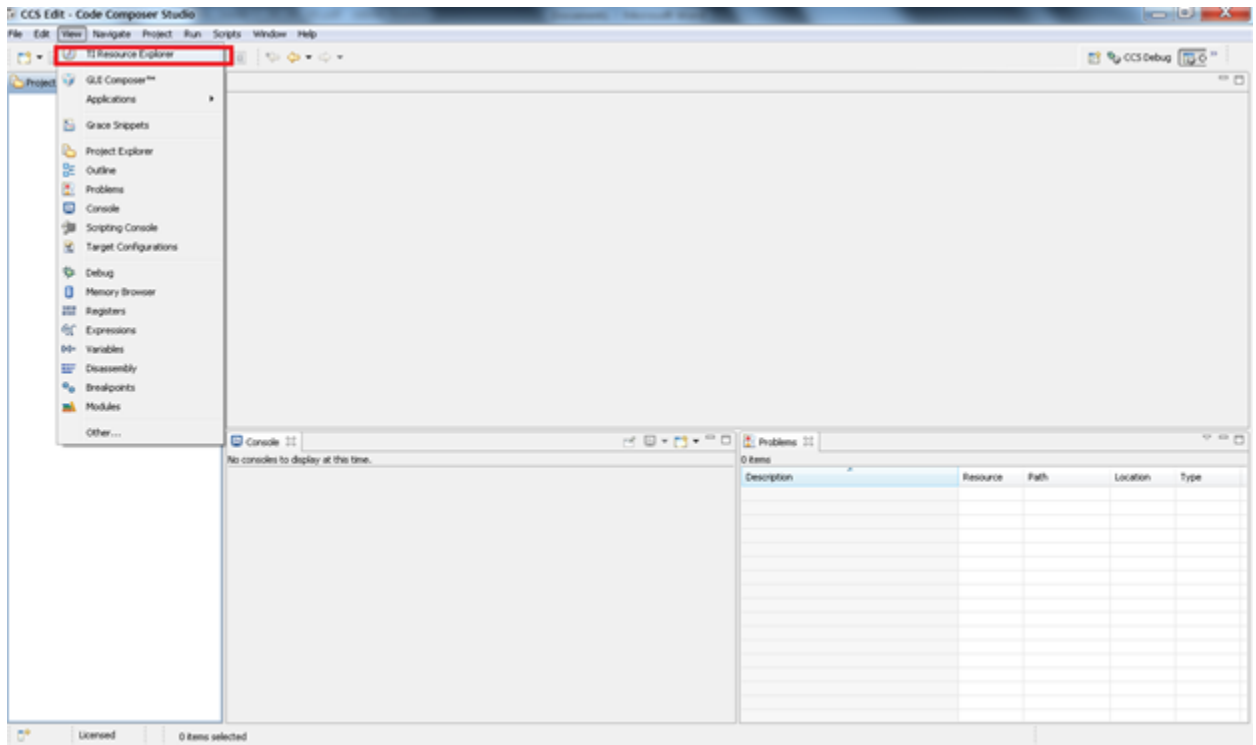
- IAR Embedded Workbench®
- Texas Instruments Code Composer Studio™

Using assert statements to debug

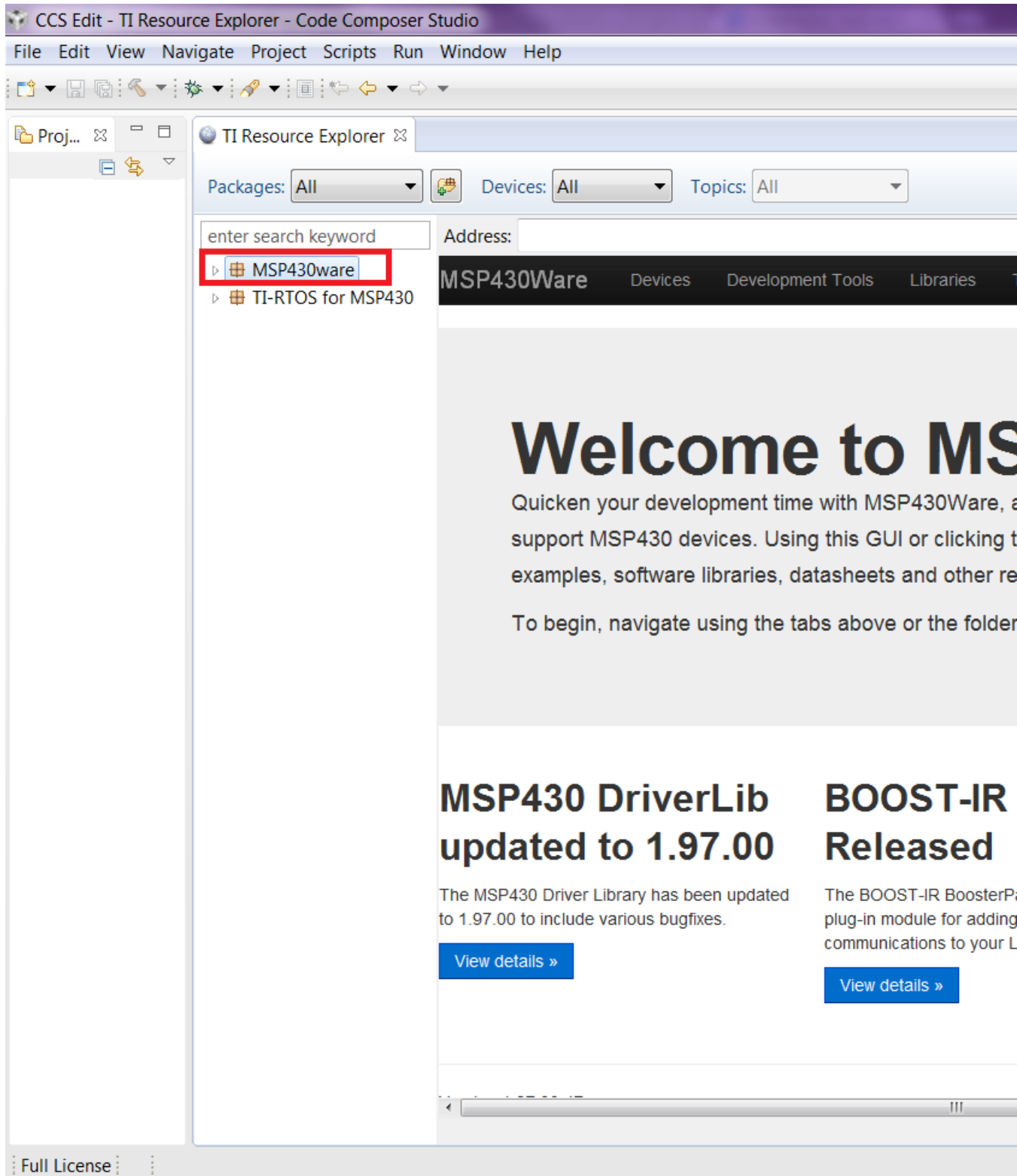
Assert statements are disabled by default. To enable the assert statement edit the `hw_regaccess.h` file in the `inc` folder. Comment out the statement `#define NDEBUG -> //#define NDEBUG` Asserts in CCS work only if the project is optimized for size.

2 Navigating to driverlib through CCS Resource Explorer

In CCS, click View->TI Resource Explorer

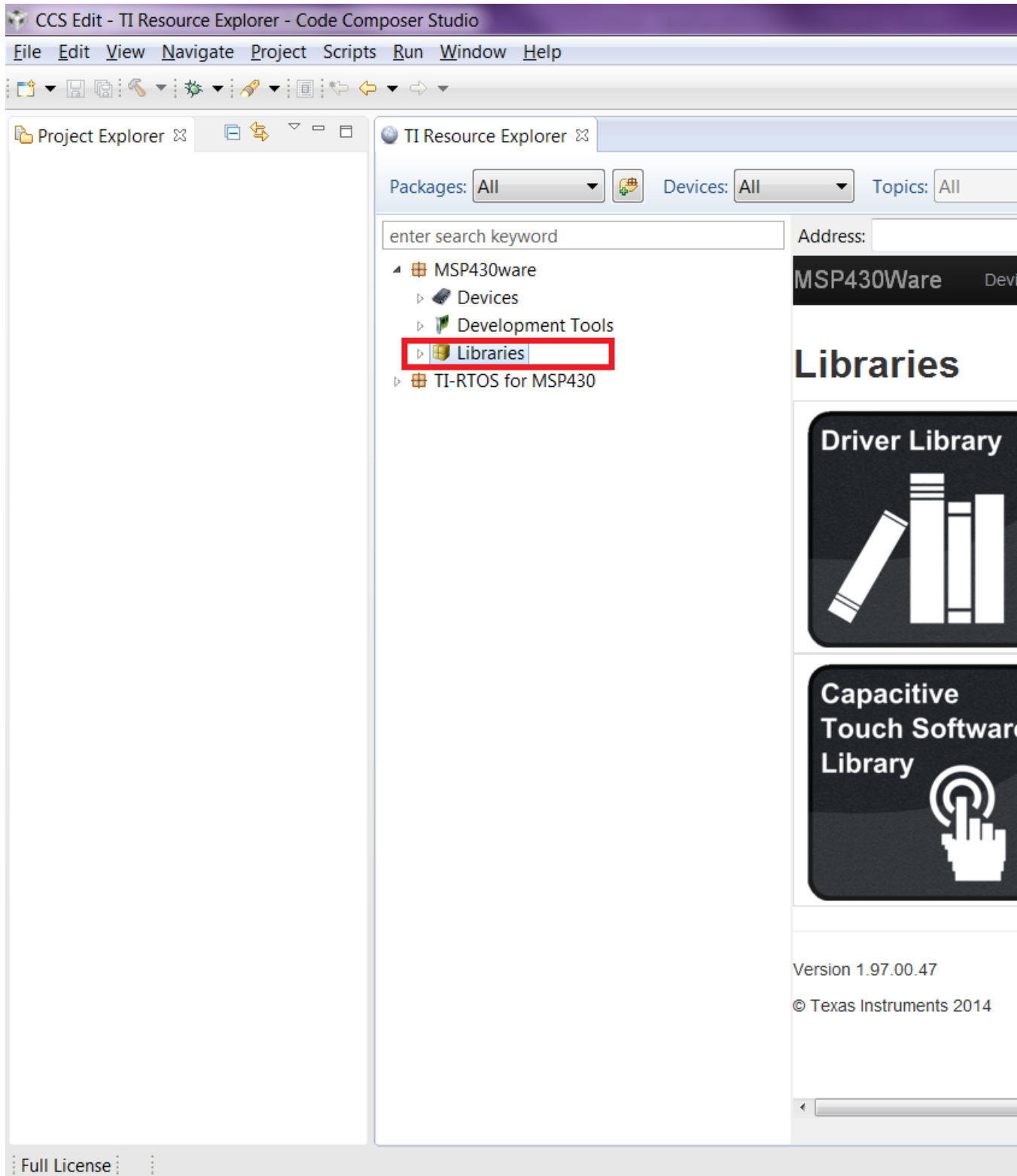


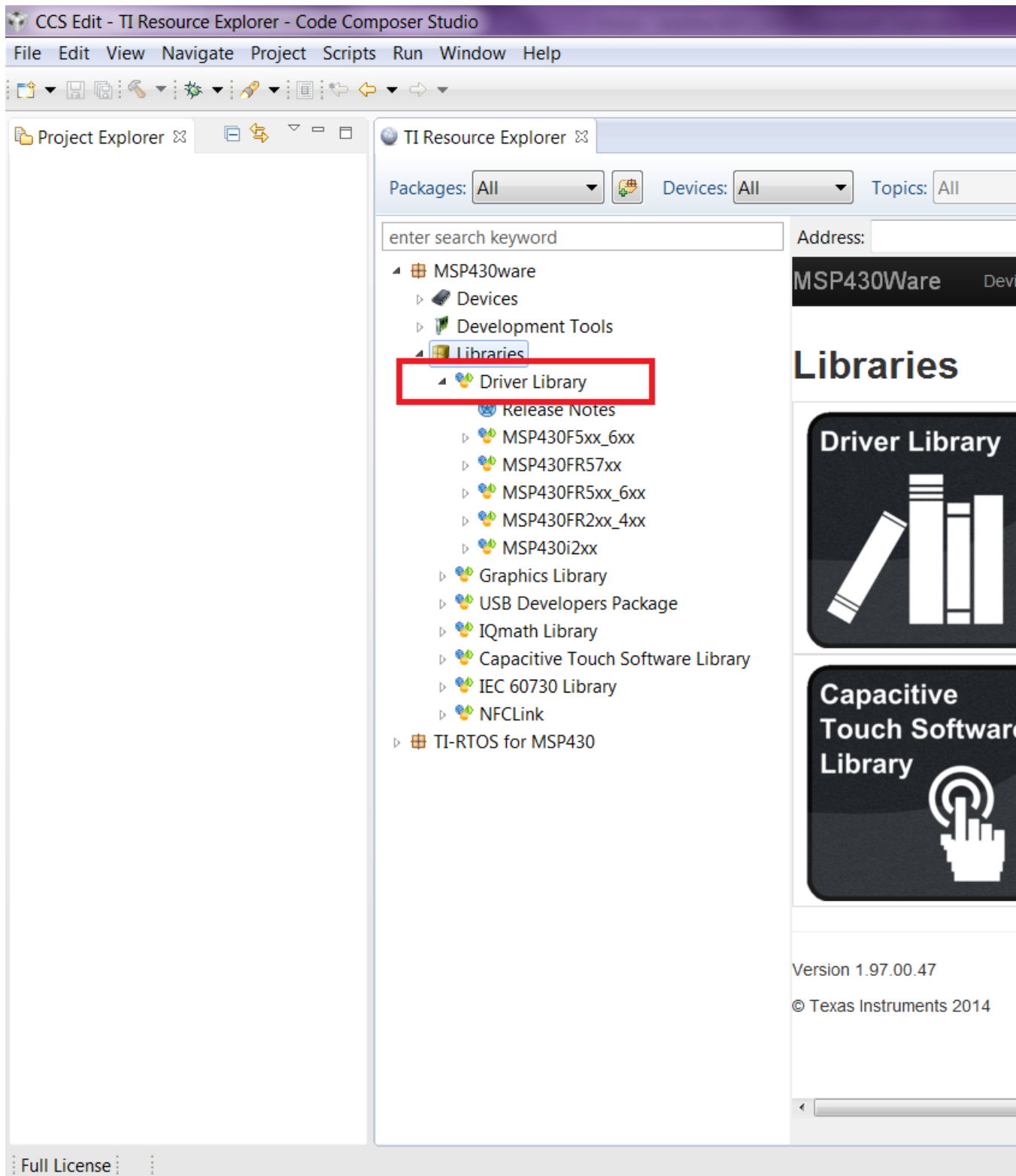
In Resource Explorer View, click on MSP430ware



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

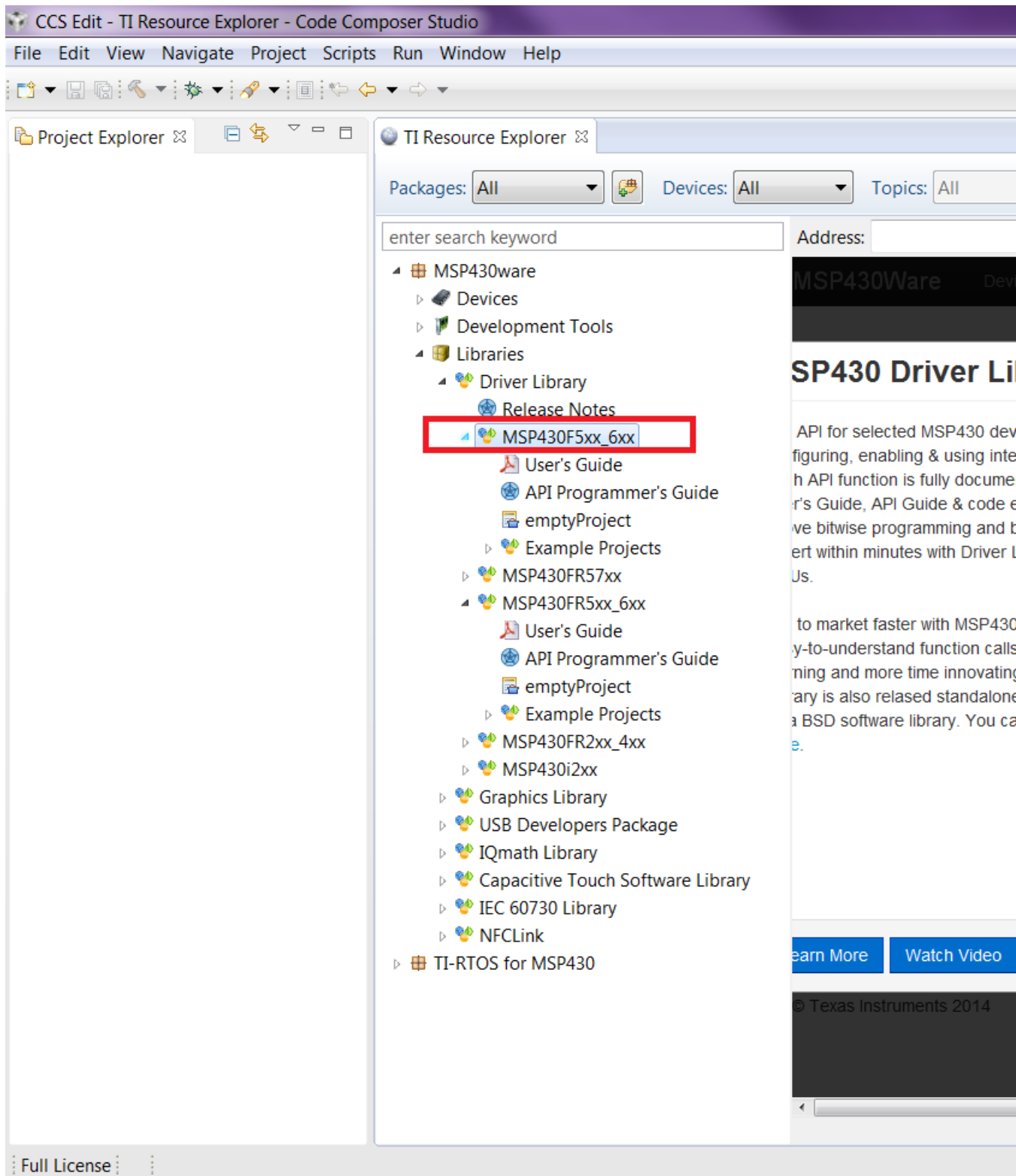
software, collateral, code examples, datasheets and user guides can be navigated by clicking the different topics under MSP430ware. To proceed to driverlib, click on Libraries->Driverlib as shown in the next two screenshots.



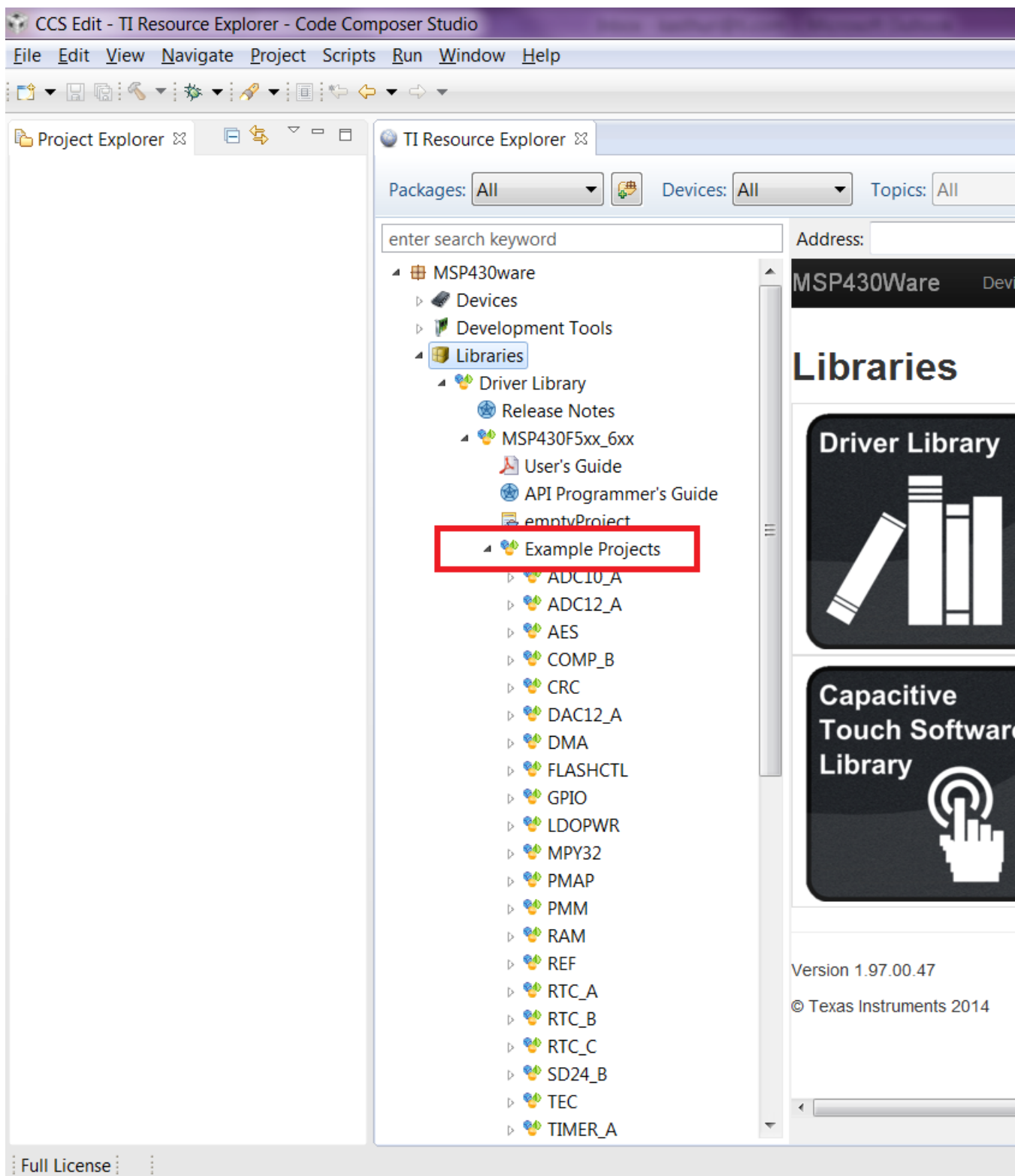


Driverlib is designed per Family. If a common device family user's guide exists for a group of devices, these devices belong to the same 'family'. Currently driverlib is available for the following

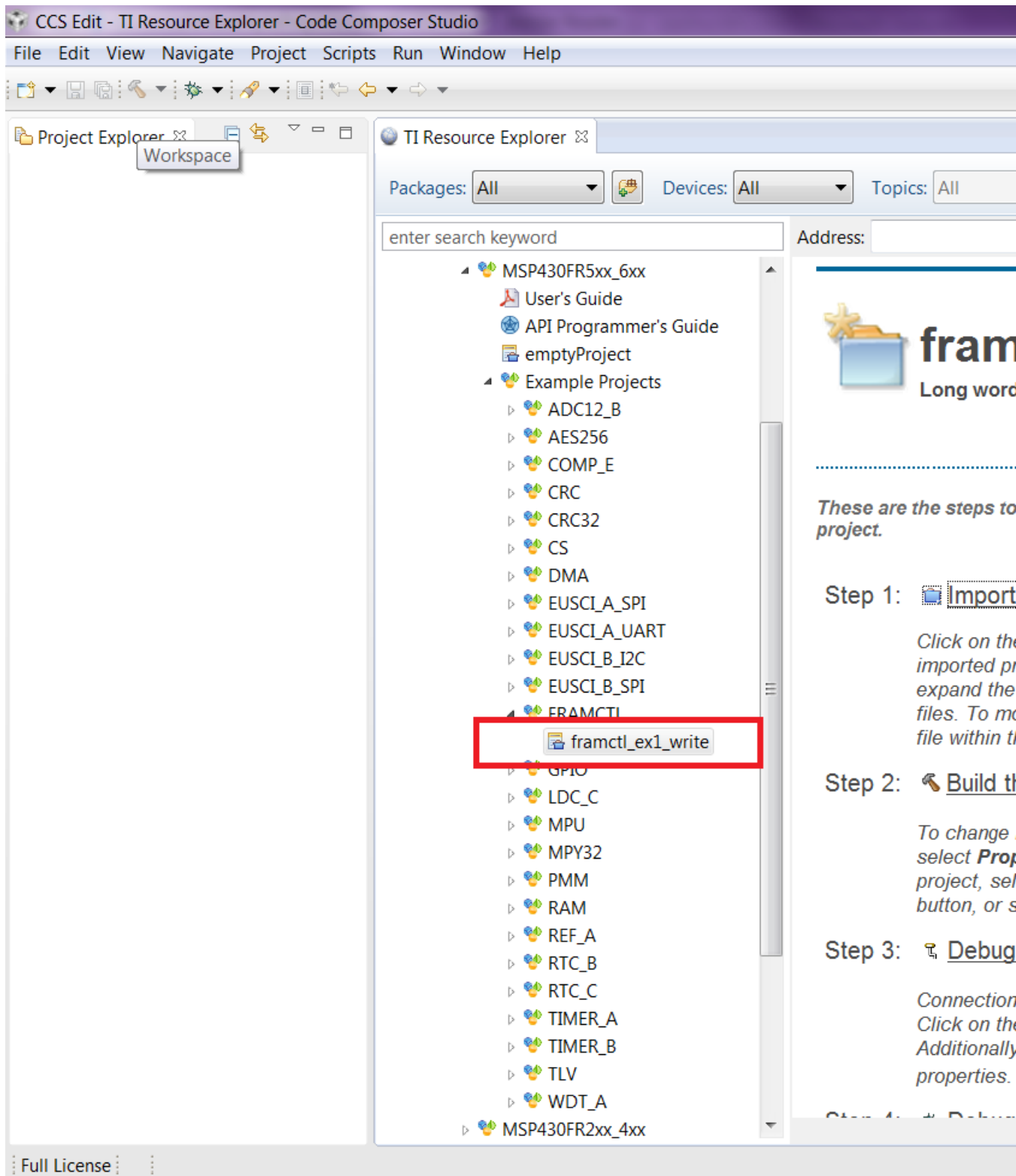
family of devices. MSP430F5xx_6xx MSP430FR57xx MSP430FR5xx_6xx



