

TMS320C6x Peripheral Support Library Programmer's Reference

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About This Manual

This manual describes the TMS320C6x peripheral support library of functions and macros. This library consists of low-level macros and functions that initialize and control the on-chip peripherals of the TMS320C6x digital signal processor (DSP). This document serves as a reference for the C programmer in creating code for the TMS320C6x.

For a summary of updates in this book, see Appendix C, *Summary of Updates in this Document*.

How to Use This Manual

The information in this document describes the contents of the TMS320C6x peripheral support library in several different ways. Chapters 2 through 4 each contain descriptions of all of the macros and functions within the library, but the chapters organize the information in different ways:

- ❑ Chapter 2 provides a discussion of the purposes and actions of each header file and lists the macros and functions it contains. This chapter uses examples to show how these elements are used.
- ❑ Chapter 3 also organizes macros and functions by header file, but it simply lists the macros and functions, provides a brief description of each, and gives a page reference to Chapter 4 where more detailed information is available.
- ❑ Chapter 4 is an alphabetical reference of all macros and functions. It gives a syntax, description, and provides a code example showing how each is used.

Notational Conventions

This document uses the following conventions:

- ❑ Program listings, program examples, and interactive displays are shown in a special typeface.
- ❑ In syntax descriptions, the function or macro appears in a **bold typeface** and the parameters appear in plainface within parentheses. Portions of a syntax that are in **bold** should be entered as shown; portions of a syntax that are within parentheses describe the type of information that should be entered.
- ❑ Macro names are written in uppercase text; function names are written in lowercase.
- ❑ The TMS320C6x is also referred to as the 'C6x.

Related Documentation From Texas Instruments

The following books describe the TMS320C6x devices and related support tools. To obtain a copy of any of these TI documents, call the Texas Instruments Literature Response Center at (800) 477–8924. When ordering, please identify the book by its title and literature number.

TMS320C62x/C67x Technical Brief (literature number SPRU197) gives an introduction to the 'C62x/C67x digital signal processors, development tools, and third-party support.

TMS320C62x/C67x CPU and Instruction Set Reference Guide (literature number SPRU189) describes the 'C62x/C67x CPU architecture, instruction set, pipeline, and interrupts for these digital signal processors.

TMS320C6201/C6701 Peripherals Reference Guide (literature number SPRU190) describes common peripherals available on the TMS320C6201/C6701 digital signal processors. This book includes information on the internal data and program memories, the external memory interface (EMIF), the host port, multichannel buffered serial ports, direct memory access (DMA), clocking and phase-locked loop (PLL), and the power-down modes.

TMS320C62x/C67x Programmer's Guide (literature number SPRU198) describes ways to optimize C and assembly code for the TMS320C62x/C67x DSPs and includes application program examples.

TMS320C6201 Digital Signal Processor Data Sheet (literature number SPRS051) describes the features of the TMS320C6201 fixed-point DSP and provides pinouts, electrical specifications, and timings for the device.

TMS320C6x Assembly Language Tools User's Guide (literature number SPRU186) describes the assembly language tools (assembler, linker, and other tools used to develop assembly language code), assembler directives, macros, common object file format, and symbolic debugging directives for the 'C6x generation of devices.

TMS320C6x Optimizing C Compiler User's Guide (literature number SPRU187) describes the 'C6x C compiler and the assembly optimizer. This C compiler accepts ANSI standard C source code and produces assembly language source code for the 'C6x generation of devices. The assembly optimizer helps you optimize your assembly code.

TMS320C6x C Source Debugger User's Guide (literature number SPRU188) tells you how to invoke the 'C6x simulator and emulator versions of the C source debugger interface. This book discusses various aspects of the debugger, including command entry, code execution, data management, breakpoints, profiling, and analysis.

TMS320C6201 Digital Signal Processor Data Sheet (literature number SPRS051) describes the features of the TMS320C6201 and provides pinouts, electrical specifications, and timings for the device.

TMS320C6x Evaluation Module Reference Guide (literature number SPRU269) provides instructions for installing and operating the 'C6x evaluation module. It also includes support software documentation, application programming interfaces, and technical reference material.

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Introduction

The TMS320C6x peripheral support library is a collection of macros and functions for programming the 'C6x digital signal processor (DSP) registers and peripherals using the C programming language. The library allows the user to control the following:

- ❑ **Internal peripherals.** These include the direct memory access (DMA) controller, multichannel buffered serial ports (McBSPs), host port interfaces (HPIs), external memory interface (EMIF) and runtime support timers.
- ❑ **Interrupt functionality.** This comes from the memory-mapped interrupt selector registers and the interrupt polarity register, as well as from memory-mapped registers in the control register file.
- ❑ **CPU operational modes.** These include big- and little-endian modes, cache control, circular addressing, and power-down modes. These modes are also controlled by registers in the register file.

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1.1 Source Files Included in Library

The 'C6x peripheral support library consists of several header, C, and assembly source files. These are supplied to the user in the source file dev6x.src. The following header files included in dev6x.src provide access to device library macro definitions and functions:

- regs.h
- mcbasp.h
- dma.h
- timer.h
- cache.h
- emif.h
- hpi.h
- intr.h

There are a few additional C and assembly source files that are used to build the dev6x.lib library file, which is linked into user code. These files include:

- dma.c
- emif.c
- mcbasp.c
- timer.c
- intr_.asm

1.2 Building the TMS320C6x Peripheral Support Library

You must build the 'C6x peripheral support (object) library before referencing it in the linker command line. The options selected during compile must match those that you used in building the application code. For instance, if your code is built in big-endian mode with the large memory model, the entire peripheral support library must also be built with these options. The following example extracts source files from dev6x.src, compiles with the big-endian (`-me`) and large-memory-model (`-ml`) options, and archives the resulting object files to produce the peripheral support library, dev6x.lib:

```
ar6x -x dev6x.src          ; extracts source files from archive
cl6x -me -ml *.c*.asm     ; compile c and asm source files
ar6x -r dev6x.lib *.obj   ; create object library dev6x.lib
```

You can use many other compiler options to compile the dev6x.lib library. For more information about the 'C6x C compiler, and library-build utility, see the *TMS320C6x Optimizing C Compiler User's Guide*. For information about debugging C source code, see the *TMS320C6x C Source Debugger User's Guide*.

Peripheral support library functions are handled in one of two ways, depending upon the state of the `_INLINE` preprocessor symbol when compiling user code. See the *TMS320C6x Optimizing C Compiler User's Guide* for more information on controlling this symbol. If the `_INLINE` symbol is defined, peripheral support library functions are included as expanded inline code taken from the corresponding header file. If the `_INLINE` symbol is not defined, the linker uses the peripheral support library code to resolve the external reference. In this case, function calls are generated.

During program linking, the `dev6x.lib` object library must be specified as an input file to the linker so that references to the peripheral support functions can be resolved. Libraries are usually specified last on the linker command line because the assembler searches for unresolved references when it encounters a library on the command line. When a library is linked, the linker includes only those library members required to resolve undefined references. For more information about the linker, see the *TMS320C6x Assembly Language Tools User's Guide*.

1.3 Using the TMS320C6x Peripheral Support Library

To use a peripheral support library function or macro, you must first use the `#include` preprocessor directive to include the header file that declares the function. For example, since the `dma_reset()` function is declared by the `dma.h` header file, you must include the `dma.h` header file as shown before you use the `dma_reset()` function.

```
#include <dma.h>
dma_reset();
```

Header files may be included in any order. However, they must be included before referring to any of the functions that they declare.

Header files also include macros that use `#define` to perform macro substitution to improve readability. The following example assigns `*dma_ptr` to point to the DMA channel #1 primary control register using the macro named `DMA_PRIMARY_CTRL_ADDR()`:

```
unsigned int *dma_ptr = (unsigned int *)DMA_PRIMARY_CTRL_ADDR(1);
```

Source Files Description

Source files are C files that declare a set of related functions and macros. To use the elements declared in a header file, each file must be declared in your program using the `#include` preprocessor directive. This chapter describes each header file, its actions, and the functions and macros within it.

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| 2.1 Bit-Field Definitions | 2-2 |
| 2.2 Peripheral Support Library Source Files | 2-2 |

2.1 Bit-Field Definitions

Each bit and bit field within memory-mapped peripheral registers on the 'C6x has a corresponding name (macro define). These macros are defined according to the type of peripheral the header file controls. Each bit field greater than 1 also has an associated macro indicating its length. These macros are identical to the named macros, with the addition of an `_SZ` suffix. The following code that obtains the current value of the transmit data delay field within the receive control register of the multichannel buffered serial ports shows the macro define and the associated bit-field length macro:

```
#include <regs.h>
#include <mcbsp.h>
{
unsigned int txDataDelay;
unsigned int addr;
addr          = MCBSP_RCR_ADDR(0);
txDataDelay = GET_FIELD(addr, XDATDLY, XDATADLY_SZ)
}
```

Macro define tables that list the bit fields and their relative positions are provided in this chapter for each header file that uses memory-mapped peripheral registers. See the *TMS320C6201/C6701 Peripherals Reference Guide* for the associated control register diagrams.

2.2 Peripheral Support Library Source Files

The following sections describe each of the source files included in the 'C6x peripheral support library. These files are listed according to the peripheral device supported. Each section also lists the macros and functions contained in each file.

2.2.1 Device Register Support (regs.h)

The `regs.h` header file contains bit and bit-field manipulation macros and defines the non-memory-mapped control registers. The `regs.h` file is the lowest level file in the peripheral support library and is included by all of the other peripheral-specific header files. It provides two kinds of macros: those that manipulate bits within a register when given its memory-mapped address and those that manipulate bits within non-memory-mapped registers when given the register's name.

Memory-mapped register bit-manipulation macros are used to control bits and bit fields within the specified register. These macros use four arguments: `addr`, `val`, `bit`, and `length`. The `addr` argument refers to the address of the register to control. The `bit` argument refers to the least significant bit (LSB) location of the field to be controlled. Bit numbers are zero relative, thus a peripheral register's bits are numbered 0 (LSB) through 31 (most significant bit—MSB). The `val` argument represents the value to write to the specified bit field. The `length` argument represents the length of the bit field in bits. Note that `val` is masked by the number of bits specified by `length`. You must ensure that the value specified can be represented within the number of bits specified by `length`. The memory-mapped register bit-manipulation macros are as follows:

- `ASSIGN_BIT_VAL(addr,bit,val)`
- `GET_BIT(addr,bit)`
- `GET_FIELD(addr,bit,length)`
- `LOAD_FIELD(addr,val,bit,length)`
- `MASK_BIT(bit)`
- `MASK_FIELD(bit,length)`
- `REG_READ(addr)`
- `REG_WRITE(addr,val)`
- `RESET_BIT(addr,bit)`
- `RESET_FIELD(addr,bit,length)`
- `SET_BIT(addr,bit)`

Non-memory-mapped register bit-manipulation macros are used to control bits and bit fields within the specified register when given the register's name. Non-memory-mapped registers are declared with the external register volatile keyword in `regs.h`. The 'C6x compiler extends the C language by adding the `register` keyword to allow high-level access to control registers. The following registers are valid when using this group of macros:

- Addressing mode register (AMR)
- Control status register (CSR)
- Interrupt clear register (ICR)
- Interrupt enable register (IER)
- Interrupt flag register (IFR)
- General-purpose input register (IN)
- Interrupt return pointer (IRP)
- Interrupt set register (ISR)
- Interrupt service table pointer (ISTP)
- Nonmaskable interrupt return pointer (NRP)
- General-purpose output register (OUT)

For example, the following macro could be used to globally enable interrupts by setting the GIE bit within the CSR:

```
SET_REG_BIT(CSR,GIE);
```


The list of memory-mapped register bit-manipulation macros is shown below:

- ❑ GET_REG(reg)
- ❑ GET_REG_BIT(reg,bit)
- ❑ GET_REG_FIELD(reg,bit,length)
- ❑ LOAD_REG_FIELD(reg,val,bit,length)
- ❑ RESET_REG_BIT(reg,bit)
- ❑ SET_REG(reg,val)
- ❑ SET_REG_BIT(reg,bit)

Often, macros for other peripherals accomplish the same operations performed by the macros in regs.h. For instance, the intr.h header file defines the macro INTR_GLOBAL_ENABLE, which also sets the GIE bit in the CSR but requires no arguments. The regs.h file is the lowest-level include file and is used by the peripheral-specific include files. In fact, the macro INTR_GLOBAL_ENABLE is defined in intr.h as follows:

```
#define INTR_GLOBAL_ENABLE      SET_REG_BIT(CSR, GIE)
```

Although these two methods of setting the GIE bit are exactly the same, use of the higher-level macro INTR_GLOBAL_ENABLE improves code readability and demonstrates why you should use these higher-level macros when they are available.

Table 2–1 through Table 2–7 show the macro defines for the regs.h file, listed by the register to which they belong.

Table 2–1. AMR Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| A4_MODE | 0 | A4_MODE_SZ | 2 |
| A5_MODE | 2 | A5_MODE_SZ | 2 |
| A6_MODE | 4 | A6_MODE_SZ | 2 |
| A7_MODE | 6 | A7_MODE_SZ | 2 |
| B4_MODE | 8 | B4_MODE_SZ | 2 |
| B5_MODE | 10 | B5_MODE_SZ | 2 |
| B6_MODE | 12 | B6_MODE_SZ | 2 |
| B7_MODE | 14 | B7_MODE_SZ | 2 |
| BK0 | 16 | BK0_SZ | 5 |
| BK1 | 21 | BK1_SZ | 5 |

Table 2–2. CSR Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-------------|-------------------|---------------------------|------------------|
| GIE | 0 | — | 1 |
| PGIE | 1 | — | 1 |
| DCC | 2 | DCC_SZ | 3 |
| PCC | 5 | PCC_SZ | 3 |
| EN | 8 | — | 1 |
| SAT | 9 | — | 1 |
| PWRD | 10 | PWRD_SZ | 6 |
| REVISION_ID | 16 | REVISION_ID_SZ | 8 |
| CPU_ID | 24 | CPU_ID_SZ | 8 |

Table 2–3. IFR Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|-----------|-------------------|
| NMIF | 1 |
| IF4 | 4 |
| IF5 | 5 |
| IF6 | 6 |
| IF7 | 7 |
| IF8 | 8 |
| IF9 | 9 |
| IF10 | 10 |
| IF11 | 11 |
| IF12 | 12 |
| IF13 | 13 |
| IF14 | 14 |
| IF15 | 15 |

Table 2–4. ISR Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|------------------|--------------------------|
| IS4 | 4 |
| IS5 | 5 |
| IS6 | 6 |
| IS7 | 7 |
| IS8 | 8 |
| IS9 | 9 |
| IS10 | 10 |
| IS11 | 11 |
| IS12 | 12 |
| IS13 | 13 |
| IS14 | 14 |
| IS15 | 15 |

Table 2–5. ICR Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|------------------|--------------------------|
| IC4 | 4 |
| IC5 | 5 |
| IC6 | 6 |
| IC7 | 7 |
| IC8 | 8 |
| IC9 | 9 |
| IC10 | 10 |
| IC11 | 11 |
| IC12 | 12 |
| IC13 | 13 |
| IC14 | 14 |
| IC15 | 15 |

Table 2–6. IER Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|------------------|--------------------------|
| NMIE | 1 |
| IE4 | 4 |
| IE5 | 5 |
| IE6 | 6 |
| IE7 | 7 |
| IE8 | 8 |
| IE9 | 9 |
| IE10 | 10 |
| IE11 | 11 |
| IE12 | 12 |
| IE13 | 13 |
| IE14 | 14 |
| IE15 | 15 |

Table 2–7. ISTP Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|------------------|--------------------------|----------------------------------|-------------------------|
| ISTB | 10 | ISTB_SZ | 22 |
| HPEINT | 5 | HPEINT_SZ | 5 |

The following examples show the use of macros, functions, and defines in the device register support header file:

Example 1: The following code reads the revision ID field of the CSR to determine the revision ID of the 'C6x on which the code is currently running:

```
unsigned int revision_id;
revision_id=GET_REG_FIELD(CSR,REVISION_ID,REVISION_ID_SZ);
```

Example 2: The following macro generates the INT4 interrupt and sets the corresponding bit in the ISR:

```
SET_REG_BIT(ISR,IS4);
```

Example 3: The following code reads the current value of the timer 0 counter register:

```
unsigned int count_val;
count_val = REG_READ(TIMER_COUNTER_ADDR(0));
```

Note that the macro function `TIMER_COUNTER_ADDR(chan)`, which returns the address of the indicated timer counter register, is supplied in the `timer.h` file. This file must be included for this code to work.

2.2.2 Cache Support (cache.h)

The `cache.h` file provides macro functions for controlling the mode of the internal program memory of the 'C6x. These macros manipulate the program cache control (PCC) field of the CPU CSR. There are no arguments to any of these macro functions. The following is a list of the macros supplied in `cache.h`:

- `CACHE_BYPASS()`
- `CACHE_DISABLE()`
- `CACHE_ENABLE()`
- `CACHE_FLUSH()`
- `CACHE_FREEZE()`
- `IDLE()`

The following examples show the use of macros, functions, and defines in the cache support header file:

Example 1: The following call enables the internal program memory as program cache:

```
CACHE_ENABLE( );
```

Example 2: The following call returns the program memory area to mapped mode:

```
CACHE_DISABLE( );
```

2.2.3 Direct Memory Access Support (dma.h, dma.c)

The dma.h and dma.c files provide macros and functions that control the operation of the 'C6x DMA controller. Functions are provided in dma.c (as well as their corresponding inline functions in dma.h) to initialize and reset all channels of the DMA controller. Control macros are provided in dma.h that start operation in normal and autoinitialization modes, pause, and stop the indicated DMA channel. These functions and macros are listed below:

The reset and initialization functions are as follows:

- dma_global_init(auxcr,gcra,gcrb,gndxa,gndxb,gaddra,gaddrb,gaddr, gaddrd)
- dma_init(channel,pri_ctrl,sec_ctrl,src_addr,dst_addr,trans_ctr)
- dma_reset()

Operation mode macros are as follows:

- DMA_AUTO_START(chan)
- DMA_PAUSE(chan)
- DMA_RSYNC_CLR(chan)
- DMA_RSYNC_SET(chan)
- DMA_START(chan)
- DMA_STOP(chan)
- DMA_WSYNC_CLR(chan)
- DMA_WSYNC_SET(chan)

The dma.h file also provides a number of macros that may be used to obtain the memory-mapped address of a DMA register, based upon a given channel number. These macros are:

- DMA_DEST_ADDR_ADDR(chan)
- DMA_PRIMARY_CTRL_ADDR(chan)
- DMA_SECONDARY_CTRL_ADDR(chan)
- DMA_SRC_ADDR_ADDR(chan)
- DMA_XFER_COUNTER_ADDR(chan)

Table 2–8 shows the DMA register definition table.

Table 2–8. DMA Register Definition Table

| Register Mnemonic | Register Address Mnemonic |
|---------------------|---------------------------|
| DMA0_PRIMARY_CTRL | DMA0_PRIMARY_CTRL_ADDR |
| DMA0_SECONDARY_CTRL | DMA0_SECONDARY_CTRL_ADDR |
| DMA0_SRC_ADDR | DMA0_SRC_ADDR_ADDR |
| DMA0_DEST_ADDR | DMA0_DEST_ADDR_ADDR |
| DMA0_XFER_COUNTER | DMA0_XFER_COUNTER_ADDR |
| DMA1_PRIMARY_CTRL | DMA1_PRIMARY_CTRL_ADDR |
| DMA1_SECONDARY_CTRL | DMA1_SECONDARY_CTRL_ADDR |
| DMA1_SRC_ADDR | DMA1_SRC_ADDR_ADDR |
| DMA1_DEST_ADDR | DMA1_DEST_ADDR_ADDR |
| DMA1_XFER_COUNTER | DMA1_XFER_COUNTER_ADDR |
| DMA2_PRIMARY_CTRL | DMA2_PRIMARY_CTRL_ADDR |
| DMA2_SECONDARY_CTRL | DMA2_SECONDARY_CTRL_ADDR |
| DMA2_SRC_ADDR | DMA2_SRC_ADDR_ADDR |
| DMA2_DEST_ADDR | DMA2_DEST_ADDR_ADDR |
| DMA2_XFER_COUNTER | DMA2_XFER_COUNTER_ADDR |
| DMA3_PRIMARY_CTRL | DMA3_PRIMARY_CTRL_ADDR |
| DMA3_SECONDARY_CTRL | DMA3_SECONDARY_CTRL_ADDR |
| DMA3_SRC_ADDR | DMA3_SRC_ADDR_ADDR |
| DMA3_DEST_ADDR | DMA3_DEST_ADDR_ADDR |
| DMA3_XFER_COUNTER | DMA3_XFER_COUNTER_ADDR |
| DMA_GCR_A | DMA_GCR_A_ADDR |
| DMA_GCR_B | DMA_GCR_B_ADDR |
| DMA_GNDX_A | DMA_GNDX_A_ADDR |
| DMA_GNDX_B | DMA_GNDX_B_ADDR |
| DMA_GADDR_A | DMA_GADDR_A_ADDR |
| DMA_GADDR_B | DMA_GADDR_B_ADDR |
| DMA_GADDR_C | DMA_GADDR_C_ADDR |
| DMA_GADDR_D | DMA_GADDR_D_ADDR |
| DMA_AUXCR | DMA_AUXCR_ADDR |

The dma.h file provides macro defines indicating the bit and bit-relative positions for the DMA registers. These are used as arguments to the dma.h and regs.h macros. These are listed in Table 2–9 through Table 2–15, according to the DMA register to which they belong.

Table 2–9. DMA Primary Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|------------------|--------------------------|----------------------------------|-------------------------|
| START | 0 | START_SZ | 2 |
| STATUS | 2 | STATUS_SZ | 2 |
| SRC_DIR | 4 | SRC_DIR_SZ | 2 |
| DST_DIR | 6 | DST_DIR_SZ | 2 |
| ESIZE | 8 | ESIZE_SZ | 2 |
| SPLIT | 10 | SPLIT_SZ | 2 |
| CNT_RELOAD | 12 | — | 1 |
| INDEX | 13 | — | 1 |
| RSYNC | 14 | RSYNC_SZ | 5 |
| WSYNC | 19 | WSYNC_SZ | 5 |
| PRI | 24 | — | 1 |
| TCINT | 25 | — | 1 |
| FS | 26 | — | 1 |
| EMOD | 27 | — | 1 |
| SRC_RELOAD | 28 | SRC_RELOAD_SZ | 2 |
| DST_RELOAD | 30 | DST_RELOAD_SZ | 2 |

Table 2–10. DMA Secondary Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|------------|-------------------|---------------------------|------------------|
| SX_COND | 0 | — | 1 |
| SX_IE | 1 | — | 1 |
| FRAME_COND | 2 | — | 1 |
| FRAME_IE | 3 | — | 1 |
| LAST_COND | 4 | — | 1 |
| LAST_IE | 5 | — | 1 |
| BLOCK_COND | 6 | — | 1 |
| BLOCK_IE | 7 | — | 1 |
| RDROP_COND | 8 | — | 1 |
| RDROP_IE | 9 | — | 1 |
| WDROP_COND | 10 | — | 1 |
| WDROP_IE | 11 | — | 1 |
| RSYNC_STAT | 12 | — | 1 |
| RSYNC_CLR | 13 | — | 1 |
| WSYNC_STAT | 14 | — | 1 |
| WSYNC_CLR | 15 | — | 1 |
| DMAC_EN | 16 | DMAC_EN_SZ | 3 |

Table 2–11. DMA Channel Transfer Counter Register Bits and Bit-Relative Position

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|---------------|-------------------|---------------------------|------------------|
| ELEMENT_COUNT | 0 | ELEMENT_COUNT_SZ | 16 |
| FRAME_COUNT | 16 | FRAME_COUNT_SZ | 16 |

Table 2–12. DMA Global Count Reload Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|----------------------|-------------------|---------------------------|------------------|
| ELEMENT_COUNT_RELOAD | 0 | ELEMENT_COUNT_RELOAD_SZ | 16 |
| FRAME_COUNT_RELOAD | 16 | FRAME_COUNT_RELOAD_SZ | 16 |

Table 2–13. DMA Global Index Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|---------------|-------------------|---------------------------|------------------|
| ELEMENT_INDEX | 0 | ELEMENT_INDEX_SZ | 16 |
| FRAME_INDEX | 16 | FRAME_INDEX_SZ | 16 |

Table 2–14. DMA Global Address Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|---------------|-------------------|---------------------------|------------------|
| SPLIT_ADDRESS | 3 | SPLIT_ADDRESS_SZ | 29 |

Table 2–15. DMA Auxiliary Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| CH_PRI | 0 | CH_PRI_SZ | 4 |
| AUXPRI | 4 | — | 1 |

The `dma.h` file also provides a set of macro defines that provide the bit-field *values* for the bit-fields defined in Table 2–9 through Table 2–15. These defines are shown in Table 2–16.

Table 2–16. DMA Channel Primary Control Register Bits and Possible Values

(a) START field

| Mnemonic | Possible Value |
|--------------------|-----------------------|
| DMA_STOP_VAL | 0 |
| DMA_PAUSE_VAL | 2 |
| DMA_START_VAL | 1 |
| DMA_AUTO_START_VAL | 3 |

(b) Source/destination address modification after element transfers (SRC_DIR, DST_DIR)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_ADDR_NO_MOD | 0 |
| DMA_ADDR_DEC | 2 |
| DMA_ADDR_INC | 1 |
| DMA_ADDR_INDX | 3 |

(c) Read and write DMA synchronization event numbers (RSYNC, WSYNC)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| SEN_NONE | 0 |
| SEN_TINT0 | 1 |
| SEN_TINT1 | 2 |
| SEN_SD_INT | 3 |
| SEN_EXT_INT4 | 4 |
| SEN_EXT_INT5 | 5 |
| SEN_EXT_INT6 | 6 |
| SEN_EXT_INT7 | 7 |
| SEN_DMA_INT0 | 8 |
| SEN_DMA_INT1 | 9 |
| SEN_DMA_INT2 | 10 |
| SEN_DMA_INT3 | 11 |
| SEN_XEVT0 | 12 |
| SEN_REVT0 | 13 |
| SEN_XEVT1 | 14 |
| SEN_REVT1 | 15 |
| SEN_DSPINT | 16 |

Table 2–16. DMA Channel Primary Control Register Bits and Possible Values (Continued)

(d) Element size defines (ESIZE)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_ESIZE32 | 0 |
| DMA_ESIZE16 | 1 |
| DMA_ESIZE8 | 2 |

(e) Priority field defines (PRI)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_CPU_PRI | 0 |
| DMA_DMA_PRI | 1 |

(f) Split mode defines (SPLIT)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_SPLIT_DIS | 0 |
| DMA_SPLIT_GARA | 1 |
| DMA_SPLIT_GARB | 2 |
| DMA_SPLIT_GARC | 3 |

(g) DMA channel transfer counter reload for autoinitialization and multiframe transfers (CNT_RELOAD)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_CNT_RELOADA | 0 |
| DMA_CNT_RELOADB | 1 |

(h) DMA global data register to use as a programmable index (INDEX)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_INDXA | 0 |
| DMA_INDXB | 1 |

Table 2–16. DMA Channel Primary Control Register Bits and Possible Values (Continued)

(i) Emulation mode (EMOD)

| Mnemonic | Possible Value |
|----------------|----------------|
| DMA_NO_EM_HALT | 0 |
| DMA_EM_HALT | 1 |

(j) DMA channel source/destination address reload for autoinitialization (SRC_RELOAD, DST_RELOAD)

| Mnemonic | Possible Value |
|-----------------|----------------|
| DMA_RELOAD_NONE | 0 |
| DMA_RELOAD_GARB | 1 |
| DMA_RELOAD_GARC | 2 |
| DMA_RELOAD_GARD | 3 |

(k) DMA channel EN pin control (DMAC_EN)

| Mnemonic | Possible Value |
|-----------------|----------------|
| DMAC_LO | 0 |
| DMAC_HI | 1 |
| DMAC_RSYNC_STAT | 2 |
| DMAC_WSYNC_STAT | 3 |
| DMAC_FRAME_COND | 4 |
| DMAC_BLOCK_COND | 5 |

The following example shows the use of macros, functions, and defines in the direct memory access support header file:

Example: The following code was taken from the implementation of a 'C6x multichannel buffered serial port (McBSP) driver that uses the 'C6x peripheral control library. This example sets up the indicated DMA channel for a block transfer to the McBSP data transmit register (DXR) from an initialized memory buffer. An integer pointer to this buffer, `p_buffer`, is assumed to have been passed into this function as an argument. The buffer size is indicated by `num_words`.

```

unsigned int dma_pri_ctrl= 0;
unsigned int dma_sec_ctrl= 0;
unsigned int dma_src_addr= 0;
unsigned int dma_dst_addr= 0;
unsigned int dma_tcnt      = 0;

unsigned int num_frames;

/* configure dma primary control register */
LOAD_FIELD(&dma_pri_ctrl,DMA_ADDR_INC, SRC_DIR, SRC_DIR_SZ);
LOAD_FIELD(&dma_pri_ctrl, SEN_XEVT0, WSYNC, WSYNC_SZ);
SET_BIT(&dma_pri_ctrl, TCINT);

/* configure dma secondary control register */
SET_BIT(&dma_sec_ctrl, BLOCK_IE);

/* configure transfer counter */
num_frames= 1;

LOAD_FIELD(&dma_tcnt, num_frames, FRAME_COUNT, FRAME_COUNT_SZ);
LOAD_FIELD(&dma_tcnt, num_words, ELEMENT_COUNT, ELEMENT_COUNT_SZ);

/* configure source address (supplied by caller) */
dma_src_addr = (unsigned int)(p_buffer);

/* configure destination address */
dma_dst_addr = MCBSP_DXR_ADDR(dev->port);

/* Write to DMA channel 0 configuration registers */
dma_init( DMA_CH0,
          dma_pri_ctrl,
          dma_sec_ctrl,
          dma_src_addr,
          dma_dst_addr,
          dma_tcnt);

```

After the configuration is complete, you may start the indicated DMA channel with the following:

```
DMA_START(DMA_CH0);
```

2.2.4 External Memory Interface Support (emif.h, emif.c)

The EMIF module of the device library provides a function and macros to control the external memory interface on the 'C6x.

The following function, `emif_init`, is an initialization routine that configures the entire EMIF based upon given values:

```
❑ emif_init(g_ctrl,ce0_ctrl,ce1_ctrl,ce2_ctrl,ce3_ctrl,sdram_ctrl,
           sdram_refresh)
```

The following macros provided in `emif.h` control the SDRAM refresh period, enable and disable SDRAM refresh, and initialize the SDRAM in each CE space:

```
❑ EMIF_GET_MAP_MODE()
❑ SDRAM_INIT()
❑ SDRAM_REFRESH_DISABLE()
❑ SDRAM_REFRESH_ENABLE()
❑ SDRAM_REFRESH_PERIOD(val)
```

Table 2–17 shows the EMIF register definition table.

Table 2–17. *EMIF Register Definition Table*

| Register Mnemonic | Register Address Mnemonic |
|-------------------|---------------------------|
| EMIF_GCTRL | EMIF_GCTRL_ADDR |
| EMIF_CE0_CTRL | EMIF_CE0_CTRL_ADDR |
| EMIF_CE1_CTRL | EMIF_CE1_CTRL_ADDR |
| EMIF_CE2_CTRL | EMIF_CE2_CTRL_ADDR |
| EMIF_CE3_CTRL | EMIF_CE3_CTRL_ADDR |
| EMIF_SDRAM_CTRL | EMIF_SDRAM_CTRL_ADDR |
| EMIF_SDRAM_REF | EMIF_SDRAM_REF_ADDR |

Table 2–18 through Table 2–21 show the macro defines that name the bits and bit-relative positions for EMIF registers.

Table 2–18. EMIF Global Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|-----------|-------------------|
| MAP | 0 |
| RBTR8 | 1 |
| SSCRT | 2 |
| CLK2EN | 3 |
| CLK1EN | 4 |
| SSCEN | 5 |
| SDCEN | 6 |
| NOHOLD | 7 |
| HOLDA | 8 |
| HOLD | 9 |
| ARDY | 10 |

Table 2–19. EMIF CE0/1/2/3 Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|--------------|-------------------|---------------------------|------------------|
| READ_HOLD | 0 | READ_HOLD_SZ | 2 |
| MTYPE | 4 | MTYPE_SZ | 3 |
| READ_STROBE | 8 | READ_STROBE_SZ | 6 |
| READ_SETUP | 16 | READ_SETUP_SZ | 4 |
| WRITE_HOLD | 20 | WRITE_HOLD_SZ | 2 |
| WRITE_STROBE | 22 | WRITE_STROBE_SZ | 6 |
| WRITE_SETUP | 28 | WRITE_SETUP_SZ | 4 |

Table 2–20. EMIF SDRAM Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| TRC | 12 | TRC_SZ | 4 |
| TRP | 16 | TRP_SZ | 4 |
| TRCD | 20 | TRCD_SZ | 4 |
| INIT | 24 | — | 1 |
| RFEN | 25 | — | 1 |
| SDWID | 26 | — | 1 |

Table 2–21. EMIF SDRAM Timing Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| PERIOD | 0 | PERIOD_SZ | 12 |
| COUNTER | 12 | COUNTER_SZ | 12 |

Table 2–22 provides values for the MTYPE bit fields.

Table 2–22. EMIF CE Space Control Register Memory Type (MTYPE) Bit-Field Values

| Mnemonic | Possible Value |
|----------------|----------------|
| MTYPE_8ROM | 0 |
| MTYPE_16ROM | 1 |
| MTYPE_32ASYNC | 2 |
| MTYPE_32SDRAM | 3 |
| MTYPE_32SBSRAM | 4 |

The following examples show the use of macros, functions, and defines in the external memory interface support header file:

Example 1: The following code was taken from the board support library for the 'C6x evaluation module (EVM) and demonstrates using the `emif_init()` function in the EMIF support files `emif.c` and `emif.h`. This code can be found on the CD accompanying the EVM. This example configures the EMIF with default values that operate the board at any selected clock rate.

```

/* RBTR8 preemption, SBSRAM at 1/2, clk1&2 disable, hold enabled, no clock inv */
#define DEFAULT_EMIF_GCTRL          0x00003060

/* CE0 space SBSRAM, all other field are dont cares */
#define DEFAULT_EMIF_CE0_CTRL      0x00000040

/* CE1 space async expansion and CODEC, holds setups and strobes maximum val */
#define DEFAULT_EMIF_CE1_CTRL      0x40F40323

/* CE2,CE3 space SDRAM, all other fields are dont cares */
#define DEFAULT_EMIF_CE2_CTRL      0x00000030
#define DEFAULT_EMIF_CE3_CTRL      0x00000030

/* SDRAM, default TRC TRP TRCD, init SDRAM, refresh enable, 16 bit devices */
#define DEFAULT_EMIF_SDRAM_CTRL    0x07229000 /*

/* SDRAM default refresh period */
#define DEFAULT_EMIF_SDRAM_REF     0x00000619

emif_init(DEFAULT_EVM_EMIF_GCTRL,
          DEFAULT_EVM_EMIF_CE0_CTRL,
          DEFAULT_EVM_EMIF_CE1_CTRL,
          DEFAULT_EVM_EMIF_CE2_CTRL,
          DEFAULT_EVM_EMIF_CE3_CTRL,
          DEFAULT_EVM_EMIF_SDRAM_CTRL,
          DEFAULT_EVM_EMIF_SDRAM_REF);

```

Example 2: Bit 0 of the EMIF global control register is the MAP bit that indicates the current map mode of the 'C6x. This may be determined by using the macro `EMIF_GET_MAP_MODE` as follows:

```

if (EMIF_GET_MAP_MODE( ))
    printf("Map mode 1\n");
else
    printf("Map mode 0\n");

```

2.2.5 Host Port Interface Support (hpi.h)

The hpi.h file provides macro support for the 'C6x side of the host port interface. Macros are provided to generate an interrupt to the host, reset the interrupt flag generated by the host, and fetch the state of the host and DSP interrupts. These macros are:

- HPI_GET_DSPINT()
- HPI_GET_HINT()
- HPI_RESET_DSPINT()
- HPI_SET_HINT()

Table 2–23 shows defines for the HPI control (HPIC) register bits.

Table 2–23. HPIC Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|-----------|-------------------|
| HWOB | 0 |
| DSPINT | 1 |
| HINT | 2 |
| HRDY | 3 |
| FETCH | 4 |

The address of the HPIC register is also provided as a define in Table 2–24.

Table 2–24. HPIC Register Address

| Register Mnemonic | Register Address Mnemonic |
|-------------------|---------------------------|
| HPIC | HPIC_ADDR |

The following examples show the use of macros, functions, and defines in the host port interface support header file:

Example 1: The HPI support macros set or retrieve bits within the HPIC register and require no arguments. To reset a DSP interrupt generated from the host, call:

```
HPI_RESET_DSPINT( );
```

Example 2: To generate a host interrupt, call:

```
HPI_SET_HINT( );
```

2.2.6 Interrupt Support (intr.h, intr.c, intr_.asm)

The interrupt module, which consists of the intr.h, intr.c, and intr_.asm files, provides support for interrupts on the 'C6x. The intr.h file contains defines for CPU interrupt numbers, interrupt selection numbers, and default interrupt selector values, as well as macro functions that manipulate interrupt-related bits within memory-mapped and non-memory-mapped registers.

The intr.c file provides subroutines that initialize interrupt processing, allow dynamic interrupt hooking, and control the interrupt selector registers. Interrupt processing is initialized by setting the interrupt service table pointer (ISTP) to the address of the IST. The contents of the IST is provided in intr_.asm and its location in memory is determined by the linker command file. Each interrupt service fetch packet (ISFP) contains code that looks up the address of its corresponding ISR from the isr_jump_table, which is defined in intr.c. If this location is “unhooked” (indicated by a value of 0), no ISR is called and the ISFP simply returns from interrupt. If a non-zero value is found in the isr_jump_table, a branch to this location is executed. The intr_hook() routine is used to place the address of an indicated ISR in the isr_jump_table at the location corresponding to the indicated CPU interrupt number.

Interrupt processing functions include the following:

- intr_get_cpu_intr(isn)
- intr_hook(void(*fp)(void),cpu_intr)
- intr_init()
- intr_isn(cpu_intr)
- intr_map(cpu_intr,isn)
- intr_reset()

The value *fp is a function pointer to the user supplied ISR, cpu_intr refers to the CPU interrupt number, and isn refers to the interrupt selection number that specifies the interrupt source to map to a given CPU interrupt.

In the following list of interrupt processing macros, bit refers to the bit position on which to operate, val refers to the field value, and sel is 0 for the low interrupt selector register and non-zero for the high interrupt selector register.

- INTR_CHECK_FLAG(bit)
- INTR_CLR_FLAG(bit)
- INTR_DISABLE(bit)
- INTR_ENABLE(bit)
- INTR_EXT_POLARITY(bit,val)
- INTR_GET_ISN(intsel,sel)
- INTR_GLOBAL_DISABLE()
- INTR_GLOBAL_ENABLE()
- INTR_MAP_RESET()
- INTR_SET_FLAG(bit)
- INTR_SET_MAP(intsel,val,sel)

Table 2–25 shows the macro defines for the three interrupt selector registers in intr.h.

Table 2–25. Interrupt Select Register Addresses

| Register Name | Address |
|--------------------------|------------|
| INTR_MULTIPLEX_HIGH_ADDR | 0x019c0000 |
| INTR_MULTIPLEX_LOW_ADDR | 0x019c0004 |
| EXTERNAL_INTR_POL_ADDR | 0x019c0008 |

Table 2–26 through Table 2–28 show the macro defines provided by intr.h, listed according to the register to which the defines belong.

Table 2–26. Interrupt Multiplexer Low Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| INTSEL4 | 0 | INTSEL_SZ | 4 |
| INTSEL5 | 5 | INTSEL_SZ | 4 |
| INTSEL6 | 10 | INTSEL_SZ | 4 |
| INTSEL7 | 16 | INTSEL_SZ | 4 |
| INTSEL8 | 21 | INTSEL_SZ | 4 |
| INTSEL9 | 26 | INTSEL_SZ | 4 |

Table 2–27. *Interrupt Multiplexer High Register Bits and Bit-Relative Positions*

| Bit Field | Relative Position |
|------------------|--------------------------|
| INTSEL10 | 0 |
| INTSEL11 | 5 |
| INTSEL12 | 10 |
| INTSEL13 | 16 |
| INTSEL14 | 21 |
| INTSEL15 | 26 |

Table 2–28. *External Interrupt Polarity Register Bits and Bit-Relative Positions*

| Bit Field | Relative Position |
|------------------|--------------------------|
| XIP4 | 0 |
| XIP5 | 1 |
| XIP6 | 2 |
| XIP7 | 3 |

Table 2–29 and Table 2–30 show the macro defines provided by `intr.h` that name the CPU interrupt numbers and interrupt selection numbers. The interrupt selection values are used as the interrupt-selector-low and -high register values.

Table 2–29. *CPU Interrupt Numbers*

| Mnemonic | Value |
|-----------------|--------------|
| CPU_INT_RST | 0 |
| CPU_INT_NMI | 1 |
| CPU_INT_RSV1 | 2 |
| CPU_INT_RSV2 | 3 |
| CPU_INT4 | 4 |
| CPU_INT5 | 5 |
| CPU_INT6 | 6 |
| CPU_INT7 | 7 |
| CPU_INT8 | 8 |

Table 2–29. CPU Interrupt Numbers (Continued)

| Mnemonic | Value |
|-----------------|--------------|
| CPU_INT9 | 9 |
| CPU_INT10 | 10 |
| CPU_INT11 | 11 |
| CPU_INT12 | 12 |
| CPU_INT13 | 13 |
| CPU_INT14 | 14 |
| CPU_INT15 | 15 |

Table 2–30. Interrupt Selection Numbers

| Mnemonic | Value |
|-----------------|--------------|
| ISN_DSPINT | 0 |
| ISN_TINT0 | 1 |
| ISN_TINT1 | 2 |
| ISN_SD_INT | 3 |
| ISN_EXT_INT4 | 4 |
| ISN_EXT_INT5 | 5 |
| ISN_EXT_INT6 | 6 |
| ISN_EXT_INT7 | 7 |
| ISN_DMA_INT0 | 8 |
| ISN_DMA_INT1 | 9 |
| ISN_DMA_INT2 | 10 |
| ISN_DMA_INT3 | 11 |
| ISN_XINT0 | 12 |
| ISN_RINT0 | 13 |
| ISN_XINT1 | 14 |
| ISN_RINT1 | 15 |

The following examples show how an interrupt service routine (ISR) can be hooked to a given interrupt.

Example 1: The interrupt source needs to be mapped to a CPU interrupt. This is accomplished by loading the interrupt selection number into the desired interrupt selection field in the interrupt multiplexer register (see the *TMS320C6201/6701 Peripherals Reference Guide* for more information). To map the DMA channel 0 interrupt source to CPU interrupt 8 (INT8), use the `intr_map` function as follows:

```
intr_map(CPU_INT8, ISN_DMA_INT0);
```

Example 2: Once the interrupt multiplexer register is configured, the ISR can be hooked to the CPU interrupt and enabled as follows:

```
interrupt void exampleISR(void)
{
    isrFlag= TRUE;
    return;
}
intr_hook( exampleISR, CPU_INT8 );
INTR_ENABLE( CPU_INT8 );
```

A DMA channel 0 interrupt event now causes the example ISR to be invoked.