Click on the MSP430F5xx_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”

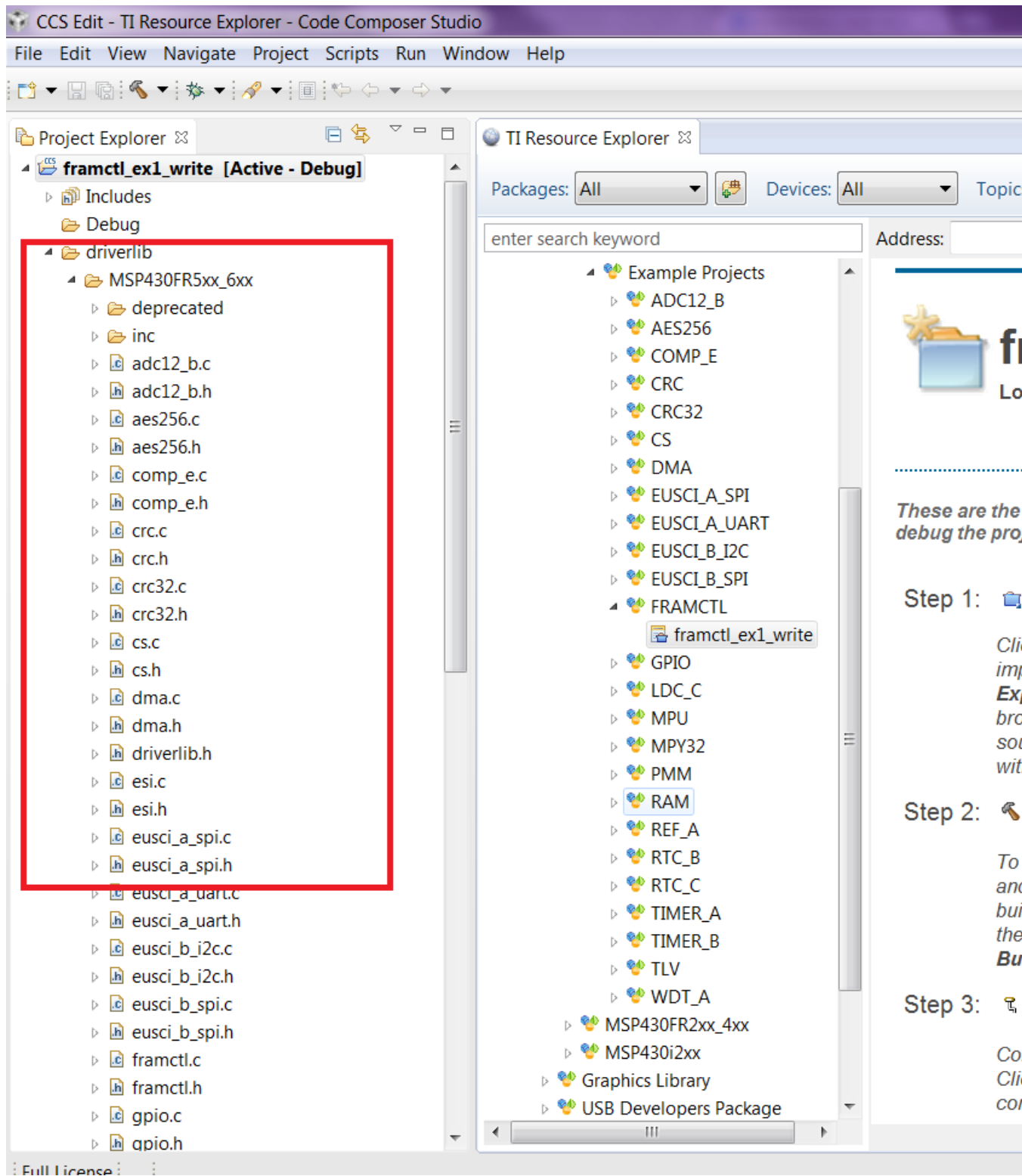
The screenshot shows the CCS Resource Explorer interface. On the left, a tree view displays the project structure under 'MSP430FR5xx_6xx'. The 'FRAMCTL' folder is expanded, and 'framctl_ex1_write' is selected. On the right, the project page for 'framctl_ex1_write' is displayed, featuring a star icon and the title 'Long word writes to FRAM'. Below the title, there is a section with the text '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** 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.

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.

Project Explorer

- User's Guide
- API Programmer's Guide
- emptyProject
- Example Projects
 - ADC12_B
 - AES256
 - COMP_E
 - CRC
 - CRC32
 - CS
 - DMA
 - EUSCL_A_SPI
 - EUSCL_A_UART
 - EUSCL_B_I2C
 - EUSCL_B_SPI
 - FRAMCTL
 - framctl_ex1_write
 - GPIO
 - LDC_C
 - MPU
 - MPY32
 - PMM
 - RAM
 - REF_A
 - RTC_B
 - RTC_C
 - TIMER_A
 - TIMER_B
 - TLV
 - WDT_A
- MSP430FR2xx_4xx

framctl_ex1_write

Long word writes to FRAM

These are the steps to import the project, build the project, and debug the project.

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](#)

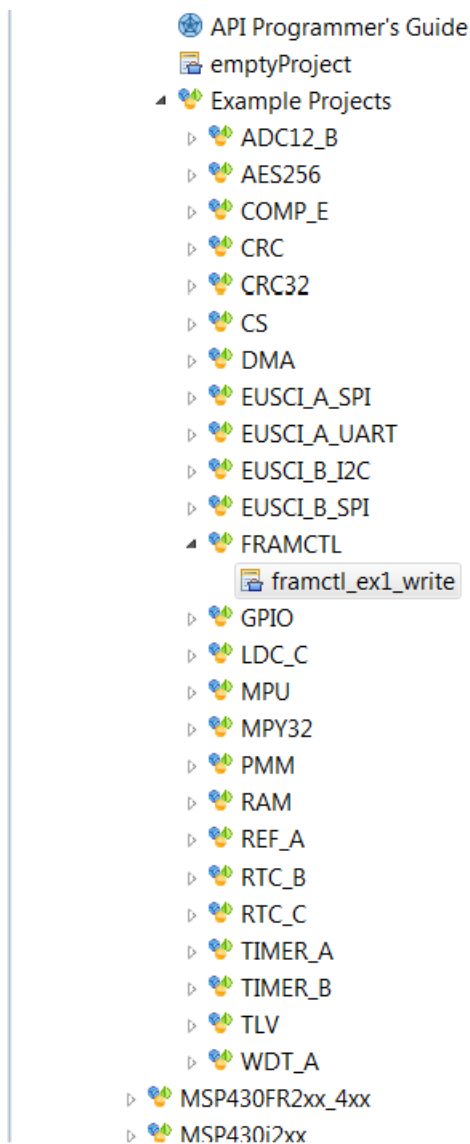
To change build options, right click on the project and select **Properties** from the context menu. To build the project, select the link above, or select the **Build** tool button, or select the **Project | Build Project** menu item.

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.



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-click 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](#)

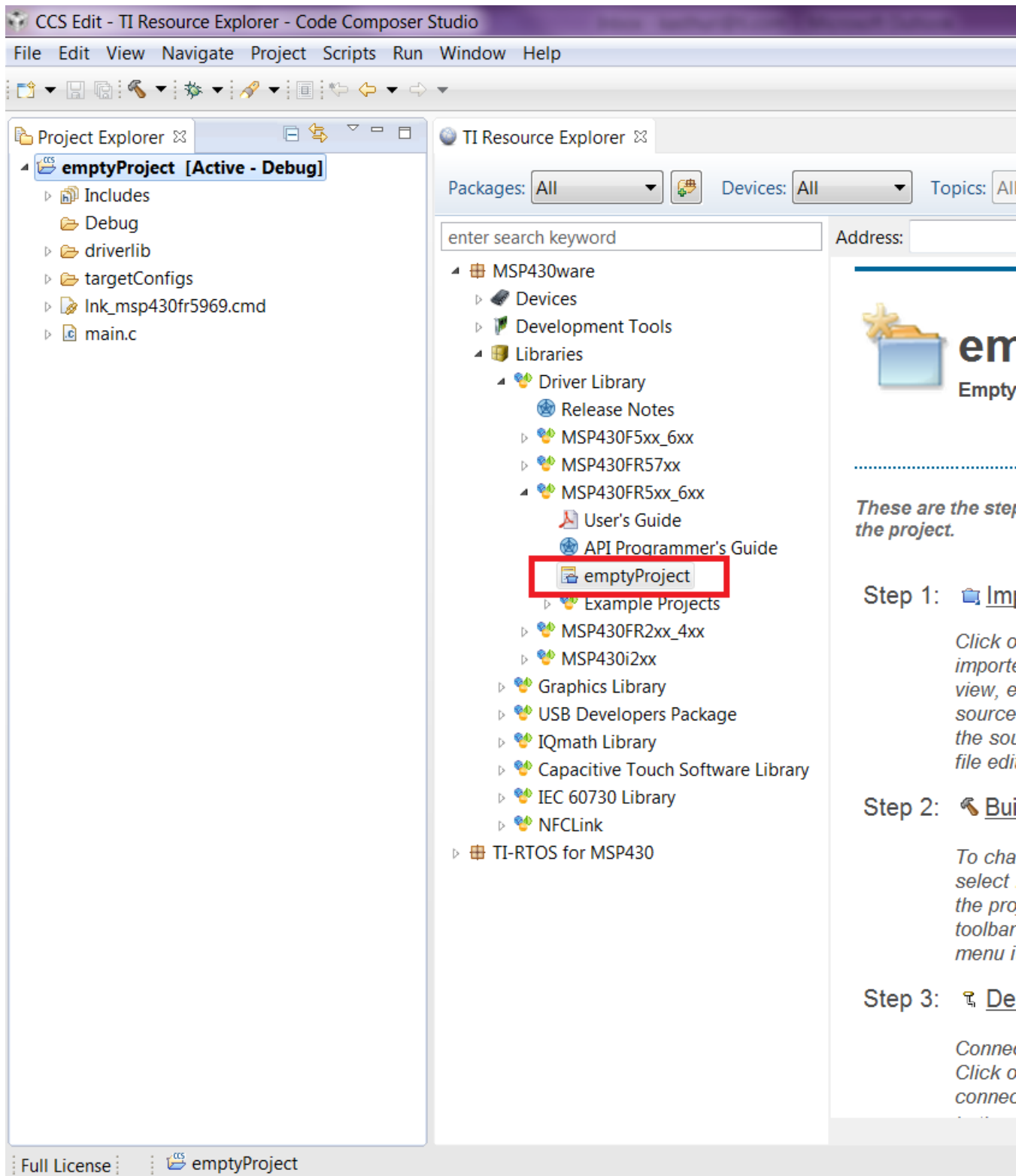
Connection: **TI MSP430 USB1**
Click on the link above to change the device connection. Additionally, this option is also available in the project properties.

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.

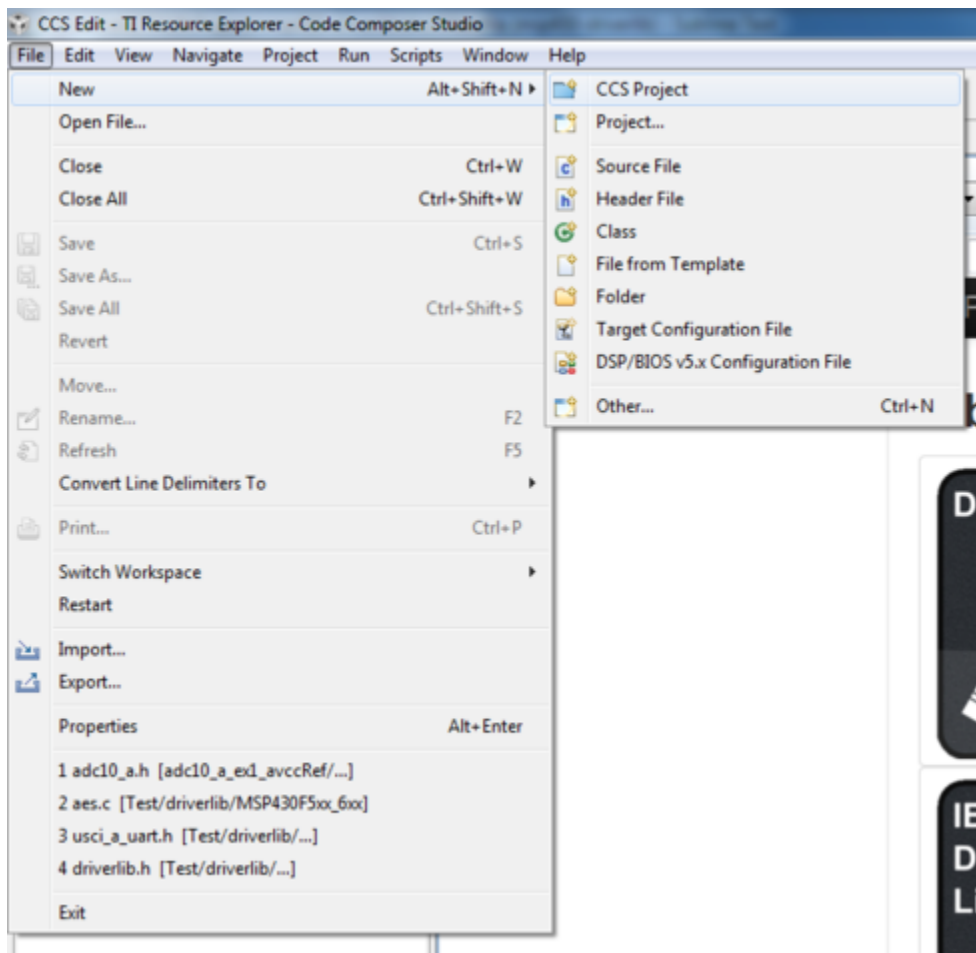


The main.c included with the empty project can be modified to include user code.

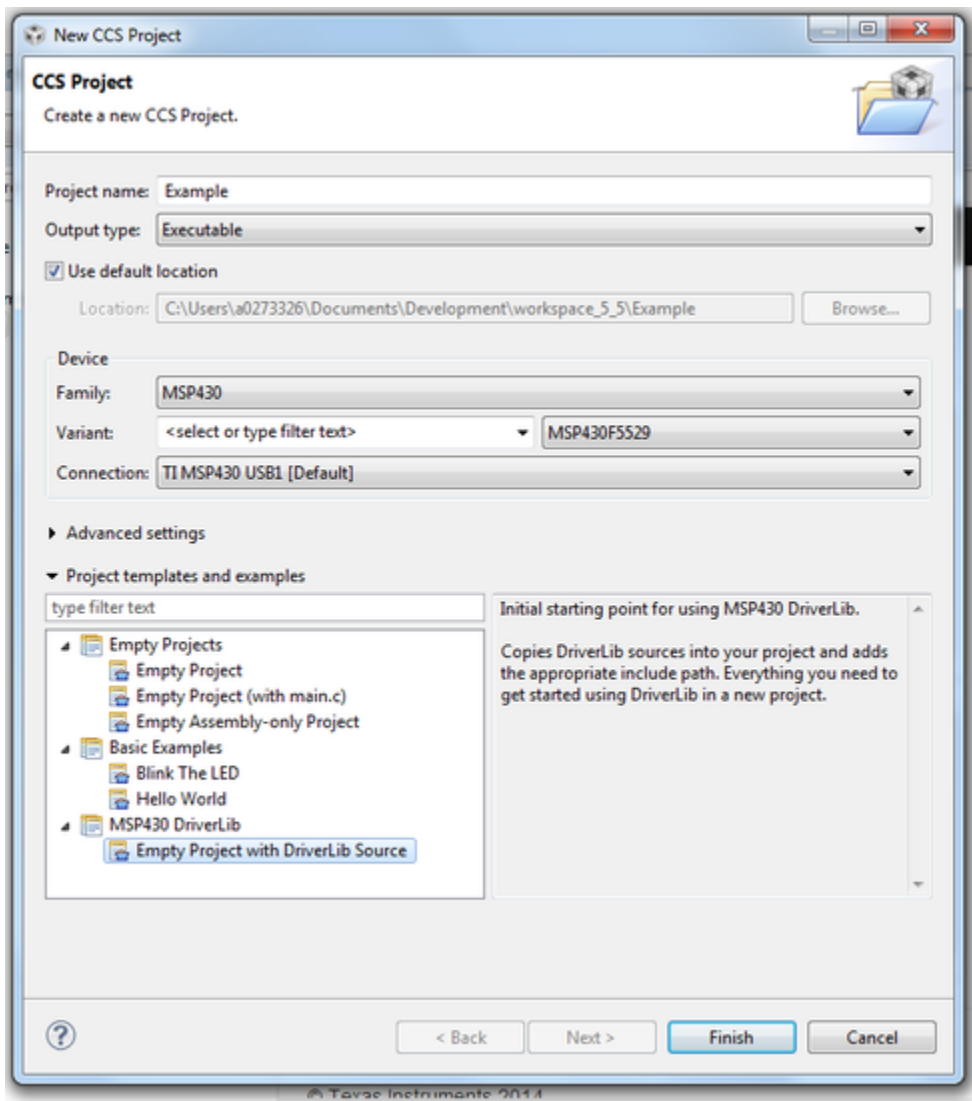
3 How to create a new CCS project that uses Driverlib

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.



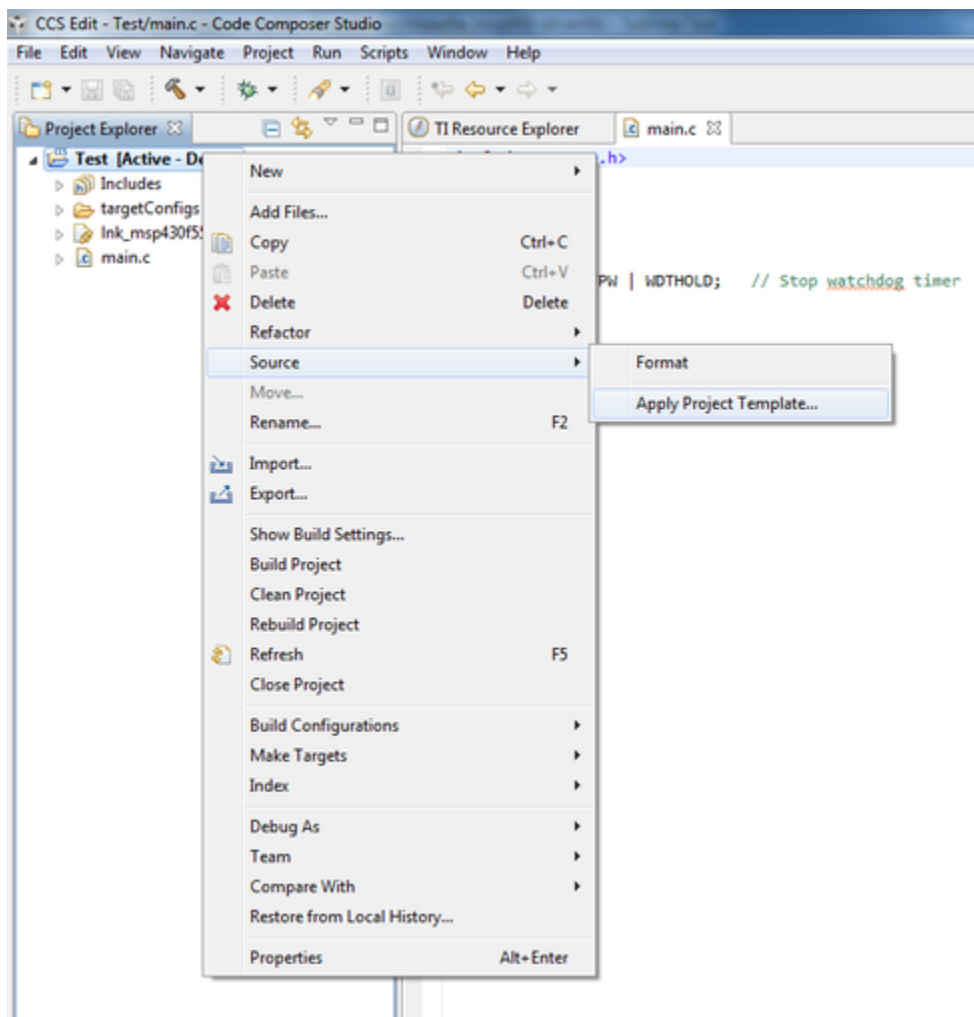
Finally click "Finish" and begin developing with your Driver Library enabled project.

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

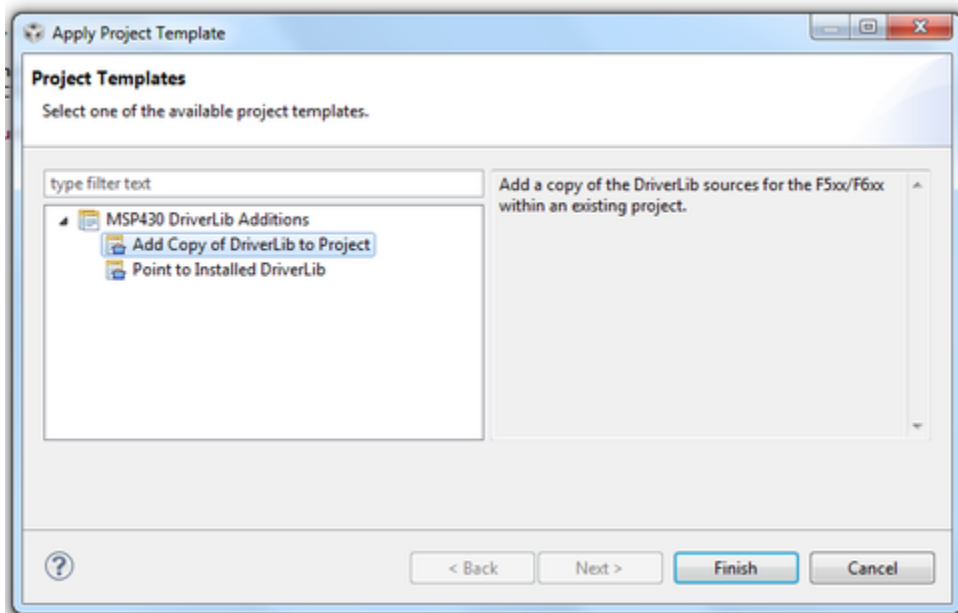
To add driver library to an existing project we recommend using CCS project templates. For driver library to work with project templates CCS must have discovered the driver library RTSC product. For more information refer to the installation steps of the release notes. CCS project templates adds the 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.