2.2.7 Multichannel Buffered Serial Port Support (mcbasp.h, mcbasp.c)

The `mcbasp.h` and `mcbasp.c` files contain macros and one function that control the multichannel buffered serial port registers on the 'C6x. Four groups of macros exist to control the operation of the indicated channel. The first group enables and disables functionality on the port. The second group is used to reset indicated portions of the McBSP. The third group is used during data transfer to start, stop, and receive status of the indicated port. The fourth group of macros returns the address of a particular McBSP register, based upon a given port number.

The McBSP enable and disable macros are as follows:

- `MCBSP_ENABLE(port_no,type)`
- `MCBSP_FRAME_SYNC_ENABLE(port_no)`
- `MCBSP_IO_DISABLE(port_no)`
- `MCBSP_IO_ENABLE(port_no)`
- `MCBSP_LOOPBACK_DISABLE(port_no)`
- `MCBSP_LOOPBACK_ENABLE(port_no)`
- `MCBSP_SAMPLE_RATE_ENABLE(port_no)`

McBSP reset and initialization macros and function are as follows:

Macros:

- `MCBSP_FRAME_SYNC_RESET(port_no)`
- `MCBSP_RX_RESET(port_no)`
- `MCBSP_SAMPLE_RATE_RESET(port_no)`
- `MCBSP_TX_RESET(port_no)`

Function:

- `mcbbsp_init(port_no, spcr_ctrl, rcr_ctrl, xcr_ctrl, srgr_ctrl, mcr_ctrl, rcerc_ctrl, xcerc_ctrl, pcr_ctrl)`

McBSP data transfer macros follow:

- `MCBSP_ADDR(port_no)`
- `MCBSP_BYTES_PER_WORD(wdlen)`
- `MCBSP_READ(port_no)`
- `MCBSP_RRDY(port_no)`
- `MCBSP_WRITE(port_no)`
- `MCBSP_XRDY(port_no)`

McBSP register address macros are as follows:

- `MCBSP_DRR_ADDR(port_no)`
- `MCBSP_DXR_ADDR(port_no)`
- `MCBSP_MCR_ADDR(port_no)`
- `MCBSP_PCR_ADDR(port_no)`
- `MCBSP_RCER_ADDR(port_no)`
- `MCBSP_RCR_ADDR(port_no)`
- `MCBSP_SPCR_ADDR(port_no)`
- `MCBSP_SRGR_ADDR(port_no)`
- `MCBSP_XCER_ADDR(port_no)`
- `MCBSP_XCR_ADDR(port_no)`

Table 2–31 shows the McBSP register definition table. McBSP register addresses may be obtained by using the register address macros shown in Table 3–7 on page 3-6.

Table 2–31. McBSP Register Definitions

| Register Name |
|---------------|
| MCBSP0_DRR |
| MCBSP0_DXR |
| MCBSP0_SPCR |
| MCBSP0_RCR |
| MCBSP0_XCR |
| MCBSP0_SRGR |
| MCBSP0_MCR |
| MCBSP0_RCER |
| MCBSP0_XCER |
| MCBSP0_PCR |
| MCBSP1_DRR |
| MCBSP1_DXR |
| MCBSP1_SPCR |
| MCBSP1_RCR |
| MCBSP1_XCR |
| MCBSP1_SRGR |
| MCBSP1_MCR |
| MCBSP1_RCER |
| MCBSP1_XCER |
| MCBSP1_PCR |

Table 2–32 through Table 2–38 show the McBSP macro defines that indicate the bits and bit-relative positions for the McBSP memory-mapped registers.

Table 2–32. McBSP Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| RRST | 0 | — | 1 |
| RRDY | 1 | — | 1 |
| RFULL | 2 | — | 1 |
| RSYNC_ERR | 3 | — | 1 |
| RINTM | 4 | RINTM_SZ | 2 |
| CLKSTP | 11 | CLKSTP_SZ | 2 |
| RJUST | 13 | RJUST_SZ | 2 |
| DLB | 15 | — | 1 |
| XRST | 16 | — | 1 |
| XRDY | 17 | — | 1 |
| XEMPTY | 18 | — | 1 |
| XSYNC_ERR | 19 | — | 1 |
| XINTM | 20 | XINTM_SZ | 2 |
| GRST | 22 | — | 1 |
| FRST | 23 | — | 1 |

Table 2–33. McBSP Pin Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|-----------|-------------------|
| CLKRP | 0 |
| CLKXP | 1 |
| FSRP | 2 |
| FSXP | 3 |
| DR_STAT | 4 |
| DX_STAT | 5 |
| CLKS_STAT | 6 |
| CLKRM | 8 |
| CLKXM | 9 |
| FSRM | 10 |
| FSXM | 11 |
| RIOEN | 12 |
| XIOEN | 13 |

Table 2–34. McBPS Receive and Transmit Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| RWDLEN1 | 5 | RWDLEN1_SZ | 3 |
| RFRLLEN1 | 8 | RFRLLEN1_SZ | 7 |
| RDATDLY | 16 | RDATDLY_SZ | 2 |
| RFIG | 18 | — | 1 |
| RCOMPAND | 19 | RCOMPAND_SZ | 2 |
| RWDLEN2 | 21 | RWDLEN2_SZ | 3 |
| RFRLLEN2 | 24 | RFRLLEN2_SZ | 7 |
| RPHASE | 31 | — | 1 |
| XWDLEN1 | 5 | XWDLEN1_SZ | 3 |
| XFRLLEN1 | 8 | XFRLLEN1_SZ | 7 |
| XDATDLY | 16 | XDATDLY_SZ | 2 |
| XFIG | 18 | — | 1 |
| XCOMPAND | 19 | XCOMPAND_SZ | 2 |
| XWDLEN2 | 21 | XWDLEN2_SZ | 3 |
| XFRLLEN2 | 24 | XFRLLEN2_SZ | 7 |
| XPHASE | 31 | — | 1 |

Table 2–35. McBSP Sample Rate Generator Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| CLKGDV | 0 | CLKGDV_SZ | 8 |
| FWID | 8 | FWID_SZ | 8 |
| FPER | 16 | FPER_SZ | 12 |
| FSGM | 28 | — | 1 |
| CLKSM | 29 | — | 1 |
| CLKSP | 30 | — | 1 |
| GSYNC | 31 | — | 1 |

Table 2–36. McBSP Multichannel Control Register Bits and Bit-Relative Positions

| Bit Field | Relative Position | Bit Field Length Mnemonic | Bit Field Length |
|-----------|-------------------|---------------------------|------------------|
| RMCM | 0 | — | 1 |
| RCBLK | 2 | RCBLK_SZ | 3 |
| RPABLK | 5 | RPABLK_SZ | 2 |
| RPBBLK | 7 | RPBBLK_SZ | 2 |
| XMCM | 16 | XMCM_SZ | 2 |
| XCBLK | 18 | XCBLK_SZ | 3 |
| XPABLK | 21 | XPABLK_SZ | 2 |
| XPBBLK | 23 | XPBBLK_SZ | 2 |

Table 2–37. McBSP Receive Enable Register Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|------------------|--------------------------|
| RCEA0 | 0 |
| RCEA1 | 1 |
| RCEA2 | 2 |
| RCEA3 | 3 |
| RCEA4 | 4 |
| RCEA5 | 5 |
| RCEA6 | 6 |
| RCEA7 | 7 |
| RCEA8 | 8 |
| RCEA9 | 9 |
| RCEA10 | 10 |
| RCEA11 | 11 |
| RCEA12 | 12 |
| RCEA13 | 13 |
| RCEA14 | 14 |
| RCEA15 | 15 |
| RCEB0 | 16 |
| RCEB1 | 17 |
| RCEB2 | 18 |
| RCEB3 | 19 |
| RCEB4 | 20 |
| RCEB5 | 21 |
| RCEB6 | 22 |
| RCEB7 | 23 |
| RCEB8 | 24 |
| RCEB9 | 25 |
| RCEB10 | 26 |
| RCEB11 | 27 |
| RCEB12 | 28 |
| RCEB13 | 29 |
| RCEB14 | 30 |
| RCEB15 | 31 |

Table 2–38. McBSP Transmit Enable Register Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|------------------|--------------------------|
| XCEA0 | 0 |
| XCEA1 | 1 |
| XCEA2 | 2 |
| XCEA3 | 3 |
| XCEA4 | 4 |
| XCEA5 | 5 |
| XCEA6 | 6 |
| XCEA7 | 7 |
| XCEA8 | 8 |
| XCEA9 | 9 |
| XCEA10 | 10 |
| XCEA11 | 11 |
| XCEA12 | 12 |
| XCEA13 | 13 |
| XCEA14 | 14 |
| XCEA15 | 15 |
| XCEB0 | 16 |
| XCEB1 | 17 |
| XCEB2 | 18 |
| XCEB3 | 19 |
| XCEB4 | 20 |
| XCEB5 | 21 |
| XCEB6 | 22 |
| XCEB7 | 23 |
| XCEB8 | 24 |
| XCEB9 | 25 |
| XCEB10 | 26 |
| XCEB11 | 27 |
| XCEB12 | 28 |
| XCEB13 | 29 |
| XCEB14 | 30 |
| XCEB15 | 31 |

Table 2–39 shows the macro defines provided by `intr.h` that define the McBSP port types that can be enabled with the `MCBSP_ENABLE` function.

Table 2–39. McBSP Port Types

| Mnemonic | Value |
|-----------------|--------------|
| MCBSP_RX | 1 |
| MCBSP_TX | 2 |
| MCBSP_BOTH | 3 |

Table 2–40 through Table 2–42 shows the macro defines that indicate the bits and possible values for all McBSP specific registers.

Table 2–40. Serial Port Control Register (SPCR) Bits and Possible Values

(a) Transmit/receive mode (XINTM, RINTM)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| INTM_RDY | 0x00 |
| INTM_BLOCK | 0x01 |
| INTM_FRAME | 0x02 |
| INTM_SYNCERR | 0x03 |

(b) Digital loopback mode (DLB)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DLB_ENABLE | 0x01 |
| DLB_DISABLE | 0x00 |

(c) Sign extension and justification (RJUST)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| RXJUST_RJZF | 0x00 |
| RXJUST_RJSE | 0x01 |
| RXJUST_LJZF | 0x02 |

Table 2–41. Pin Control Register (PCR) Bits and Possible Values

(a) Clock polarity CLKRP bit

| Mnemonic | Possible Value |
|------------------|----------------|
| CLKR_POL_RISING | 0x01 |
| CLKR_POL_FALLING | 0x00 |

(b) Clock polarity CLKXP bit

| Mnemonic | Possible Value |
|------------------|----------------|
| CLKX_POL_RISING | 0x00 |
| CLKX_POL_FALLING | 0x01 |

(c) Transmit and receive frame sync polarity (FSXP, FSRP)

| Mnemonic | Possible Value |
|----------------|----------------|
| FSYNC_POL_HIGH | 0x00 |
| FSYNC_POL_LOW | 0x01 |

(d) Transmit and receive clock mode (CLKXM, CLKRM)

| Mnemonic | Possible Value |
|--------------|----------------|
| CLK_MODE_EXT | 0x00 |
| CLK_MODE_INT | 0x01 |

(e) Transmit and receive frame sync mode (FSXM, FSRM)

| Mnemonic | Possible Value |
|----------------|----------------|
| FSYNC_MODE_EXT | 0x00 |
| FSYNC_MODE_INT | 0x01 |

Table 2–42. Transmit Receive Control Register (XCR/RCR) Bits and Possible Values

(a) Transmit and receive phase mode (XPHASE, RPHASE)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| SINGLE_PHASE | 0x00 |
| DUAL_PHASE | 0x01 |

(b) Transmit and receive frame length (XFRLLEN1, XFRLLEN2, RFRLLEN1, RFRLLEN2)

| Mnemonic | Possible Value |
|------------------|-----------------------|
| MAX_FRAME_LENGTH | 0x7F |

(c) Transmit and receive word length (XWDLEN1, XWDLEN2, RWDLEN1, RWDLEN2)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| WORD_LENGTH_8 | 0x00 |
| WORD_LENGTH_12 | 0x01 |
| WORD_LENGTH_16 | 0x02 |
| WORD_LENGTH_20 | 0x03 |
| WORD_LENGTH_24 | 0x04 |
| WORD_LENGTH_32 | 0x05 |
| MAX_WORD_LENGTH | 0x05 |

(d) Transmit and receive compand mode (XCOMPAND, RCOMPAND)

| Mnemonic | Possible Value |
|--------------------|-----------------------|
| NO_COMPAND_MSB_1ST | 0x00 |
| NO_COMPAND_LSB_1ST | 0x01 |
| COMPAND_ULAW | 0x02 |
| COMPAND_ALAW | 0x03 |

(e) Transmit and receive frame sync ignore bit (XFIG, RFIG)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| FRAME_IGNORE | 0x01 |
| NO_FRAME_IGNORE | 0x00 |

Table 2–42. Transmit Receive Control Register (XCR/RCR) Bits and Possible Values (Continued)

(f) Transmit and receive delay mode field (XDATDLY, RDATDLY)

| Mnemonic | Possible Value |
|-------------|----------------|
| DATA_DELAY0 | 0x00 |
| DATA_DELAY1 | 0x01 |
| DATA_DELAY2 | 0x02 |

Table 2–43. Sample Rate Generator Register (SRGR) Bits and Possible Values

(a) SRGR clock rate divide (CLKGDV)

| Mnemonic | Possible Value |
|-----------------|----------------|
| MAX_SRG_CLK_DIV | 0xFF |

(b) SRGR frame width (FWID)

| Mnemonic | Possible Value |
|-----------------|----------------|
| MAX_FRAME_WIDTH | 0xFF |

(c) SRGR frame period (FPER)

| Mnemonic | Possible Value |
|------------------|----------------|
| MAX_FRAME_PERIOD | 0xFFFF |

(d) SRGR frame sync mode (FSGM)

| Mnemonic | Possible Value |
|----------------|----------------|
| FSX_DXR_TO_XSR | 0x00 |
| FSX_FSG | 0x01 |

(e) SRGR clock polarity (CLKSP)

| Mnemonic | Possible Value |
|------------------|----------------|
| CLKS_POL_FALLING | 0x01 |
| CLKS_POL_RISING | 0x00 |

Table 2–43. Sample Rate Generator Register (SRGR) Bits and Possible Values
(Continued)

(f) SRGR clock sync bit (GSYNC)

| Mnemonic | Possible Value |
|-----------|----------------|
| GSYNC_OFF | 0x00 |
| GSYNC_ON | 0x01 |

(g) SRGR clock mode (CLKSM)

| Mnemonic | Possible Value |
|---------------|----------------|
| CLK_MODE_CLKS | 0x00 |
| CLK_MODE_CPU | 0x01 |

These macros and defines may be used as the basis for a high-level McBSP driver routine. For more information, see the *TMS320C6x Evaluation Module Reference Guide*.

Example: The following example shows how to receive a buffer of data by polling the RRDY bit of the serial port control register. The code was taken from the McBSP driver supplied with the TMS320C6x EVM, and can be found on the CD that accompanies the board.

```
MCBSP_ENABLE(0,MCBSP_RX);

/* Enable sample rate generator internal frame sync (if needed) */
if {frame_sync_enable}
{
    MCBSP_FRAME_SYNC_ENABLE(frame_sync_dev->port);
}
/* Enter receive loop, polling RRDY for data */
bytes_read = 0;

while (bytes_read < num_bytes)
{
    while (!(MCBSP_RRDY(dev->port)))
    { }

    drr = MCBSP_READ(dev->port);
    memcpy(p_buffer, (unsigned char *)&drr, bytes_per_word);
    p_buffer += bytes_per_word;
    bytes_read += bytes_per_word;
}
```

2.2.8 Timer Support (timer.h, timer.c)

The timer.h and timer.c files contain macros and a function that control the timer registers on the 'C6x. They contains macros that start, stop, and resume timer operation. They also contains macros that control the TINP and TOUT as general-purpose I/O pins. See the *TMS320C6x Evaluation Module Reference Guide* for examples using these macros as a higher-level timer driver. These macros and functions are as follows:

- Macros:
 - TIMER_AVAILABLE(chan)
 - TIMER_CLK_EXTERNAL(chan)
 - TIMER_CLK_INTERNAL(chan)
 - TIMER_GET_COUNT(chan)
 - TIMER_GET_PERIOD(chan)
 - TIMER_GET_TSTAT(chan)
 - TIMER_INIT(chan,ctrl,per,cnt)
 - TIMER_MODE_SELECT(chan,mode)
 - TIMER_READ(chan)
 - TIMER_RESET(chan)
 - TIMER_RESUME(chan)
 - TIMER_SET_COUNT(chan,val)
 - TIMER_SET_PERIOD(chan,val)
 - TIMER_START(chan)
 - TIMER_STOP(chan)
 - TINP_GET(chan)
 - TOUT_ASSERT(chan)
 - TOUT_DISABLE(chan)
 - TOUT_ENABLE(chan)
 - TOUT_NEGATE(chan)
 - TOUT_VAL(chan,val)
- Function:
 - timer_delay(short num_timer_periods)

Like the other peripheral-specific header files, the timer module contains three additional macros that return the address of a particular timer register, based upon the channel number. These macros are:

- TIMER_COUNTER_ADDR(chan)
- TIMER_CTRL_ADDR(chan)
- TIMER_PERIOD_ADDR(chan)

Table 2–44 shows the macro defines for the timer file. Table 2–44 shows the mode values for the timer file. Table 2–45 shows the register definition table for timer.h.

Table 2–44. Timer Register Bits and Bit-Relative Positions

| Bit Field | Relative Position |
|-----------|-------------------|
| FUNC | 0 |
| INVOUT | 1 |
| DATOUT | 2 |
| DATIN | 3 |
| PWID | 4 |
| GO | 6 |
| HLD | 7 |
| C_P | 8 |
| CLKSRC | 9 |
| INVINP | 10 |
| TSTAT | 11 |

Table 2–45. Timer Mode Values

| Mode Mnemonic | Value |
|------------------|-------|
| TIMER_PULSE_MODE | 0 |
| TIMER_CLOCK_MODE | 1 |

Table 2–46. Timer Register Definition Table

| Register Name | Register Address Mnemonic |
|----------------|---------------------------|
| TIMER0_CTRL | TIMER0_CTRL_ADDR |
| TIMER0_PERIOD | TIMER0_PERIOD_ADDR |
| TIMER0_COUNTER | TIMER0_COUNTER_ADDR |
| TIMER1_CTRL | TIMER1_CTRL_ADDR |
| TIMER1_PERIOD | TIMER1_PERIOD_ADDR |
| TIMER1_COUNTER | TIMER1_COUNTER_ADDR |

Example: The following example illustrates the use of the timer support macros to implement a delay routine. It pauses the requested number of microseconds before returning to the caller. This routine is found in the board support library supplied with the TMS320C6x EVM.

```
int delay_usec(short numUsec)
{
    unsigned int period_reg;
    unsigned int ctrl_reg = 0;
    int          chan = 0;
    int          cpu_freqInMhz;

    if (!TIMER_AVAILABLE(chan))
    {
        chan++;
        if (!TIMER_AVAILABLE(chan))
            return(-1);
    }

    cpuFreqInMhz = cpu_freq( ) /* returns board CPU freq in Mhz    */

    if (cpu_freqInMhz == ERROR)
    {
        DEBUG("ERROR reading CPU frequency\n\n");
        return(ERROR);
    }

    period_reg = ((cpu_freqInMhz >> 3) * numUsec);
    ctrl_reg = MASK_BIG(C_P) | MASK_BIG(CLKSRC);

    TIMER_INIT(chan,ctrl_reg,period_reg,0);
    TIMER_START(chan);

    /* poll for high-low-high transition */
    while (!(TIMER_GET_TSTAT(chan))){NOPS;} /* TSTAT = 1 */
    while (TIMER_GET_TSTAT(chan) ){NOPS;} /* TSTAT = 0 */
    while (!(TIMER_GET_TSTAT(chan))){NOPS;} /* TSTAT = 1 */

    TIMER_STOP(chan);
    return(0);
}
```

Macros and Functions Summary

This chapter consists of tables that list all macros and functions found in the 'C6x peripheral support library, listed by the source file in which each appears. The tables provide a concise description of each macro and function and give a page reference to the location in Chapter 4 where each is defined in more detail.

Table 3–1. Macros Defined in regs.h

(a) Memory-mapped register bit-manipulation macros

| Function | Description | Page |
|---------------------------------|--|-------------|
| ASSIGN_BIT_VAL(addr,bit,val) | Sets or clears bit in register at address based upon value | 4-2 |
| GET_BIT(addr,bit) | Returns value of bit in register at address | 4-17 |
| GET_FIELD(addr,bit,length) | Returns value of bits in register at address | 4-18 |
| LOAD_FIELD(addr,val,bit,length) | Assigns bits in register at address to value | 4-30 |
| MASK_BIT(bit) | Returns a bit mask for the specified field | 4-31 |
| MASK_FIELD(bit,length) | Returns field bit mask | 4-32 |
| REG_READ(addr) | Returns value in register at address | 4-47 |
| REG_WRITE(addr,val) | Sets register at address to value | 4-47 |
| RESET_BIT(addr,bit) | Clears bit in register at address | 4-48 |
| RESET_FIELD(addr,bit,length) | Resets/clears bits in register at address | 4-48 |
| SET_BIT(addr,bit) | Sets bit in register at address | 4-51 |

(b) Non-memory-mapped register bit-manipulation macros

| Function | Definition | Page |
|------------------------------------|-----------------------------------|-------------|
| GET_REG(reg) | Returns value in register | 4-18 |
| GET_REG_BIT(reg,bit) | Returns value of bit in register | 4-19 |
| GET_REG_FIELD(reg,bit,length) | Returns value of bits in register | 4-19 |
| LOAD_REG_FIELD(reg,val,bit,length) | Assigns bits in register to value | 4-31 |
| RESET_REG_BIT(reg,bit) | Resets or clear bit in register | 4-49 |
| SET_REG(reg,val) | Sets register to value | 4-52 |
| SET_REG_BIT(reg,bit) | Sets bit in register | 4-52 |

Table 3–2. Macros Defined in *cache.h*

| Function | Description | Page |
|------------------|---|------|
| CACHE_BYPASS() | Bypasses cache and get program data from EMIF | 4-2 |
| CACHE_DISABLE() | Disables program memory cache | 4-3 |
| CACHE_ENABLE() | Enables program memory cache | 4-3 |
| CACHE_FLUSH() | Transitions from disabled to enabled state to clear | 4-4 |
| CACHE_FREEZE() | Freezes cache state. Cache misses do not update | 4-4 |
| IDLE() | Idles processor | 4-22 |

Table 3–3. Macros and Functions Defined in *dma.h* and *dma.c*

| Function | Description | Page |
|---|---|------|
| DMA_AUTO_START(chan) | Begins DMA autoinitialization operation on selected channel | 4-5 |
| DMA_DEST_ADDR_ADDR(chan) | Returns selected destination and register address | 4-5 |
| dma_global_init(auxcr, gcra, gcrb, gndxa, gndxb, gaddra, gaddrb, gaddr, gaddrd) | Sets registers in parameter list to passed in parameter values | 4-6 |
| dma_init(chan, pri_ctrl, sec_ctrl, src_addr, dst_addr, trans_ctr) | Sets registers for selected channel (chan) in argument list to passed in parameter values | 4-7 |
| DMA_PAUSE(chan) | Pauses DMA operation on selected channel | 4-8 |
| DMA_PRIMARY_CTRL_ADDR(chan) | Returns selected primary ctrl register address | 4-9 |
| dma_reset() | Resets all DMA registers to their default values | 4-10 |
| DMA_RSYNC_CLR(chan) | Clears the read sync bit in the DMA secondary control register, selecting no synchronization | 4-10 |
| DMA_RSYNC_SET(chan) | Sets the read sync bit in the DMA secondary control register, selecting synchronization | 4-11 |
| DMA_SECONDARY_CTRL_ADDR(chan) | Returns selected secondary ctrl register address | 4-11 |
| DMA_SRC_ADDR_ADDR(chan) | Returns selected source and address register address | 4-12 |
| DMA_START(chan) | Begins DMA operation on selected channel | 4-12 |
| DMA_STOP(chan) | Stops DMA operation on selected channel | 4-13 |
| DMA_WSYNC_CLR(chan) | Clears the write sync bit in the DMA secondary control register, selecting no synchronization | 4-13 |
| DMA_WSYNC_SET(chan) | Sets the write sync bit in the DMA secondary control register, selecting synchronization | 4-14 |
| DMA_XFER_COUNTER__ADDR(chan) | Returns selected transfer counter address register address | 4-14 |

Table 3–4. Macros and Functions Defined in emif.c and emif.h

| Function | Description | Page |
|--|--|-------------|
| EMIF_GET_MAP_MODE() | Returns value of MAP bit in EMIF global control register | 4-15 |
| emif_init(g_ctrl,ce0_ctrl,ce1_ctrl,ce2_ctrl,ce3_ctrl,sdram_ctrl,sdram_refresh) | Sets registers in parameter list to values passed in arguments | 4-16 |
| SDRAM_INIT() | Initializes SDRAM in each CE space configured for SDRAM | 4-49 |
| SDRAM_REFRESH_DISABLE() | Disables SDRAM refresh | 4-50 |
| SDRAM_REFRESH_ENABLE() | Enables SDRAM refresh | 4-50 |
| SDRAM_REFRESH_PERIOD(val) | Sets SDRAM refresh period | 4-51 |

Table 3–5. Macros and Functions Defined in hpi.h

| Function | Description | Page |
|---------------------|---|-------------|
| HPI_GET_DSPINT() | Returns value of DSP interrupt | 4-20 |
| HPI_GET_HINT() | Returns value of host interrupt | 4-20 |
| HPI_RESET_DSPINT() | Resets DSP interrupt flag generated by host | 4-21 |
| HPI_SET_HINT() | Generates HPI interrupt to host | 4-21 |

Table 3–6. Macros and Functions Defined in intr.h and intr.c

| Function | Description | Page |
|----------------------------|--|-------------|
| INTR_CHECK_FLAG(bit) | Returns value of bit in IFR | 4-22 |
| INTR_CLR_FLAG(bit) | Manually clears indicated interrupt by writing 1 to ICR | 4-23 |
| INTR_DISABLE(bit) | Clears corresponding bit in IER | 4-23 |
| INTR_ENABLE(bit) | Sets corresponding bit in IER | 4-24 |
| INTR_EXT_POLARITY(bit,val) | Assigns external interrupt polarity. [val = 0 (normal), val = 1 (inverted)] | 4-24 |
| intr_get_cpu_intr(int isn) | Returns CPU interrupt number corresponding to given interrupt selection number (isn) found in the interrupt multiplexor registers. ERROR is returned if isn is not found | 4-25 |

Table 3–6. Macros and Functions Defined in *intr.h* and *intr.c* (Continued)

| Function | Description | Page |
|--|---|------|
| <code>INTR_GET_ISN(intsel,sel)</code> | Returns interrupt source corresponding to the CPU interrupt specified by <code>intsel</code> . <code>Sel</code> is used to select between the low and high interrupt multiplexer registers (0 = low, 1 = high) | 4-25 |
| <code>INTR_GLOBAL_DISABLE()</code> | Globally disables all masked interrupts by clearing the GIE bit | 4-26 |
| <code>INTR_GLOBAL_ENABLE()</code> | Globally enables all masked interrupts by setting the GIE bit | 4-26 |
| <code>intr_hook(void(*fp)(void),cpu_intr)</code> | Places the address of the function in the parameter list in the <code>isr_jump_table</code> at the indicated offset (CPU interrupt number) | 4-27 |
| <code>intr_init()</code> | Initializes the ISTP based upon the global vicinity which is resolved at link time | 4-27 |
| <code>intr_isn(int cpu_intr)</code> | Returns interrupt source number corresponding to the CPU interrupt specified by <code>cpu_intr</code> | 4-28 |
| <code>intr_map(int cpu_intr,int isn)</code> | Maps interrupt source (<code>isn</code>) to the indicated CPU interrupt | 4-28 |
| <code>INTR_MAP_RESET()</code> | Resets the interrupt multiplexer maps to their default values | 4-29 |
| <code>intr_reset()</code> | Resets interrupt registers to default values | 4-29 |
| <code>INTR_SET_FLAG(bit)</code> | Manually sets indicated interrupt by writing to ISR | 4-29 |
| <code>INTR_SET_MAP(intsel,val,sel)</code> | Maps a CPU interrupt specified by <code>intsel</code> to the interrupt source specified by <code>value</code> . <code>Sel</code> is used to select between the low and high interrupt multiplexer registers (0 = low, 1 = high) | 4-30 |

Table 3–7. Macros and Functions Defined in *mcbssp.h*

| Function | Description | Page |
|--|--|------|
| MCBSP_ADDR(port_no) | Returns the base address of the control register block for the specified MCBSP port | 4-32 |
| MCBSP_BYTES_PER_WORD(wdlen) | Returns the number of bytes required to hold the number of bits indicated by wdlen | 4-33 |
| MCBSP_DRR_ADDR(port_no) | Returns selected data receive register address | 4-33 |
| MCBSP_DXR_ADDR(port_no) | Returns selected data transmit register address | 4-34 |
| MCBSP_ENABLE(port_no,type) | Enables operation of the selected channels: transmitter, receiver, or both. (type = 1,2,3; tx_rx_both) | 4-34 |
| MCBSP_FRAME_SYNC_ENABLE(port_no) | Enables generation of frame sync signal for selected port | 4-35 |
| MCBSP_FRAME_SYNC_RESET(port_no) | Resets frame sync generation logic for selected port | 4-35 |
| mcbssp_init(port_no,spcr_ctrl,rcr_ctrl,xcr_ctrl,srgr_ctrl,mcr_ctrl,rcer_ctrl,xcer_ctrl,pcr_ctrl) | Initializes registers in the parameter list to their given argument values | 4-36 |
| MCBSP_IO_DISABLE(port_no) | Takes selected port out of general-purpose I/O mode | 4-37 |
| MCBSP_IO_ENABLE(port_no) | Places selected port in general purpose I/O mode | 4-37 |
| MCBSP_LOOPBACK_DISABLE(port_no) | Disables loopback mode for selected port | 4-38 |
| MCBSP_LOOPBACK_ENABLE(port_no) | Enables loopback mode for selected port | 4-38 |
| MCBSP_MCR_ADDR(port_no) | Returns selected multichannel control register address | 4-39 |
| MCBSP_PCR_ADDR(port_no) | Returns selected pin control register address | 4-39 |
| MCBSP_RCER_ADDR(port_no) | Returns selected receive channel enable register address | 4-40 |
| MCBSP_RCR_ADDR(port_no) | Returns selected receive control register address | 4-40 |
| MCBSP_READ(port_no) | Reads selected channels DRR | 4-41 |
| MCBSP_RRDY(port_no) | Returns value of RRDY for selected port | 4-41 |
| MCBSP_RX_RESET(port_no) | Resets receive side of serial port | 4-42 |
| MCBSP_SAMPLE_RATE_ENABLE(port_no) | Enables sample rate generator for selected port | 4-42 |
| MCBSP_SAMPLE_RATE_RESET(port_no) | Resets sample rate generator for selected port | 4-43 |
| MCBSP_SPCR_ADDR(port_no) | Returns selected serial port control register address | 4-43 |

Table 3–7. Macros and Functions Defined in *mcbbsp.h* (Continued)

| Function | Description | Page |
|---------------------------|---|------|
| MCBSP_SRGR_ADDR(port_no) | Returns selected sample rate generator register address | 4-44 |
| MCBSP_TX_RESET(port_no) | Resets transmit side of serial port | 4-44 |
| MCBSP_WRITE(port_no,data) | Writes to selected channels DXR | 4-45 |
| MCBSP_XCER_ADDR(port_no) | Returns selected transmit channel enable register address | 4-45 |
| MCBSP_XCR_ADDR(port_no) | Returns selected transmit control register address | 4-46 |
| MCBSP_XRDY(port_no) | Returns value of XRDY for selected port | 4-46 |

Table 3–8. Macros and Functions Defined in *timer.h* and *timer.c*

| Function | Description | Page |
|--------------------------------|--|------|
| TIMER_AVAILABLE(chan) | Checks for availability of the specified timer channel | 4-53 |
| TIMER_CLK_EXTERNAL(chan) | Selects timer driven by external clock source for specified channel | 4-53 |
| TIMER_CLK_INTERNAL(chan) | Selects the timer driven by the internal clock source for the specified channel | 4-54 |
| TIMER_COUNTER_ADDR(chan) | Returns selected timer counter register address | 4-54 |
| TIMER_CTRL_ADDR(chan) | Returns selected timer control register address | 4-55 |
| timer_delay(num_timer_periods) | Delays for a specified number of timer periods | 4-55 |
| TIMER_GET_COUNT(chan) | Returns the value of the timer counter register for the specified channel | 4-56 |
| TIMER_GET_PERIOD(chan) | Returns the value of the timer period register for the specified channel | 4-56 |
| TIMER_GET_TSTAT(chan) | Returns the value of the timer status bit, TSTAT, in the timer control register of the specified channel | 4-57 |
| TIMER_INIT(chan,ctrl,per,cnt) | Initializes timer registers | 4-57 |
| TIMER_MODE_SELECT(chan,mode) | Selects between PULSE and CLOCK modes | 4-58 |
| TIMER_PERIOD_ADDR(chan) | Returns selected period register address | 4-58 |
| TIMER_READ(chan) | Reads value of timer counter register | 4-59 |
| TIMER_RESET(chan) | Resets timer to condition defined by device reset | 4-59 |

Table 3–8. Macros and Functions Defined in timer.h and timer.c (Continued)

| Function | Description | Page |
|----------------------------|--|-------------|
| TIMER_RESUME(chan) | Negates (sets) the HOLD bit to resume counting without resetting the counter register | 4-60 |
| TIMER_SET_COUNT(chan,val) | Sets the value of the timer counter register for the specified channel | 4-60 |
| TIMER_SET_PERIOD(chan,val) | Sets the value of the timer period register for the specified channel | 4-61 |
| TIMER_START(chan) | Sets both GO and HOLD bit in timer control registers, which resets the timer counter register and enables counting on the next clock | 4-61 |
| TIMER_STOP(chan) | Asserts (clears) the HOLD bit in the timer control register | 4-62 |
| TINP_GET(chan) | Returns value of TINP pin | 4-62 |
| TOUT_ASSERT(chan) | Asserts TOUT pin (high) | 4-63 |
| TOUT_DISABLE(chan) | Configures TOUT as a timer pin | 4-63 |
| TOUT_ENABLE(chan) | Configures TOUT as general-purpose output pin | 4-63 |
| TOUT_NEGATE(chan) | Negates TOUT pin (low) | 4-64 |
| TOUT_VAL(chan,val) | Assigns val to the TOUT pin when TOUT is configured as a general-purpose output | 4-64 |

Macros and Functions Description

This chapter provides an alphabetical list of all functions and macros provided in the 'C6x peripheral support library. Each entry gives the complete syntax and description information for the named function or macro, shows where it is defined, and provides a code example. Macros are denoted by uppercase text and functions are denoted by lowercase.

ASSIGN_BIT_VAL

Assign bit to value

Syntax

```
#include <regs.h>
#define ASSIGN_BIT_VAL(addr,bit,val)
```

Defined in

regs.h as a macro

Description

ASSIGN_BIT_VAL sets or clears the indicated bit in the register or memory location specified. It uses the following parameters:

- addr**: address of register or memory location
- val**: value to assign bit field (val = 0 clears, val ≠ 0 sets)
- bit**: relative bit position in register or memory word

Example

```
#include <regs.h>
/* SET BIT 8 of memory location 0x1000 to 1 */
ASSIGN_BIT_VAL((unsigned int *)0x1000,8,1);
```

CACHE_BYPASS

Bypass program memory cache

Syntax

```
#include <cache.h>
#define CACHE_BYPASS( )
```

Defined in

cache.h as a macro

Description

CACHE_BYPASS places the internal program memory in the cache bypass state, where the cache retains its current state. A program read to a bypassed cache causes the fetch packets to be fetched from the EMIF.

Example

```
#include <cache.h>
CACHE_BYPASS( );
```

CACHE_DISABLE*Disable program memory cache*

Syntax

```
#include <cache.h>
#define CACHE_DISABLE( )
```

Defined in

cache.h as a macro

Description

CACHE_DISABLE sets the internal program memory to mapped mode, in which program fetches to an internal program memory address return the fetch packet at that address.

Example

```
#include <cache.h>
CACHE_DISABLE( );
```

CACHE_ENABLE*Enable program memory cache*

Syntax

```
#include <cache.h>
#define CACHE_ENABLE( )
```

Defined in

cache.h as a macro

Description

CACHE_ENABLE enables the internal program memory to be used as a program cache.

Example

```
#include <cache.h>
CACHE_ENABLE( );
```

CACHE_FLUSH

CACHE_FLUSH

Flush program memory cache

Syntax

```
#include <cache.h>
#define CACHE_FLUSH( )
```

Defined in

cache.h as a macro

Description

CACHE_FLUSH flushes the cache by transitioning internal program memory modes from mapped to enabled. This mode transition is the only mechanism that flushes the cache.

Example

```
#include <cache.h>
CACHE_FLUSH( );
```

CACHE_FREEZE

Freeze program memory cache

Syntax

```
#include <cache.h>
#define CACHE_FREEZE( )
```

Defined in

cache.h as a macro

Description

CACHE_FREEZE places the internal program memory in the cache freeze state, in which the cache retains its current state. A program read to a frozen cache is identical to a read from an enabled cache, with the exception that on a cache miss the data read from the EMIF is not stored in the cache.

Example

```
#include <cache.h>
CACHE_FREEZE( );
```

DMA_AUTO_START*DMA start operation for autoinitialization*

Syntax

```
#include <dma.h>
#define DMA_AUTO_START(chan)
```

Defined in

dma.h as a macro

Description

DMA_AUTO_START starts the DMA operation of the selected channel by setting the START field of the selected channel's primary control register (PCR) to a value of 11b. After completion of a block transfer, the DMA channel is re-started and the selected DMA channel registers are reloaded. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <dma.h>
/*Start DMA channel 2 operation using autoinitialization*/
DMA_AUTO_START(2);
```

DMA_DEST_ADDR_ADDR*Selects DMA destination address register address*

Syntax

```
#include <dma.h>
#define DMA_DEST_ADDR_ADDR(chan)
```

Defined in

dma.h as a macro

Description

DMA_DEST_ADDR_ADDR returns the address of the DMA destination address register for the selected channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <dma.h>
/* ----- */
/*Set destination address for DMA channel register 2*/
/* ----- */
* (unsigned int *) DMA_DEST_ADDR_ADDR(2) = (unsigned
int *)0X00400000u;
```

dma_global_init

Initialize DMA global registers

Syntax

```
#include <dma.h>
void dma_global_init (unsigned int auxcr,
                      unsigned int gcra,
                      unsigned int gcrb,
                      unsigned int gndxa,
                      unsigned int gndxb,
                      unsigned int gaddra,
                      unsigned int gaddrb,
                      unsigned int gaddrc,
                      unsigned int gaddrd)
```

Defined in

dma.h as a static inline function
dma.c as a callable function

Description

dma_global_init assigns the values in the parameter list to their corresponding registers. It uses the following parameters:

- auxcr: value to set DMA auxiliary control register
- gcra: value to set DMA global count reload register A
- gcrb: value to set DMA global count reload register B
- gndxa: value to set DMA global index register A
- gndxb: value to set DMA global index register B
- gaddra: value to set DMA global address register A
- gaddrb: value to set DMA global address register B
- gaddrc: value to set DMA global address register C
- gaddrd: value to set DMA global address register D

Example

```
#include <dma.h>
/*-----*/
/* Initialize DMA global control registers */
/* auxcr = 0x1 set aux ctrl register chan pri to give chan 2 priority*/
/* gcra = 0x256 set element count in global count register A */
/* gndxa = 0x1 set index increment address by 1 */
/* gaddrb = 0x400000 set split address in global address reg B */
/* gaddro = 0x200000 set source reload address in global addr reg C */
/*-----*/
dma_global_init
(0x1, 0x256, 0x0, 0x1, 0x0, 0x0, 0x00400000, 0x00200000, 0x0)
```

dma_init*Initialize DMA channel-specific registers***Syntax**

```
#include <dma.h>
void dma_init (unsigned short chan,
               unsigned int pri_ctrl,
               unsigned int sec_ctrl,
               unsigned int src_addr,
               unsigned int dst_addr,
               unsigned int trans_ctr)
```

Defined in

dma.h as a static inline function
 dma.c as a callable function

Description

dma_init initializes a DMA channel by assigning the values in the parameter list to their corresponding registers. It uses the following parameters:

- chan: channel selector (0,1)
- pri_ctrl: value to set DMA primary control register
- sec_ctrl: value to set DMA secondary control register
- src_addr: value to set DMA source address register
- dst_addr: value to set DMA destination address register
- trans_ctr: value to set DMA transfer counter register

Example

```
#include <dma.h>
/* ----- */
/* Initialize control registers for DMA channel 2 */
/* channel = 2 initialize registers for DMA channel 2 */
/* pri_ctrl = 0x2A00A10U use global index A, element size 8 bits, */
/* use global address B as split address, enable interrupts */
/* pause during emulation halts, reload source address */
/* from global address reg C */
/* sec_ctrl = 0x0000000Au enable interrupt on completion of each frame */
/* ----- */
extern unsigned short outbuf [ ];
dma_init(2, 0x2A00A10u, 0x0000000Au, (unsigned int) & outbuf,0x00400000u,
0x00050080u);
```

DMA_PAUSE

DMA pause transfer

Syntax

```
#include <dma.h>
#define DMA_PAUSE(chan)
```

Defined in

dma.h as a macro

Description

DMA_PAUSE pauses the DMA transfer for the indicated channel. Any write transfers whose read transfer requests are complete is also completed. If the DMA channel has all of the necessary read synchronizations for the next element, one more element transfer is allowed to complete. DMA_PAUSE uses the following parameter:

□ chan: channel selector (0–3)

Example

```
#include <dma>h>
/* ----- */
/* Suspend DMA channel 2 operation          */
/* ----- */
DMA_PAUSE (2);
```

DMA_PRIMARY_CTRL_ADDR*Select DMA primary control register address***Syntax**

```
#include <dma.h>
#define DMA_PRIMARY_CTRL_ADDR(chan)
```

Defined in

dma.h as a macro

Description

DMA_PRIMARY_CTRL_ADDR returns the address of the DMA primary control register for the selected channel. It uses the following parameter:

□ chan: channel selector (0–3)

Example

```
#include <dma.h>
/* ----- */
/* Set DMA channel 2 primary control: */
/* dst reload = 00b no reload of destination address for autotint */
/* source reload = 10b reload source address from global reg C */
/* emod = 1b pause DMA during emulation halts */
/* fs = 0b no frame synchronization */
/* toint = 1b transfer controller interrupt enable */
/* pri = 0b CPU access has priority over DMA */
/* wsync = 00000b no synchorization */
/* rsync = 00000b no synchorization */
/* index = 0b use global index register A as programmable index */
/* cnt reload = 0b reload with global count register A */
/* split = 10b use DMA global address register B as split address */
/* esize = 10b set element transfer size to 8 bits */
/* dst directory = 00b no modification, writing data to external device */
/* src directory = 01b adjust using global index register (reg A) */
/* status = xx status bits read only */
/* start = 00b hold DMA until control registers have been written */
/* Full mask = 0010 1010 0000 0000 0000 1010 0001 0000b, 0x2A000A10 */
/* ----- */
*(unsigned int *) DMA_PRIMARY_CTRL_ADDR(2) = (unsigned int *)0X2A000A10U;
```


dma_reset

Reset DMA registers to default state

Syntax

```
#include <dma.h>
void dma_reset(void)
```

Defined in

dma.h as a static inline function
dma.c as a callable function

Description

DMA_RESET resets all DMA registers to their power-on reset state.