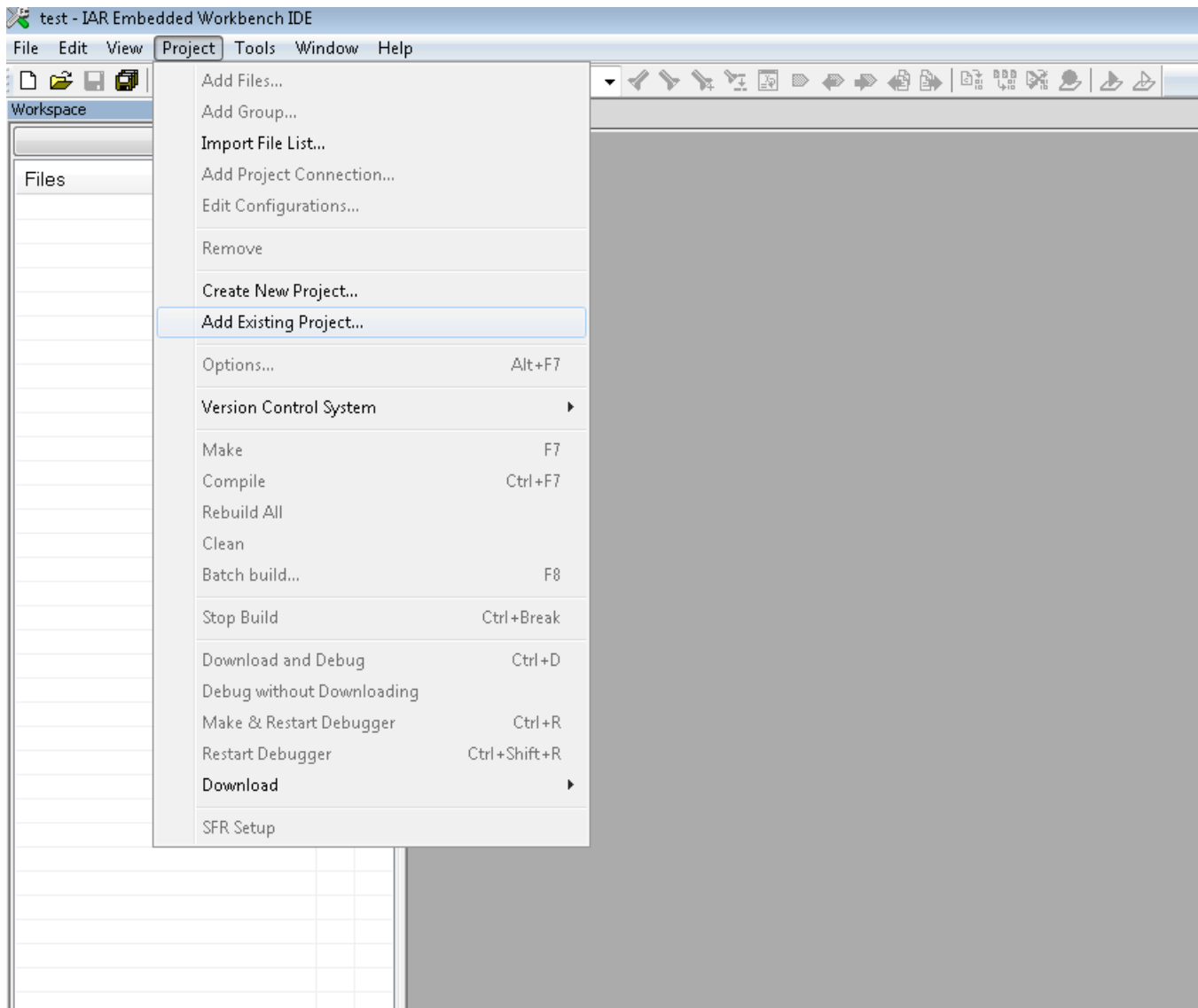


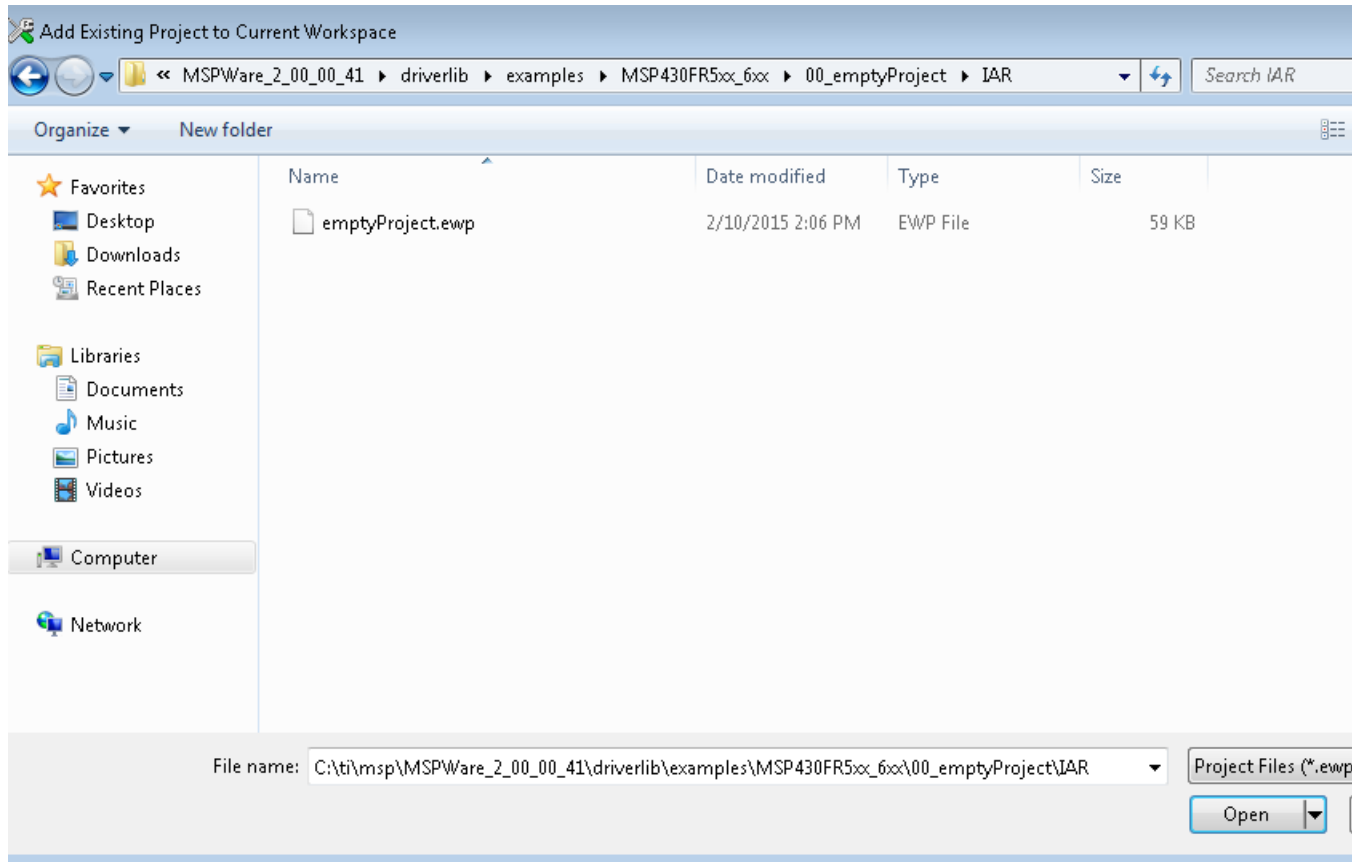
Click "Finish" and start developing with driver library in your project.

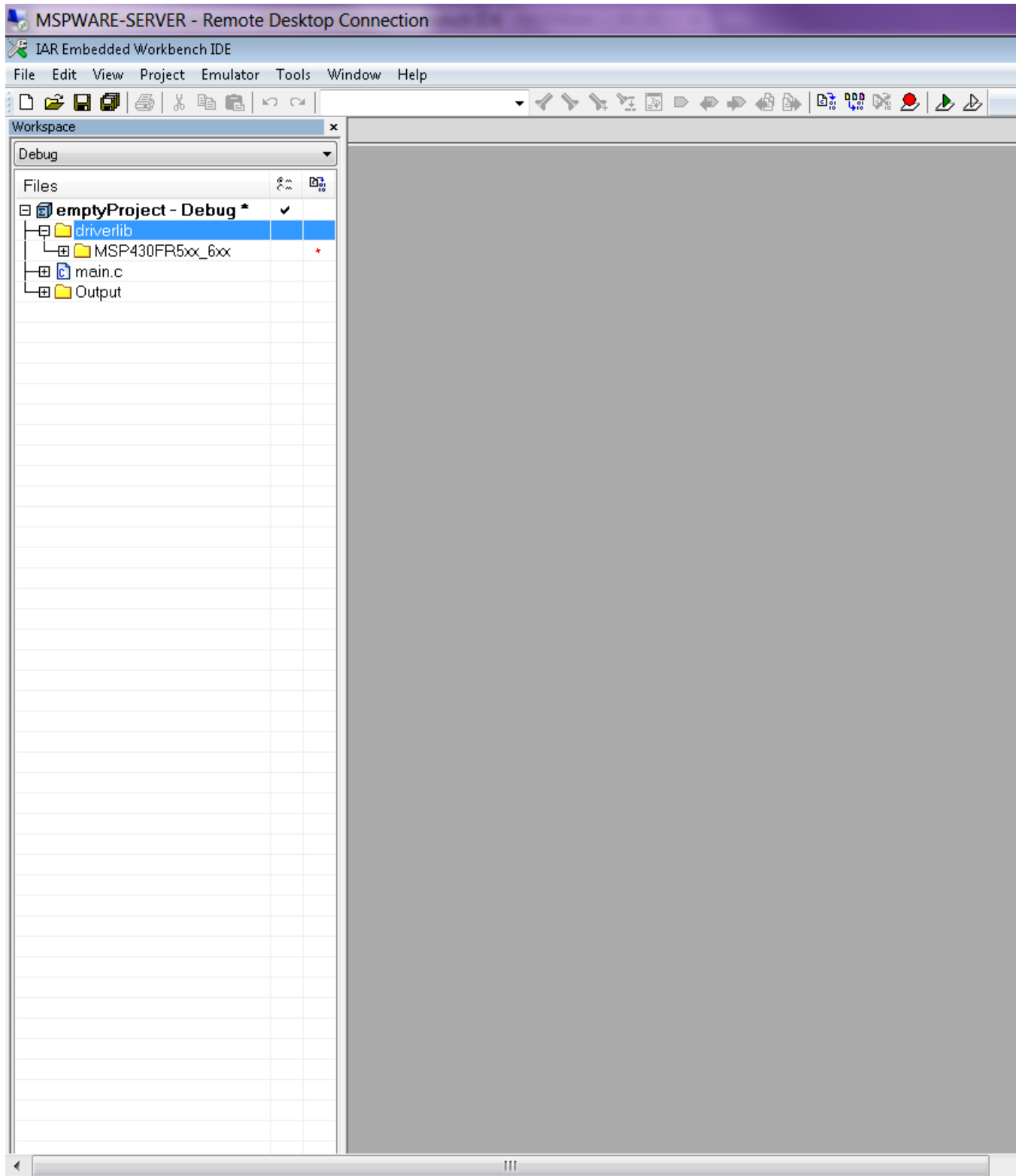
5 How to create a new IAR project that uses Driverlib

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



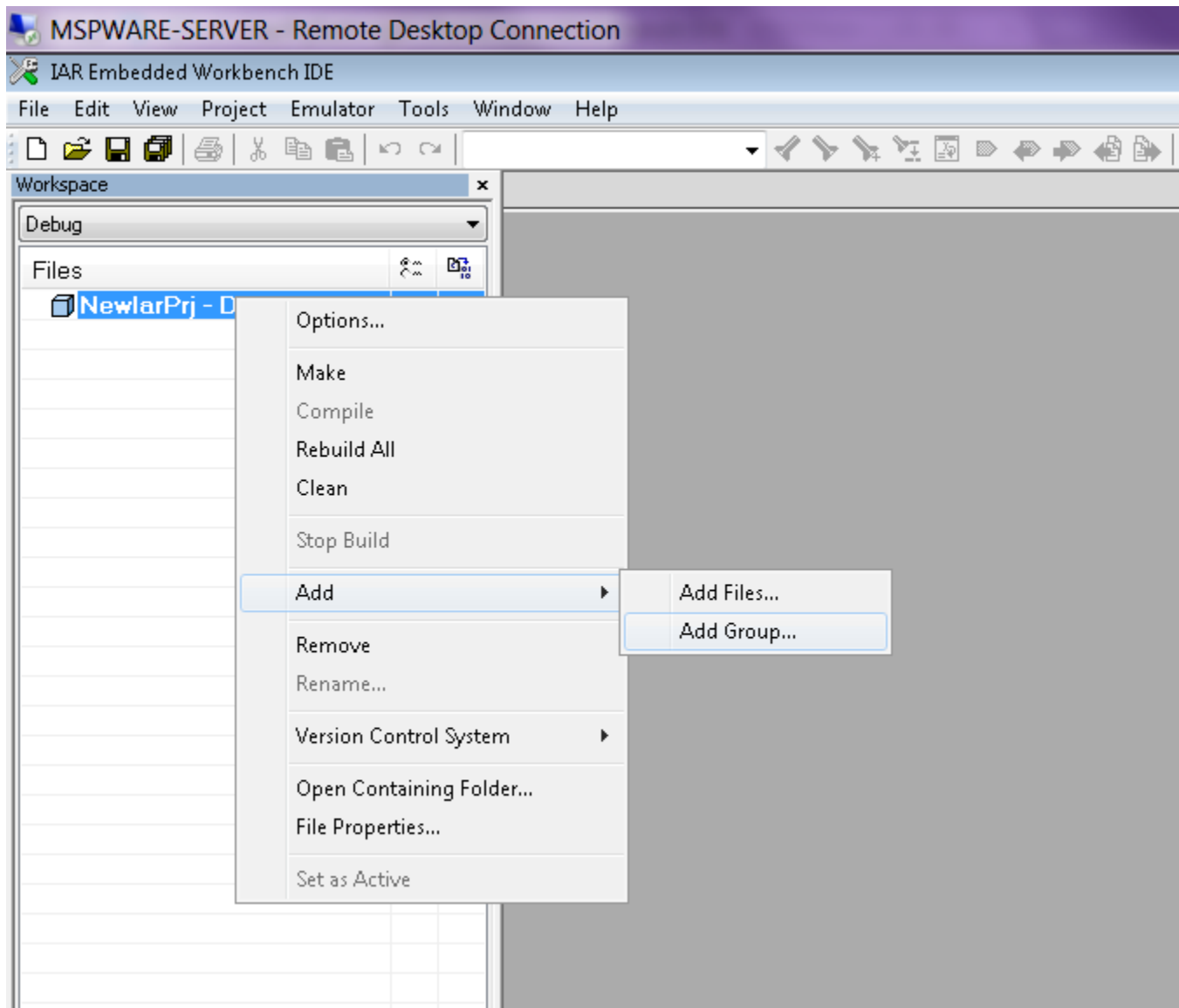




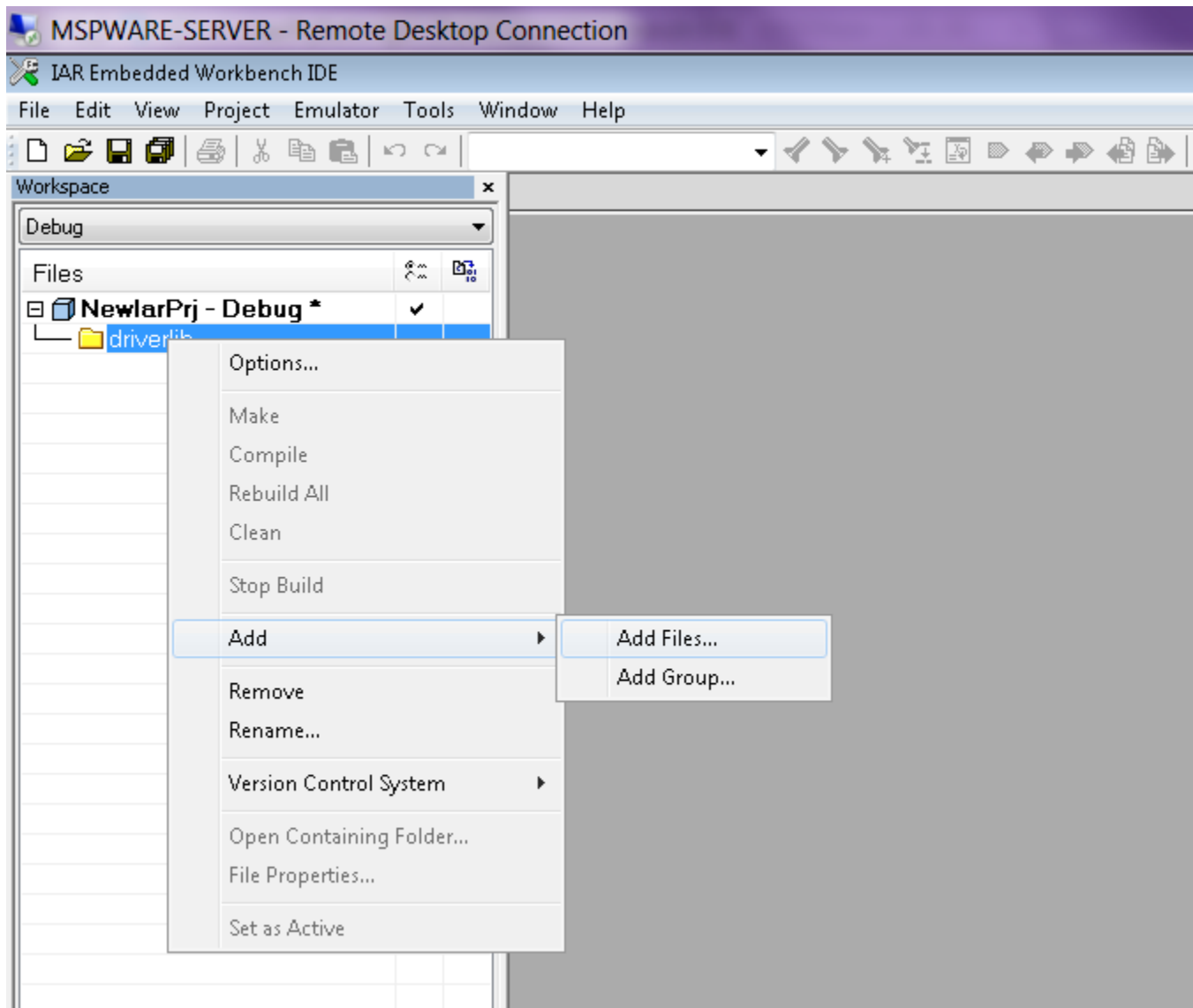
6 How to include driverlib into your existing IAR project

6.1 Introduction

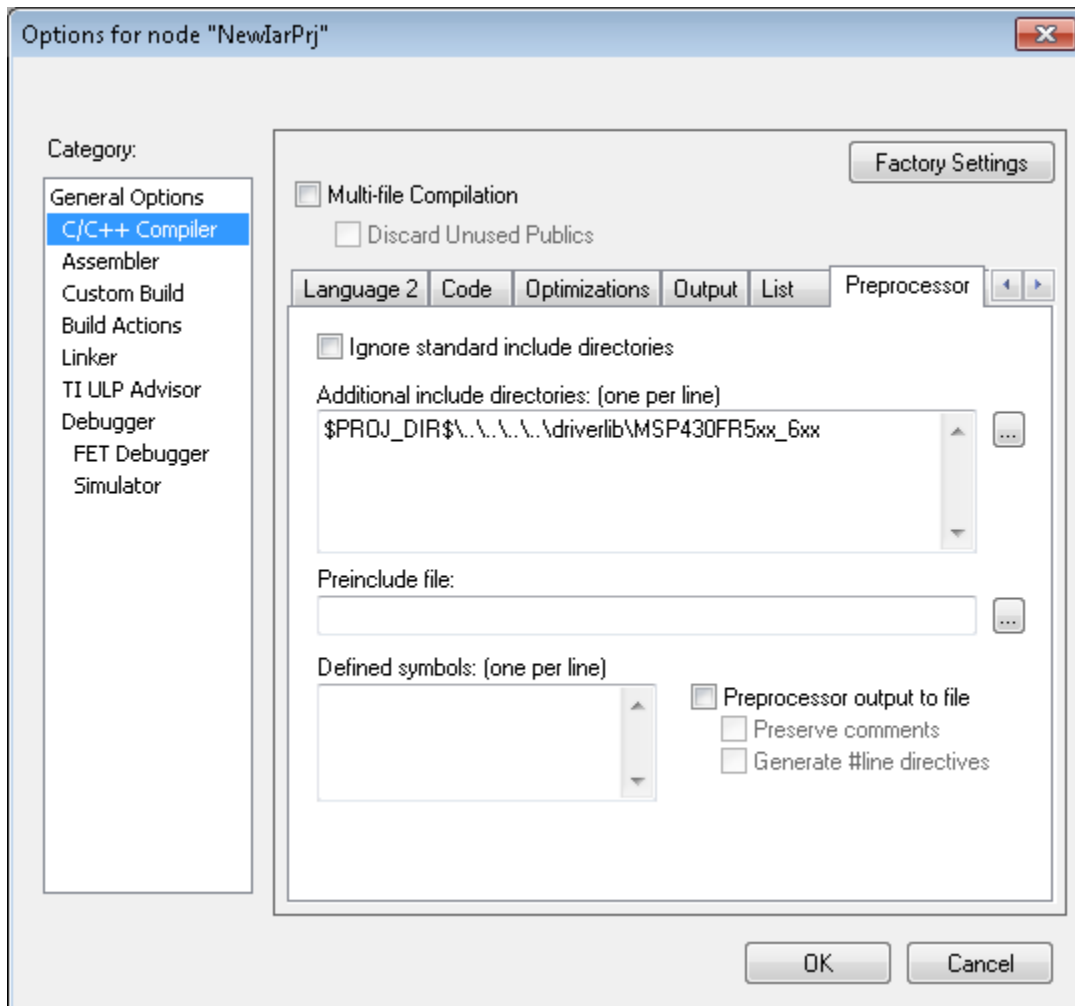
To add driver library to an existing project, right click project click on Add Group - "driverlib"



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 10-Bit Analog-to-Digital Converter (ADC)

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7.1 Introduction

The 10-Bit Analog-to-Digital (ADC) API provides a set of functions for using the MSP430Ware ADC modules. Functions are provided to initialize the ADC modules, setup signal sources and reference voltages, and manage interrupts for the ADC modules.

The ADC module supports fast 10-bit analog-to-digital conversions. The module implements a 10-bit SAR core together, sample select control and a window comparator.

ADC features include:

- Greater than 200-ksps maximum conversion rate
- Monotonic 10-bit converter with no missing codes
- Sample-and-hold with programmable sampling periods controlled by software or timers
- Conversion initiation by software or different timers
- Software-selectable on chip reference using the REF module or external reference
- Twelve individually configurable external input channels
- Conversion channel for temperature sensor of the REF module
- Selectable conversion clock source
- Single-channel, repeat-single-channel, sequence, and repeat-sequence conversion modes
- Window comparator for low-power monitoring of input signals
- Interrupt vector register for fast decoding of six ADC interrupts (ADCIFG0, ADCTOVIFG, ADCOVIFG, ADCLOIFG, ADCINIFG, ADCHIIFG)

This driver is contained in `adc.c`, with `adc.h` containing the API definitions for use by applications.

7.2 API Functions

Functions

- void [ADC.init](#) (uint16_t baseAddress, uint16_t sampleHoldSignalSourceSelect, uint8_t clockSourceSelect, uint16_t clockSourceDivider)
Initializes the ADC Module.
- void [ADC.enable](#) (uint16_t baseAddress)
Enables the ADC block.
- void [ADC.disable](#) (uint16_t baseAddress)
Disables the ADC block.

- void `ADC_setupSamplingTimer` (uint16_t baseAddress, uint16_t clockCycleHoldCount, uint16_t multipleSamplesEnabled)
Sets up and enables the Sampling Timer Pulse Mode.
- void `ADC_disableSamplingTimer` (uint16_t baseAddress)
Disables Sampling Timer Pulse Mode.
- void `ADC_configureMemory` (uint16_t baseAddress, uint8_t inputSourceSelect, uint8_t positiveRefVoltageSourceSelect, uint8_t negativeRefVoltageSourceSelect)
Configures the controls of the selected memory buffer.
- void `ADC_enableInterrupt` (uint16_t baseAddress, uint8_t interruptMask)
Enables selected ADC interrupt sources.
- void `ADC_disableInterrupt` (uint16_t baseAddress, uint8_t interruptMask)
Disables selected ADC interrupt sources.
- void `ADC_clearInterrupt` (uint16_t baseAddress, uint8_t interruptFlagMask)
Clears ADC10B selected interrupt flags.
- uint8_t `ADC_getInterruptStatus` (uint16_t baseAddress, uint8_t interruptFlagMask)
Returns the status of the selected memory interrupt flags.
- void `ADC_startConversion` (uint16_t baseAddress, uint8_t conversionSequenceModeSelect)
Enables/Starts an Analog-to-Digital Conversion.
- void `ADC_disableConversions` (uint16_t baseAddress, bool preempt)
Disables the ADC from converting any more signals.
- int16_t `ADC_getResults` (uint16_t baseAddress)
Returns the raw contents of the specified memory buffer.
- void `ADC_setResolution` (uint16_t baseAddress, uint8_t resolutionSelect)
Use to change the resolution of the converted data.
- void `ADC_setSampleHoldSignalInversion` (uint16_t baseAddress, uint16_t invertedSignal)
Use to invert or un-invert the sample/hold signal.
- void `ADC_setDataReadBackFormat` (uint16_t baseAddress, uint16_t readBackFormat)
Use to set the read-back format of the converted data.
- void `ADC_setReferenceBufferSamplingRate` (uint16_t baseAddress, uint16_t samplingRateSelect)
Use to set the reference buffer's sampling rate.
- void `ADC_setWindowComp` (uint16_t baseAddress, uint16_t highThreshold, uint16_t lowThreshold)
Sets the high and low threshold for the window comparator feature.
- uint32_t `ADC_getMemoryAddressForDMA` (uint16_t baseAddress)
Returns the address of the memory buffer for the DMA module.
- uint8_t `ADC_isBusy` (uint16_t baseAddress)
Returns the busy status of the ADC core.

7.2.1 Detailed Description

The ADC 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 ADC10.

The ADC initialization and conversion functions are

- `ADC_init()`
- `ADC_configureMemory()`
- `ADC_setupSamplingTimer()`
- `ADC_disableSamplingTimer()`
- `ADC_setWindowComp()`

- `ADC_startConversion()`
- `ADC_disableConversions()`
- `ADC_getResults()`
- `ADC_isBusy()`

The ADC interrupts are handled by

- `ADC_enableInterrupt()`
- `ADC_disableInterrupt()`
- `ADC_clearInterrupt()`
- `ADC_getInterruptStatus()`

Auxiliary features of the ADC are handled by

- `ADC_setResolution()`
- `ADC_setSampleHoldSignalInversion()`
- `ADC_setDataReadBackFormat()`
- `ADC_enableReferenceBurst()`
- `ADC_disableReferenceBurst()`
- `ADC_setReferenceBufferSamplingRate()`
- `ADC_getMemoryAddressForDMA()`
- `ADC_enable()`
- `ADC_disable()`

7.2.2 Function Documentation

```
void ADC_clearInterrupt ( uint16_t baseAddress, uint8_t interruptFlagMask )
```

Clears ADC10B selected interrupt flags.

The selected ADC interrupt flags are cleared, so that it no longer asserts. The memory buffer interrupt flags are only cleared when the memory buffer is accessed.