Example

```
#include <dma.h>
/* ----- */
/* Reset DMA */
/* ----- */
dma_reset( );
```

DMA_RSYNC_CLR

Clear read sync bit in DMA secondary control register

Syntax

```
#include <dma.h>
#define DMA_RSYNC_CLR(chan)
```

Defined in

dma.h as a macro

Description

DMA_RSYNC_CLR clears the read sync bit in the DMA secondary control register for the specified channel, turning off read synchronization. It uses the following parameter:

□ chan: channel selector (0–3)

Example

```
#include <dma.h>
DMA_RSYNC_CLR(0);
```

DMA_RSYNC_SET*Set read sync bit in DMA secondary control register*

| | |
|--------------------|--|
| Syntax | <code>#include <dma.h></code> <code>#define DMA_RSYNC_SET(chan)</code> |
| Defined in | dma.h as a macro |
| Description | DMA_RSYNC_SET sets the read sync bit in the DMA secondary control register for the specified channel, enabling read synchronization. It uses the following parameter: <input type="checkbox"/> chan: channel selector (0–3) |
| Example | <code>#include <dma.h></code> <code>DMA_RSYNC_SET(0);</code> |

DMA_SECONDARY_CTRL_ADDR*Select DMA secondary control register address*

| | |
|--------------------|---|
| Syntax | <code>#include <dma.h></code> <code>#define DMA_SECONDARY_CTRL_ADDR(chan)</code> |
| Defined in | dma.h as a macro |
| Description | DMA_SECONDARY_CTRL_ADDR returns the address of the DMA secondary control register for the selected channel. It uses the following parameter: <input type="checkbox"/> chan: channel selector (0–3) |

Example

```
#include <dma.h>
/* ----- */
/* Set secondary control register for DMA channel 2:                                     */
/* frame ie = 1b enable interrupt on completion of each frame xfr                       */
/* sx ie = 1b enable interrupt on split transmit overrun                               */
/* Full mask = 0000 0000 0000 0000 0000 0000 0000 1010b, 0x0000000A                 */
/* Value may be set either by using direct assignment of full mask or using*/
/* MASK_BIT macros to facilitate code maintainability/readability                 */
/* ----- */
*(unsigned int *) DMA_SECONDARY_CTRL_ADDR (2) = (unsigned int *)MASK_BIT
(FRAME_IE) | MASK_BIT(SX_IE);
```

DMA_SRC_ADDR_ADDR

Select DMA source address register address

Syntax `#include <dma.h>`
`#define DMA_SRC_ADDR_ADDR(chan)`

Defined in dma.h as a macro

Description DMA_SRC_ADDR_ADDR returns the address of the DMA source address register for the selected channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <dma.h>
extern unsigned short outbuf [ ];
/* ----- */
/* Set source address for DMA channel 2 */
/* ----- */
* (unsigned int *) DMA_SRC_ADDR_ADDR (2) = (unsigned int) & outbuf;
```

DMA_START

DMA manual start operation

Syntax `#include <dma.h>`
`#define DMA_START(chan)`

Defined in dma.h as a macro

Description DMA_START manually starts the DMA operation of the selected channel by setting the START field of the selected channel's primary control register (PCR) to a value of 01. It uses the following parameter:

□ chan: channel selector (0–3)

Example

```
include <dma.h>
/* ----- */
/* Start DMA channel 2 operation */
/* ----- */
DMA_START(DMA_CH2);
```

DMA_STOP*DMA stop transfer*

Syntax

```
#include <dma.h>
#define DMA_STOP(chan)
```

Defined in

dma.h as a macro

Description

DMA_STOP immediately stops the DMA operation on the selected channel and discards any data from completed read transfers that is held internally. It uses the following parameter:

chan: channel selector (0–3)

Example

```
#include <dma.h>
DMA_STOP(DMA_CH2);
```

DMA_WSYNC_CLR*Clear write sync bit in DMA secondary control register*

Syntax

```
#include <dma.h>
#define DMA_WSYNC_CLR(chan)
```

Defined in

dma.h as a macro

Description

DMA_WSYNC_CLR clears the write sync bit in the DMA secondary control register for the specified channel, turning off write synchronization. It uses the following parameter:

chan: channel selector (0–3)

Example

```
#include <dma.h>
DMA_WSYNC_CLR(0);
```

DMA_WSYNC_SET

Set write sync bit in DMA secondary control register

| | |
|--------------------|--|
| Syntax | <pre>#include <dma.h> #define DMA_WSYNC_SET(chan)</pre> |
| Defined in | dma.h as a macro |
| Description | DMA_WSYNC_SET sets the write sync bit in the DMA secondary control register for the specified channel, enabling write synchronization. It uses the following parameter: <input type="checkbox"/> chan: channel selector (0–3) |
| Example | <pre>#include <dma.h> DMA_WSYNC_SET(0);</pre> |

DMA_XFER_COUNTER_ADDR

Select DMA transfer counter register address

| | |
|--------------------|---|
| Syntax | <pre>#include <dma.h> #define DMA_XFER_COUNTER_ADDR(chan)</pre> |
| Defined in | dma.h as a macro |
| Description | DMA_XFER_COUNTER_ADDR returns the address of the DMA transfer counter register for the selected channel. <input type="checkbox"/> chan: channel selector (0–3) |
| Example | <pre>#include <dma.h> /* Get address of transfer counter for DMA channel 2 */ unsigned int *xfer_counter = (unsigned int *) DMA_XFER_COUNTER_ADDR(2);</pre> |

EMIF_GET_MAP_MODE*Return value of MAP bit in EMIF global control register*

Syntax

```
#include <emif.h>
#define EMIF_GET_MAP_MODE( )
```

Defined in

emif.h as a macro

Description

EMIF_GET_MAP_MODE returns the value of the MAP bit in the EMIF global control register. The MAP bit determines whether internal or external memory is mapped at address 0.

Example

```
#include <emif.h>
unsigned short map = EMIF_GET_MAP_MODE( );
```

emif_init

Initialize EMIF registers

Syntax

```
#include <emif.h>
void emif_init(unsigned int g_ctrl,
               unsigned int ce0_ctrl,
               unsigned int ce1_ctrl,
               unsigned int ce2_ctrl,
               unsigned int ce3_ctrl,
               unsigned int sdram_ctrl,
               unsigned int sdram_refresh)
```

Defined in

emif.h as a static inline function
emif.c as a callable function

Description

emif_init assigns the values in the parameter list to their corresponding registers. It uses the following parameters:

- g_ctrl: value to set EMIF global control register
- ce0_ctrl: value to set CE0 space control register
- ce1_ctrl: value to set CE1 space control register
- ce2_ctrl: value to set CE2 space control register
- ce3_ctrl: value to set CE3 space control register
- sdram_ctrl: value to set SDRAM control register
- sdram_refresh: value to set SDRAM refresh period register

Example

```
/* ----- */
/* Initialize external memory interface for 8-bit */
/* ROM */
/* */
/* g_ctrl -0x00000090 CLKClEN, NOHOLD */
/* ce0_ctrl - 0x20920201 READ/WRITE setup 2 cycles */
/* READ/WRITE strobe 2 cycles */
/* READ/WRITE hold 1 cycle */
/* ----- */
#include <emif.h>
emif_init(0x00000090, 0x20920201, 0x0, 0x0, 0x0, 0x0,
0x0);
```

GET_BIT*Return value of bit*

| | |
|--------------------|--|
| Syntax | <code>#include <regs.h></code> <code>#define GET_BIT(addr,bit)</code> |
| Defined in | regs.h as a macro |
| Description | <p>This macro returns the value of the indicated bit in the register whose address is given by the parameter <code>addr</code>. It uses the following parameters:</p> <ul style="list-style-type: none"> <input type="checkbox"/> <code>addr</code>: address of peripheral control register or other memory word <input type="checkbox"/> <code>bit</code>: indicates the relative position in the word, the bit's value is returned |

Example

```

/* ----- */
/* Include header for multichannel buffered serial port */
/* Inclusion of mcbbsp.h automatically includes regs.h */
/* ----- */
#include <mcbbsp.h>
/* ----- */
/* Test RRDY bit in multichannel buffered serial port 0 */
/* control register */
/* ----- */
unsigned int xx;
if (GET_BIT(MCBSP_SPCR_ADDR(0),RRDY) xx = MCBSP0_DRR;

```


GET_FIELD

GET_FIELD

Return value of bits in bit field

Syntax

```
#include <regs.h>
#define GET_FIELD(addr,bit,length)
```

Defined in

regs.h as a macro

Description

GET_FIELD returns the value of the bits in the indicated bit field within the register whose address is given by addr. GET_FIELD uses the following parameters:

- addr: address of peripheral control register or memory word
- bit: starting bit location of desired bit field
- length: length of bit field

Example

```
/* ----- */
/* Include DMA register, macro, and function definitions          */
/* Including dma.h, automatically includes regs.h                */
/* ----- */
#include <dma.h>
/* ----- */
/* Get value of number elements per frame from DMA transfer     */
/* counter register                                             */
/* register                                                      */
/* ----- */
ushort no_elements_per_frame =
GET_FIELD(DMA0_XFR_COUNTER_ADDR, ELEMENT_COUNT, ELEMENT_COUNT_SZ);
```

GET_REG

Return value in register

Syntax

```
#include <regs.h>
#define GET_REG(reg)
```

Defined in

regs.h as a macro

Description

GET_REG returns the value in the named register. It uses the following parameter:

- reg: name of the peripheral control register (TIMER0_CTRL, TIMER1_PERIOD, etc.)

Example

```
/* ----- */
/* Include timer.h to gain access to timer control regs,       */
/* macros, and function definitions. Including timer.h          */
/* automatically includes regs.h                               */
/* ----- */
#include <intr.h>
unsigned int clock_tics = GET_REG(TIMER0_COUNTER);
```

GET_REG_BIT *Return value of bit in named register*

| | |
|--------------------|--|
| Syntax | <code>#include <regs.h></code> <code>#define GET_REG_BIT(reg,bit)</code> |
| Defined in | regs.h as a macro |
| Description | GET_REG_BIT returns the value of the indicated bit in the named register. It uses the following parameters: <ul style="list-style-type: none"> <input type="checkbox"/> reg: name of register (DMA_GCTRL, DMA0_PRIMARY_CTRL, TIMER0_CTRL, etc.) <input type="checkbox"/> bit: bit in register whose value is to be returned. |

Example

```

/* ----- */
/* Include mcbssp.h to gain access to multi channel          */
/* buffered serial port registers, macros, and functions      */
/* Including mcbssp.h, automatically includes regs.h         */
/* ----- */
#include <mcbssp.h>
while (!(GET_REG_BIT(MCBSP0_SPCR,RRDY)));
/* Wait for serial port read ready                            */

```

GET_REG_FIELD *Return value of bit field in named register*

| | |
|--------------------|--|
| Syntax | <code>#include <regs.h></code> <code>#define GET_REG_FIELD(reg,bit,length)</code> |
| Defined in | regs.h as a macro |
| Description | GET_REG_FIELD returns the value of the indicated bit field in the named register. It uses the following parameters: <ul style="list-style-type: none"> <input type="checkbox"/> reg: name of register to access <input type="checkbox"/> bit: starting position of bit field in register <input type="checkbox"/> length: length of bit field |

Example

```

/* ----- */
/* Include emif.h to gain access to the external             */
/* Memory interface registers, macros, and functions        */
/* Including emif.h, automatically includes, regs.h         */
/* ----- */
#include <emif.h>
unsigned short strobe_width = GET_REG_FIELD (EMIF_CEO_CTRL, READ_STROBE,
READ_STROBE_SZ);

```

HPI_GET_DSPINT

HPI_GET_DSPINT

Return state of DSP interrupt

Syntax #include <hpi.h>
 #define **HPI_GET_DSPINT()**

Defined in hpi.h as a macro

Description HPI_GET_DSPINT returns the value of the DSPINT bit in the HPI control register.

Example

```
/* ----- */
/* Including hpi.h to gain access to host port interface */
/* registers, macros, and functions.            */
/* ----- */
while (!(HPI_GET_DSPINT( ))) write_to_hpi_mem( );
/* Write to HPI mem until HOST interrupt */
```

HPI_GET_HINT

Return state of host interrupt

Syntax #include <hpi.h>
 #define **HPI_GET_HINT()**

Defined in hpi.h as a macro

Description HPI_GET_HINT returns the value of the HINT bit in the HPI control register.

Example

```
/* ----- */
/* Include hpi.h to gain access to host port interface */
/* registers, macros, and functions */
/* ----- */
while (!(HPI_GET_HINT( )));
/* pause until HOST has cleared DSP to HOST interrupt */
```

HPI_RESET_DSPINT*Reset/clear DSP interrupt*

| | |
|--------------------|--|
| Syntax | <code>#include <hpi.h></code> <code>#define HPI_RESET_DSPINT()</code> |
| Defined in | hpi.h as a macro |
| Description | HPI_RESET_DSPINT resets/clears the DSPINT signal by writing a 1 to the DSPINT bit in the HPI control register. |

Example

```

/* ----- */
/* Include hpi.h to gain access to host port interface */
/* registers, macros, and functions */
/* ----- */
HPI_RESET_DSPINT( );

```

HPI_SET_HINT*Generate host interrupt*

| | |
|--------------------|---|
| Syntax | <code>#include <hpi.h></code> <code>#define HPI_SET_HINT()</code> |
| Defined in | hpi.h as a macro |
| Description | HPI_SET_HINT sets the HINT bit in the HPI control register that generates a host interrupt. |

Example

```

/* ----- */
/* Include hpi.h to gain access to host port interface */
/* registers, macros, and functions. */
/* ----- */
#include <hpi.h>
HPI_SET_HINT( );

/* Send interrupt to host processor */

```

IDLE

IDLE

Idle the processor

Syntax

```
#include <cache.h>
#define IDLE( )
```

Defined in

cache.h as a macro

Description

IDLE issues the assembly instruction IDLE, which performs a multicycle NOP. The idle is broken when an interrupt is serviced.

Example

```
/* ----- */
/* Idle CPU */
/* ----- */
#include <cache.h>
IDLE( );
```

INTR_CHECK_FLAG

Check value of bit in IFR

Syntax

```
#include <intr.h>
#define INTR_CHECK_FLAG(bit)
```

Defined in

intr.h as a macro

Description

INTR_CHECK_FLAG returns the value of the indicated bit in the Interrupt flag register (IFR). It uses the following parameter:

□ bit: bit position in interrupt flag register to poll

Example

```
#include <intr.h>
while (INTR_CHECK_FLAG (CPU_INT14));
```

INTR_CLR_FLAG*Clear interrupt manually*

Syntax

```
#include <intr.h>
#define INTR_CLR_FLAG(bit)
```

Defined in

intr.h as a macro

Description

INTR_CLR_FLAG manually clears the selected interrupt by writing a 1 to the specified bit in the ICR. Writing a 1 to IC4–IC15 in the ICR causes the corresponding bit in the IFR to be cleared. INTR_CLR_FLAG uses the following parameter:

bit: CPU interrupt (value 0–15) that must be cleared

Example

```
#include <intr.h>
INTR_CLR_FLAG (CPU_INT14);
```

INTR_DISABLE*Disable interrupt*

Syntax

```
#include <intr.h>
#define INTR_DISABLE(bit)
```

Defined in

intr.h as a macro

Description

intr_disable disables the specified interrupt by clearing the indicated bit in the interrupt enable register (IER). It uses the following parameter:

bit: CPU interrupt (value 0–15) that disables the specified interrupt

Example

```
#include <intr.h>
INTR_DISABLE (CPU_14);
/* Disable CPU 14 interrupt */
```

INTR_ENABLE

INTR_ENABLE

Enable interrupt

Syntax

```
#include <intr.h>
#define INTR_ENABLE(bit)
```

Defined in

intr.h as a macro

Description

intr_enable (bit) enables the specified interrupt by setting the indicated bit in the interrupt enable register (IER). It uses the following parameter:

- ❑ bit: CPU interrupt (value 0–15) that enables the specified interrupt

Example

```
#include <intr.h>
INTR_ENABLE (CPU_INT14);
/* Enable CPU 14 interrupt */
```

INTR_EXT_POLARITY

Set polarity for external interrupts

Syntax

```
#include <intr.h>
#define INTR_EXT_POLARITY(bit,val)
```

Defined in

intr.h as a macro

Description

INTR_EXT_POLARITY sets polarity of the four external interrupts by writing to the external interrupt polarity register. It uses the following parameters:

- ❑ bit: bit in external polarity register (0 – affects external interrupt-4 polarity, 1 – affects external interrupt-5 polarity, 2 – affects external interrupt-6 polarity, 3 – affects external interrupt-7 polarity)
- ❑ val: 0/1 clears/sets (respectively) the external polarity for the specified external interrupt

Example

```
#include <intr.h>
INTR_EXT_POLARITY (XIP4; 1);
/* Invert external polarity for external interrupt #4*/
```

intr_get_cpu_intr*Return CPU interrupt corresponding to given interrupt source***Syntax**

```
#include <intr.h>
int intr_get_cpu_intr(int isn)
```

Defined in

intr.c as a callable function

Description

intr_get_cpu_intr returns the interrupt number corresponding to the indicated interrupt selection number (isn). It uses the following parameter:

- ❑ isn: interrupt selector number (0–15). If the isn is not currently mapped, ERROR is returned.

Example

```
#include <intr.h>
int cpuint = intr_get_cpu_intr(ISN_TINT0);
/*Returns the CPU interrupt number t0 which timer interrupt 0 is mapped*/
```

INTR_GET_ISN*Return ISN value for selected interrupt in selected interrupt multiplexer***Syntax**

```
#include <intr.h>
#define INTR_GET_ISN(intsel,sel)
```

Defined in

intr.h as a macro

Description

INTR_GET_ISN returns the ISN value corresponding to the selected interrupt from the selected interrupt multiplexer. It uses the following parameters:

- ❑ intsel: interrupt selector mnemonic (INTSEL4, INTSEL5, etc.)
- ❑ sel: 0/1 selects interrupt multiplexer register low or high, respectively

Example

```
#include <intr.h>
/* Get ISN for INTSEL4 in low interrupt multiplexer */
isn=INTR_GET_ISN( INTSEL4,0 );
```


INTR_GLOBAL_DISABLE

INTR_GLOBAL_DISABLE

Globally disable all maskable interrupts

Syntax

```
#include <intr.h>
#define INTR_GLOBAL_DISABLE()
```

Defined in

intr.h as a macro

Description

INTR_GLOBAL_DISABLE globally disables all maskable interrupts by clearing the GIE bit in the control status register (CSR). Interrupts may also be disabled by the INTR_DISABLE macro, which clears the corresponding interrupt bit in the IER.

Example

```
#include <intr.h>
INTR_GLOBAL_DISABLE( );

/* Globally disable all interrupts*/
```

INTR_GLOBAL_ENABLE

Globally enable all maskable interrupts

Syntax

```
#include <intr.h>
#define INTR_GLOBAL_ENABLE()
```

Defined in

intr.h as a macro

Description

INTR_GLOBAL_ENABLE globally enables all maskable interrupts by setting the GIE bit in the control status register (CSR). For interrupts to be processed, the corresponding bit in the Interrupt enable register (IER) must also be set.

Example

```
#include <intr.h>
INTR_GLOBAL_ENABLE( );

/* Globally enable all interrupts */
```

intr_hook*Hook an interrupt service function to an interrupt*

Syntax

```
#include <intr.h>
void intr_hook(void(*fp)(void),int cpu_intr)
```

Defined in

intr.c as callable function

Description

intr_hook places the function pointer indicated by fp into isr_jump_table[] at the location specified by cpu_intr. It uses the following parameters:

- fp: vector location for interrupt (given as absolute offset from base vector address). Note that fp is a pointer to an ISR declared in C by the interrupt keyword.
- cpu_intr: interrupt service routine to invoke when servicing this interrupt

Example

```
#include <intr.h>
void extern_1 (void);
/* Prototype for interrupt service routine */
intr_hook (extern_1, CPU_INT3)
```

intr_init*Initialize interrupt processing*

Syntax

```
#include <intr.h>
void intr_init(void)
```

Defined in

intr.c as callable function

Description

intr_init initializes the interrupt service table pointer (ISTP) with the address of the global label vec_table, which is resolved at link time. The address vec_table is defined in intr_.asm and its value is determined at link time.

Example

```
#include <intr.h>
intr_init();
/* Place base address of vector table in ISTP */
```

intr_isn

intr_isn

Return interrupt source corresponding to CPU interrupt

Syntax

```
#include <intr.h>
int intr_isn(int cpu_intr)
```

Defined in

intr.c as a callable function

Description

intr_isn returns the interrupt source number corresponding to the CPU interrupt specified by cpu_intr. It uses the following parameter:

- ❑ cpu_intr: CPU interrupt (0–15)

Example

```
#include <intr.h>
/*Return interrupt number mapped to CPU interrupt number 4          */
int isn = intr_isn(CPU_INT4);
```

intr_map

Map interrupt source to CPU interrupt

Syntax

```
#include <intr.h>
void intr_map(int cpu_intr,int isn)
```

Defined in

intr.c as a callable function

Description

intr_map places the indicated ISN value in the appropriate field of the appropriate interrupt multiplexer register. It uses the following parameters:

- ❑ cpu_intr: selects the CPU interrupt (0–15) to which to map the corresponding interrupt given by isn
- ❑ isn: interrupt selector number to map to indicated CPU interrupt

Example

```
/* Map timer 0 interrupt selector to CPU interrupt 4 */
intr_map(CPU_INT4,TIMER0_INT);
```

INTR_MAP_RESET*Reset interrupt multiplexer registers*

| | |
|--------------------|---|
| Syntax | <code>#include <intr.h></code> <code>#define INTR_MAP_RESET()</code> |
| Defined in | intr.h as a macro |
| Description | INTR_MAP_RESET resets the interrupt multiplexer high and interrupt multiplexer low registers to their default values. |

Example

```
#include <intr.h>
INTR_MAP_RESET( );
/* Set low and high interrupt multiplexer registers to default values */
```

intr_reset*Reset interrupt registers to default values*

| | |
|--------------------|--|
| Syntax | <code>#include <intr.h></code> <code>void intr_reset(void)</code> |
| Defined in | intr.c as a callable function |
| Description | intr_reset initializes all of the interrupt-related registers to their default values. |

Example

```
#include <intr.h>
/* initialize interrupt registers to their default values */
intr_reset( );
```

INTR_SET_FLAG*Set interrupt manually*

| | |
|--------------------|--|
| Syntax | <code>#include <intr.h></code> <code>#define INTR_SET_FLAG(bit)</code> |
| Defined in | intr.h as a macro |
| Description | INTR_SET_FLAG manually sets the selected interrupt by writing a 1 to the specified bit in the ISR. Writing a 1 to IS4–IS15 in the ISR causes the corresponding bit in the IFR to be set. INTR_SET_FLAG uses the following parameter: <input type="checkbox"/> bit: CPU interrupt to mask (0–15) |

Example

```
#include <intr.h>
INTR_SET_FLAG(CPU_INT4);
```

INTR_SET_MAP

Map interrupt source to a CPU interrupt

| | |
|--------------------|--|
| Syntax | <pre>#include <intr.h> #define INTR_SET_MAP(intsel,val,sel)</pre> |
| Defined in | intr.h as a macro |
| Description | <p>INTR_SET_MAP maps an interrupt source specified by val to the CPU intr specified by intsel. It uses the following parameters:</p> <ul style="list-style-type: none"><input type="checkbox"/> intsel: CPU interrupt to map<input type="checkbox"/> val: interrupt source<input type="checkbox"/> sel: 0/1 selects interrupt multiplexer register low or high, respectively |

Example

```
#include <intr.h>
INTR_SET_MAP (CPU_INT4, ISN_EXT_INT4, 0);

/* Map CPU interrupt 4 to external interrupt 4 (as source) */
```

LOAD_FIELD

Assign value of bits in bit field

| | |
|--------------------|--|
| Syntax | <pre>#include <regs.h> #define LOAD_FIELD(addr,val,bit,length)</pre> |
| Defined in | regs.h as a macro |
| Description | <p>LOAD_FIELD assigns the bits within the indicated bit field of the register whose address is given by addr to val. It uses the following parameters:</p> <ul style="list-style-type: none"><input type="checkbox"/> addr: address of peripheral control register/memory word to access<input type="checkbox"/> val: value to assign to the bit field<input type="checkbox"/> bit: starting bit position of the bit field<input type="checkbox"/> length: length of bit field (number of bits) defined in regs.h |

Example

```
#include <regs.h>
/* ----- */
/* Include emif.h to gain access to the external */
/* Memory interface registers, macros, and functions */
/* Including emif.h, automatically includes regs.h */
/* ----- */
LOAD_FIELD (EMIF_CEO_CTRL_ADDR, READ_STROBE, READ_STROBE_SZ, 4);
/* Set read strobe width to 4 cycles */
```

LOAD_REG_FIELD*Assign value of bits in named register bit field***Syntax**

```
#include <regs.h>
#define LOAD_REG_FIELD(reg,val,bit,length)
```

Defined in

regs.h as a macro

Description

LOAD_REG_FIELD assigns the bits within the indicated bit field of the named register to val. It uses the following parameters:

- reg: name of register to access
- val: value to assign to the bit field
- bit: starting bit position of the bit field
- length: length of bit field (number of bits) defined in regs.h

Example

```
#include <regs.h>
/* disable global interrupts */
LOAD_REG_FIELD(CSR,0,0,2);
```

MASK_BIT*Create bit mask***Syntax**

```
#include <regs.h>
#define MASK_BIT(bit)
```

Defined in

regs.h as a macro

Description

MASK_BIT returns a bit mask for the specified bit. A bit mask is defined as a 1 in the indicated bit position with all other bits 0.

- bit: bit to mask in word

Example

```
/* ----- */
/* Globally enable interrupts by setting          */
/* GIE bit in Control Status Register            */
/* ----- */
#include <regs.h>
CSR = MASK_BIT(GIE);
```

MASK_FIELD

MASK_FIELD

Return bit field mask

Syntax `#include <regs.h>`
`#define MASK_FIELD(bit,length)`

Defined in regs.h as a macro

Description MASK_FIELD returns a bit field mask at the indicated bit with length number of bits masked. A bit field mask is defined as 1s in the bit locations comprising the field and 0s elsewhere. It uses the following parameters:

- bit: starting bit position of field to mask
- length: length of bit field (number of bits)

Example

```
/* ----- */
/* Get CPU ID from control status register          */
/* ----- */
#include <regs.h>
unsigned short cpu_id |= MASK_FIELD (CPU_ID, CPU_ID_SZ) >> CPU_ID;
```

MCBSP_ADDR

Return base address

Syntax `#include <mcbasp.h>`
`#define MCBSP_ADDR(port_no)`

Defined in mcbasp.h as a macro

Description MCBSP_ADDR returns the base address of the block of control registers for the specified MCBSP port. It uses the following parameter:

- port_no: indicates the selected port (0,1)

Example

```
#include <mcbasp.h>
unsigned int *port0_base_addr = (unsigned int *)
MCBSP_ADDR(0);
```

MCBSP_BYTES_PER_WORD*Return bytes to hold bits indicated by wrlen***Syntax**

```
#include <mcbbsp.h>
#define MCBSP_BYTES_PER_WORD(wrlen)
```

Defined in

mcbbsp.h as a macro

Description

MCBSP_BYTES_PER_WORD returns the number of bytes required to hold the number of bits indicated by wrlen. It uses the following parameter:

□ wrlen: number of bits

Example

```
#include
unsigned short bytes = MCBSP_BYTES_PER_WORD(30);
```

MCBSP_DRR_ADDR*Select MCBSP data receive register address***Syntax**

```
#include <mcbbsp.h>
#define MCBSP_DRR_ADDR(port_no)
```

Defined in

mcbbsp.h as a macro

Description

MCBSP_DRR_ADDR returns the address of the MCBSP data receive register for the selected channel. It uses the following parameters:

□ port_no: indicates the selected port (0,1)

Example

```
/* ----- */
/* Get address of multi channel buffered          */
/* serial port 1, receive address reg            */
/* ----- */
#include <mcbbsp.h>
unsigned int *ptr = (unsigned int *) MCBSP_DRR_ADDR
(1);
```


MCBSP_DXR_ADDR

Select MCBSP data transmit register address

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_DXR_ADDR(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_DXR_ADDR returns the address of the MCBSP data transmit register for the selected channel. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Get address of data transmit register */ /* for MCBSP port 0. */ /* ----- */ #include <mcbasp.h> unsigned int *ptr = (unsigned int *)MCBSP_DXR_ADDR (0);</pre> |

MCBSP_ENABLE

Enable multichannel buffered serial port

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_ENABLE(port_no,type)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_ENABLE enables either the receive, transmit or both sections of the selected multichannel buffered serial port. It uses the following parameters: <input type="checkbox"/> port_no: selects which McBSP port to enable <input type="checkbox"/> type: specifies the transfer mode to enable for the selected port. Macros defined in mcbasp.h such as MCBSP_TX should be used to specify the transfer mode. |
| Example | <pre>#include <mcbasp.h> /* enable mcbasp 0 transmit */ MCBSP_ENABLE(0, MCBSP_TX) */</pre> |

MCBSP_FRAME_SYNC_ENABLE

Enable frame sync generation logic for selected port

Syntax `#include <mcbbsp.h>`
`#define MCBSP_FRAME_SYNC_ENABLE(port_no)`

Defined in mcbbsp.h as a macro

Description MCBSP_FRAME_SYNC_ENABLE enables the frame sync generation logic for the selected port. Note that the sample rate generator must also be enabled for the frame sync signal FSG to become active. It uses the following parameter:

- port_no: indicates the selected port (0,1)

Example

```
/* ----- */
/* Enable frame sync for MCBSP 1 */
/* ----- */
#include <mcbbsp.h>
SET_BIT(MCBSP_SPCR_ADDR(1), GRST);
/* Enable Sample Rate Generator */
MCBSP_FRAME_SYNC_ENABLE(1);
```

MCBSP_FRAME_SYNC_RESET

Reset/disable frame sync generation logic for selected port

Syntax `#include <mcbbsp.h>`
`#define MCBSP_FRAME_SYNC_RESET(port_no)`

Defined in mcbbsp.h as a macro

Description MCBSP_FRAME_SYNC_RESET resets/disables the frame sync generation logic for the selected port. The internal frame sync signal, FSG, is driven inactive low. It uses the following parameter:

- port_no: indicates the selected port (0,1)

Example

```
/* ----- */
/* Disable frame sync for MCBSP 0 port */
/* ----- */
#include <mcbbsp.h>
MCBSP_FRAME_SYNC_RESET(0);
```

mcbbsp_init

Initialize multichannel buffered serial port

Syntax

```
#include <mcbbsp.h>
void mcbbsp_init(unsigned short port_no, unsigned int sPCR_ctrl,
unsigned int rCR_ctrl, unsigned int xCR_ctrl, unsigned int srGR_ctrl,
unsigned int mCR_ctrl, unsigned int rCR_ctrl, unsigned int xCR_ctrl,
unsigned int pCR_ctrl)
```

Defined in

mcbbsp.h as a static inline function
mcbbsp.c as a callable function

Description

mcbbsp_init initializes the registers indicated in the argument list to their corresponding parameter values. It uses the following parameters:

- port_no: selects port (0,1)
- sPCR_ctrl: value to set serial port control register
- rCR_ctrl: value to set receive control register
- xCR_ctrl: value to set transmit control register
- srGR_ctrl: value to set sample rate generator register
- mCR_ctrl: value to set multi-channel control register
- rCR_ctrl: value to set receive channel enable register
- xCR_ctrl: value to set transmit channel enable register
- pCR_ctrl: value to set pin control register

Example

```
#include
/* ----- */
/* Set control for buffered serial port control register */
/* ----- */
/* port = 1 */
/* sPCR_ctrl= 0x00002000u right justify zero - fill */
/* rCR_ctrl= 0x00047F00u Pulse after first frame sync ignored */
/* Frame length 128 words */
/* Word size 8 bits */
/* xCR_ctrl = 0x00047F00u Pulse after first frame sync ignored */
/* Frame length 128 words */
/* Word size 8 bits */
/* srGR_ctrl = 0xc4000400u Frame period 1024 clkg cycles */
/* Frame sync pulse width 4 clkg cycles */
/* mCR_ctrl = 0x00070001u Disable all but selected channels */
/* enable blk 0 for receive */
/* enable blk 1 for transmit */
/* rCR_ctrl = 0x00000001u enable partition A chan 0 for rec */
/* xCR_ctrl = 0x00010000u Enable Partition B chan 0 for xmit */
/* pCR_ctrl = 0x0000030cu Receive/Transmit driven externally */
/* ----- */
mcbbsp_init(1, 0x00002000u, 0x00047F00u, 0x00047F00u, 0xc4000400u,
0x00070001u, 0x00000001u, 0x00010000u, 0x0000030cu );
```

MCBSP_IO_DISABLE*Take selected port out of general-purpose I/O mode***Syntax**

```
#include <mcbbsp.h>
#define MCBSP_IO_DISABLE(port_no)
```

Defined in

mcbbsp.h as a macro

Description

MCBSP_IO_DISABLE restores the selected port to McBSP operational mode from the general-purpose I/O mode. It uses the following parameter:

□ port_no: indicates the selected port (0,1)

Example

```
/* ----- */
/* Take MCBSP 0 out of general purpose I/O      */
/* mode                                          */
/* ----- */
#include <mcbbsp.h>
MCBSP_IO_DISABLE(0);
```

MCBSP_IO_ENABLE*Place selected port in general-purpose I/O mode***Syntax**

```
#include <mcbbsp.h>
#define MCBSP_IO_ENABLE(port_no)
```

Defined in

mcbbsp.h as a macro

Description

MCBSP_IO_ENABLE places the selected port in general purpose I/O mode. DR and CLKS are general purpose input pins; DX is a general purpose output pin. FS(R/X), CLK(R/X) are general-purpose I/O pins. MCBSP_IO_ENABLE uses the following parameter:

□ port_no: indicates the selected port (0,1)

Example

```
/* ----- */
/* Place MCBSP 0 port in general purpose I/O    */
/* mode                                          */
/* ----- */
#include <mcbbsp.h>
MCBSP_IO_ENABLE (0);
```

MCBSP_LOOPBACK_DISABLE

Take selected serial port out of internal loopback mode

| | |
|--------------------|--|
| Syntax | <pre>#include <mcbssp.h> #define MCBSP_LOOPBACK_DISABLE(port_no)</pre> |
| Defined in | mcbssp.h as a macro2 |
| Description | <p>MCBSP_LOOPBACK_DISABLE takes the selected serial port out of internal loopback mode by resetting the DLB bit in the appropriate serial port configuration register. It uses the following parameter:</p> <ul style="list-style-type: none">□ port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Disable loopback mode mode for MCBSP 1 */ /* ----- */ #include <mcbssp.h> MCBSP_LOOPBACK_DISABLE(1);</pre> |

MCBSP_LOOPBACK_ENABLE

Place selected serial port in internal loopback mode

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbssp.h> #define MCBSP_LOOPBACK_ENABLE(port_no)</pre> |
| Defined in | mcbssp.h as a macro |
| Description | <p>MCBSP_LOOPBACK_ENABLE places the selected serial port in internal loopback mode by setting the DLB bit in the appropriate serial port configuration register. During DLB mode, the DR, FSR, and CLKR are internally connected to the DX, FSX and CLKX pins, respectively. MCBSP_LOOPBACK_ENABLE uses the following parameter:</p> <ul style="list-style-type: none">□ port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Place MCBSP 1 digital loopback mode */ /* ----- */ #include <mcbssp.h> MCBSP_LOOPBACK_ENABLE(1);</pre> |

MCBSP_MCR_ADDR*Select MCBSP multichannel control register address*

| | |
|--------------------|--|
| Syntax | <pre>#include <mcbbsp.h> #define MCBSP_MCR_ADDR(port_no)</pre> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_MCR_ADDR returns the address of the MCBSP multichannel control register for the selected channel. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Get address of MCBSP 1 multi-channel control register */ /* ----- */ #include <mcbbsp.h> unsigned int *ptr = (unsigned int *)MCBSP_MCR_ADDR(1);</pre> |

MCBSP_PCR_ADDR*Select MCBSP pin control register address*

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbbsp.h> #define MCBSP_PCR_ADDR(port_no)</pre> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_PCR_ADDR returns the address of the MCBSP pin control register for the selected channel. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Get address of MCBSP 1 pin control reg ----- */ /* ----- */ #include <mcbbsp.h> unsigned int *ptr = (unsigned int *)MCBSP_PCR_ADDR(1);</pre> |

MCBSP_RCER_ADDR

Select MCBSP receive channel enable register address

| | |
|--------------------|--|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_RCER_ADDR(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_RCER_ADDR returns the address of the MCBSP receive channel enable register for the selected channel. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /*Get address of MCBSP 1 receive channel enable reg */ /* ----- */ #include <mcbasp.h> unsigned int *ptr = (unsigned int *)MCBSP_RCER_ADDR(1);</pre> |

MCBSP_RCR_ADDR

Select MCBSP receive control register address

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_RCR_ADDR(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | This macro function returns the address of the MCBSP receive control register for the selected channel. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /*Get address of MCBSP 1 receive control register */ /* ----- */ #include <mcbasp.h> unsigned int *ptr = (unsigned int *)MCBSP_RCR_ADDR(1);</pre> |

MCBSP_READ *Read data receive register (DRR)*

| | |
|--------------------|--|
| Syntax | <code>#include <mcbbsp.h></code> <code>#define MCBSP_READ(port_no)</code> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_READ returns the value in the selected port's data receive register (DRR). It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |

Example

```
#include <mcbbsp.h>
/*----- */
/* Read value from data, receive register of serial port 1      */
/*----- */
unsigned int data = MCBSP_READ (1);
```

MCBSP_RRDY *Return state of RRDY bit for selected port*

| | |
|--------------------|---|
| Syntax | <code>#include <mcbbsp.h></code> <code>#define MCBSP_RRDY(port_no)</code> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_RRDY returns the value of the RRDY bit for the selected port. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |

Example

```
/*----- */
/* Poll status of RRDY for MCBSP 0                               */
/*----- */
#include <mcbbsp.h>
while(!(MCBSP_RRDY(0)));
```


MCBSP_RX_RESET

Reset multichannel buffered serial port

| | |
|--------------------|--|
| Syntax | <pre>#include <mcbbsp.h> #define MCBSP_RX_RESET(port_no)</pre> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_RX_RESET resets the receiver of the selected port. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>#include <mcbbsp.h> /* ----- */ /* Resets receive side of serial port 1 */ /* ----- */ MCBSP_RX_RESET (1);</pre> |

MCBSP_SAMPLE_RATE_ENABLE

Enable sample rate generator for selected port

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbbsp.h> #define MCBSP_SAMPLE_RATE_ENABLE(port_no)</pre> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_SAMPLE_RATE_ENABLE enables the sample rate generator for the selected port. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Enable SRGR for MCBSP 1 */ /* ----- */ #include <mcbbsp.h> MCBSP_SAMPLE_RATE_ENABLE(1);</pre> |

MCBSP_SAMPLE_RATE_RESET*Reset/disable sample rate generator for selected port*

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbbsp.h> #define MCBSP_SAMPLE_RATE_RESET(port_no)</pre> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_SAMPLE_RATE_RESET resets/disables the sample rate generator for the selected port. The FSG and CLKG signals are driven inactive low. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Disable SRGR for MCBSP 1 */ /* ----- */ #include <mcbbsp.h> MCBSP_SAMPLE_RATE_RESET(1);</pre> |

MCBSP_SPCR_ADDR*Select MCBSP serial port control register address*

| | |
|--------------------|--|
| Syntax | <pre>#include <mcbbsp.h> #define MCBSP_SPCR_ADDR(port_no)</pre> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_SPCR_ADDR returns the address of the MCBSP serial port control register for the selected channel. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Get address of MCBSP 0 sample rate generator reg */ /* ----- */ #include <mcbbsp.h> unsigned int *ptr = (unsigned int *)MCBSP_SPCR_ADDR(0);</pre> |

MCBSP_SRGR_ADDR

Select MCBSP sample rate generator register address

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_SRGR_ADDR(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_SRGR_ADDR returns the address of the MCBSP sample rate generator register for the selected channel. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Get address of MCBSP 0 sample rate generator reg */ /* ----- */ #include <mcbasp.h> unsigned int *ptr = (unsigned int *)MCBSP_SRGR_ADDR (0);</pre> |

MCBSP_TX_RESET

Reset multichannel buffered serial port

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_TX_RESET(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_TX_RESET resets the transmitter of the selected port. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>#include <mcbasp.h> /* ----- */ /* Reset transmit side of serial port 1 */ /* ----- */ MCBSP_TX_RESET(1);</pre> |

MCBSP_WRITE *Write data transmit register (DXR)*

| | |
|--------------------|--|
| Syntax | <code>#include <mcbbsp.h></code> <code>#define MCBSP_WRITE (port_no,data)</code> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_WRITE loads data into the selected port's data transmit register (DXR). It uses the following parameters: <ul style="list-style-type: none"> <input type="checkbox"/> port_no: indicates the selected port (0,1) <input type="checkbox"/> data: data to be transmitted |
| Example | <code>#include <mcbbsp.h></code> <code>MCBSP_WRITE (1, (unsigned int) 'A');</code> |

MCBSP_XCER_ADDR *Select MCBSP transmit channel enable register address*

| | |
|--------------------|--|
| Syntax | <code>#include <mcbbsp.h></code> <code>#define MCBSP_XCER_ADDR(port_no)</code> |
| Defined in | mcbbsp.h as a macro |
| Description | MCBSP_XCER_ADDR returns the address of the MCBSP transmit channel enable register for the selected channel. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre> /* ----- */ /* Get address of MCBSP 1 transmit control register */ /* ----- */ #include <mcbbsp.h> unsigned int xcer = MCBSP_XCER_ADDR(1); </pre> |

MCBSP_XCR_ADDR

Select MCBSP transmit control register address

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_XCR_ADDR(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_XCR_ADDR returns the address of the MCBSP transmit control register for the selected channel. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Get address of MCBSP 1 transmit control register */ /* ----- */ #include <mcbasp.h> unsigned int *ptr = (unsigned int *)MCBSP_XCR_ADDR (1);</pre> |

MCBSP_XRDY

Return state of XRDY bit for selected port

| | |
|--------------------|---|
| Syntax | <pre>#include <mcbasp.h> #define MCBSP_XRDY(port_no)</pre> |
| Defined in | mcbasp.h as a macro |
| Description | MCBSP_XRDY returns the value of the XRDY bit for the selected port. It uses the following parameter: <input type="checkbox"/> port_no: indicates the selected port (0,1) |
| Example | <pre>/* ----- */ /* Poll status of XRDY for MCBSP 0 */ /* ----- */ #include <mcbasp.h> while (!(MCBSP_XRDY(0)));</pre> |

REG_READ*Read memory-mapped register*

| | |
|--------------------|---|
| Syntax | <code>#include <regs.h></code> <code>#define REG_READ(addr)</code> |
| Defined in | regs.h as a macro |
| Description | REG_READ returns the contents of the register whose address is given by addr. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> addr: address of memory-mapped register to be read. |

Example