Parameters

<i>baseAddress</i>	is the base address of the ADC 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"> ■ ADC_OVERFLOW_INTERRUPT_FLAG - Interrupt flag for when a new conversion is about to overwrite the previous one ■ ADC_TIMEOVERFLOW_INTERRUPT_FLAG - Interrupt flag for when a new conversion is starting before the previous one has finished ■ ADC_ABOVE_THRESHOLD_INTERRUPT_FLAG - Interrupt flag for when the input signal has gone above the high threshold of the window comparator ■ ADC_BELOW_THRESHOLD_INTERRUPT_FLAG - Interrupt flag for when the input signal has gone below the low threshold of the window comparator ■ ADC_INSIDE_WINDOW_INTERRUPT_FLAG - Interrupt flag for when the input signal is in between the high and low thresholds of the window comparator ■ ADC_COMPLETED_INTERRUPT_FLAG - Interrupt flag for new conversion data in the memory buffer

Modified bits of **ADCIFG** register.

Returns

None

```
void ADC_configureMemory ( uint16_t baseAddress, uint8_t inputSourceSelect, uint8_t
    positiveRefVoltageSourceSelect, uint8_t negativeRefVoltageSourceSelect )
```

Configures the controls of the selected memory buffer.

Maps an input signal conversion into the memory buffer, as well as the positive and negative reference voltages for each conversion being stored into the memory buffer. If the internal reference is used for the positive reference voltage, the internal REF module has 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 ADC module.
<i>inputSource</i> ↔ <i>Select</i>	is the input that will store the converted data into the specified memory buffer. Valid values are: <ul style="list-style-type: none"> ■ ADC_INPUT_VREF_N [Default] ■ ADC_INPUT_VREF_P ■ ADC_INPUT_A2 ■ ADC_INPUT_A3 ■ ADC_INPUT_A4 ■ ADC_INPUT_A5 ■ ADC_INPUT_A6 ■ ADC_INPUT_A7 ■ ADC_INPUT_A8 - [Valid for FR4xx devices] ■ ADC_INPUT_A9 - [Valid for FR4xx devices] ■ ADC_INPUT_TEMPSENSOR ■ ADC_INPUT_REFVOLTAGE ■ ADC_INPUT_DVSS ■ ADC_INPUT_DVCC Modified bits are ADCINCHx of ADCMCTL0 register.
<i>positiveRef</i> ↔ <i>Voltage</i> ↔ <i>SourceSelect</i>	is the reference voltage source to set as the upper limit for the conversion that is to be stored in the specified memory buffer. Valid values are: <ul style="list-style-type: none"> ■ ADC_VREFPOS_AVCC [Default] ■ ADC_VREFPOS_INT ■ ADC_VREFPOS_EXT_BUF ■ ADC_VREFPOS_EXT_NOBUF Modified bits are ADCSREF of ADCMCTL0 register.
<i>negativeRef</i> ↔ <i>Voltage</i> ↔ <i>SourceSelect</i>	is the reference voltage source to set as the lower limit for the conversion that is to be stored in the specified memory buffer. Valid values are: <ul style="list-style-type: none"> ■ ADC_VREFNEG_AVSS [Default] ■ ADC_VREFNEG_EXT Modified bits are ADCSREF of ADCMCTL0 register.

Returns

None

```
void ADC_disable ( uint16_t baseAddress )
```

Disables the ADC block.

This will disable operation of the ADC block.

Parameters

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

Modified bits are **ADCON** of **ADCCTL0** register.

Returns

None

```
void ADC_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 **ADC_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 [ADC_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 ADC module.
<i>preempt</i>	<p>specifies if the current conversion should be preemptly stopped before the end of the conversion Valid values are:</p> <ul style="list-style-type: none"> ■ ADC_COMPLETECONVERSION - Allows the ADC to end the current conversion before disabling conversions. ■ ADC_PREEMPTCONVERSION - Stops the ADC10B immediately, with unpredictable results of the current conversion. Cannot be used with repeated conversion.

Modified bits of **ADCCTL0** register and bits of **ADCCTL1** register.

Returns

None

```
void ADC_disableInterrupt ( uint16_t baseAddress, uint8_t interruptMask )
```

Disables selected ADC interrupt sources.

Disables the indicated ADC 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 ADC module.
<i>interruptMask</i>	is the bit mask of the memory buffer interrupt sources to be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> ■ ADC_OVERFLOW_INTERRUPT - Interrupts when a new conversion is about to overwrite the previous one ■ ADC_TIMEOVERFLOW_INTERRUPT - Interrupts when a new conversion is starting before the previous one has finished ■ ADC_ABOVETHRESHOLD_INTERRUPT - Interrupts when the input signal has gone above the high threshold of the window comparator ■ ADC_BELOWTHRESHOLD_INTERRUPT - Interrupts when the input signal has gone below the low threshold of the low window comparator ■ ADC_INSIDEWINDOW_INTERRUPT - Interrupts when the input signal is in between the high and low thresholds of the window comparator ■ ADC_COMPLETED_INTERRUPT - Interrupt for new conversion data in the memory buffer

Modified bits of **ADCIE** register.

Returns

None

```
void ADC_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 ADC module.
--------------------	--

Modified bits are **ADCShP** of **ADCCTL1** register.

Returns

None

```
void ADC_enable ( uint16_t baseAddress )
```

Enables the ADC block.

This will enable operation of the ADC block.

Parameters

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

Modified bits are **ADCON** of **ADCCTL0** register.

Returns

None

```
void ADC_enableInterrupt ( uint16_t baseAddress, uint8_t interruptMask )
```

Enables selected ADC interrupt sources.

Enables the indicated ADC 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 ADC module.
<i>interruptMask</i>	is the bit mask of the memory buffer interrupt sources to be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> ■ ADC_OVERFLOW_INTERRUPT - Interrupts when a new conversion is about to overwrite the previous one ■ ADC_TIMEOVERFLOW_INTERRUPT - Interrupts when a new conversion is starting before the previous one has finished ■ ADC_ABOVEHIGH_THRESHOLD_INTERRUPT - Interrupts when the input signal has gone above the high threshold of the window comparator ■ ADC_BELOWLOW_THRESHOLD_INTERRUPT - Interrupts when the input signal has gone below the low threshold of the low window comparator ■ ADC_INSIDEWINDOW_INTERRUPT - Interrupts when the input signal is in between the high and low thresholds of the window comparator ■ ADC_COMPLETED_INTERRUPT - Interrupt for new conversion data in the memory buffer

Modified bits of **ADCIE** register.

Returns

None

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

Returns the status of the selected memory interrupt flags.

Returns the status of the selected interrupt flags.

Parameters

<i>baseAddress</i>	is the base address of the ADC module.
<i>interruptFlag</i> ↔ <i>Mask</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"> ■ ADC_OVERFLOW_INTERRUPT_FLAG - Interrupt flag for when a new conversion is about to overwrite the previous one ■ ADC_TIMEOVERFLOW_INTERRUPT_FLAG - Interrupt flag for when a new conversion is starting before the previous one has finished ■ ADC_ABOVE_THRESHOLD_INTERRUPT_FLAG - Interrupt flag for when the input signal has gone above the high threshold of the window comparator ■ ADC_BELOW_THRESHOLD_INTERRUPT_FLAG - Interrupt flag for when the input signal has gone below the low threshold of the window comparator ■ ADC_INSIDE_WINDOW_INTERRUPT_FLAG - Interrupt flag for when the input signal is in between the high and low thresholds of the window comparator ■ ADC_COMPLETED_INTERRUPT_FLAG - Interrupt flag for new conversion data in the memory buffer

Modified bits of **ADC10IFG** register.

Returns

The current interrupt flag status for the corresponding mask.

`uint32_t ADC_getMemoryAddressForDMA (uint16_t baseAddress)`

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

Parameters

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

Returns

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

`int16_t ADC_getResults (uint16_t baseAddress)`

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 ADC module.
--------------------	--

Returns

A Signed Integer of the contents of the specified memory buffer.

```
void ADC_init ( uint16_t baseAddress, uint16_t sampleHoldSignalSourceSelect, uint8_t
clockSourceSelect, uint16_t clockSourceDivider )
```

Initializes the ADC 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 ADC module.
<i>sampleHoldSignalSourceSelect</i>	is the signal that will trigger a sample-and-hold for an input signal to be converted. This parameter is device specific and sources should be found in the device's datasheet. Valid values are: <ul style="list-style-type: none"> ■ ADC_SAMPLEHOLDSOURCE_SC [Default] ■ ADC_SAMPLEHOLDSOURCE_1 ■ ADC_SAMPLEHOLDSOURCE_2 ■ ADC_SAMPLEHOLDSOURCE_3 Modified bits are ADCSHSx of ADCCTL1 register.
<i>clockSourceSelect</i>	selects the clock that will be used by the ADC core and the sampling timer if a sampling pulse mode is enabled. Valid values are: <ul style="list-style-type: none"> ■ ADC_CLOCKSOURCE_ADCOSC [Default] - MODOSC 5 MHz oscillator from the clock system ■ ADC_CLOCKSOURCE_ACLK - The Auxiliary Clock ■ ADC_CLOCKSOURCE_SMCLK - The Sub-Master Clock Modified bits are ADCSELx of ADCCTL1 register.

<i>clockSource</i> ↔ <i>Divider</i>	<p>selects the amount that the clock will be divided. Valid values are:</p> <ul style="list-style-type: none"> ■ ADC_CLOCKDIVIDER_1 [Default] ■ ADC_CLOCKDIVIDER_2 ■ ADC_CLOCKDIVIDER_3 ■ ADC_CLOCKDIVIDER_4 ■ ADC_CLOCKDIVIDER_5 ■ ADC_CLOCKDIVIDER_6 ■ ADC_CLOCKDIVIDER_7 ■ ADC_CLOCKDIVIDER_8 ■ ADC_CLOCKDIVIDER_12 ■ ADC_CLOCKDIVIDER_16 ■ ADC_CLOCKDIVIDER_20 ■ ADC_CLOCKDIVIDER_24 ■ ADC_CLOCKDIVIDER_28 ■ ADC_CLOCKDIVIDER_32 ■ ADC_CLOCKDIVIDER_64 ■ ADC_CLOCKDIVIDER_128 ■ ADC_CLOCKDIVIDER_192 ■ ADC_CLOCKDIVIDER_256 ■ ADC_CLOCKDIVIDER_320 ■ ADC_CLOCKDIVIDER_384 ■ ADC_CLOCKDIVIDER_448 ■ ADC_CLOCKDIVIDER_512 <p>Modified bits are ADCDIVx of ADCCTL1 register; bits ADCPDIVx of ADCCTL2 register.</p>
--	--

Returns

None

```
uint8_t ADC_isBusy ( uint16_t baseAddress )
```

Returns the busy status of the ADC 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 ADC module.
--------------------	--

Returns

ADC_BUSY or ADC_NOTBUSY dependent if there is a conversion currently taking place.
Return one of the following:

- **ADC_NOTBUSY**
- **ADC_BUSY**

```
void ADC_setDataReadBackFormat ( uint16_t baseAddress, uint16_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 ADC 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"> ■ ADC_UNSIGNED_BINARY [Default] ■ ADC_SIGNED_2SCOMPLEMENT Modified bits are ADCDF of ADCCTL2 register.

Returns

None

```
void ADC_setReferenceBufferSamplingRate ( uint16_t baseAddress, uint16_t samplingRateSelect )
```

Use to set the reference buffer's sampling rate.

Sets the reference buffer's sampling rate to the selected sampling rate. The default sampling rate is maximum of 200-kSPS, and can be reduced to a maximum of 50-kSPS to conserve power.

Parameters

<i>baseAddress</i>	is the base address of the ADC module.
<i>samplingRateSelect</i>	is the specified maximum sampling rate. Valid values are: <ul style="list-style-type: none"> ■ ADC_MAXSAMPLINGRATE_200KSPS [Default] ■ ADC_MAXSAMPLINGRATE_50KSPS Modified bits are ADCSR of ADCCTL2 register.

Modified bits of **ADCCTL2** register.

Returns

None

```
void ADC_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 ADC module.
<i>resolutionSelect</i>	determines the resolution of the converted data. Valid values are: <ul style="list-style-type: none"> ■ ADC_RESOLUTION_8BIT ■ ADC_RESOLUTION_10BIT [Default] Modified bits are ADCRES of ADCCTL2 register.

Returns

None

```
void ADC_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 ADC module.
<i>invertedSignal</i>	set if the sample/hold signal should be inverted Valid values are: <ul style="list-style-type: none"> ■ ADC_NONINVERTEDSIGNAL [Default] - a sample-and-hold of an input signal for conversion will be started on a rising edge of the sample/hold signal. ■ ADC_INVERTEDSIGNAL - a sample-and-hold of an input signal for conversion will be started on a falling edge of the sample/hold signal. Modified bits are ADCISSH of ADCCTL1 register.

Returns

None

```
void ADC_setupSamplingTimer ( uint16_t baseAddress, uint16_t clockCycleHoldCount,
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 ADC module.
<i>clockCycle↔ HoldCount</i>	sets the amount of clock cycles to sample-and- hold for the memory buffer. Valid values are: <ul style="list-style-type: none"> ■ ADC_CYCLEHOLD_4_CYCLES [Default] ■ ADC_CYCLEHOLD_8_CYCLES ■ ADC_CYCLEHOLD_16_CYCLES ■ ADC_CYCLEHOLD_32_CYCLES ■ ADC_CYCLEHOLD_64_CYCLES ■ ADC_CYCLEHOLD_96_CYCLES ■ ADC_CYCLEHOLD_128_CYCLES ■ ADC_CYCLEHOLD_192_CYCLES ■ ADC_CYCLEHOLD_256_CYCLES ■ ADC_CYCLEHOLD_384_CYCLES ■ ADC_CYCLEHOLD_512_CYCLES ■ ADC_CYCLEHOLD_768_CYCLES ■ ADC_CYCLEHOLD_1024_CYCLES Modified bits are ADCSHTx of ADCCTL0 register.

<i>multiple←</i> <i>Samples←</i> <i>Enabled</i>	<p>allows multiple conversions to start without a trigger signal from the sample/hold signal</p> <p>Valid values are:</p> <ul style="list-style-type: none"> ■ ADC_MULTIPLESAMPLESDISABLE - a timer trigger will be needed to start every ADC conversion. ■ ADC_MULTIPLESAMPLESENABLE - during a sequenced and/or repeated conversion mode, after the first conversion, no sample/hold signal is necessary to start subsequent samples. <p>Modified bits are ADCMSC of ADCCTL0 register.</p>
---	--

Returns

None

```
void ADC_setWindowComp ( 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 ADCHIIE, ADCINIE, ADCLOIE interrupts to utilize this feature.

Parameters

<i>baseAddress</i>	is the base address of the ADC 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.

Modified bits of **ADCLO** register and bits of **ADCHI** register.

Returns

None

```
void ADC_startConversion ( uint16_t baseAddress, uint8_t conversionSequenceModeSelect
)
```

Enables/Starts an Analog-to-Digital Conversion.

This function enables/starts the conversion process of the ADC. If the sample/hold signal source chosen during initialization was ADCOSC, 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 [ADC_setupSamplingTimer\(\)](#) function. Also note that when a sequence conversion mode is selected, the first input channel is the one mapped to the memory buffer, the next input channel selected for conversion is one less than the input channel just converted (i.e. A1 comes after A2), until A0 is reached, and if in repeating mode, then the next input channel will again be the one mapped to the memory buffer. Note that after this function is called, the `ADC_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 ADC module.
<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"> ■ ADC_SINGLECHANNEL [Default] - one-time conversion of a single channel into a single memory buffer ■ ADC_SEQOFCHANNELS - 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 ■ ADC_REPEATED_SINGLECHANNEL - repeated conversions of one channel into a single memory buffer ■ ADC_REPEATED_SEQOFCHANNELS - repeated conversions 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 <p>Modified bits are ADCCONSEQx of ADCCTL1 register.</p>

Returns

None

7.3 Programming Example

The following example shows how to initialize and use the ADC API to start a single channel, single conversion.

```
// Initialize ADC with ADC's built-in oscillator
ADC_init (ADC_BASE,
          ADC_SAMPLEHOLDSOURCE_SC,
          ADC_CLOCKSOURCE_ADCOSC,
          ADC_CLOCKDIVIDER_1);

//Switch ON ADC
ADC_enable(ADC_BASE);

// Setup sampling timer to sample-and-hold for 16 clock cycles
ADC_setupSamplingTimer (ADC_BASE,
                        ADC_CYCLEHOLD_16_CYCLES,
                        FALSE);

// Configure the Input to the Memory Buffer with the specified Reference Voltages
ADC_configureMemory(ADC_BASE,
                   ADC_INPUT_A0,
                   ADC_VREFPOS_AVCC, // Vref+ = AVcc
                   ADC_VREFNEG_AVSS  // Vref- = AVss
                   );

while (1)
{
    // Start a single conversion, no repeating or sequences.
    ADC_startConversion (ADC_BASE,
                        ADC_SINGLECHANNEL);

    // Wait for the Interrupt Flag to assert
    while( !(ADC_getInterruptStatus (ADC_BASE, ADC_COMPLETED_INTERRUPT_FLAG)) );

    // Clear the Interrupt Flag and start another conversion
    ADC_clearInterrupt (ADC_BASE, ADC_COMPLETED_INTERRUPT_FLAG);
}
```

8 Cyclical Redundancy Check (CRC)

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8.1 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).

8.2 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.

8.2.1 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\(\)](#)

8.2.2 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 CRCDI of CRCDI 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 CRCDIRB of CRCDIRB 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 CRCDI of CRCDI 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 CRCDIRB of CRCDIRB 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 CRCINIRES of CRCINIRES register.

Returns

None

8.3 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);
```

9 Clock System (CS)

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9.1 Introduction

The CS is based on five available clock sources (XT1, VLO, REFO, DCO and MOD) providing signals to three system clocks (MCLK, SMCLK, ACLK). Different low power modes are achieved by turning off the MCLK, SMCLK, ACLK, and integrated LDO.

- VLO - Internal very-low-power low-frequency oscillator. 10 kHz (?0.5%/?C, ?4%/V)
- REFO - Reference oscillator. 32 kHz (?1%, ?3% over full temp range)
- XT1 (LFXT1, HFXT1) - Ultra-low-power oscillator, compatible with low-frequency 32768-Hz watch crystals and with standard XT1 (LFXT1, HFXT1) crystals, resonators, or external clock sources in the 4-MHz to 32-MHz range, including digital inputs. Most commonly used as 32-kHz watch crystal oscillator.
- DCO - Internal digitally-controlled oscillator (DCO) that can be stabilized by a frequency lock loop (FLL) that sets the DCO to a specified multiple of a reference frequency.
- MOD - Internal high-frequency oscillator with 5-MHz typical frequency.

System Clocks and Functionality on the MSP430 MCLK Master Clock Services the CPU. Commonly sourced by DCO. Is available in Active mode only SMCLK Subsystem Master Clock Services 'fast' system peripherals. Commonly sourced by DCO. Is available in Active mode, LPM0 and LPM1 ACLK Auxiliary Clock Services 'slow' system peripherals. Commonly used for 32-kHz signal. Is available in Active mode, LPM0 to LPM3

System clocks of the MSP430FR2xx_4xx generation are automatically enabled, regardless of the LPM mode of operation, if they are required for the proper operation of the peripheral module that they source. This additional flexibility of the CS, along with improved fail-safe logic, provides a robust clocking scheme for all applications.

Fail-Safe logic The CS fail-safe logic plays an important part in providing a robust clocking scheme for MSP430FR2xx and MSP430FR4xx applications. This feature hinges on the ability to detect an oscillator fault for the XT1 in low-frequency mode and the DCO (DCOFFG). These flags are set and latched when the respective oscillator is enabled but not operating properly; therefore, they must be explicitly cleared in software.

The oscillator fault flags on previous MSP430 generations are not latched and are asserted only as long as the failing condition exists. Therefore, an important difference between the families is that the fail-safe behavior in a FR2xx_4xx-based MSP430 remains active until both the OFIFG and the respective fault flag are cleared in software.

This fail-safe behavior is implemented at the oscillator level, at the system clock level and, consequently, at the module level. Some notable highlights of this behavior are described below. For the full description of fail-safe behavior and conditions, see the MSP430FR2xx_4xx Family User's Guide (SLAU445).

- Low-frequency crystal oscillator 1 (XT1) The low-frequency (32768 Hz) crystal oscillator is the default reference clock to the FLL. An asserted XT1LFOFFG switches the FLL reference

from the failing XT1 to the internal 32-kHz REFO. This can influence the DCO accuracy, because the FLL crystal ppm specification is typically tighter than the REFO accuracy over temperature and voltage of $\pm 3\%$.

- **System Clocks (ACLK, SMCLK, MCLK)** A fault on the oscillator that is sourcing a system clock switches the source from the failing oscillator to the DCO oscillator (DCOCLKDIV). This is true for all clock sources except the XT1. As previously described, a fault on the XT1 switches the source to the REFO. Since ACLK is the active clock in LPM3 there is a notable difference in the LPM3 current consumption when the REFO is the clock source ($\sim 3 \mu\text{A}$ active) versus the XT1 ($\sim 300 \text{ nA}$ active).
- **Modules (WDT.A)** In watchdog mode, when SMCLK or ACLK fails, the clock source defaults to the VLOCLK.

Please note that MCLK and SMCLK share the same clock source. Changes on selecting clock source on either system clock impact on clock source for both system clocks.

9.2 API Functions

Macros

- #define **CS_VLOCLK_FREQUENCY** 10000
- #define **CS_REFOCLK_FREQUENCY** 32768

Functions

- void **CS_setExternalClockSource** (uint32_t XT1CLK.frequency)
Sets the external clock source.
- void **CS_initClockSignal** (uint8_t selectedClockSignal, uint16_t clockSource, uint16_t clockSourceDivider)
Initializes a clock signal.
- void **CS_turnOnXT1** (uint16_t xt1drive)
Initializes the XT1 crystal oscillator in low frequency mode.
- void **CS_turnOnSMCLK** (void)
Turn On SMCLK.
- void **CS_turnOffSMCLK** (void)
Turn Off SMCLK.
- void **CS_enableVLOAutoOff** (void)
VLO is turned off when not used.
- void **CS_disableVLOAutoOff** (void)
VLO is always on.
- void **CS_bypassXT1** (void)
Bypass the XT1 crystal oscillator.
- bool **CS_turnOnXT1WithTimeout** (uint16_t xt1drive, uint16_t timeout)
Initializes the XT1 crystal oscillator in low frequency mode with timeout.
- bool **CS_bypassXT1WithTimeout** (uint16_t timeout)
Bypasses the XT1 crystal oscillator with time out.
- void **CS_turnOffXT1** (void)
Stops the XT1 oscillator using the XT1AUTOFF bit.
- void **CS_initFLLSettle** (uint16_t fsystem, uint16_t ratio)

- Initializes the DCO to operate a frequency that is a multiple of the reference frequency into the FLL.*
- void `CS_initFLL` (uint16_t fsystem, uint16_t ratio)
- Initializes the DCO to operate a frequency that is a multiple of the reference frequency into the FLL.*
- 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.*
- uint16_t `CS_clearAllOscFlagsWithTimeout` (uint16_t timeout)
- Clears all the Oscillator Flags.*
- void `CS_enableXT1AutomaticGainControl` (void)
- Enables XT1 automatic gain control.*
- void `CS_disableXT1AutomaticGainControl` (void)
- Disables XT1 automatic gain control.*
- void `CS_enableFLLUnlock` (void)
- Enables FLL unlock interrupt.*
- void `CS_disableFLLUnlock` (void)
- Disables FLL unlock interrupt.*

9.2.1 Detailed Description

The CS API is broken into three groups of functions: those that deal with clock configuration and control

General CS configuration and initialization is handled by

- `CS_initClockSignal()`,
- `CS_initFLLSettle()`,
- `CS_enableClockRequest()`,
- `CS_disableClockRequest()`,

External crystal specific configuration and initialization is handled by

- `CS_setExternalClockSource()`,
- `CS_turnOnXT1()`,
- `CS_bypassXT1()`,
- `CS_turnOnXT1WithTimeout()`,
- `CS_bypassXT1WithTimeout()`,
- `CS_turnOffXT1()`,
- `CS_clearAllOscFlagsWithTimeout()`,

- [CS_turnOffSMCLK\(\)](#),
- [CS_turnOnSMCLK\(\)](#),
- [CS_enableVLOAutoOff\(\)](#),
- [CS_disableVLOAutoOff\(\)](#)

[CS_setExternalClockSource](#) must be called if an external crystal XT1 is used and the user intends to call [CS_getMCLK](#), [CS_getSMCLK](#) or [CS_getACLK](#) APIs. If not, it is not necessary to invoke this API.

Failure to invoke [CS_initClockSignal\(\)](#) sets the clock signals to the default modes ACLK default mode - [CS_XT1CLK_SELECT](#) SMCLK default mode - [CS_DCOCLKDIV_SELECT](#) MCLK default mode - [CS_DCOCLKDIV_SELECT](#)

Also fail-safe mode behavior takes effect when a selected mode fails.

The status and configuration query are done by

- [CS_getFaultFlagStatus\(\)](#),
- [CS_clearFaultFlag\(\)](#),
- [CS_getACLK\(\)](#),
- [CS_getSMCLK\(\)](#),
- [CS_getMCLK\(\)](#)

9.2.2 Function Documentation

`void CS_bypassXT1 (void)`

Bypass the XT1 crystal oscillator.

Bypasses the XT1 crystal oscillator. Loops until all oscillator fault flags are cleared, with no timeout.

Modified bits of **SFRIFG1** register, bits of **CSCTL7** register and bits of **CSCTL6** register.