```

/* ----- */
/* Include timer.h to access timer control register          */
/* Definitions, macros, and functions, including timer.h     */
/* Automatically includes regs.h                            */
/* ----- */
#include <timer.h>
unsigned int count = REG_READ(TIMER0_COUNTER_ADDR);
/*Get value of timer counter register                        */

```

REG_WRITE*Write to memory-mapped register*

| | |
|--------------------|---|
| Syntax | <code>#include <regs.h></code> <code>#define REG_WRITE(addr,val)</code> |
| Defined in | regs.h as a macro |
| Description | REG_WRITE writes val to the register whose address is given by addr. It uses the following parameters: <ul style="list-style-type: none"> <input type="checkbox"/> addr: address of memory-mapped register to write to <input type="checkbox"/> val: value to write to register |

Example

```

/* ----- */
/* Include timer.h to access timer control register          */
/* Definitions, macros and functions, including timer.h     */
/* Automatically includes, regs.h                            */
/* ----- */
#include <timer.h>
REG_WRITE(TIMER0_PERIOD_ADDR,256);
/* Set TIMER 0 period register                              */

```

RESET_BIT

RESET_BIT

Reset/clear bit

| | |
|--------------------|--|
| Syntax | <code>#include <regs.h></code> <code>#define RESET_BIT(addr,bit)</code> |
| Defined in | regs.h as a macro |
| Description | RESET_BIT resets (clears) the indicated bit in the register whose address is given by addr. It uses the following parameters: <ul style="list-style-type: none"><input type="checkbox"/> addr: address of memory-mapped register/word to access<input type="checkbox"/> bit: bit to reset/clear |

Example

```
/* ----- */
/* Include hpi.h to gain access to Host Port Interface */
/* Register definitions, macros, and functions */
/* Including hpi.h, automatically includes, regs.h */
/* ----- */
RESET_BIT (HPIC_ADDR, DSPINT);
/*Clear HOST to DSP/DMA interrupt bit */
```

RESET_FIELD

Resets/clears bits in bit field

| | |
|--------------------|--|
| Syntax | <code>#include <regs.h></code> <code>#define RESET_FIELD(addr,bit,length)</code> |
| Defined in | regs.h as a macro |
| Description | RESET_FIELD clears the bits within the indicated bit field in the register whose address is given by addr. It uses the following parameters: <ul style="list-style-type: none"><input type="checkbox"/> addr: address of memory-mapped register<input type="checkbox"/> bit: starting bit of field to reset/clear<input type="checkbox"/> length: length of bit field (number of bits) |

Example

```
/* ----- */
/* Include intr.h to access interrupt handling macros */
/* Functions and register definitions. Including */
/* intr.h automatically includes, regs.h */
/* ----- */
#include <intr.h>
RESET_FIELD(INTR_MULTIPLEX_LOW_ADDR, INTSEL6, INTSEL_SZ);
/* Reset interrupt selector interrupt 6 */
```

RESET_REG_BIT*Reset/clear bit in named register***Syntax**

```
#include <regs.h>
#define RESET_REG_BIT(reg,bit)
```

Defined in

regs.h as a macro

Description

RESET_REG_BIT sets the indicated bit in the named register. It uses the following parameters:

- reg: register name (CSR, MCBSP0_SPCR, TIMER0_CTRL, DMA_GCTRL)
- bit: bit in register to reset/clear

Example

```
/* ----- */
/* Include intr.h to access interrupt handling macros */
/* Functions and register definitions. Including */
/* intr.h automatically includes, regs.h */
/* ----- */
#include <intr.h>
RESET_REG_BIT(IFR,IF4);

/* Reset/clear interrupt flag for CPU interrupt #4 */
```

SDRAM_INIT*Initialize SDRAM***Syntax**

```
#include <emif.h>
#define SDRAM_INIT( )
```

Defined in

emif.h as a macro

Description

SDRAM_INIT causes the EMIF to perform the necessary functions to initialize SDRAM if any of the CE spaces are configured for SDRAM.

Example

```
#include <emif.h>
SDRAM_INIT( );
```


SDRAM_REFRESH_DISABLE

SDRAM_REFRESH_DISABLE

Disable SDRAM refresh cycles

Syntax

```
#include <emif.h>
#define SDRAM_REFRESH_DISABLE( )
```

Defined in

emif.h as a macro

Description

SDRAM_REFRESH_DISABLE disables SDRAM refresh cycles for all CE spaces that specify an SDRAM memory type in the MTYPE field of the associated CE space control register.

Example

```
#include <emif.h>
SDRAM_REFRESH_DISABLE( );
```

SDRAM_REFRESH_ENABLE

Enable SDRAM refresh cycles

Syntax

```
#include <emif.h>
#define SDRAM_REFRESH_ENABLE( )
```

Defined in

emif.h as a macro

Description

SDRAM_REFRESH_ENABLE enables SDRAM refresh cycles for all CE spaces that specify an SDRAM memory type in the MTYPE field of the associated CE space control register.

Example

```
#include <emif.h>
SDRAM_REFRESH_ENABLE( );
```

SDRAM_REFRESH_PERIOD*Set SDRAM refresh period*

| | |
|--------------------|--|
| Syntax | <pre>#include <emif.h> #define SDRAM_REFRESH_PERIOD(val)</pre> |
| Defined in | emif.h as a macro |
| Description | <p>SDRAM_REFRESH_PERIOD sets the SDRAM refresh period by assigning the val parameter to the PERIOD field of the SDRAM timing register. It uses the following parameter:</p> <ul style="list-style-type: none"> <input type="checkbox"/> val: value to set SDRAM refresh period in SDRAM timing register. Val indicates the number of CLKOUT2 periods (1/2 the CPU clock rate) in the refresh cycle. |
| Example | <pre>#include <emif.h> SDRAM_REFRESH_PERIOD(2048);</pre> |

SET_BIT*Set bit*

| | |
|--------------------|--|
| Syntax | <pre>#include <regs.h> #define SET_BIT(addr,bit)</pre> |
| Defined in | regs.h as a macro |
| Description | <p>SET_BIT sets the indicated bit to 1 in the register whose address is given by addr. It uses the following parameter:</p> <ul style="list-style-type: none"> <input type="checkbox"/> addr: address of memory-mapped register <input type="checkbox"/> bit: bit in register to set |
| Example | <pre>/* HPI.H automatically includes regs.h */ #include <hpi.h> SET_BIT(HPIC_ADDR,HRDY);</pre> |

SET_REG

Set value of named register

| | |
|--------------------|---|
| Syntax | <pre>#include <regs.h> #define SET_REG(reg,val)</pre> |
| Defined in | regs.h as a macro |
| Description | SET_REG sets the value of the named register. It uses the following parameters: <ul style="list-style-type: none"><input type="checkbox"/> reg: name of memory-mapped register<input type="checkbox"/> val: value to assign to register |
| Example | <pre>#include <timer.h> /* timer.h automatically includes regs.h */ SET_REG(TIMER0_PERIOD,256);</pre> |

SET_REG_BIT

Set bit in named register

| | |
|--------------------|--|
| Syntax | <pre>#include <regs.h> #define SET_REG_BIT(reg,bit)</pre> |
| Defined in | regs.h as a macro |
| Description | SET_REG_BIT sets the indicated bit in the named register. <ul style="list-style-type: none"><input type="checkbox"/> reg: name of peripheral/memory-mapped control register<input type="checkbox"/> bit: bit in register to be set |
| Example | <pre>#include <hpi.h> /* hpi.h automatically includes regs.h */ SET_REG_BIT(HPIC,HRDY);</pre> |

TIMER_AVAILABLE*Check for availability of timer channel*

Syntax

```
#include <timer.h>
#define TIMER_AVAILABLE(chan)
```

Defined in

timer.h as a macro

Description

TIMER_AVAILABLE checks the status of the specified channel to see if it is available for use. It uses the following parameter:

chan: channel selector (0,1)

Example

```
#include <timer.h>
if (TIMER_AVAILABLE(0)) timer_init(0, 0x1, 0xffff);
```

TIMER_CLK_EXTERNAL*Select external clock source timer for channel*

Syntax

```
#include <timer.h>
#define TIMER_CLK_EXTERNAL(chan)
```

Defined in

timer.h as a macro

Description

TIMER_CLK_EXTERNAL selects the external clock source for the specified timer channel. It uses the following parameter:

chan: channel selector (0,1)

Example

```
#include <timer.h>
TIMER_CLK_EXTERNAL(1); /* TIMER 1 driven by external clock source */
```

TIMER_CLK_INTERNAL

Select internal clock source

Syntax

```
#include <timer.h>
#define TIMER_CLK_INTERNAL(chan)
```

Defined in

timer.h as a macro

Description

TIMER_CLK_INTERNAL selects the internal clock source for the specified timer channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
TIMER_CLK_INTERNAL(0); /* TIMER 0 driven by internal clock source */
```

TIMER_COUNTER_ADDR

Select timer counter register address

Syntax

```
#include <timer.h>
#define TIMER_COUNTER_ADDR(chan)
```

Defined in

timer.h as a macro

Description

TIMER_COUNTER_ADDR returns the address of the timer counter register for the selected channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
/* ----- */
/* Get address of timer 1 counter register          */
/* ----- */
#include <timer.h>
unsigned int *ptr = (unsigned int *)TIMER_COUNTER_ADDR (1);
```

TIMER_CTRL_ADDR*Select timer control register address*

Syntax

```
#include <timer.h>
#define TIMER_CTRL_ADDR(chan)
```

Defined in

timer.h as a macro

Description

TIMER_CTRL_ADDR returns the address of the timer control register for the selected channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
/* ----- */
/* get address of timer 0 control register      */
/* ----- */
#include <timer.h>
unsigned int *timer_ctrl = (unsigned int*)
TIMER_CTRL_ADDR(0);
```

timer_delay*Delay for specified number of timer periods*

Syntax

```
#include <timer.h>
int timer_delay(short num_timer_periods)
```

Defined in

timer.c as a callable function

Description

Delays for specified number of clock ticks. The argument is used to set the value of the timer period register. It uses the following parameter:

□ num_timer_periods: value to set timer period

Example

```
#include <timer.h>
timer_delay(100); /* delay 100 clock cycles*/
```

TIMER_GET_COUNT

TIMER_GET_COUNT

Return value of timer counter register

Syntax

```
#include <timer.h>
#define TIMER_GET_COUNT(chan)
```

Defined in

timer.h as a macro

Description

TIMER_GET_COUNT returns the value of the timer counter register for the specified channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
unsigned int count = TIMER_GET_COUNT(0);
```

TIMER_GET_PERIOD

Return value of timer period register

Syntax

```
#include <timer.h>
#define TIMER_GET_PERIOD(chan)
```

Defined in

timer.h as a macro

Description

TIMER_GET_PERIOD returns the value of the timer period register for the specified timer channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
unsigned int period = TIMER_GET_PERIOD(0);
```

TIMER_GET_TSTAT*Return value of status bit*

| | |
|--------------------|--|
| Syntax | <code>#include <timer.h></code> <code>#define TIMER_GET_TSTAT(chan)</code> |
| Defined in | timer.h as a macro |
| Description | TIMER_GET_TSTAT returns the value of the timer status bit, TSTAT, in the timer control register of the specified channel. TSTAT reflects the value of the timer output. It uses the following parameter: <ul style="list-style-type: none"> <input type="checkbox"/> chan: channel selector (0,1) |
| Example | <pre>#include <timer.h> unsigned int timer_output = TIMER_GET_TSTAT(0);</pre> |

TIMER_INIT*Initialize timer registers*

| | |
|--------------------|--|
| Syntax | <code>#include <timer.h></code> <code>#define TIMER_INIT(chan,ctrl,per,cnt)</code> |
| Defined in | timer.h as a macro |
| Description | TIMER_INIT initializes the timer control, timer period, and timer counter registers to the specified values for the specified channel. It uses the following parameters: <ul style="list-style-type: none"> <input type="checkbox"/> chan: channel selector (0,1) <input type="checkbox"/> ctrl: mask to set timer control register <input type="checkbox"/> per: value to set timer period register <input type="checkbox"/> cnt: value to set timer counter register |
| Example | <pre>#include <timer.h> /* ----- */ /* Configure timer 0 as timer pin */ /* ----- */ TIMER_INIT (0, 0x1, 0xFFFF, 0); /* Configure timer 0 as timer pin and set timer period to 0xFFFF */</pre> |

TIMER_MODE_SELECT

TIMER_MODE_SELECT

Select timer mode

Syntax

```
#include <timer.h>
#define TIMER_MODE_SELECT(chan,mode)
```

Defined in

timer.h as a macro

Description

TIMER_MODE_SELECT sets the mode of the timer to either pulse or clock mode. Macro defines in timer.h TIMER_CLOCK_MODE and TIMER_PULSE_MODE should be used for the mode argument. TIMER_MODE_SELECT uses the following parameters:

- chan: channel selector (0,1)
- mode: mode to set for specified timer (TIMER_CLOCK_MODE, TIMER_PULSE_MODE)

Example

```
#include <timer.h>
TIMER_CODE_SELECT(1, TIMER_CLOCK_MODE);
```

TIMER_PERIOD_ADDR

Select timer period register address

Syntax

```
#include <timer.h>
#define TIMER_PERIOD_ADDR(chan)
```

Defined in

timer.h as a macro

Description

TIMER_PERIOD_ADDR returns the address of the timer period register for the selected channel. It uses the following parameters:

- chan: channel selector (0,1)

Example

```
/* ----- */
/* get address of timer 1 period register          */
/* ----- */
#include <timer.h>
unsigned int *ptr = (unsigned int *)TIMER_PERIOD_ADDR
(1);
```

TIMER_READ*Read value in timer counter register*

Syntax

```
#include <timer.h>
#define TIMER_READ(chan)
```

Defined in

timer.h as a macro

Description

TIMER_READ returns the value to the selected channel's timer counter register. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
/* ----- */
/* Read timer counter value */
/* ----- */
unsigned int x = TIMER_READ (1);
```

TIMER_RESET*Reset timer registers*

Syntax

```
#include <timer.h>
#define TIMER_RESET(chan)
```

Defined in

timer.h as a macro

Description

TIMER_RESET resets the timer control register, timer period register, and timer counter register of the specified channel to their default values of 0. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
/* ----- */
/* Reset timer 1 */
/* ----- */
TIMER_RESET (1);
```

TIMER_RESUME

Resume timer

Syntax

```
#include <timer.h>
#define TIMER_RESUME(chan)
```

Defined in

timer.h as a macro

Description

TIMER_RESUME negates (sets) the HLD bit in the specified channel's timer control register, which enables the timer to proceed from its previous state. It uses the following parameter:

chan: channel selector (0,1)

Example

```
#include <timer.h>
TIMER_RESUME(0);
```

TIMER_SET_COUNT

Set timer counter register

Syntax

```
#include <timer.h>
#define TIMER_SET_COUNT(chan,val)
```

Defined in

timer.h as a macro

Description

TIMER_SET_COUNT sets the value of the timer counter register for the specified channel. It uses the following parameters:

chan: channel selector (0,1)

val: value to write to the counter register

Example

```
#include <timer.h>
TIMER_SET_COUNT(0,256);
```

TIMER_SET_PERIOD*Set timer period register*

Syntax

```
#include <timer.h>
#define TIMER_SET_PERIOD(chan,val)
```

Defined in

timer.h as a macro

Description

TIMER_SET_PERIOD sets the value of the timer period register for the specified timer channel to the value given by val. It uses the following parameter:

- chan: channel selector (0,1)
- val: value to set register

Example

```
#include <timer.h>
TIMER_SET_PERIOD(1,1024);
```

TIMER_START*Start timer*

Syntax

```
#include <timer.h>
#define TIMER_START(chan)
```

Defined in

timer.h as a macro

Description

TIMER_START sets both the GO and HLD bits in the timer control register of the specified channel. This causes the timer counter to be reset to 0 and counting to be enabled. It uses the following parameters:

- chan: channel selector (0,1)

Example

```
#include <timer.h>
/* ----- */
/* Start timer 1 */
/* ----- */
TIMER_START (1);
```

TIMER_STOP

TIMER_STOP

Stop timer

Syntax

```
#include <timer.h>
#define TIMER_STOP(chan)
```

Defined in

timer.h as a macro

Description

TIMER_STOP asserts (clears) the HLD bit in the specified channel's timer control register which disables counting. It uses the following parameters:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
/* ----- */
/* Stop timer */
/* ----- */
TIMER_STOP (0);
```

TINP_GET

Get value of TINP pin

Syntax

```
#include <timer.h>
#define TINP_GET(chan)
```

Defined in

timer.h as a macro

Description

TINP_GET returns the value on the TINP pin. This macro returns a valid value regardless of the whether the TINP pin is being used as an external clock source or as a general-purpose input. It uses the following parameters:

□ chan: channel selector (0,1)

Example

```
/* ----- */
/* Get value of timer 0 TINP pin */
/* ----- */
#include <timer.h>
unsigned int tinp = TINP_GET (0);
```

TOUT_ASSERT *Asserts 1 on TOUT pin*

| | |
|--------------------|--|
| Syntax | <pre>#include <timer.h> #define TOUT_ASSERT(chan)</pre> |
| Defined in | timer.h as a macro |
| Description | TOUT_ASSERT writes a 1 to the TOUT pin of the specified channel. It uses the following parameter: <input type="checkbox"/> chan: channel selector (0,1) |
| Example | <pre>#include <timer.h> TOUT_ASSERT(0); /*Write a 1 to the TOUT pin of timer 0 */</pre> |

TOUT_DISABLE *Configure TOUT as timer pin*

| | |
|--------------------|--|
| Syntax | <pre>#include <timer.h> #define TOUT_DISABLE(chan)</pre> |
| Defined in | timer.h as a macro |
| Description | TOUT_DISABLE configures TOUT as a timer pin for the specified timer channel. It uses the following parameter: <input type="checkbox"/> chan: channel selector (0,1) |
| Example | <pre>#include <timer.h> TOUT_DISABLE(1);</pre> |

TOUT_ENABLE *Configure TOUT pin as general-purpose input*

| | |
|--------------------|--|
| Syntax | <pre>#include <timer.h> #define TOUT_ENABLE(chan)</pre> |
| Defined in | timer.h as a macro |
| Description | TOUT_ENABLE sets the TOUT pin of the selected channel to be a general-purpose output by setting the FUNC bit in the timer control register. When TOUT is enabled, TOUT_ASSERT and TOUT_NEGATE may be used to control the signal level on the pin. TOUT_ENABLE uses the following parameter: <input type="checkbox"/> chan: channel selector (0,1) |
| Example | <pre>#include <timer.h> TOUT_ENABLE (0);</pre> |

TOUT_NEGATE

TOUT_NEGATE

Asserts 0 on TOUT pin

Syntax

```
#include <timer.h>
#define TOUT_NEGATE(chan)
```

Defined in

timer.h as a macro

Description

TOUT_NEGATE writes a 0 to the TOUT pin of the specified channel. It uses the following parameter:

❑ chan: channel selector (0,1)

Example

```
#include <timer.h>
TOUT_NEGATE (0);      /* Write a 0 to the TOUT pin of
timer 0 */
```

TOUT_VAL

Assigns value to TOUT

Syntax

```
#include <timer.h>
#define TOUT_VAL(chan,val)
```

Defined in

timer.h as a macro

Description

TOUT_VAL writes a value to the TOUT pin of the specified channel. It uses the following parameters:

❑ chan: channel selector (0,1)

❑ val: value to be written

Example

```
#include <timer.h>
TOUT_VAL(0,1); /* Write a 1 to TOUT pin of timer 0 */
```

Source File Listing

This appendix provides the entire code listing for each source file contained in the 'C6x peripheral support library. However, the code provided to you may be a more recent version than the one that is listed here. For more information on the source files and the macros and functions that comprise them, see Chapter 2.

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A.1 Header Files

The following sections contain the header files that are included in the 'C6x peripheral support library.

A.1.1 cache.h

```

/*****
/*  CACHE.H - TMS320C6x Peripheral Support Library Program Cache Support      */
/*                                                                              */
/*    This file provides the header for program memory cache support.        */
/*                                                                              */
/*  MACRO FUNCTIONS:                                                         */
/*    CACHE_ENABLE() - Enables program memory cache                         */
/*    CACHE_DISABLE() - Disables program memory cache (memory-mapped)      */
/*    CACHE_FREEZE() - Freeze program memory cache                         */
/*    CACHE_BYPASS() - Bypass program memory cache                         */
/*    CACHE_FLUSH() - Flush program memory cache                           */
/*    IDLE() - Put processor in IDLE state                                  */
/*                                                                              */
/*  FUNCTIONS:                                                                */
/*    None.                                                                    */
/*                                                                              */
/*  REVISION HISTORY:                                                         */
/*                                                                              */
/*    DATE                DESCRIPTION                                        */
/*    -----                -----                                        */
/*    11MAY98    Capitalized hexadecimal constants for consistency.        */
/*                                                                              */
/*****
#ifndef _CACHE_H_
#define _CACHE_H_
/*-----*/
/* INCLUDES                                                                    */
/*-----*/
#include "regs.h"
/*-----*/
/* DEFINES AND MACROS                                                            */
/*-----*/
#define CACHE_ENABLE() \
    {CSR &= 0xFFFFF1F; CSR |= 0x40;}
#define CACHE_DISABLE() \
    {CSR &= 0xFFFFF1F;}
#define CACHE_FREEZE() \
    {CSR &= 0xFFFFF1F; CSR |= 0x60;}
#define CACHE_BYPASS() \
    {CSR &= 0xFFFFF1F; CSR |= 0x80;}
#define CACHE_FLUSH() \
    {CACHE_DISABLE(); CACHE_ENABLE();}
#define IDLE() \
    { asm("\tidle");}
/*-----*/
/* GLOBAL VARIABLES                                                            */
/*-----*/
/*-----*/
/* FUNCTIONS                                                                    */
/*-----*/
#endif

```

A.1.2 dma.h