Returns

None

`bool CS_bypassXT1WithTimeout (uint16_t timeout)`

Bypasses the XT1 crystal oscillator with time out.

Bypasses the XT1 crystal oscillator with time out. Loops until all oscillator fault flags are cleared or until a timeout counter is decremented and equals to zero.

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 **SFRIFG1** register, bits of **CSCTL7** register and bits of **CSCTL6** register.

Returns

STATUS_SUCCESS or STATUS_FAIL

uint16_t CS_clearAllOscFlagsWithTimeout (uint16_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.
----------------	--

Returns

The mask of the oscillator flag status Return Logical OR of any of the following:

- **CS_XT1OFFG** XT1 oscillator fault flag
- **CS_DCOFFG** DCO fault flag
- **CS_FLLULIFG** FLL unlock interrupt flag
indicating the status of the osciallator fault flags

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 Valid values are: <ul style="list-style-type: none"> ■ CS_XT1OFFG - XT1 oscillator fault flag ■ CS_DCOFFG - DCO fault flag ■ CS_FLLULIFG - FLL unlock interrupt flag
-------------	---

Modified bits of **CSCTL7** register.

Returns

None

void CS_disableClockRequest (uint8_t *selectClock*)

Disables conditional module requests.

Parameters

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

Modified bits of **CSCTL8** register.

Returns

None

`void CS_disableFLLUnlock (void)`

Disables FLL unlock interrupt.

Modified bits are **FLLULIE** of **CSCTL7** register.

Returns

None

`void CS_disableVLOAutoOff (void)`

VLO is always on.

Returns

None

`void CS_disableXT1AutomaticGainControl (void)`

Disables XT1 automatic gain control.

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"> ■ CS_ACLK ■ CS_MCLK ■ CS_SMCLK ■ CS_MODOSC
--------------------	--

Modified bits of **CSCTL8** register.

Returns

None

`void CS_enableFLLUnlock (void)`

Enables FLL unlock interrupt.

Modified bits are **FLLULIE** of **CSCTL7** register.

Returns

None

`void CS_enableVLOAutoOff (void)`

VLO is turned off when not used.

Returns

None

`void CS_enableXT1AutomaticGainControl (void)`

Enables XT1 automatic gain control.

Modified bits of **CSCTL6** register.

Returns

None

`uint32_t CS_getACLK (void)`

Get the current ACLK frequency.

Get the current ACLK frequency. The user of this API must ensure that `CS_setExternalClockSource` API was invoked before in case XT1 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. Valid values are: <ul style="list-style-type: none"> ■ CS_XT1OFFG - XT1 oscillator fault flag ■ CS_DCOFFG - DCO fault flag ■ CS_FLLULIFG - FLL unlock interrupt flag
-------------	---

Modified bits of **CSCTL7** register.

Returns

The current flag status for the corresponding masked bit

`uint32_t CS_getMCLK (void)`

Get the current MCLK frequency.

Get the current MCLK frequency. The user of this API must ensure that `CS_setExternalClockSource` API was invoked before in case XT1 is being used.

Returns

Current MCLK frequency in Hz

`uint32_t CS_getSMCLK (void)`

Get the current SMCLK frequency.

Get the current SMCLK frequency. The user of this API must ensure that `CS_setExternalClockSource` API was invoked before in case XT1 is being used.

Returns

Current SMCLK frequency in Hz

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

Initializes a 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 MSP430Ware documentation for CS module or Device Family User's Guide for details of default clock signal states. Note that the dividers for **CS_FLLREF** are different from the available clock dividers. Some devices do not support dividers setting for **CS_FLLREF**, please refer to device specific datasheet for details.

Parameters

<i>selectedClockSignal</i>	selected clock signal Valid values are: <ul style="list-style-type: none"> ■ CS_ACLK ■ CS_MCLK ■ CS_SMCLK ■ CS_FLLREF
<i>clockSource</i>	is clock source for the selectedClockSignal Valid values are: <ul style="list-style-type: none"> ■ CS_XT1CLK_SELECT ■ CS_VLOCLK_SELECT ■ CS_REFOCLK_SELECT ■ CS_DCOCLKDIV_SELECT
<i>clockSourceDivider</i>	selected the clock divider to calculate clocksignal from clock source. Valid values are: <ul style="list-style-type: none"> ■ CS_CLOCK_DIVIDER_1 [Default] - [Valid for CS_FLLREF, CS_MCLK, CS_ACLK, CS_SMCLK] ■ CS_CLOCK_DIVIDER_2 - [Valid for CS_MCLK, CS_SMCLK] ■ CS_CLOCK_DIVIDER_4 - [Valid for CS_MCLK, CS_SMCLK] ■ CS_CLOCK_DIVIDER_8 - [Valid for CS_MCLK, CS_SMCLK] ■ CS_CLOCK_DIVIDER_16 - [Valid for CS_MCLK] ■ CS_CLOCK_DIVIDER_32 - [Valid for CS_FLLREF, CS_MCLK] ■ CS_CLOCK_DIVIDER_64 - [Valid for CS_FLLREF, CS_MCLK] ■ CS_CLOCK_DIVIDER_128 - [Valid for CS_FLLREF, CS_MCLK] ■ CS_CLOCK_DIVIDER_256 - [Valid for CS_FLLREF] ■ CS_CLOCK_DIVIDER_512 - [Valid for CS_FLLREF]

Modified bits of **CSCTL3** register, bits of **CSCTL5** register and bits of **CSCTL4** register.

Returns

None

```
void CS_initFLL ( uint16_t fsystem, uint16_t ratio )
```

Initializes the DCO to operate a frequency that is a multiple of the reference frequency into the FLL.

Initializes the DCO to operate a frequency that is a multiple of the reference frequency into the FLL. Loops until all oscillator fault flags are cleared, with no timeout. If the frequency is greater

than 16 MHz, the function sets the MCLK and SMCLK source to the undivided DCO frequency. Otherwise, the function sets the MCLK and SMCLK source to the DCOCLKDIV frequency.

Parameters

<i>fsystem</i>	is the target frequency for MCLK in kHz
<i>ratio</i>	is the ratio x/y, where x = fsystem and y = FLL reference frequency.

Modified bits of **CSCTL1** register, bits of **CSCTL0** register, bits of **CSCTL2** register, bits of **CSCTL4** register, bits of **CSCTL7** register and bits of **SFRIFG1** register.

Returns

None

Referenced by CS_initFLLSettle().

```
void CS_initFLLSettle ( uint16_t fsystem, uint16_t ratio )
```

Initializes the DCO to operate a frequency that is a multiple of the reference frequency into the FLL.

Initializes the DCO to operate a frequency that is a multiple of the reference frequency into the FLL. Loops until all oscillator fault flags are cleared, with a timeout. If the frequency is greater than 16 MHz, the function sets the MCLK and SMCLK source to the undivided DCO frequency. Otherwise, the function sets the MCLK and SMCLK source to the DCOCLKDIV frequency. This function executes a software delay that is proportional in length to the ratio of the target FLL frequency and the FLL reference.

Parameters

<i>fsystem</i>	is the target frequency for MCLK in kHz
<i>ratio</i>	is the ratio x/y, where x = fsystem and y = FLL reference frequency.

Modified bits of **CSCTL1** register, bits of **CSCTL0** register, bits of **CSCTL2** register, bits of **CSCTL4** register, bits of **CSCTL7** register and bits of **SFRIFG1** register.

Returns

None

References CS_initFLL().

```
void CS_setExternalClockSource ( uint32_t XT1CLK_frequency )
```

Sets the external clock source.

This function sets the external clock sources XT1 crystal oscillator frequency values. This function must be called if an external crystal XT1 is used and the user intends to call CS_getMCLK, CS_getSMCLK or CS_getACLK APIs. If not, it is not necessary to invoke this API.

Parameters

<i>XT1CLK_↔</i> <i>frequency</i>	is the XT1 crystal frequencies in Hz
---	--------------------------------------

Returns

None

```
void CS_turnOffSMCLK ( void )
```

Turn Off SMCLK.

Returns

None

```
void CS_turnOffXT1 ( void )
```

Stops the XT1 oscillator using the XT1AUTOOFF bit.

Modified bits are **XT1AUTOOFF** of **CSCTL6** register.**Returns**

None

```
void CS_turnOnSMCLK ( void )
```

Turn On SMCLK.

Returns

None

```
void CS_turnOnXT1 ( uint16_t xt1drive )
```

Initializes the XT1 crystal oscillator in low frequency mode.

Initializes the XT1 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.

Parameters

<i>xt1drive</i>	<p>is the target drive strength for the XT1 crystal oscillator. Valid values are:</p> <ul style="list-style-type: none"> ■ CS_XT1_DRIVE_0 ■ CS_XT1_DRIVE_1 ■ CS_XT1_DRIVE_2 ■ CS_XT1_DRIVE_3 [Default] <p>Modified bits are XT1DRIVE of UCSCTL6 register.</p>
-----------------	---

Returns

None

bool CS_turnOnXT1WithTimeout (uint16_t *xt1drive*, uint16_t *timeout*)

Initializes the XT1 crystal oscillator in low frequency mode with timeout.

Initializes the XT1 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.

Parameters

<i>xt1drive</i>	is the target drive strength for the XT1 crystal oscillator. Valid values are: <ul style="list-style-type: none"> ■ CS_XT1_DRIVE_0 ■ CS_XT1_DRIVE_1 ■ CS_XT1_DRIVE_2 ■ CS_XT1_DRIVE_3 [Default]
<i>timeout</i>	is the count value that gets decremented every time the loop that clears oscillator fault flags gets executed.

Modified bits of **SFRIFG1** register, bits of **CSCTL7** register and bits of **CSCTL6** register.

Returns

STATUS_SUCCESS or STATUS_FAIL

9.3 Programming Example

The following example shows some CS operations using the APIs

```
//Target frequency for MCLK in kHz
#define CS_MCLK_DESIRED_FREQUENCY_IN_KHZ 12000
//MCLK/FLLRef Ratio
#define CS_MCLK_FLLREF_RATIO 366
//Variable to store current Clock values
uint32_t clockValue = 0;

// Set DCO FLL reference = REFO
CS_initClockSignal(CS_BASE,
                  CS_FLLREF,
                  CS_REFOCLK_SELECT,
                  CS_CLOCK_DIVIDER_1
                  );

// Set ACLK = REFO
CS_initClockSignal(CS_BASE,
                  CS_ACLK,
                  CS_REFOCLK_SELECT,
                  CS_CLOCK_DIVIDER_1
                  );

// Set Ratio and Desired MCLK Frequency and initialize DCO
CS_initFLLSettle(CS_BASE,
                CS_MCLK_DESIRED_FREQUENCY_IN_KHZ,
                CS_MCLK_FLLREF_RATIO
                );
```

```
//Verify if the Clock settings are as expected
clockValue = CS.getSMCLK (CS.BASE);
while(1);
```

10 EUSCI Universal Asynchronous Receiver/Transmitter (EUSCI_A_UART)

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10.1 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.

10.2 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.
- 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.*

10.2.1 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()

10.2.2 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"> ■ 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

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"> ■ EUSCI_A_UART_RECEIVE_INTERRUPT - Receive interrupt ■ EUSCI_A_UART_TRANSMIT_INTERRUPT - Transmit interrupt ■ EUSCI_A_UART_RECEIVE_ERRONEOUSCHAR_INTERRUPT - Receive erroneous-character interrupt enable ■ EUSCI_A_UART_BREAKCHAR_INTERRUPT - Receive break character interrupt enable ■ EUSCI_A_UART_STARTBIT_INTERRUPT - Start bit received interrupt enable ■ EUSCI_A_UART_TRANSMIT_COMPLETE_INTERRUPT - Transmit complete interrupt enable

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"> ■ EUSCI_A_UART_RECEIVE_INTERRUPT - Receive interrupt ■ EUSCI_A_UART_TRANSMIT_INTERRUPT - Transmit interrupt ■ EUSCI_A_UART_RECEIVE_ERRONEOUSCHAR_INTERRUPT - Receive erroneous-character interrupt enable ■ EUSCI_A_UART_BREAKCHAR_INTERRUPT - Receive break character interrupt enable ■ EUSCI_A_UART_STARTBIT_INTERRUPT - Start bit received interrupt enable ■ EUSCI_A_UART_TRANSMIT_COMPLETE_INTERRUPT - Transmit complete interrupt enable

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"> ■ 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

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

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"> ■ 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

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"> ■ EUSCI_A_UART_DEGLITCH_TIME_2ns ■ EUSCI_A_UART_DEGLITCH_TIME_50ns ■ EUSCI_A_UART_DEGLITCH_TIME_100ns ■ EUSCI_A_UART_DEGLITCH_TIME_200ns

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.

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

10.3 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);
```

11 EUSCI Synchronous Peripheral Interface (EUSCI_A_SPI)

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11.1 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.

11.2 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.*

11.2.1 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()

11.2.2 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"> ■ EUSCI_A_SPI_PHASE_DATA_CHANGED_ONFIRST_CAPTURED_ON_NEXT [Default] ■ EUSCI_A_SPI_PHASE_DATA_CAPTURED_ONFIRST_CHANGED_ON_NEXT
<i>clockPolarity</i>	is clock polarity select Valid values are: <ul style="list-style-type: none"> ■ EUSCI_A_SPI_CLOCKPOLARITY_INACTIVITY_HIGH ■ EUSCI_A_SPI_CLOCKPOLARITY_INACTIVITY_LOW [Default]

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"> ■ EUSCI.A.SPI_TRANSMIT_INTERRUPT ■ EUSCI.A.SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI_A_SPI_TRANSMIT_INTERRUPT ■ EUSCI_A_SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI_A_SPI_TRANSMIT_INTERRUPT ■ EUSCI_A_SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI_A_SPI_TRANSMIT_INTERRUPT ■ EUSCI_A_SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI_A_SPI_PREVENT_CONFLICTS_WITH_OTHER_MASTERS ■ EUSCI_A_SPI_ENABLE_SIGNAL_FOR_4WIRE_SLAVE

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

11.3 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
);
```

12 EUSCI Synchronous Peripheral Interface (EUSCI_B_SPI)

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12.1 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.

12.2 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.*

12.2.1 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\(\)](#)

12.2.2 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"> ■ EUSCI_B_SPI_PHASE_DATA_CHANGED_ONFIRST_CAPTURED_ON_NEXT [Default] ■ EUSCI_B_SPI_PHASE_DATA_CAPTURED_ONFIRST_CHANGED_ON_NEXT
<i>clockPolarity</i>	is clock polarity select Valid values are: <ul style="list-style-type: none"> ■ EUSCI_B_SPI_CLOCKPOLARITY_INACTIVITY_HIGH ■ EUSCI_B_SPI_CLOCKPOLARITY_INACTIVITY_LOW [Default]

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"> ■ EUSCI_B_SPI_TRANSMIT_INTERRUPT ■ EUSCI_B_SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI.B.SPI_TRANSMIT_INTERRUPT ■ EUSCI.B.SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI.B.SPI_TRANSMIT_INTERRUPT ■ EUSCI.B.SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI_B_SPI_TRANSMIT_INTERRUPT ■ EUSCI_B_SPI_RECEIVE_INTERRUPT

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"> ■ EUSCI_B_SPI_PREVENT_CONFLICTS_WITH_OTHER_MASTERS ■ EUSCI_B_SPI_ENABLE_SIGNAL_FOR_4WIRE_SLAVE

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

12.3 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
);
```

13 EUSCI Inter-Integrated Circuit (EUSCI_B_I2C)

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13.1 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.

13.2 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.

13.3 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.

13.4 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.

13.4.1 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 slave 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

13.4.2 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"> ■ 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

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"> ■ 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

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"> ■ 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

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"> ■ 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

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"> ■ EUSCI_B_I2C_TRANSMIT_MODE [Default] ■ EUSCI_B_I2C_RECEIVE_MODE

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

13.5 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);
```

14 FRAMCtl - FRAM Controller

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14.1 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

14.2 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.

14.2.1 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\(\)](#)

14.2.2 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"> ■ FRAMCTL_ACCESS_TIME_CYCLES_0 ■ FRAMCTL_ACCESS_TIME_CYCLES_1 ■ FRAMCTL_ACCESS_TIME_CYCLES_2 ■ FRAMCTL_ACCESS_TIME_CYCLES_3 ■ FRAMCTL_ACCESS_TIME_CYCLES_4 ■ FRAMCTL_ACCESS_TIME_CYCLES_5 ■ FRAMCTL_ACCESS_TIME_CYCLES_6 ■ FRAMCTL_ACCESS_TIME_CYCLES_7
------------------	--

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"> ■ FRAMCTL_DELAY_FROM_LPM_ENABLE ■ FRAMCTL_DELAY_FROM_LPM_DISABLE
--------------------	--

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"> ■ FRAMCTL_PUC_ON_UNCORRECTABLE_BIT - Enable PUC reset if FRAMCtl uncorrectable bit error detected. ■ FRAMCTL_UNCORRECTABLE_BIT_INTERRUPT - Interrupts when an uncorrectable bit error is detected. ■ FRAMCTL_CORRECTABLE_BIT_INTERRUPT - Interrupts when a correctable bit error is detected. ■ FRAMCTL_ACCESS_TIME_ERROR_INTERRUPT - Interrupts when an access time error occurs.
----------------------	---

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"> ■ FRAMCTL_PUC_ON_UNCORRECTABLE_BIT - Enable PUC reset if FRAMCtl uncorrectable bit error detected. ■ FRAMCTL_UNCORRECTABLE_BIT_INTERRUPT - Interrupts when an uncorrectable bit error is detected. ■ FRAMCTL_CORRECTABLE_BIT_INTERRUPT - Interrupts when a correctable bit error is detected. ■ FRAMCTL_ACCESS_TIME_ERROR_INTERRUPT - Interrupts when an access time error occurs.
----------------------	---

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"> ■ 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.
--------------------------	---

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

14.3 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);
```

15 GPIO

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15.1 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()`.

15.2 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.

15.2.1 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()`

15.2.2 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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

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"> ■ GPIO_PORT_P1 ■ GPIO_PORT_P2 ■ GPIO_PORT_P3 ■ GPIO_PORT_P4 ■ GPIO_PORT_P5 ■ GPIO_PORT_P6 ■ GPIO_PORT_P7 ■ GPIO_PORT_P8 ■ GPIO_PORT_P9 ■ GPIO_PORT_P10 ■ GPIO_PORT_P11 ■ GPIO_PORT_PA ■ GPIO_PORT_PB ■ GPIO_PORT_PC ■ GPIO_PORT_PD ■ GPIO_PORT_PE ■ GPIO_PORT_PF ■ GPIO_PORT_PJ
---------------------	---

<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"> ■ 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
---------------------	--

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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

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>	is the selected port. Valid values are: <ul style="list-style-type: none">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
---------------------	---

<i>selectedPins</i>	is the specified pin in the selected port. Valid values are: <ul style="list-style-type: none">■ 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
---------------------	--

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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

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**

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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

<i>edgeSelect</i>	specifies what transition sets the interrupt flag Valid values are: <ul style="list-style-type: none"> ■ GPIO_HIGH_TO_LOW_TRANSITION ■ GPIO_LOW_TO_HIGH_TRANSITION
-------------------	--

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"> ■ GPIO_PORT_P1 ■ GPIO_PORT_P2 ■ GPIO_PORT_P3 ■ GPIO_PORT_P4 ■ GPIO_PORT_P5 ■ GPIO_PORT_P6 ■ GPIO_PORT_P7 ■ GPIO_PORT_P8 ■ GPIO_PORT_P9 ■ GPIO_PORT_P10 ■ GPIO_PORT_P11 ■ GPIO_PORT_PA ■ GPIO_PORT_PB ■ GPIO_PORT_PC ■ GPIO_PORT_PD ■ GPIO_PORT_PE ■ GPIO_PORT_PF ■ GPIO_PORT_PJ
---------------------	--

<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"> ■ 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
---------------------	--

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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

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"> ■ GPIO_PORT_P1 ■ GPIO_PORT_P2 ■ GPIO_PORT_P3 ■ GPIO_PORT_P4 ■ GPIO_PORT_P5 ■ GPIO_PORT_P6 ■ GPIO_PORT_P7 ■ GPIO_PORT_P8 ■ GPIO_PORT_P9 ■ GPIO_PORT_P10 ■ GPIO_PORT_P11 ■ GPIO_PORT_PA ■ GPIO_PORT_PB ■ GPIO_PORT_PC ■ GPIO_PORT_PD ■ GPIO_PORT_PE ■ GPIO_PORT_PF ■ GPIO_PORT_PJ
---------------------	---

<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"> ■ 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
---------------------	--

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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

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"> ■ GPIO_PORT_P1 ■ GPIO_PORT_P2 ■ GPIO_PORT_P3 ■ GPIO_PORT_P4 ■ GPIO_PORT_P5 ■ GPIO_PORT_P6 ■ GPIO_PORT_P7 ■ GPIO_PORT_P8 ■ GPIO_PORT_P9 ■ GPIO_PORT_P10 ■ GPIO_PORT_P11 ■ GPIO_PORT_PA ■ GPIO_PORT_PB ■ GPIO_PORT_PC ■ GPIO_PORT_PD ■ GPIO_PORT_PE ■ GPIO_PORT_PF ■ GPIO_PORT_PJ
---------------------	---

<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">■ 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
---------------------	--

<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"> ■ GPIO_PRIMARY_MODULE_FUNCTION ■ GPIO_SECONDARY_MODULE_FUNCTION ■ GPIO_TERNARY_MODULE_FUNCTION
-------------	---

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>	is the selected port. Valid values are: <ul style="list-style-type: none">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

<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"> ■ GPIO_PRIMARY_MODULE_FUNCTION ■ GPIO_SECONDARY_MODULE_FUNCTION ■ GPIO_TERNARY_MODULE_FUNCTION
-------------	---

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"> ■ GPIO_PORT_P1 ■ GPIO_PORT_P2 ■ GPIO_PORT_P3 ■ GPIO_PORT_P4 ■ GPIO_PORT_P5 ■ GPIO_PORT_P6 ■ GPIO_PORT_P7 ■ GPIO_PORT_P8 ■ GPIO_PORT_P9 ■ GPIO_PORT_P10 ■ GPIO_PORT_P11 ■ GPIO_PORT_PA ■ GPIO_PORT_PB ■ GPIO_PORT_PC ■ GPIO_PORT_PD ■ GPIO_PORT_PE ■ GPIO_PORT_PF ■ GPIO_PORT_PJ
---------------------	---

<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">■ 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
---------------------	--

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">■ GPIO_PORT_P1■ GPIO_PORT_P2■ GPIO_PORT_P3■ GPIO_PORT_P4■ GPIO_PORT_P5■ GPIO_PORT_P6■ GPIO_PORT_P7■ GPIO_PORT_P8■ GPIO_PORT_P9■ GPIO_PORT_P10■ GPIO_PORT_P11■ GPIO_PORT_PA■ GPIO_PORT_PB■ GPIO_PORT_PC■ GPIO_PORT_PD■ GPIO_PORT_PE■ GPIO_PORT_PF■ GPIO_PORT_PJ
<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">■ 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

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"> ■ GPIO_PORT_P1 ■ GPIO_PORT_P2 ■ GPIO_PORT_P3 ■ GPIO_PORT_P4 ■ GPIO_PORT_P5 ■ GPIO_PORT_P6 ■ GPIO_PORT_P7 ■ GPIO_PORT_P8 ■ GPIO_PORT_P9 ■ GPIO_PORT_P10 ■ GPIO_PORT_P11 ■ GPIO_PORT_PA ■ GPIO_PORT_PB ■ GPIO_PORT_PC ■ GPIO_PORT_PD ■ GPIO_PORT_PE ■ GPIO_PORT_PF ■ GPIO_PORT_PJ
---------------------	---

<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"> ■ 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
---------------------	--

Modified bits of **PxOUT** register.

Returns

None

15.3 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 resistor
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
    );
}
```

16 LCD_E Controller

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16.1 Introduction

The LCD_E Controller APIs provides a set of functions for using the LCD_E module. Main functions include initialization, LCD enable/disable, charge pump config, voltage settings and memory/blink memory writing.

LCD_E is same as LCD_C which supports 5-mux ~ 8-mux and low power waveform. Besides that, all the LCD drive pins can be configured as COM. LCD_E also supports LPM 3.5 by using separated power domain.

16.2 API Functions

Functions

- void [LCD_E_init](#) (uint16_t baseAddress, [LCD_E_initParam](#) *initParams)
Initializes the LCD_E Module.
- void [LCD_E_on](#) (uint16_t baseAddress)
Turns on the LCD_E module.
- void [LCD_E_off](#) (uint16_t baseAddress)
Turns the LCD_E off.
- void [LCD_E_clearInterrupt](#) (uint16_t baseAddress, uint16_t mask)
Clears the LCD_E selected interrupt flags.
- uint16_t [LCD_E_getInterruptStatus](#) (uint16_t baseAddress, uint16_t mask)
Returns the status of the selected interrupt flags.
- void [LCD_E_enableInterrupt](#) (uint16_t baseAddress, uint16_t mask)
Enables selected LCD_E interrupt sources.
- void [LCD_E_disableInterrupt](#) (uint16_t baseAddress, uint16_t mask)
Disables selected LCD_E interrupt sources.
- void [LCD_E_clearAllMemory](#) (uint16_t baseAddress)
Clears all LCD_E memory registers.
- void [LCD_E_clearAllBlinkingMemory](#) (uint16_t baseAddress)
Clears all LCD_E blinking memory registers.
- void [LCD_E_selectDisplayMemory](#) (uint16_t baseAddress, uint16_t displayMemory)
Selects display memory.
- void [LCD_E_setBlinkingControl](#) (uint16_t baseAddress, uint16_t clockPrescalar, uint16_t mode)
Sets the blinking control register.
- void [LCD_E_enableChargePump](#) (uint16_t baseAddress)
Enables the charge pump.
- void [LCD_E_disableChargePump](#) (uint16_t baseAddress)
Disables the charge pump.
- void [LCD_E_setChargePumpFreq](#) (uint16_t baseAddress, uint16_t freq)

- Sets the charge pump frequency.*
- void `LCD_E.setVLCDSource` (uint16_t baseAddress, uint16_t r13Source, uint16_t r33Source)
 - Sets LCD_E voltage source.*
- void `LCD_E.setVLCDVoltage` (uint16_t baseAddress, uint16_t voltage)
 - Sets LCD_E internal voltage for R13.*
- void `LCD_E.setReferenceMode` (uint16_t baseAddress, uint16_t mode)
 - Sets the reference mode for R13.*
- void `LCD_E.setPinAsLCDFunction` (uint16_t baseAddress, uint8_t pin)
 - Sets the LCD_E pins as LCD function pin.*
- void `LCD_E.setPinAsPortFunction` (uint16_t baseAddress, uint8_t pin)
 - Sets the LCD_E pins as port function pin.*
- void `LCD_E.setPinAsLCDFunctionEx` (uint16_t baseAddress, uint8_t startPin, uint8_t endPin)
 - Sets the LCD_E pins as LCD function pin.*
- void `LCD_E.setPinAsCOM` (uint16_t baseAddress, uint8_t pin, uint8_t com)
 - Sets the LCD_E pin as a common line.*
- void `LCD_E.setPinAsSEG` (uint16_t baseAddress, uint8_t pin)
 - Sets the LCD_E pin as a segment line.*
- void `LCD_E.setMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Sets the LCD_E memory register.*
- void `LCD_E.updateMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Updates the LCD_E memory register.*
- void `LCD_E.toggleMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Toggles the LCD_E memory register.*
- void `LCD_E.clearMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Clears the LCD_E memory register.*
- void `LCD_E.setBlinkingMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Sets the LCD_E blinking memory register.*
- void `LCD_E.updateBlinkingMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Updates the LCD_E blinking memory register.*
- void `LCD_E.toggleBlinkingMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Toggles the LCD_E blinking memory register.*
- void `LCD_E.clearBlinkingMemory` (uint16_t baseAddress, uint8_t memory, uint8_t mask)
 - Clears the LCD_E blinking memory register.*

Variables

- const `LCD_E.initParam` `LCD_E.INIT_PARAM`

16.2.1 Detailed Description

The LCD_E 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_E setup and pin config functions are

- `LCD_E.init()`
- `LCD_E.on()`
- `LCD_E.off()`
- `LCD_E.setPinAsLCDFunction()`

- `LCD_E_setPinAsPortFunction()`
- `LCD_E_setPinAsLCDFunctionEx()`
- `LCD_E_setPinAsCOM()`
- `LCD_E_setPinAsSEG()`

The LCD_E charge pump, VLCD voltage/source functions are

- `LCD_E_enableChargePump()`
- `LCD_E_disableChargePump()`
- `LCD_E_setChargePumpFreq()`
- `LCD_E_setVLCDSource()`
- `LCD_E_setVLCDVoltage()`
- `LCD_E_setReferenceMode()`

The LCD_E memory/blinking memory setting functions are

- `LCD_E_clearAllMemory()`
- `LCD_E_clearAllBlinkingMemory()`
- `LCD_E_selectDisplayMemory()`
- `LCD_E_setBlinkingControl()`
- `LCD_E_setMemory()`
- `LCD_E_updateMemory()`
- `LCD_E_toggleMemory()`
- `LCD_E_clearMemory()`
- `LCD_E_setBlinkingMemory()`
- `LCD_E_updateBlinkingMemory()`
- `LCD_E_toggleBlinkingMemory()`
- `LCD_E_clearBlinkingMemory()`

The LCD_E auxiliary functions are

- `LCD_E_clearInterrupt()`
- `LCD_E_getInterruptStatus()`
- `LCD_E_enableInterrupt()`
- `LCD_E_disableInterrupt()`

16.2.2 Function Documentation

`void LCD_E_clearAllBlinkingMemory (uint16_t baseAddress)`

Clears all LCD_E blinking memory registers.

This function clears all LCD_E blinking memory registers.

Parameters

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

Modified bits are **LCDCLRBM** of **LCDMEMCTL** register.

Returns

None

```
void LCD_E_clearAllMemory ( uint16_t baseAddress )
```

Clears all LCD.E memory registers.

This function clears all LCD_E memory registers.

Parameters

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

Modified bits are **LCDCLRM** of **LCDMEMCTL** register.

Returns

None

```
void LCD_E_clearBlinkingMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Clears the LCD_E blinking memory register.

This function clears the specific bits in the LCD_E blinking memory register according to the mask.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select blinking memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding blinking memory.

Modified bits are **MBITx** of **LCDBMx** register.

Returns

None

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

Clears the LCD_E selected interrupt flags.

This function clears the specified interrupt flags.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E 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"> ■ LCD_E_BLINKING_SEGMENTS_ON_INTERRUPT ■ LCD_E_BLINKING_SEGMENTS_OFF_INTERRUPT ■ LCD_E_FRAME_INTERRUPT Modified bits are LCDBLKONIFG , LCDBLKOFFIFG and LCDFRMIFG of LCDCTL1 register.

Returns

None

```
void LCD_E_clearMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Clears the LCD_E memory register.

This function clears the specific bits in the LCD_E memory register according to the mask.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding memory.

Modified bits are **MBITx** of **LCDMx** register.

Returns

None

void LCD_E_disableChargePump (uint16_t *baseAddress*)

Disables the charge pump.

This function disables the charge pump.

Parameters

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

Modified bits are **LCDCPEN** of **LCDVCTL** register.

Returns

None

void LCD_E_disableInterrupt (uint16_t *baseAddress*, uint16_t *mask*)

Disables selected LCD_E interrupt sources.

This function disables the indicated LCD_E interrupt sources.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>mask</i>	is the interrupts to be disabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> ■ LCD_E_BLINKING_SEGMENTS_ON_INTERRUPT ■ LCD_E_BLINKING_SEGMENTS_OFF_INTERRUPT ■ LCD_E_FRAME_INTERRUPT Modified bits are LCDBLKONIE , LCDBLKOFFIE and LCDFRMIE of LCDCTL1 register.

Returns

None

void LCD_E_enableChargePump (uint16_t *baseAddress*)

Enables the charge pump.

This function enables the charge pump and config the charge pump frequency.

Parameters

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

Modified bits are **LCDCPEN** of **LCDVCTL** register.

Returns

None

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

Enables selected LCD_E interrupt sources.

This function enables the indicated LCD_E interrupt sources.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>mask</i>	is the interrupts to be enabled. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> ■ LCD_E_BLINKING_SEGMENTS_ON_INTERRUPT ■ LCD_E_BLINKING_SEGMENTS_OFF_INTERRUPT ■ LCD_E_FRAME_INTERRUPT Modified bits are LCDBLKONIE , LCDBLKOFFIE and LCDFRMIE of LCDCTL1 register.

Returns

None

```
uint16_t LCD_E_getInterruptStatus ( uint16_t baseAddress, uint16_t mask )
```

Returns the status of the selected interrupt flags.

This function returns the status of the selected interrupt flags.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>mask</i>	is the masked interrupt flags. Mask value is the logical OR of any of the following: <ul style="list-style-type: none"> ■ LCD_E_BLINKING_SEGMENTS_ON_INTERRUPT ■ LCD_E_BLINKING_SEGMENTS_OFF_INTERRUPT ■ LCD_E_FRAME_INTERRUPT

Returns

The current interrupt flag status for the corresponding mask. Return Logical OR of any of the following:

- **LCD_E_BLINKING_SEGMENTS_ON_INTERRUPT**
- **LCD_E_BLINKING_SEGMENTS_OFF_INTERRUPT**

■ LCD_E_FRAME_INTERRUPT

indicating the status of the masked interrupts

```
void LCD_E_init ( uint16_t baseAddress, LCD_E_initParam * initParams )
```

Initializes the LCD_E Module.

This function initializes the LCD_E but without turning on. It basically setup the clock source, clock divider, mux rate, low-power waveform and segments on/off. After calling this function, user can enable/disable charge pump, internal reference voltage, or pin SEG/COM configurations.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>initParams</i>	is the pointer to LCD_InitParam structure. See the following parameters for each field.

Returns

None

References LCD_E_initParam::clockDivider, LCD_E_initParam::clockSource, LCD_E_initParam::muxRate, LCD_E_initParam::segments, and LCD_E_initParam::waveforms.

```
void LCD_E_off ( uint16_t baseAddress )
```

Turns the LCD_E off.

This function turns the LCD_E off.

Parameters

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

Modified bits are **LCDPCTL** of **SYSCFG2** register; bits **LCDON** of **LCDCTL0** register.

Returns

None

```
void LCD_E_on ( uint16_t baseAddress )
```

Turns on the LCD_E module.

This function turns the LCD_E on.

Parameters

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

Modified bits are **LCDPCTL** of **SYSCFG2** register; bits **LCDON** of **LCDCTL0** register.

Returns

None

```
void LCD_E_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_E_BLINKMODE_INDIVIDUALSEGMENTS or LCD_E_BLINKMODE_ALLSEGMENTS or mux rate ≥ 5 , display memory can not be changed. If LCD_E_BLINKMODE_SWITCHDISPLAYCONTENTS is selected, display memory bit reflects current displayed memory.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>displayMemory</i>	is the desired displayed memory. Valid values are: <ul style="list-style-type: none"> ■ LCD_E_DISPLAYSOURCE_MEMORY [Default] ■ LCD_E_DISPLAYSOURCE_BLINKINGMEMORY Modified bits are LCDDISP of LCDMEMCTL register.

Returns

None

```
void LCD_E_setBlinkingControl ( uint16_t baseAddress, uint16_t clockPrescalar, uint16_t mode )
```

Sets the blinking control register.

This function sets the blink control related parameter, including blink clock frequency prescalar and blink mode.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>clockPrescalar</i>	is the clock pre-scalar for blinking frequency. Valid values are: <ul style="list-style-type: none"> ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_4 [Default] ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_8 ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_16 ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_32 ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_64 ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_128 ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_256 ■ LCD_E_BLINK_FREQ_CLOCK_PRESCALAR_512 Modified bits are LCDBLKPREx of LCDBLKCTL register.

<i>mode</i>	is the select for blinking mode. Valid values are: <ul style="list-style-type: none">■ LCD_E_BLINK_MODE_DISABLED [Default]■ LCD_E_BLINK_MODE_INDIVIDUAL_SEGMENTS■ LCD_E_BLINK_MODE_ALL_SEGMENTS■ LCD_E_BLINK_MODE_SWITCHING_BETWEEN_DISPLAY_CONTENTS Modified bits are LCDBLKMODx of LCDBLKCTL register.
-------------	---

Returns

None

```
void LCD_E_setBlinkingMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Sets the LCD.E blinking memory register.

This function sets the entire one LCD.E blinking memory register.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select blinking memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding blinking memory.

Modified bits are **MBITx** of **LCDBMx** register.

Returns

None

```
void LCD_E_setChargePumpFreq ( uint16_t baseAddress, uint16_t freq )
```

Sets the charge pump frequency.

This function sets the charge pump frequency. It takes effect once charge pump is enabled by [LCD_E.enableChargePump\(\)](#).

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>freq</i>	<p>is the charge pump frequency to select. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_CHARGE_PUMP_FREQ_1 [Default] ■ LCD_E_CHARGE_PUMP_FREQ_2 ■ LCD_E_CHARGE_PUMP_FREQ_3 ■ LCD_E_CHARGE_PUMP_FREQ_4 ■ LCD_E_CHARGE_PUMP_FREQ_5 ■ LCD_E_CHARGE_PUMP_FREQ_6 ■ LCD_E_CHARGE_PUMP_FREQ_7 ■ LCD_E_CHARGE_PUMP_FREQ_8 ■ LCD_E_CHARGE_PUMP_FREQ_9 ■ LCD_E_CHARGE_PUMP_FREQ_10 ■ LCD_E_CHARGE_PUMP_FREQ_11 ■ LCD_E_CHARGE_PUMP_FREQ_12 ■ LCD_E_CHARGE_PUMP_FREQ_13 ■ LCD_E_CHARGE_PUMP_FREQ_14 ■ LCD_E_CHARGE_PUMP_FREQ_15 ■ LCD_E_CHARGE_PUMP_FREQ_16 <p>Modified bits are LCDCPFSELx of LCDVCTL register.</p>

Returns

None

```
void LCD_E_setMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Sets the LCD_E memory register.

This function sets the entire one LCD_E memory register.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding memory.

Modified bits are **MBITx** of **LCDMx** register.

Returns

None

```
void LCD_E_setPinAsCOM ( uint16_t baseAddress, uint8_t pin, uint8_t com )
```

Sets the LCD.E pin as a common line.

This function sets the LCD.E pin as a common line and assigns the corresponding memory pin to a specific COM line.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>pin</i>	<p>is the selected pin to be configed as common line. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_SEGMENT_LINE_0 ■ LCD_E_SEGMENT_LINE_1 ■ LCD_E_SEGMENT_LINE_2 ■ LCD_E_SEGMENT_LINE_3 ■ LCD_E_SEGMENT_LINE_4 ■ LCD_E_SEGMENT_LINE_5 ■ LCD_E_SEGMENT_LINE_6 ■ LCD_E_SEGMENT_LINE_7 ■ LCD_E_SEGMENT_LINE_8 ■ LCD_E_SEGMENT_LINE_9 ■ LCD_E_SEGMENT_LINE_10 ■ LCD_E_SEGMENT_LINE_11 ■ LCD_E_SEGMENT_LINE_12 ■ LCD_E_SEGMENT_LINE_13 ■ LCD_E_SEGMENT_LINE_14 ■ LCD_E_SEGMENT_LINE_15 ■ LCD_E_SEGMENT_LINE_16 ■ LCD_E_SEGMENT_LINE_17 ■ LCD_E_SEGMENT_LINE_18 ■ LCD_E_SEGMENT_LINE_19 ■ LCD_E_SEGMENT_LINE_20 ■ LCD_E_SEGMENT_LINE_21 ■ LCD_E_SEGMENT_LINE_22 ■ LCD_E_SEGMENT_LINE_23 ■ LCD_E_SEGMENT_LINE_24 ■ LCD_E_SEGMENT_LINE_25 ■ LCD_E_SEGMENT_LINE_26 ■ LCD_E_SEGMENT_LINE_27 ■ LCD_E_SEGMENT_LINE_28 ■ LCD_E_SEGMENT_LINE_29 ■ LCD_E_SEGMENT_LINE_30 ■ LCD_E_SEGMENT_LINE_31 ■ LCD_E_SEGMENT_LINE_32 ■ LCD_E_SEGMENT_LINE_33 ■ LCD_E_SEGMENT_LINE_34 ■ LCD_E_SEGMENT_LINE_35 ■ LCD_E_SEGMENT_LINE_36 ■ LCD_E_SEGMENT_LINE_37 ■ LCD_E_SEGMENT_LINE_38 ■ LCD_E_SEGMENT_LINE_39 ■ LCD_E_SEGMENT_LINE_40 ■ LCD_E_SEGMENT_LINE_41

Modified bits are **LCDCSSx** of **LCDSSELx** register; bits **MBITx** of **LCDBMx** register; bits **MBITx** of **LCDMx** register.

Returns

None

```
void LCD_E_setPinAsLCDFunction ( uint16_t baseAddress, uint8_t pin )
```

Sets the LCD.E pins as LCD function pin.

This function sets the LCD.E pins as LCD function pin.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>pin</i>	<p>is the select pin set as LCD function. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_SEGMENT_LINE_0 ■ LCD_E_SEGMENT_LINE_1 ■ LCD_E_SEGMENT_LINE_2 ■ LCD_E_SEGMENT_LINE_3 ■ LCD_E_SEGMENT_LINE_4 ■ LCD_E_SEGMENT_LINE_5 ■ LCD_E_SEGMENT_LINE_6 ■ LCD_E_SEGMENT_LINE_7 ■ LCD_E_SEGMENT_LINE_8 ■ LCD_E_SEGMENT_LINE_9 ■ LCD_E_SEGMENT_LINE_10 ■ LCD_E_SEGMENT_LINE_11 ■ LCD_E_SEGMENT_LINE_12 ■ LCD_E_SEGMENT_LINE_13 ■ LCD_E_SEGMENT_LINE_14 ■ LCD_E_SEGMENT_LINE_15 ■ LCD_E_SEGMENT_LINE_16 ■ LCD_E_SEGMENT_LINE_17 ■ LCD_E_SEGMENT_LINE_18 ■ LCD_E_SEGMENT_LINE_19 ■ LCD_E_SEGMENT_LINE_20 ■ LCD_E_SEGMENT_LINE_21 ■ LCD_E_SEGMENT_LINE_22 ■ LCD_E_SEGMENT_LINE_23 ■ LCD_E_SEGMENT_LINE_24 ■ LCD_E_SEGMENT_LINE_25 ■ LCD_E_SEGMENT_LINE_26 ■ LCD_E_SEGMENT_LINE_27 ■ LCD_E_SEGMENT_LINE_28 ■ LCD_E_SEGMENT_LINE_29 ■ LCD_E_SEGMENT_LINE_30 ■ LCD_E_SEGMENT_LINE_31 ■ LCD_E_SEGMENT_LINE_32 ■ LCD_E_SEGMENT_LINE_33 ■ LCD_E_SEGMENT_LINE_34 ■ LCD_E_SEGMENT_LINE_35 ■ LCD_E_SEGMENT_LINE_36 ■ LCD_E_SEGMENT_LINE_37 ■ LCD_E_SEGMENT_LINE_38 ■ LCD_E_SEGMENT_LINE_39 ■ LCD_E_SEGMENT_LINE_40 ■ LCD_E_SEGMENT_LINE_41

Modified bits are **LCDSx** of **LCDPCTLx** register.

Returns

None

```
void LCD_E_setPinAsLCDFunctionEx ( uint16_t baseAddress, uint8_t startPin, uint8_t  
    endPin )
```

Sets the LCD.E pins as LCD function pin.

This function sets the LCD.E 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_E 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"> ■ LCD_E_SEGMENT_LINE_0 ■ LCD_E_SEGMENT_LINE_1 ■ LCD_E_SEGMENT_LINE_2 ■ LCD_E_SEGMENT_LINE_3 ■ LCD_E_SEGMENT_LINE_4 ■ LCD_E_SEGMENT_LINE_5 ■ LCD_E_SEGMENT_LINE_6 ■ LCD_E_SEGMENT_LINE_7 ■ LCD_E_SEGMENT_LINE_8 ■ LCD_E_SEGMENT_LINE_9 ■ LCD_E_SEGMENT_LINE_10 ■ LCD_E_SEGMENT_LINE_11 ■ LCD_E_SEGMENT_LINE_12 ■ LCD_E_SEGMENT_LINE_13 ■ LCD_E_SEGMENT_LINE_14 ■ LCD_E_SEGMENT_LINE_15 ■ LCD_E_SEGMENT_LINE_16 ■ LCD_E_SEGMENT_LINE_17 ■ LCD_E_SEGMENT_LINE_18 ■ LCD_E_SEGMENT_LINE_19 ■ LCD_E_SEGMENT_LINE_20 ■ LCD_E_SEGMENT_LINE_21 ■ LCD_E_SEGMENT_LINE_22 ■ LCD_E_SEGMENT_LINE_23 ■ LCD_E_SEGMENT_LINE_24 ■ LCD_E_SEGMENT_LINE_25 ■ LCD_E_SEGMENT_LINE_26 ■ LCD_E_SEGMENT_LINE_27 ■ LCD_E_SEGMENT_LINE_28 ■ LCD_E_SEGMENT_LINE_29 ■ LCD_E_SEGMENT_LINE_30 ■ LCD_E_SEGMENT_LINE_31 ■ LCD_E_SEGMENT_LINE_32 ■ LCD_E_SEGMENT_LINE_33 ■ LCD_E_SEGMENT_LINE_34 ■ LCD_E_SEGMENT_LINE_35 ■ LCD_E_SEGMENT_LINE_36 ■ LCD_E_SEGMENT_LINE_37 ■ LCD_E_SEGMENT_LINE_38 ■ LCD_E_SEGMENT_LINE_39 ■ LCD_E_SEGMENT_LINE_40 ■ LCD_E_SEGMENT_LINE_41

Modified bits are **LCDSx** of **LCDPCTLx** register.

Returns

None

```
void LCD_E_setPinAsPortFunction ( uint16_t baseAddress, uint8_t pin )
```

Sets the LCD.E pins as port function pin.

This function sets the LCD.E pins as port function pin.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>pin</i>	<p>is the select pin set as Port function. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_SEGMENT_LINE_0 ■ LCD_E_SEGMENT_LINE_1 ■ LCD_E_SEGMENT_LINE_2 ■ LCD_E_SEGMENT_LINE_3 ■ LCD_E_SEGMENT_LINE_4 ■ LCD_E_SEGMENT_LINE_5 ■ LCD_E_SEGMENT_LINE_6 ■ LCD_E_SEGMENT_LINE_7 ■ LCD_E_SEGMENT_LINE_8 ■ LCD_E_SEGMENT_LINE_9 ■ LCD_E_SEGMENT_LINE_10 ■ LCD_E_SEGMENT_LINE_11 ■ LCD_E_SEGMENT_LINE_12 ■ LCD_E_SEGMENT_LINE_13 ■ LCD_E_SEGMENT_LINE_14 ■ LCD_E_SEGMENT_LINE_15 ■ LCD_E_SEGMENT_LINE_16 ■ LCD_E_SEGMENT_LINE_17 ■ LCD_E_SEGMENT_LINE_18 ■ LCD_E_SEGMENT_LINE_19 ■ LCD_E_SEGMENT_LINE_20 ■ LCD_E_SEGMENT_LINE_21 ■ LCD_E_SEGMENT_LINE_22 ■ LCD_E_SEGMENT_LINE_23 ■ LCD_E_SEGMENT_LINE_24 ■ LCD_E_SEGMENT_LINE_25 ■ LCD_E_SEGMENT_LINE_26 ■ LCD_E_SEGMENT_LINE_27 ■ LCD_E_SEGMENT_LINE_28 ■ LCD_E_SEGMENT_LINE_29 ■ LCD_E_SEGMENT_LINE_30 ■ LCD_E_SEGMENT_LINE_31 ■ LCD_E_SEGMENT_LINE_32 ■ LCD_E_SEGMENT_LINE_33 ■ LCD_E_SEGMENT_LINE_34 ■ LCD_E_SEGMENT_LINE_35 ■ LCD_E_SEGMENT_LINE_36 ■ LCD_E_SEGMENT_LINE_37 ■ LCD_E_SEGMENT_LINE_38 ■ LCD_E_SEGMENT_LINE_39 ■ LCD_E_SEGMENT_LINE_40 ■ LCD_E_SEGMENT_LINE_41

Modified bits are **LCDSx** of **LCDPCTLx** register.

Returns

None

```
void LCD_E_setPinAsSEG ( uint16_t baseAddress, uint8_t pin )
```

Sets the LCD.E pin as a segment line.

This function sets the LCD.E pin as segment line.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>pin</i>	<p>is the selected pin to be configed as segment line. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_SEGMENT_LINE_0 ■ LCD_E_SEGMENT_LINE_1 ■ LCD_E_SEGMENT_LINE_2 ■ LCD_E_SEGMENT_LINE_3 ■ LCD_E_SEGMENT_LINE_4 ■ LCD_E_SEGMENT_LINE_5 ■ LCD_E_SEGMENT_LINE_6 ■ LCD_E_SEGMENT_LINE_7 ■ LCD_E_SEGMENT_LINE_8 ■ LCD_E_SEGMENT_LINE_9 ■ LCD_E_SEGMENT_LINE_10 ■ LCD_E_SEGMENT_LINE_11 ■ LCD_E_SEGMENT_LINE_12 ■ LCD_E_SEGMENT_LINE_13 ■ LCD_E_SEGMENT_LINE_14 ■ LCD_E_SEGMENT_LINE_15 ■ LCD_E_SEGMENT_LINE_16 ■ LCD_E_SEGMENT_LINE_17 ■ LCD_E_SEGMENT_LINE_18 ■ LCD_E_SEGMENT_LINE_19 ■ LCD_E_SEGMENT_LINE_20 ■ LCD_E_SEGMENT_LINE_21 ■ LCD_E_SEGMENT_LINE_22 ■ LCD_E_SEGMENT_LINE_23 ■ LCD_E_SEGMENT_LINE_24 ■ LCD_E_SEGMENT_LINE_25 ■ LCD_E_SEGMENT_LINE_26 ■ LCD_E_SEGMENT_LINE_27 ■ LCD_E_SEGMENT_LINE_28 ■ LCD_E_SEGMENT_LINE_29 ■ LCD_E_SEGMENT_LINE_30 ■ LCD_E_SEGMENT_LINE_31 ■ LCD_E_SEGMENT_LINE_32 ■ LCD_E_SEGMENT_LINE_33 ■ LCD_E_SEGMENT_LINE_34 ■ LCD_E_SEGMENT_LINE_35 ■ LCD_E_SEGMENT_LINE_36 ■ LCD_E_SEGMENT_LINE_37 ■ LCD_E_SEGMENT_LINE_38 ■ LCD_E_SEGMENT_LINE_39 ■ LCD_E_SEGMENT_LINE_40 ■ LCD_E_SEGMENT_LINE_41

Modified bits are **LCDCSSx** of **LCDSSELx** register.

Returns

None

```
void LCD_E_setReferenceMode ( uint16_t baseAddress, uint16_t mode )
```

Sets the reference mode for R13.

This function sets the reference mode for R13. In the switch mode, the Bias Voltage Generator is on for 1 clock and off for 256 clock cycles to save power. In the static mode, the Bias Voltage Generator is able to drive larger LCD panels.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>mode</i>	is the reference mode on R13. Valid values are: <ul style="list-style-type: none"> ■ LCD_E_REFERENCE_MODE_STATIC [Default] ■ LCD_E_REFERENCE_MODE_SWITCHED Modified bits are LCDREFMODE of LCDVCTL register.

Returns

None

```
void LCD_E_setVLCDSource ( uint16_t baseAddress, uint16_t r13Source, uint16_t r33Source )
```

Sets LCD_E voltage source.

Two voltage sources are set in this function: R13 and R33. For the R13, the voltage source can be either internal reference voltage or non internal reference voltage (Vext or Vdd). For the R33, it can be external supply voltage (Vext) or internal supply voltage (Vdd).

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>r13Source</i>	is the voltage source for R13. Valid values are: <ul style="list-style-type: none"> ■ LCD_E_NON_INTERNAL_REFERENCE_VOLTAGE [Default] ■ LCD_E_INTERNAL_REFERENCE_VOLTAGE Modified bits are LCDREFEN of LCDVCTL register.

<i>r33Source</i>	<p>is the voltage source for R33. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_EXTERNAL_SUPPLY_VOLTAGE [Default] ■ LCD_E_INTERNAL_SUPPLY_VOLTAGE <p>Modified bits are LCDSELVDD of LCDVCTL register.</p>
------------------	--

Returns

None

```
void LCD_E_setVLCDVoltage ( uint16_t baseAddress, uint16_t voltage )
```

Sets LCD_E internal voltage for R13.

This function sets the internal voltage for R13. The voltage is only valuable when R13 voltage source is using internal reference voltage and charge pump is enabled.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>voltage</i>	<p>is the charge pump select. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_REFERENCE_VOLTAGE_2.60V [Default] ■ LCD_E_REFERENCE_VOLTAGE_2.66V ■ LCD_E_REFERENCE_VOLTAGE_2.72V ■ LCD_E_REFERENCE_VOLTAGE_2.78V ■ LCD_E_REFERENCE_VOLTAGE_2.84V ■ LCD_E_REFERENCE_VOLTAGE_2.90V ■ LCD_E_REFERENCE_VOLTAGE_2.96V ■ LCD_E_REFERENCE_VOLTAGE_3.02V ■ LCD_E_REFERENCE_VOLTAGE_3.08V ■ LCD_E_REFERENCE_VOLTAGE_3.14V ■ LCD_E_REFERENCE_VOLTAGE_3.20V ■ LCD_E_REFERENCE_VOLTAGE_3.26V ■ LCD_E_REFERENCE_VOLTAGE_3.32V ■ LCD_E_REFERENCE_VOLTAGE_3.38V ■ LCD_E_REFERENCE_VOLTAGE_3.44V ■ LCD_E_REFERENCE_VOLTAGE_3.50V <p>Modified bits are VLCDx of LCDVCTL register.</p>

Returns

None

```
void LCD_E_toggleBlinkingMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Toggles the LCD_E blinking memory register.

This function toggles the specific bits in the LCD_E blinking memory register according to the mask.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select blinking memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding blinking memory.

Modified bits are **MBITx** of **LCDBMx** register.

Returns

None

```
void LCD_E_toggleMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Toggles the LCD_E memory register.

This function toggles the specific bits in the LCD_E memory register according to the mask.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding memory.

Modified bits are **MBITx** of **LCDMx** register.

Returns

None

```
void LCD_E_updateBlinkingMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask
)
```

Updates the LCD.E blinking memory register.

This function updates the specific bits in the LCD.E blinking memory register according to the mask.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select blinking memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding blinking memory.

Modified bits are **MBITx** of **LCDBMx** register.

Returns

None

```
void LCD_E_updateMemory ( uint16_t baseAddress, uint8_t memory, uint8_t mask )
```

Updates the LCD.E memory register.

This function updates the specific bits in the LCD.E memory register according to the mask.

Parameters

<i>baseAddress</i>	is the base address of the LCD_E module.
<i>memory</i>	<p>is the select memory for setting value. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_MEMORY_BLINKINGMEMORY_0 ■ LCD_E_MEMORY_BLINKINGMEMORY_1 ■ LCD_E_MEMORY_BLINKINGMEMORY_2 ■ LCD_E_MEMORY_BLINKINGMEMORY_3 ■ LCD_E_MEMORY_BLINKINGMEMORY_4 ■ LCD_E_MEMORY_BLINKINGMEMORY_5 ■ LCD_E_MEMORY_BLINKINGMEMORY_6 ■ LCD_E_MEMORY_BLINKINGMEMORY_7 ■ LCD_E_MEMORY_BLINKINGMEMORY_8 ■ LCD_E_MEMORY_BLINKINGMEMORY_9 ■ LCD_E_MEMORY_BLINKINGMEMORY_10 ■ LCD_E_MEMORY_BLINKINGMEMORY_11 ■ LCD_E_MEMORY_BLINKINGMEMORY_12 ■ LCD_E_MEMORY_BLINKINGMEMORY_13 ■ LCD_E_MEMORY_BLINKINGMEMORY_14 ■ LCD_E_MEMORY_BLINKINGMEMORY_15 ■ LCD_E_MEMORY_BLINKINGMEMORY_16 ■ LCD_E_MEMORY_BLINKINGMEMORY_17 ■ LCD_E_MEMORY_BLINKINGMEMORY_18 ■ LCD_E_MEMORY_BLINKINGMEMORY_19 ■ LCD_E_MEMORY_BLINKINGMEMORY_20 ■ LCD_E_MEMORY_BLINKINGMEMORY_21 ■ LCD_E_MEMORY_BLINKINGMEMORY_22 ■ LCD_E_MEMORY_BLINKINGMEMORY_23 ■ LCD_E_MEMORY_BLINKINGMEMORY_24 ■ LCD_E_MEMORY_BLINKINGMEMORY_25 ■ LCD_E_MEMORY_BLINKINGMEMORY_26 ■ LCD_E_MEMORY_BLINKINGMEMORY_27 ■ LCD_E_MEMORY_BLINKINGMEMORY_28 ■ LCD_E_MEMORY_BLINKINGMEMORY_29 ■ LCD_E_MEMORY_BLINKINGMEMORY_30 ■ LCD_E_MEMORY_BLINKINGMEMORY_31 ■ LCD_E_MEMORY_BLINKINGMEMORY_32 ■ LCD_E_MEMORY_BLINKINGMEMORY_33 ■ LCD_E_MEMORY_BLINKINGMEMORY_34 ■ LCD_E_MEMORY_BLINKINGMEMORY_35 ■ LCD_E_MEMORY_BLINKINGMEMORY_36 ■ LCD_E_MEMORY_BLINKINGMEMORY_37 ■ LCD_E_MEMORY_BLINKINGMEMORY_38 ■ LCD_E_MEMORY_BLINKINGMEMORY_39
<i>mask</i>	is the designated value for the corresponding memory.

Modified bits are **MBITx** of **LCDMx** register.

Returns

None

16.2.3 Variable Documentation

const **LCD_E_initParam** LCD_E_INIT_PARAM

Initial value:

```
= {  
    LCD_E_CLOCKSOURCE_XTCLK,  
    LCD_E_CLOCKDIVIDER_1,  
    LCD_E_STATIC,  
    LCD_E_STANDARD_WAVEFORMS,  
    LCD_E_SEGMENTS_DISABLED  
}
```

Initialization parameter instance

Parameters

<i>clockSource</i>	<p>selects the clock that will be used by the LCD_E. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_CLOCKSOURCE_XTCLK [Default] - The external oscillator clock. ■ LCD_E_CLOCKSOURCE_ACLK - The Auxiliary Clock. ■ LCD_E_CLOCKSOURCE_VLOCLK - The internal low power and low frequency clock. <p>Modified bits are LCDSSSEL of LCDCTL0 register.</p>
<i>clockDivider</i>	<p>selects the divider for LCD_E frequency. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_CLOCKDIVIDER_1 [Default] ■ LCD_E_CLOCKDIVIDER_2 ■ LCD_E_CLOCKDIVIDER_3 ■ LCD_E_CLOCKDIVIDER_4 ■ LCD_E_CLOCKDIVIDER_5 ■ LCD_E_CLOCKDIVIDER_6 ■ LCD_E_CLOCKDIVIDER_7 ■ LCD_E_CLOCKDIVIDER_8 ■ LCD_E_CLOCKDIVIDER_9 ■ LCD_E_CLOCKDIVIDER_10 ■ LCD_E_CLOCKDIVIDER_11 ■ LCD_E_CLOCKDIVIDER_12 ■ LCD_E_CLOCKDIVIDER_13 ■ LCD_E_CLOCKDIVIDER_14 ■ LCD_E_CLOCKDIVIDER_15 ■ LCD_E_CLOCKDIVIDER_16 ■ LCD_E_CLOCKDIVIDER_17 ■ LCD_E_CLOCKDIVIDER_18 ■ LCD_E_CLOCKDIVIDER_19 ■ LCD_E_CLOCKDIVIDER_20 ■ LCD_E_CLOCKDIVIDER_21 ■ LCD_E_CLOCKDIVIDER_22 ■ LCD_E_CLOCKDIVIDER_23 ■ LCD_E_CLOCKDIVIDER_24 ■ LCD_E_CLOCKDIVIDER_25 ■ LCD_E_CLOCKDIVIDER_26 ■ LCD_E_CLOCKDIVIDER_27 ■ LCD_E_CLOCKDIVIDER_28 ■ LCD_E_CLOCKDIVIDER_29 ■ LCD_E_CLOCKDIVIDER_30 ■ LCD_E_CLOCKDIVIDER_31 ■ LCD_E_CLOCKDIVIDER_32 <p>Modified bits are LCDDIVx of LCDCTL0 register.</p>
<i>muxRate</i>	<p>selects LCD_E mux rate. Valid values are:</p> <ul style="list-style-type: none"> ■ LCD_E_STATIC [Default] ■ LCD_E_2_MUX

<i>waveforms</i>	selects LCD_E waveform mode. Valid values are: <ul style="list-style-type: none"> ■ LCD_E_STANDARD_WAVEFORMS [Default] ■ LCD_E_LOW_POWER_WAVEFORMS Modified bits are LCDLP of LCDCTL0 register.
<i>segments</i>	sets LCD_E segment on/off. Valid values are: <ul style="list-style-type: none"> ■ LCD_E_SEGMENTS_DISABLED [Default] ■ LCD_E_SEGMENTS_ENABLED Modified bits are LCDSON of LCDCTL0 register.

16.3 Programming Example

The following example shows how to initialize a 4-mux LCD and display "123456" on the LCD screen.

```
// L0~L26 & L36~L39 pins selected
LCD_E_setPinAsLCDFunctionEx(LCD_E_BASE, LCD_E_SEGMENT_LINE_0,
    LCD_E_SEGMENT_LINE_26);
LCD_E_setPinAsLCDFunctionEx(LCD_E_BASE, LCD_E_SEGMENT_LINE_36,
    LCD_E_SEGMENT_LINE_39);

LCD_E_initParam initParams = {0};
initParams.clockSource = LCD_E_CLOCKSOURCE_XTCLK;
initParams.clockDivider = LCD_E_CLOCKDIVIDER_8;
initParams.muxRate = LCD_E_4MUX;
initParams.waveforms = LCD_E_STANDARD_WAVEFORMS;
initParams.segments = LCD_E_SEGMENTS_ENABLED;

// Init LCD as 4-mux mode
LCD_E_init(LCD_E_BASE, &initParams);

// LCD Operation - Mode 3, internal 3.08v, charge pump 256Hz
LCD_E_setVLCDSource(LCD_E_BASE, LCD_E_INTERNAL_REFERENCE_VOLTAGE,
    LCD_E_EXTERNAL_SUPPLY_VOLTAGE);
LCD_E_setVLCDDVoltage(LCD_E_BASE, LCD_E_REFERENCE_VOLTAGE_3_08V);

LCD_E_enableChargePump(LCD_E_BASE);
LCD_E_setChargePumpFreq(LCD_E_BASE, LCD_E_CHARGE_PUMP_FREQ_16);

// Clear LCD memory
LCD_E_clearAllMemory(LCD_E_BASE);

// Configure COMs and SEGs
// L0, L1, L2, L3: COM pins
// L0 = COM0, L1 = COM1, L2 = COM2, L3 = COM3
LCD_E_setPinAsCOM(LCD_E_BASE, LCD_E_SEGMENT_LINE_0, LCD_E_MEMORY_COM0);
LCD_E_setPinAsCOM(LCD_E_BASE, LCD_E_SEGMENT_LINE_1, LCD_E_MEMORY_COM1);
LCD_E_setPinAsCOM(LCD_E_BASE, LCD_E_SEGMENT_LINE_2, LCD_E_MEMORY_COM2);
LCD_E_setPinAsCOM(LCD_E_BASE, LCD_E_SEGMENT_LINE_3, LCD_E_MEMORY_COM3);

// Display "123456"
// LCD Pin8-Pin9 for '1'
LCD_E_setMemory(LCD_E_BASE, LCD_E_MEMORY_BLINKINGMEMORY_4, 0x60);

// LCD Pin12-Pin13 for '2'
LCD_E_setMemory(LCD_E_BASE, LCD_E_MEMORY_BLINKINGMEMORY_6, 0xDB);

// LCD Pin16-Pin17 for '3'
LCD_E_setMemory(LCD_E_BASE, LCD_E_MEMORY_BLINKINGMEMORY_8, 0xF3);

// LCD Pin20-Pin21 for '4'
LCD_E_setMemory(LCD_E_BASE, LCD_E_MEMORY_BLINKINGMEMORY_10, 0x67);
```

```
// LCD Pin4-Pin5 for '5'  
LCD_E.setMemory(LCD_E.BASE, LCD_E.MEMORY.BLINKINGMEMORY_2, 0xB7);  
  
// LCD Pin36-Pin37 for '6'  
LCD_E.setMemory(LCD_E.BASE, LCD_E.MEMORY.BLINKINGMEMORY_18, 0xBF);  
  
// Turn on LCD  
LCD_E.on(LCD_E.BASE);
```

17 Power Management Module (PMM)

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17.1 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.

17.2 API Functions

Functions

- void [PMM.enableLowPowerReset](#) (void)
Enables the low power reset. SVSH does not reset device, but triggers a system NMI.
- void [PMM.disableLowPowerReset](#) (void)
Disables the low power reset. SVSH resets device.
- 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.
- uint16_t [PMM.getBandgapMode](#) (void)
Returns the bandgap mode of the PMM module.

- uint16_t [PMM_isBandgapActive](#) (void)
Returns the active status of the bandgap in the PMM module.
- uint16_t [PMM_isRefGenActive](#) (void)
Returns the active status of the reference generator in the PMM module.
- uint16_t [PMM_getBufferedBandgapVoltageStatus](#) (void)
Returns the active status of the reference generator in the PMM module.
- uint16_t [PMM_getVariableReferenceVoltageStatus](#) (void)
Returns the busy status of the variable reference voltage in the PMM module.
- void [PMM_disableTempSensor](#) (void)
Disables the internal temperature sensor to save power consumption.
- void [PMM_enableTempSensor](#) (void)
Enables the internal temperature sensor.
- void [PMM_disableExternalReference](#) (void)
Disables the external reference output.
- void [PMM_enableExternalReference](#) (void)
Enables the external reference output.
- void [PMM_disableInternalReference](#) (void)
Disables the internal reference output.
- void [PMM_enableInternalReference](#) (void)
Enables the internal reference output.

17.2.1 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.

[PMM.getBandgapMode\(\)](#) / [PMM_isBandgapActive\(\)](#) Return the banggap mode or check its activity.

[PMM.isRefGenActive\(\)](#) Check the active status of the reference generator.

[PMM.getBufferedBandgapVoltageStatus\(\)](#) / [PMM_getVariableReferenceVoltageStatus\(\)](#) Check the ready-status for buffered bandgap voltage or variable refernece voltage.

[PMM.enableTempSensor\(\)](#) / [PMM.disableTempSensor\(\)](#) Enable or disable temperature sensor.

[PMM.enableExternalReference\(\)](#) / [PMM.disableExternalReference\(\)](#) Enable or disable external reference.

[PMM.enableInternalReference\(\)](#) / [PMM.disableInternalReference\(\)](#) Enable or disable internal reference.

17.2.2 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"> ■ 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
-------------	---

Modified bits of **PMMCTL0** register and bits of **PMMIFG** register.

Returns

None

`void PMM_disableExternalReference (void)`

Disables the external reference output.

This function is used to disable the external reference output. The external reference is connected to a given external ADC channel. The external reference is disabled by default.

Modified bits are **EXTREFEN** of **PMMCTL2** register.

Returns

None

`void PMM_disableInternalReference (void)`

Disables the internal reference output.

This function is used to disable the internal reference output. The internal reference is internally connected to the ADC channel. The internal reference is disabled by default.

Modified bits are **INTREFEN** of **PMMCTL2** register.

Returns

None

`void PMM_disableLowPowerReset (void)`

Disables the low power reset. SVSH resets device.

Modified bits of **PMMCTL0** register.

Returns

None

`void PMM_disableSVSH (void)`

Disables the high-side SVS circuitry.

Modified bits of **PMMCTL0** register.

Returns

None

`void PMM_disableTempSensor (void)`

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 disabled by default.

Modified bits are **TSENSOREN** of **PMMCTL2** register.

Returns

None

`void PMM_enableExternalReference (void)`

Enables the external reference output.

This function is used to enable the external reference output. The external reference is connected to a given external ADC channel. The external reference is disabled by default.

Modified bits are **EXTREFEN** of **PMMCTL2** register.

Returns

None

`void PMM_enableInternalReference (void)`

Enables the internal reference output.

This function is used to enable the internal reference output. The internal reference is internally connected to the ADC channel. The internal reference is disabled by default.

Modified bits are **INTREFEN** of **PMMCTL2** register.

Returns

None

```
void PMM_enableLowPowerReset ( void )
```

Enables the low power reset. SVSH does not reset device, but triggers a system NMI.

Modified bits of **PMMCTLO** register.

Returns

None

```
void PMM_enableSVSH ( void )
```

Enables the high-side SVS circuitry.

Modified bits of **PMMCTLO** register.

Returns

None

```
void PMM_enableTempSensor ( void )
```

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 disabled by default.

Modified bits are **TSENSOREN** of **PMMCTL2** register.

Returns

None

```
uint16_t PMM_getBandgapMode ( void )
```

Returns the bandgap mode of the PMM module.

This function is used to return the bandgap mode of the PMM 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.

Returns

The bandgap mode of the PMM module: Return Logical OR of any of the following:

- **PMM_STATICMODE** if the bandgap is operating in static mode
- **PMM_SAMPLEMODE** if the bandgap is operating in sample mode

uint16_t PMM_getBufferedBandgapVoltageStatus (void)

Returns the active status of the reference generator in the PMM module.

This function is used to return the ready status of the buffered bandgap voltage in the PMM module. If the buffered bandgap voltage is ready to use, the ready status will be returned.

Returns

The buffered bandgap voltage ready status of the PMM module: Return Logical OR of any of the following:

- **PMM_REFBG_NOTREADY** if buffered bandgap voltage is NOT ready to be used
- **PMM_REFBG_READY** if buffered bandgap voltage ready to be used

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"> ■ 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
-------------	---

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

uint16_t PMM_getVariableReferenceVoltageStatus (void)

Returns the busy status of the variable reference voltage in the PMM module.

This function is used to return the ready status of the variable reference voltage in the REFPMM module. If the reference generator is on and ready to use, then the ready status will be returned.

Returns

The variable reference voltage active status of the PMM module: Return Logical OR of any of the following:

- **PMM_REFGEN_NOTREADY** if variable reference voltage is NOT ready to be used
- **PMM_REFGEN_READY** if variable reference voltage ready to be used

uint16_t PMM_isBandgapActive (void)

Returns the active status of the bandgap in the PMM module.

This function is used to return the active status of the bandgap in the PMM module. If the bandgap is in use by a peripheral, then the status will be seen as active.

Returns

The bandgap active status of the PMM module: Return Logical OR of any of the following:

- **PMM_REFBG_INACTIVE** if the bandgap is not being used at the time of query
- **PMM_REFBG_ACTIVE** if the bandgap is being used at the time of query

uint16_t PMM_isRefGenActive (void)

Returns the active status of the reference generator in the PMM module.

This function is used to return the active status of the reference generator in the PMM module. If the reference generator is on and ready to use, then the status will be seen as active.

Returns

The reference generator active status of the PMM module: Return Logical OR of any of the following:

- **PMM_REFGEN_INACTIVE** if the reference generator is off and not operating
- **PMM_REFGEN_ACTIVE** if the reference generator is on and ready to be used

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 **PMMCTL0** 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 **PMMCTL0** 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

17.3 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)
    /*
     * 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
    /*
    * 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
}
```

18 Real-Time Clock (RTC)

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18.1 Introduction

The Real Time Clock Counter (RTC) is a 16-bit counter that is functional in active mode(AM) and several low-power modes (LPMs). RTC counter accepts multiple clock sources, which are selected by control register settings to generate timing from less than 1us up to many hours.

The API provides a set of functions for using the RTC modules. Functions are provided to calibrate the clock, initialize the RTC modules in counter mode, enable/disable interrupts for the RTC modules.

The RTC module generates one interrupt in counter mode for counter overflow.

18.2 API Functions

Functions

- void [RTC_init](#) (uint16_t baseAddress, uint16_t modulo, uint16_t clockPredivider)
Initializes the RTC.
- void [RTC_start](#) (uint16_t baseAddress, uint16_t clockSource)
Starts RTC running.
- void [RTC_stop](#) (uint16_t baseAddress)
Stops RTC running.
- void [RTC_setModulo](#) (uint16_t baseAddress, uint16_t modulo)
Sets the modulo value.
- void [RTC_enableInterrupt](#) (uint16_t baseAddress, uint8_t interruptMask)
Enables selected RTC interrupt sources.
- void [RTC_disableInterrupt](#) (uint16_t baseAddress, uint8_t interruptMask)
Disables selected RTC interrupt sources.
- uint8_t [RTC_getInterruptStatus](#) (uint16_t baseAddress, uint8_t interruptFlagMask)
Returns the status of the selected interrupts flags.
- void [RTC_clearInterrupt](#) (uint16_t baseAddress, int8_t interruptFlagMask)
Clears selected RTC interrupt flags.

18.2.1 Detailed Description

The RTC API is broken into 2 groups of functions: RTC setup and interrupt functions.

The RTC Calender Mode is initialized and setup by

- [RTC_init\(\)](#)
- [RTC_start\(\)](#)

- [RTC_stop\(\)](#)
- [RTC_setModulo\(\)](#)

The RTC interrupts are handled by

- [RTC_enableInterrupt\(\)](#)
- [RTC_disableInterrupt\(\)](#)
- [RTC_getInterruptStatus\(\)](#)
- [RTC_clearInterrupt\(\)](#)

18.2.2 Function Documentation

`void RTC_clearInterrupt (uint16_t baseAddress, int8_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 module.
<i>interruptFlagMask</i>	is a bit mask of the interrupt flags to clear Valid values are: <ul style="list-style-type: none"> ■ RTC_OVERFLOW_INTERRUPT_FLAG - asserts when counter overflows

Modified bits are **RTCIF** of **RTCCTL** register.

Returns

None

`void RTC_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 module.
<i>interruptMask</i>	is a bit mask of the interrupts to disable. Valid values are: <ul style="list-style-type: none"> ■ RTC_OVERFLOW_INTERRUPT - counter overflow interrupt

Modified bits are **RTCIE** of **RTCCTL** register.

Returns

None

```
void RTC_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 module.
<i>interruptMask</i>	is a bit mask of the interrupts to enable. Valid values are: <ul style="list-style-type: none"> ■ RTC_OVERFLOW_INTERRUPT - counter overflow interrupt

Modified bits are **RTCIE** of **RTCCTL** register.

Returns

None

```
uint8_t RTC_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 module.
<i>interruptFlagMask</i>	is a bit mask of the interrupt flags to return the status of. Valid values are: <ul style="list-style-type: none"> ■ RTC_OVERFLOW_INTERRUPT_FLAG - asserts when counter overflows

Returns

A bit mask of the selected interrupt flag's status.

```
void RTC_init ( uint16_t baseAddress, uint16_t modulo, uint16_t clockPredivider )
```

Initializes the RTC.

This function initializes the RTC for clock source and clock pre-divider.

Parameters

<i>baseAddress</i>	is the base address of the RTC module.
<i>modulo</i>	is the modulo value to set to RTC. Modified bits of RTCMOD register.

<i>clockPredivider</i>	<p>is the clock pre-divider select for RTC. Valid values are:</p> <ul style="list-style-type: none"> ■ RTC_CLOCKPREDIVIDER_1 [Default] ■ RTC_CLOCKPREDIVIDER_10 ■ RTC_CLOCKPREDIVIDER_100 ■ RTC_CLOCKPREDIVIDER_1000 ■ RTC_CLOCKPREDIVIDER_16 ■ RTC_CLOCKPREDIVIDER_64 ■ RTC_CLOCKPREDIVIDER_256 ■ RTC_CLOCKPREDIVIDER_1024 <p>Modified bits are RTCPS of RTCCTL register.</p>
------------------------	--

Returns

None

```
void RTC_setModulo ( uint16_t baseAddress, uint16_t modulo )
```

Sets the modulo value.

This function does software reset for RTC.

Parameters

<i>baseAddress</i>	is the base address of the RTC module.
<i>modulo</i>	is the modulo value to set to RTC. Modified bits of RTCMOD register.

Returns

None

```
void RTC_start ( uint16_t baseAddress, uint16_t clockSource )
```

Starts RTC running.

This function starts the RTC by setting the clock source field (RTCSS). When started, the RTC counter will begin counting at the rate described by the clock source and pre-divider value. When the RTC counter reaches the value in the modulo register, the RTC hardware sets the RTC's interrupt flag bit (RTCIF). Please note, that the RTC actually compares the RTC counter to the modulo shadow register. Since the [RTC_start\(\)](#) function sets the RTCSR (RTC software reset) bit, this forces the RTC to copy the value from the Modulo register into the shadow register.

Parameters

<i>baseAddress</i>	is the base address of the RTC module.
<i>clockSource</i>	is the clock source select for RTC. Valid values are: <ul style="list-style-type: none"> ■ RTC_CLOCKSOURCE_DISABLED [Default] ■ RTC_CLOCKSOURCE_SMCLK ■ RTC_CLOCKSOURCE_XT1CLK ■ RTC_CLOCKSOURCE_VLOCLK Modified bits are RTCSS of RTCCTL register.

Modified bits are **RTCSR** of **RTCCTL** register.

Returns

None

```
void RTC_stop ( uint16_t baseAddress )
```

Stops RTC running.

This function does software reset for RTC.

Parameters

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

Returns

None

18.3 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 RTC with modulo value 32768 and pre-divider /1
RTC_init (RTC_BASE,
          32768,
          RTC_CLOCKPREDIVIDER_1);

//Clear interrupt for RTC overflow
RTC_clearInterrupt (RTC_BASE,
                   RTC_OVERFLOW_INTERRUPT_FLAG);

//Enable interrupt for RTC overflow
RTC_enableInterrupt (RTC_BASE,
                    RTC_OVERFLOW_INTERRUPT);

//Start RTC Clock with clock source XT1
RTC_start (RTC_BASE, RTC_CLOCKSOURCE_XT1CLK);

//Enter LPM3 mode with interrupts enabled
_bis_SR_register (LPM3_bits + GIE);
__no_operation();
```

19 SFR Module

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19.1 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.

19.2 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.

19.2.1 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\(\)](#)

19.2.2 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"> ■ 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
--------------------------	---

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"> ■ 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
----------------------	---

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"> ■ 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
----------------------	--

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"> ■ 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
--------------------------	--

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"> ■ SFR_NMI_RISINGEDGE [Default] ■ SFR_NMI_FALLINGEDGE Modified bits are SYSNMIIES of SFRRPCR 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"> ■ SFR_RESETPINFUNC_RESET [Default] ■ SFR_RESETPINFUNC_NMI Modified bits are SYSNMI of SFRRPCR 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 \simRST/NMI pin should be setup or disabled. Valid values are:</p> <ul style="list-style-type: none"> ■ SFR_RESISTORDISABLE ■ SFR_RESISTORENABLE_PULLUP [Default] ■ SFR_RESISTORENABLE_PULLDOWN <p>Modified bits are SYSRSTUP and SYSRSTRE of SFRRPCR register.</p>
--------------------------	---

Returns

None

19.3 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));
```

20 System Control Module

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20.1 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, control the JTAG Mailbox, control the protection bits for FRAM data/program write and configure the infrared data.

20.2 API Functions

Functions

- void [SysCtl.enableDedicatedJTAGPins](#) (void)
Sets the JTAG pins to be exclusively for JTAG until a BOR occurs.
- uint8_t [SysCtl.getBSEntryIndication](#) (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.enableBSLProtect](#) (void)
Enables BSL memory protection.
- void [SysCtl.disableBSLProtect](#) (void)
Disables BSL memory protection.
- void [SysCtl.enableBSLMemory](#) (void)
Enables BSL memory.
- void [SysCtl.disableBSLMemory](#) (void)
Disables BSL memory.
- void [SysCtl.setRAMAssignedToBSL](#) (uint8_t BSLRAMAssignment)
Sets RAM assignment to BSL area.
- 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.
- void `SysCtl_protectFRAMWrite` (uint8_t writeProtect)
Sets write protected for data FRAM and program FRAM.
- void `SysCtl_enableFRAMWrite` (uint8_t writeEnable)
Sets write enable for data FRAM and program FRAM.
- void `SysCtl_setInfraredConfig` (uint8_t dataSource, uint8_t mode, uint8_t polarity)
Sets infrared configuration bits.
- void `SysCtl_enableInfrared` (void)
Enables infrared function.
- void `SysCtl_disableInfrared` (void)
Disables infrared function.
- uint8_t `SysCtl_getInfraredData` (void)
This function returns the infrared data if the infrared data source is configured as from IRDATA bit.

20.2.1 Detailed Description

The SYS API is broken into 5 groups: the various SYS controls, the BSL controls, the JTAG mailbox controls, the FRAM write protection controls and infrared data configuration.

The various SYS controls are handled by

- `SysCtl_enableDedicatedJTAGPins()`
- `SysCtl_getBSLEntryIndication()`
- `SysCtl_enablePMMAccessProtect()`
- `SysCtl_enableRAMBasedInterruptVectors()`
- `SysCtl_disableRAMBasedInterruptVectors()`

The BSL controls are handled by

- `SysCtl_enableBSLProtect()`
- `SysCtl_disableBSLProtect()`
- `SysCtl_disableBSLMemory()`
- `SysCtl_enableBSLMemory()`
- `SysCtl_setRAMAssignedToBSL()`

The JTAG Mailbox controls are handled by

- `SysCtl_initJTAGMailbox()`
- `SysCtl_getJTAGMailboxFlagStatus()`
- `SysCtl_getJTAGInboxMessage16Bit()`
- `SysCtl_getJTAGInboxMessage32Bit()`
- `SysCtl_setJTAGOutgoingMessage16Bit()`
- `SysCtl_setJTAGOutgoingMessage32Bit()`
- `SysCtl_clearJTAGMailboxFlagStatus()`

The FRAM write protection controls are handled by

- [SysCtl_protectFRAMWrite\(\)](#)
- [SysCtl_enableFRAMWrite\(\)](#)

The infrared data configuration are handled by

- [SysCtl_setInfraredConfig\(\)](#)
- [SysCtl_enableInfrared\(\)](#)
- [SysCtl_disableInfrared\(\)](#)
- [SysCtl_getInfraredData\(\)](#)

20.2.2 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"> ■ SYSCTL_JTAGOUTBOX_FLAG0 - flag for JTAG outbox 0 ■ SYSCTL_JTAGOUTBOX_FLAG1 - flag for JTAG outbox 1 ■ SYSCTL_JTAGINBOX_FLAG0 - flag for JTAG inbox 0 ■ SYSCTL_JTAGINBOX_FLAG1 - flag for JTAG inbox 1
------------------------	---

Returns

None

`void SysCtl_disableBSLMemory (void)`

Disables BSL memory.

This function disables BSL memory, which makes BSL memory act like vacant memory.

Returns

None

`void SysCtl_disableBSLProtect (void)`

Disables BSL memory protection.

This function disables protection on the BSL memory.

Returns

None

void SysCtl_disableInfrared (void)

Disables infrared function.

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_enableBSLMemory (void)

Enables BSL memory.

This function enables BSL memory, which allows BSL memory to be addressed

Returns

None

void SysCtl_enableBSLProtect (void)

Enables BSL memory protection.

This function enables protection on the BSL memory, which prevents any reading, programming, or erasing of the BSL memory.

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_enableFRAMWrite ( uint8_t writeEnable )
```

Sets write enable for data FRAM and program FRAM.

Parameters

<i>writeEnable</i>	<p>is the value setting data FRAM and program write enabled. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> ■ SYSCTL_FRAMWRITEPROTECTION_DATA - data FRAM write protected ■ SYSCTL_FRAMWRITEPROTECTION_PROGRAM - program FRAM write protected
--------------------	---

Returns

None

```
void SysCtl_enableInfrared ( void )
```

Enables infrared function.

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

uint8_t SysCtl_getInfraredData (void)

This function returns the infrared data if the infrared data source is configured as from IRDATA bit.

Returns

the infrared logic data '0' or '1'

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"> ■ SYSCTL_JTAGINBOX_0 - return contents of JTAG inbox 0 ■ SYSCTL_JTAGINBOX_1 - return contents of JTAG inbox 1
--------------------	---

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>	<p>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:</p> <ul style="list-style-type: none"> ■ SYSCTL_JTAGOUTBOX_FLAG0 - flag for JTAG outbox 0 ■ SYSCTL_JTAGOUTBOX_FLAG1 - flag for JTAG outbox 1 ■ SYSCTL_JTAGINBOX_FLAG0 - flag for JTAG inbox 0 ■ SYSCTL_JTAGINBOX_FLAG1 - flag for JTAG inbox 1
------------------------	--

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>mailboxSizeSelect</i>	<p>is the size of the JTAG Mailboxes, whether 16- or 32-bits. Valid values are:</p> <ul style="list-style-type: none"> ■ SYSCTL_JTAGMBSIZE_16BIT [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) ■ SYSCTL_JTAGMBSIZE_32BIT - the JTAG messages will be contained within both JTAG mailboxes (i. e. an outgoing message will take up both Outboxes of the JTAG mailboxes) <p>Modified bits are JMBMODE of SYSJMBC 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"> ■ SYSCTL_JTAGINBOX0AUTO_JTAGINBOX1AUTO [Default] - both JTAG inbox flags will be reset automatically when the corresponding inbox is read from. ■ SYSCTL_JTAGINBOX0AUTO_JTAGINBOX1SW - only JTAG inbox 0 flag is reset automatically, while JTAG inbox 1 is reset with the ■ SYSCTL_JTAGINBOX0SW_JTAGINBOX1AUTO - only JTAG inbox 1 flag is reset automatically, while JTAG inbox 0 is reset with the ■ SYSCTL_JTAGINBOX0SW_JTAGINBOX1SW - both JTAG inbox flags will need to be reset manually by the <p>Modified bits are JMBCLR0OFF and JMBCLR1OFF of SYSJMBC register.</p>
--	--

Returns

None

```
void SysCtl_protectFRAMWrite ( uint8_t writeProtect )
```

Sets write protected for data FRAM and program FRAM.

Parameters

<i>writeProtect</i>	<p>is the value setting data FRAM and program write protection. Mask value is the logical OR of any of the following:</p> <ul style="list-style-type: none"> ■ SYSCTL_FRAMWRITEPROTECTION_DATA - data FRAM write protected ■ SYSCTL_FRAMWRITEPROTECTION_PROGRAM - program FRAM write protected
---------------------	--

Returns

None

```
void SysCtl_setInfraredConfig ( uint8_t dataSource, uint8_t mode, uint8_t polarity )
```

Sets infrared configuration bits.

Parameters

<i>dataSource</i>	<p>is the value setting infrared data source. Valid values are:</p> <ul style="list-style-type: none"> ■ SYSCTL_INFRAREDDATASOURCE_CONFIG - infrared data from hardware peripherals upon device configuration ■ SYSCTL_INFRAREDDATASOURCE_IRDATA - infrared data from IRDATA bit
-------------------	--

<i>mode</i>	is the value setting infrared mode. Valid values are: <ul style="list-style-type: none"> ■ SYSCTL_INFRAREDMODE_ASK - infrared ASK mode ■ SYSCTL_INFRAREDMODE_FSK - infrared FSK mode
<i>polarity</i>	is the value setting infrared polarity. Valid values are: <ul style="list-style-type: none"> ■ SYSCTL_INFRAREDPOLARITY_NORMAL - infrared normal polarity ■ SYSCTL_INFRAREDPOLARITY_INVERTED - infrared inverted polarity

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>	is the chosen JTAG outbox that the message should be set it. Valid values are: <ul style="list-style-type: none"> ■ SYSCTL_JTAGOUTBOX_0 - set the contents of JTAG outbox 0 ■ SYSCTL_JTAGOUTBOX_1 - set the contents of JTAG outbox 1
<i>outgoing↔ Message</i>	is the message to send to the JTAG. Modified bits are MSGHI and MSGLO of SYSJMBOX 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↔ Message</i>	is the message to send to the JTAG. Modified bits are MSGHI and MSGLO of SYSJMBOX register.
------------------------------	---

Returns

None

```
void SysCtl_setRAMAssignedToBSL ( uint8_t BSLRAMAssignment )
```

Sets RAM assignment to BSL area.

This function allows RAM to be assigned to BSL, based on the selection of the *BSLRAMAssignment* parameter.

Parameters

<i>BSLRAMAssignment</i>	<p>is the selection of if the BSL should be placed in RAM or not. Valid values are:</p> <ul style="list-style-type: none"> ■ SYSCTL_BSLRAMASSIGN_NORAM [Default] ■ SYSCTL_BSLRAMASSIGN_LOWEST16BYTES Modified bits are SYSBSLR of SYSBSLC register.
-------------------------	---

Returns

None

20.3 Programming Example

The following example shows how to initialize and use the SYS API

```
SysCtl_enableBSLProtect();
```


21 16-Bit Timer_A (TIMER_A)

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21.1 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.

21.2 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_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.*

21.2.1 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()`

21.2.2 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"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2

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"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2

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↔ Compare↔ Register</i>	is the selected capture compare register Valid values are: <ul style="list-style-type: none"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2

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↔ Compare↔ Register</i>	Valid values are: <ul style="list-style-type: none"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2

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↔ Compare↔ Register</i>	is the selected capture compare register Valid values are: <ul style="list-style-type: none"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2

<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"> ■ TIMER_A_CAPTURE_OVERFLOW ■ TIMER_A_CAPTURECOMPARE_INTERRUPT_FLAG
-------------	--

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"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2

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"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2
<i>synchronized</i>	Valid values are: <ul style="list-style-type: none"> ■ TIMER_A_READ_SYNCHRONIZED_CAPTURECOMPAREINPUT ■ TIMER_A_READ_CAPTURE_COMPARE_INPUT

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 **TAxCTLn** 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 **TAxCTLn** 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 **TaxCCTL0** 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 **TaxCCTL0** 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_outputPWMParam * 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"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2
<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"> ■ TIMER_A_CAPTURECOMPARE_REGISTER_0 ■ TIMER_A_CAPTURECOMPARE_REGISTER_1 ■ TIMER_A_CAPTURECOMPARE_REGISTER_2
<i>outputMode← OutBitValue</i>	is the value to be set for out bit Valid values are: <ul style="list-style-type: none"> ■ TIMER_A_OUTPUTMODE_OUTBITVALUE_HIGH ■ TIMER_A_OUTPUTMODE_OUTBITVALUE_LOW

Modified bits 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"> ■ TIMER_A_STOP_MODE ■ TIMER_A_UP_MODE ■ TIMER_A_CONTINUOUS_MODE [Default] ■ TIMER_A_UPDOWN_MODE

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

21.3 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();
}

```


22 WatchDog Timer (WDT_A)

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22.1 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.

22.2 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.

22.2.1 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\(\)](#)

22.2.2 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"> ■ WDT_A_CLOCKSOURCE_SMCLK [Default] ■ WDT_A_CLOCKSOURCE_ACLK ■ WDT_A_CLOCKSOURCE_VLOCLK ■ WDT_A_CLOCKSOURCE_XCLK Modified bits are WDTSSSEL of WDTCTL 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"> ■ WDT_A_CLOCKDIVIDER_2G ■ WDT_A_CLOCKDIVIDER_128M ■ WDT_A_CLOCKDIVIDER_8192K ■ WDT_A_CLOCKDIVIDER_512K ■ WDT_A_CLOCKDIVIDER_32K [Default] ■ WDT_A_CLOCKDIVIDER_8192 ■ WDT_A_CLOCKDIVIDER_512 ■ WDT_A_CLOCKDIVIDER_64 Modified bits are WDTIS and WDTHOLD of WDTCTL 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"> ■ WDT_A_CLOCKSOURCE_SMCLK [Default] ■ WDT_A_CLOCKSOURCE_ACLK ■ WDT_A_CLOCKSOURCE_VLOCLK ■ WDT_A_CLOCKSOURCE_XCLK Modified bits are WDTSEL of WDTCTL 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"> ■ WDT_A_CLOCKDIVIDER_2G ■ WDT_A_CLOCKDIVIDER_128M ■ WDT_A_CLOCKDIVIDER_8192K ■ WDT_A_CLOCKDIVIDER_512K ■ WDT_A_CLOCKDIVIDER_32K [Default] ■ WDT_A_CLOCKDIVIDER_8192 ■ WDT_A_CLOCKDIVIDER_512 ■ WDT_A_CLOCKDIVIDER_64 Modified bits are WDTIS and WDTHOLD of WDTCTL 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

22.3 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();
```

23 Data Structure Documentation

23.1 Data Structures

Here are the data structures with brief descriptions:

EUSCI_A_SPI_changeMasterClockParam	Used in the EUSCI_A_SPI_changeMasterClock() function as the param parameter	243
EUSCI_A_SPI_initMasterParam	Used in the EUSCI_A_SPI_initMaster() function as the param parameter	244
EUSCI_A_SPI_initSlaveParam	Used in the EUSCI_A_SPI_initSlave() function as the param parameter	246
EUSCI_A_UART_initParam	Used in the EUSCI_A_UART_init() function as the param parameter	247
EUSCI_B_I2C_initMasterParam	Used in the EUSCI_B_I2C_initMaster() function as the param parameter	249
EUSCI_B_I2C_initSlaveParam	Used in the EUSCI_B_I2C_initSlave() function as the param parameter	251
EUSCI_B_SPI_changeMasterClockParam	Used in the EUSCI_B_SPI_changeMasterClock() function as the param parameter	252
EUSCI_B_SPI_initMasterParam	Used in the EUSCI_B_SPI_initMaster() function as the param parameter	252
EUSCI_B_SPI_initSlaveParam	Used in the EUSCI_B_SPI_initSlave() function as the param parameter	254
LCD_E_initParam	Used in the LCD_E_init() function as the initParams parameter	255
Timer_A_initCaptureModeParam	Used in the Timer_A_initCaptureMode() function as the param parameter	258
Timer_A_initCompareModeParam	Used in the Timer_A_initCompareMode() function as the param parameter	260
Timer_A_initContinuousModeParam	Used in the Timer_A_initContinuousMode() function as the param parameter	261
Timer_A_initUpDownModeParam	Used in the Timer_A_initUpDownMode() function as the param parameter	263
Timer_A_initUpModeParam	Used in the Timer_A_initUpMode() function as the param parameter	265
Timer_A_outputPWMPParam	Used in the Timer_A_outputPWM() function as the param parameter	267

23.2 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.

23.2.1 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

23.3 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](#)

23.3.1 Detailed Description

Used in the [EUSCI_A_SPI.initMaster\(\)](#) function as the param parameter.

23.3.2 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.

Valid values are:

- **EUSCI_A_SPI_CLOCKSOURCE_MODCLK**
- **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

23.4 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](#)

23.4.1 Detailed Description

Used in the [EUSCI_A_SPI_initSlave\(\)](#) function as the param parameter.

23.4.2 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`

23.5 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 clockPrescalar`
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`

23.5.1 Detailed Description

Used in the `EUSCI_A_UART_init()` function as the param parameter.

23.5.2 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 UCxMCTLW.

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 UCBSRx bits of UCAxMCTLW.

Referenced by EUSCI_A_UART_init().

uint8_t EUSCI_A_UART_initParam::selectClockSource

Selects Clock source.

Valid values are:

- **EUSCI_A_UART_CLOCKSOURCE_SMCLK**
- **EUSCI_A_UART_CLOCKSOURCE_MODCLK**

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

23.6 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](#)

23.6.1 Detailed Description

Used in the [EUSCI_B_I2C_initMaster\(\)](#) function as the param parameter.

23.6.2 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

Is the clocksource.

Valid values are:

- **EUSCI_B_I2C_CLOCKSOURCE_MODCLK**
- **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`

23.7 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`

23.7.1 Detailed Description

Used in the [EUSCI_B_I2C_initSlave\(\)](#) function as the param parameter.

23.7.2 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`

23.8 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.

23.8.1 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`

23.9 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](#)

23.9.1 Detailed Description

Used in the [EUSCI_B_SPI_initMaster\(\)](#) function as the param parameter.

23.9.2 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.
Valid values are:

- **EUSCI_B_SPI_CLOCKSOURCE_MODCLK**
- **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`

23.10 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](#)

23.10.1 Detailed Description

Used in the `EUSCI_B_SPI_initSlave()` function as the param parameter.

23.10.2 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

23.11 LCD_E_initParam Struct Reference

Used in the [LCD_E.init\(\)](#) function as the initParams parameter.

```
#include <lcd_e.h>
```

Data Fields

- uint16_t [clockSource](#)
- uint16_t [clockDivider](#)
- uint16_t [muxRate](#)
- uint16_t [waveforms](#)
- uint16_t [segments](#)

23.11.1 Detailed Description

Used in the [LCD_E.init\(\)](#) function as the initParams parameter.

23.11.2 Field Documentation

uint16_t LCD_E_initParam::clockDivider

Selects the divider for LCD_E frequency.
Valid values are:

- **LCD_E_CLOCKDIVIDER_1** [Default]
- **LCD_E_CLOCKDIVIDER_2**
- **LCD_E_CLOCKDIVIDER_3**
- **LCD_E_CLOCKDIVIDER_4**
- **LCD_E_CLOCKDIVIDER_5**
- **LCD_E_CLOCKDIVIDER_6**
- **LCD_E_CLOCKDIVIDER_7**
- **LCD_E_CLOCKDIVIDER_8**
- **LCD_E_CLOCKDIVIDER_9**
- **LCD_E_CLOCKDIVIDER_10**
- **LCD_E_CLOCKDIVIDER_11**
- **LCD_E_CLOCKDIVIDER_12**
- **LCD_E_CLOCKDIVIDER_13**
- **LCD_E_CLOCKDIVIDER_14**
- **LCD_E_CLOCKDIVIDER_15**
- **LCD_E_CLOCKDIVIDER_16**
- **LCD_E_CLOCKDIVIDER_17**
- **LCD_E_CLOCKDIVIDER_18**
- **LCD_E_CLOCKDIVIDER_19**
- **LCD_E_CLOCKDIVIDER_20**
- **LCD_E_CLOCKDIVIDER_21**
- **LCD_E_CLOCKDIVIDER_22**
- **LCD_E_CLOCKDIVIDER_23**
- **LCD_E_CLOCKDIVIDER_24**
- **LCD_E_CLOCKDIVIDER_25**
- **LCD_E_CLOCKDIVIDER_26**
- **LCD_E_CLOCKDIVIDER_27**
- **LCD_E_CLOCKDIVIDER_28**
- **LCD_E_CLOCKDIVIDER_29**
- **LCD_E_CLOCKDIVIDER_30**
- **LCD_E_CLOCKDIVIDER_31**
- **LCD_E_CLOCKDIVIDER_32**

Referenced by LCD_E_init().

`uint16_t LCD_E_initParam::clockSource`

Selects the clock that will be used by the LCD_E.
Valid values are:

- **LCD_E_CLOCKSOURCE_XTCLK** [Default]
- **LCD_E_CLOCKSOURCE_ACLK** [Default]
- **LCD_E_CLOCKSOURCE_VLOCLK**

Referenced by `LCD_E_init()`.

`uint16_t LCD_E_initParam::muxRate`

Selects LCD_E mux rate.
Valid values are:

- **LCD_E_STATIC** [Default]
- **LCD_E_2_MUX**
- **LCD_E_3_MUX**
- **LCD_E_4_MUX**
- **LCD_E_5_MUX**
- **LCD_E_6_MUX**
- **LCD_E_7_MUX**
- **LCD_E_8_MUX**

Referenced by `LCD_E_init()`.

`uint16_t LCD_E_initParam::segments`

Sets LCD segment on/off.
Valid values are:

- **LCD_E_SEGMENTS_DISABLED** [Default]
- **LCD_E_SEGMENTS_ENABLED**

Referenced by `LCD_E_init()`.

`uint16_t LCD_E_initParam::waveforms`

Selects LCD waveform mode.
Valid values are:

- **LCD_E_STANDARD_WAVEFORMS** [Default]
- **LCD_E_LOW_POWER_WAVEFORMS**

Referenced by `LCD_E_init()`.

The documentation for this struct was generated from the following file:

- `lcd.e.h`

23.12 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](#)

23.12.1 Detailed Description

Used in the [Timer_A_initCaptureMode\(\)](#) function as the param parameter.

23.12.2 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**

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`

23.13 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.

23.13.1 Detailed Description

Used in the `Timer_A_initCompareMode()` function as the `param` parameter.

23.13.2 Field Documentation

`uint16_t Timer_A_initCompareModeParam::compareInterruptEnable`

Is to enable or disable timer captureComapre 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`

Referenced by `Timer_A_initCompareMode()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

23.14 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.

23.14.1 Detailed Description

Used in the `Timer_A_initContinuousMode()` function as the param parameter.

23.14.2 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`

23.15 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.

23.15.1 Detailed Description

Used in the `Timer_A_initUpDownMode()` function as the param parameter.

23.15.2 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`

23.16 `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.

23.16.1 Detailed Description

Used in the [Timer_A_initUpMode\(\)](#) function as the param parameter.

23.16.2 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`

23.17 `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.*

23.17.1 Detailed Description

Used in the [Timer_A_outputPWM\(\)](#) function as the param parameter.

23.17.2 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_outputPWMPParam::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_outputPWMPParam::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**

Referenced by `Timer_A_outputPWM()`.

The documentation for this struct was generated from the following file:

- `timer_a.h`

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