```

/*****
/* DMA.H - TMS320C6x Peripheral Support Library DMA Support */
/* */
/* This file provides the header for the DSP's DMA controller support. */
/* */
/* MACRO FUNCTIONS: */
/* DMA_START() - Manually start selected channel */
/* DMA_AUTO_START() - Begins DMA autoinitialization on selected channel */
/* DMA_STOP() - Stop selected channel */
/* DMA_PAUSE() - Pause selected channel */
/* DMA_RSYNC_CLR() - Clear DMA read sync bit */
/* DMA_WSYNC_CLR() - Clear DMA write sync bit */
/* DMA_RSYNC_SET() - Set DMA read sync bit */
/* DMA_WSYNC_SET() - Set DMA write sync bit */
/* */
/* FUNCTIONS: */
/* dma_init() - Initialize channel specific control registers */
/* dma_global_init() - Initialize global control registers */
/* dma_reset() - Resets all four DMA channels to default states */
/* */
/* REVISION HISTORY: */
/* */
/* DATE DESCRIPTION */
/* ----- */
/* 09JUL98 Deleted DMA_GCTRL_ADDR since there isn't a global control */
/* register. DMA_AUXCR_ADDR should be used instead. */
/* -----> Only a name change, no functional change. */
/* */
/* 09JUL98 Deleted DMA_GCTRL since it isn't a global control register. */
/* DMA_AUXCR should be used instead. */
/* -----> Only a name change, no functional change. */
/* */
/* 09JUL98 Changed dma_global_init() "gcr" variable name to "auxcr". */
/* -----> Only a name change, no functional change. */
/* */
/* 15JUN98 Changed dma_init() "channel" parameter to "chan" for */
/* consistency with documentation and other routines. */
/* -----> No functional change. */
/* */
/* 12JUN98 Added #define DMA_AUX_CTRL */
/* *(volatile unsigned int *)DMA_AUX_CTRL_ADDR */
/* -----> Macro was added for consistency with other DMA regs. */
/* */
/* 11MAY98 Added #define DMA_RELOAD_GARD 0x03 */
/* -----> Global Address Register D was not included in reload */
/* list */
/* */
/* 11MAY98 Included DMA_GCTRL register in dma_global_init routine */
/* -----> Register was left out */
/* */
/* 11MAY98 Changed "#define RDOPR_IE 9"

```

```

/*          to "#define RDROP_IE 9"          */
/*          -----> Misspelling              */
/*          */
/* 11MAY98 Changed "for (chan = 0; chan < DMA_CH3; chan++)" */
/*          to "for (chan = 0; chan <= DMA_CH3; chan++)"    */
/*          -----> Channel 3 was left out of the reset    */
/*          */
/* 11MAY98 Changed *(unsigned int *) (DMA_SECONDARY_CTRL_ADDR(chan)=0x00; */
/*          to *(unsigned int *) (DMA_SECONDARY_CTRL_ADDR(chan)=0x80; */
/*          -----> Sec Control Register reset value is 0x80 (BLOCK IE = 1) */
/*          */
/* 11MAY98 Removed extra (unneeded) "return" statements    */
/*          */
/*****
#ifdef _DMA_H_
#define _DMA_H_
#include "regs.h"
#ifdef _INLINE
#define __INLINE static inline
#else
#define __INLINE
#endif
/*****
/***** DMA REGISTERS *****/
/* Register Addresses          */
/* DMA Channel 0              */
#define DMA0_PRIMARY_CTRL_ADDR    0x01840000 /* DMA 0 PRI CTRL REG */
#define DMA0_SECONDARY_CTRL_ADDR  0x01840008 /* DMA 0 SEC CTRL REG */
#define DMA0_SRC_ADDR_ADDR        0x01840010 /* DMA 0 SRC ADDR     */
#define DMA0_DEST_ADDR_ADDR       0x01840018 /* DMA 0 DEST ADDR    */
#define DMA0_XFER_COUNTER_ADDR    0x01840020 /* DMA 0 TRANS CNT    */
/* DMA Channel 1              */
#define DMA1_PRIMARY_CTRL_ADDR    0x01840040 /* DMA 1 PRI CTRL REG */
#define DMA1_SECONDARY_CTRL_ADDR  0x01840048 /* DMA 1 SEC CTRL REG */
#define DMA1_SRC_ADDR_ADDR        0x01840050 /* DMA 1 SRC ADDR     */
#define DMA1_DEST_ADDR_ADDR       0x01840058 /* DMA 1 DEST ADDR    */
#define DMA1_XFER_COUNTER_ADDR    0x01840060 /* DMA 1 TRANS CNT    */
/* DMA Channel 2 */
#define DMA2_PRIMARY_CTRL_ADDR    0x01840004 /* DMA 2 PRI CTRL REG */
#define DMA2_SECONDARY_CTRL_ADDR  0x0184000C /* DMA 2 SEC CTRL REG */
#define DMA2_SRC_ADDR_ADDR        0x01840014 /* DMA 2 SRC ADDR     */
#define DMA2_DEST_ADDR_ADDR       0x0184001C /* DMA 2 DEST ADDR    */
#define DMA2_XFER_COUNTER_ADDR    0x01840024 /* DMA 2 TRANS CNT    */
/* DMA Channel 3 */
#define DMA3_PRIMARY_CTRL_ADDR    0x01840044 /* DMA 3 PRI CTRL REG */
#define DMA3_SECONDARY_CTRL_ADDR  0x0184004C /* DMA 3 SEC CTRL REG */
#define DMA3_SRC_ADDR_ADDR        0x01840054 /* DMA 3 SRC ADDR     */
#define DMA3_DEST_ADDR_ADDR       0x0184005C /* DMA 3 DEST ADDR    */
#define DMA3_XFER_COUNTER_ADDR    0x01840064 /* DMA 3 TRANS CNT    */
/* DMA Auxiliary Control      */
#define DMA_AUXCR_ADDR            0x01840070 /* AUX DMA CTRL REG   */
/* DMA Global Registers */
#define DMA_GCR_A_ADDR            0x01840028 /* GLOBAL CNT RELOADA */

```

```

#define DMA_GCR_B_ADDR          0x0184002C  /* GLOBAL CNT RELOADB      */
#define DMA_GNDX_A_ADDR        0x01840030  /* GLOBAL INDEX REG A      */
#define DMA_GNDX_B_ADDR        0x01840034  /* GLOBAL INDEX REG B      */
#define DMA_GADDR_A_ADDR       0x01840038  /* GLOBAL ADDR REG A       */
#define DMA_GADDR_B_ADDR       0x0184003C  /* GLOBAL ADDR REG B       */
#define DMA_GADDR_C_ADDR       0x01840068  /* GLOBAL ADDR REG C       */
#define DMA_GADDR_D_ADDR       0x0184006C  /* GLOBAL ADDR REG D       */
/* Register Contents */
/* DMA Channel 0 */
#define DMA0_PRIMARY_CTRL      *(volatile unsigned int *)DMA0_PRIMARY_CTRL_ADDR
#define DMA0_SECONDARY_CTRL    *(volatile unsigned int *)DMA0_SECONDARY_CTRL_ADDR
#define DMA0_SRC_ADDR          *(volatile unsigned int *)DMA0_SRC_ADDR_ADDR
#define DMA0_DEST_ADDR         *(volatile unsigned int *)DMA0_DEST_ADDR_ADDR
#define DMA0_XFER_COUNTER      *(volatile unsigned int *)DMA0_XFER_COUNTER_ADDR
/* DMA Channel 1 */
#define DMA1_PRIMARY_CTRL      *(volatile unsigned int *)DMA1_PRIMARY_CTRL_ADDR
#define DMA1_SECONDARY_CTRL    *(volatile unsigned int *)DMA1_SECONDARY_CTRL_ADDR
#define DMA1_SRC_ADDR          *(volatile unsigned int *)DMA1_SRC_ADDR_ADDR
#define DMA1_DEST_ADDR         *(volatile unsigned int *)DMA1_DEST_ADDR_ADDR
#define DMA1_XFER_COUNTER      *(volatile unsigned int *)DMA1_XFER_COUNTER_ADDR
/* DMA Channel 2 */
#define DMA2_PRIMARY_CTRL      *(volatile unsigned int *)DMA2_PRIMARY_CTRL_ADDR
#define DMA2_SECONDARY_CTRL    *(volatile unsigned int *)DMA2_SECONDARY_CTRL_ADDR
#define DMA2_SRC_ADDR          *(volatile unsigned int *)DMA2_SRC_ADDR_ADDR
#define DMA2_DEST_ADDR         *(volatile unsigned int *)DMA2_DEST_ADDR_ADDR
#define DMA2_XFER_COUNTER      *(volatile unsigned int *)DMA2_XFER_COUNTER_ADDR
/* DMA Channel 3 */
#define DMA3_PRIMARY_CTRL      *(volatile unsigned int *)DMA3_PRIMARY_CTRL_ADDR
#define DMA3_SECONDARY_CTRL    *(volatile unsigned int *)DMA3_SECONDARY_CTRL_ADDR
#define DMA3_SRC_ADDR          *(volatile unsigned int *)DMA3_SRC_ADDR_ADDR
#define DMA3_DEST_ADDR         *(volatile unsigned int *)DMA3_DEST_ADDR_ADDR
#define DMA3_XFER_COUNTER      *(volatile unsigned int *)DMA3_XFER_COUNTER_ADDR
/* DMA Auxiliary Control */
#define DMA_AUXCR              *(volatile unsigned int *)DMA_AUXCR_ADDR
/* DMA Global Registers */
#define DMA_GCR_A              *(volatile unsigned int *)DMA_GCR_A_ADDR
#define DMA_GCR_B              *(volatile unsigned int *)DMA_GCR_B_ADDR
#define DMA_GNDX_A             *(volatile unsigned int *)DMA_GNDX_A_ADDR
#define DMA_GNDX_B             *(volatile unsigned int *)DMA_GNDX_B_ADDR
#define DMA_GADDR_A            *(volatile unsigned int *)DMA_GADDR_A_ADDR
#define DMA_GADDR_B            *(volatile unsigned int *)DMA_GADDR_B_ADDR
#define DMA_GADDR_C            *(volatile unsigned int *)DMA_GADDR_C_ADDR
#define DMA_GADDR_D            *(volatile unsigned int *)DMA_GADDR_D_ADDR
#define DMA_REG_SELECT(base,chan) \
    (((unsigned int)(base)) + (((chan) & 1) * 0x40) + (((chan) & 2) * 2))
#define DMA_PRIMARY_CTRL_ADDR(chan) \
    (DMA_REG_SELECT(DMA0_PRIMARY_CTRL_ADDR,chan))
#define DMA_SECONDARY_CTRL_ADDR(chan) \
    (DMA_REG_SELECT(DMA0_SECONDARY_CTRL_ADDR,chan))
#define DMA_SRC_ADDR_ADDR(chan) \
    (DMA_REG_SELECT(DMA0_SRC_ADDR_ADDR,chan))
#define DMA_DEST_ADDR_ADDR(chan) \
    (DMA_REG_SELECT(DMA0_DEST_ADDR_ADDR,chan))

```

```
#define DMA_XFER_COUNTER_ADDR(chan) \  
    (DMA_REG_SELECT(DMA0_XFER_COUNTER_ADDR,chan))  
/** DMA Register Bitfields **/  
/** Primary Control Register **/  
#define START 0  
#define START_SZ 2  
#define STATUS 2  
#define STATUS_SZ 2  
#define SRC_DIR 4  
#define SRC_DIR_SZ 2  
#define DST_DIR 6  
#define DST_DIR_SZ 2  
#define ESIZE 8  
#define ESIZE_SZ 2  
#define SPLIT 10  
#define SPLIT_SZ 2  
#define CNT_RELOAD 12  
#define INDEX 13  
#define RSYNC 14  
#define RSYNC_SZ 5  
#define WSYNC 19  
#define WSYNC_SZ 5  
#define PRI 24  
#define TCINT 25  
#define FS 26  
#define EMOD 27  
#define SRC_RELOAD 28  
#define SRC_RELOAD_SZ 2  
#define DST_RELOAD 30  
#define DST_RELOAD_SZ 2  
/** Secondary Control Register **/  
#define SX_COND 0  
#define SX_IE 1  
#define FRAME_COND 2  
#define FRAME_IE 3  
#define LAST_COND 4  
#define LAST_IE 5  
#define BLOCK_COND 6  
#define BLOCK_IE 7  
#define RDROP_COND 8  
#define RDROP_IE 9  
#define WDROP_COND 10  
#define WDROP_IE 11  
#define RSYNC_STAT 12  
#define RSYNC_CLR 13  
#define WSYNC_STAT 14  
#define WSYNC_CLR 15  
#define DMAC_EN 16  
#define DMAC_EN_SZ 3  
/* DMA Channel Transfer Counter Register */  
#define ELEMENT_COUNT 0  
#define ELEMENT_COUNT_SZ 16  
#define FRAME_COUNT 16
```

```

#define FRAME_COUNT_SZ          16
/* DMA Global Count Reload Register Bits */
#define ELEMENT_COUNT_RELOAD    0
#define ELEMENT_COUNT_RELOAD_SZ 16
#define FRAME_COUNT_RELOAD      16
#define FRAME_COUNT_RELOAD_SZ   16
/* DMA Global Index Register Bits */
#define ELEMENT_INDEX           0
#define ELEMENT_INDEX_SZ        16
#define FRAME_INDEX             16
#define FRAME_INDEX_SZ          16
/* DMA Global Address Register Bits */
#define SPLIT_ADDRESS           3
#define SPLIT_ADDRESS_SZ        29
/* DMA Auxiliary Control Register Bits */
#define CH_PRI                   0
#define CH_PRI_SZ                4
#define AUXPRI                   4
/*-----*/
/* DEFINES */
/*-----*/
#define DMA_CH0                   0x00
#define DMA_CH1                   0x01
#define DMA_CH2                   0x02
#define DMA_CH3                   0x03
/** BITFIELD VALUES **/
/* DMA Channel Primary Control Register bitfield values */
/* START */
#define DMA_STOP_VAL              0x00
#define DMA_START_VAL             0x01
#define DMA_PAUSE_VAL            0x02
#define DMA_AUTO_START_VAL       0x03
/* SRC DIR, DST DIR */
#define DMA_ADDR_NO_MOD          0x00
#define DMA_ADDR_INC             0x01
#define DMA_ADDR_DEC             0x02
#define DMA_ADDR_INDX           0x03
/* Synchronization Event Numbers */
#define SEN_NONE                 0x00
#define SEN_TINT0                0x01
#define SEN_TINT1                0x02
#define SEN_SD_INT               0x03
#define SEN_EXT_INT4             0x04
#define SEN_EXT_INT5             0x05
#define SEN_EXT_INT6             0x06
#define SEN_EXT_INT7             0x07
#define SEN_DMA_INT0             0x08
#define SEN_DMA_INT1             0x09
#define SEN_DMA_INT2             0x0A
#define SEN_DMA_INT3             0x0B
#define SEN_XEVT0                0x0C
#define SEN_REVT0                0x0D
#define SEN_XEVT1                0x0E

```

```

#define SEN_REVT1          0x0F
#define SEN_DSPINT        0x10
/* ESIZE defines */
#define DMA_ESIZE32       0x00
#define DMA_ESIZE16       0x01
#define DMA_ESIZE8        0x02
/* PRI defines */
#define DMA_CPU_PRI       0x00
#define DMA_DMA_PRI       0x01
/* SPLIT mode operation defines */
#define DMA_SPLIT_DIS     0x00
#define DMA_SPLIT_GARA    0x01
#define DMA_SPLIT_GARB    0x02
#define DMA_SPLIT_GARC    0x03
/* CNT RELOAD defines */
#define DMA_CNT_RELOADA   0x00
#define DMA_CNT_RELOADB   0x01
/* INDEX defines */
#define DMA_INDXA         0x00
#define DMA_INDXB         0x01
/* EMULATION MODE response defines */
#define DMA_NO_EM_HALT    0x00
#define DMA_EM_HALT       0x01
/* SRC/DST RELOAD defines */
#define DMA_RELOAD_NONE   0x00
#define DMA_RELOAD_GARB   0x01
#define DMA_RELOAD_GARC   0x02
#define DMA_RELOAD_GARD   0x03
/* DMA Channel Primary Control Register bitfield values */
/* DMAC EN Control */
#define DMAC_LO           0x00
#define DMAC_HI           0x01
#define DMAC_RSYNC_STAT   0x02
#define DMAC_WSYNC_STAT   0x03
#define DMAC_FRAME_COND   0x04
#define DMAC_BLOCK_COND   0x05
/*-----*/
/* MACRO DEFINITIONS */
/*-----*/
#define DMA_START(chan) \
    LOAD_FIELD(DMA_PRIMARY_CTRL_ADDR(chan), DMA_START_VAL, START, START_SZ)
#define DMA_AUTO_START(chan) \
    LOAD_FIELD(DMA_PRIMARY_CTRL_ADDR(chan), DMA_AUTO_START_VAL, START, START_SZ)
#define DMA_STOP(chan) \
    LOAD_FIELD(DMA_PRIMARY_CTRL_ADDR(chan), DMA_STOP_VAL, START, START_SZ)
#define DMA_PAUSE(chan) \
    LOAD_FIELD(DMA_PRIMARY_CTRL_ADDR(chan), DMA_PAUSE_VAL, START, START_SZ)
#define DMA_RSYNC_CLR(chan) \
    LOAD_FIELD(DMA_SECONDARY_CTRL_ADDR(chan), 2, RSYNC_STAT, 2)
#define DMA_WSYNC_CLR(chan) \
    LOAD_FIELD(DMA_SECONDARY_CTRL_ADDR(chan), 2, WSYNC_STAT, 2)
#define DMA_RSYNC_SET(chan) \
    LOAD_FIELD(DMA_SECONDARY_CTRL_ADDR(chan), 1, RSYNC_STAT, 2)

```

```

#define DMA_WSYNC_SET(chan) \
    LOAD_FIELD(DMA_SECONDARY_CTRL_ADDR(chan), 1, WSYNC_STAT, 2)

/*-----*/
/* FUNCTION DEFINITIONS */
/*-----*/
/******/
/* DMA_INIT - Initialize channel specific control registers. */
/* */
/* This function is responsible for setting the primary control register, */
/* secondary control register, source address, destination address and */
/* transfer count for the specified DMA channel. */
/* */
/******/
__INLINE void dma_init( /*RET: OK or ERROR (invalid channel) */
    unsigned short chan, /*IN: DMA channel number */
    unsigned int pri_ctrl, /*IN: Value to set primary cntl reg */
    unsigned int sec_ctrl, /*IN: Value to set sec cntl reg */
    unsigned int src_addr, /*IN: Value to set source addr reg */
    unsigned int dst_addr, /*IN: Value to set dest addr reg */
    unsigned int trans_ctr /*IN: Value to set transfer counter */
);
/******/
/* DMA_GLOBAL_INIT - Initialize global control registers. */
/* */
/* This function is responsible for setting the DMA auxiliary control */
/* register, global count reload registers A & B, global index registers */
/* A & B, and global address registers A-D. */
/* */
/******/
__INLINE void dma_global_init( /*RET: VOID function */
    unsigned int auxcr, /*IN: Value for Aux Control Register */
    unsigned int gcra, /*IN: Value for Global Cnt Reload Reg A*/
    unsigned int gcrb, /*IN: Value for Global Cnt Reload Reg B*/
    unsigned int gndxa, /*IN: Value for Global Idx Reg A */
    unsigned int gndxb, /*IN: Value for Global Idx Reg B */
    unsigned int gaddrb, /*IN: Value for Global Addr Reg A */
    unsigned int gaddrb, /*IN: Value for Global Addr Reg B */
    unsigned int gaddrc, /*IN: Value for Global Addr Reg C */
    unsigned int gaddrd /*IN: Value for Global Addr Reg D */
);
/******/
/* DMA_RESET - Reset all four DMA channels. */
/* */
/* This function resets the specified DMA channel by initializing */
/* channel control registers to their default values */
/* */
/******/
__INLINE void dma_reset( void );
#if _INLINE
static inline void dma_init(

```



```

        unsigned short chan,          /*IN: DMA channel number          */
        unsigned int pri_ctrl,        /*IN: Value to set primary cntl reg */
        unsigned int sec_ctrl,        /*IN: Value to set sec cntl reg     */
        unsigned int src_addr,        /*IN: Value to set source addr reg  */
        unsigned int dst_addr,        /*IN: Value to set dest addr reg    */
        unsigned int trans_ctr        /*IN: Value to set transfer counter */
    )
{
    *((unsigned int *) (DMA_PRIMARY_CTRL_ADDR(chan))) = pri_ctrl;
    *((unsigned int *) (DMA_SECONDARY_CTRL_ADDR(chan))) = sec_ctrl;
    *((unsigned int *) (DMA_SRC_ADDR_ADDR(chan))) = src_addr;
    *((unsigned int *) (DMA_DEST_ADDR_ADDR(chan))) = dst_addr;
    *((unsigned int *) (DMA_XFER_COUNTER_ADDR(chan))) = trans_ctr;
}
static inline void dma_global_init(
    unsigned int auxcr,          /*IN: Value for Aux Control Register */
    unsigned int gcra,          /*IN: Value for Global Cnt Reload Reg A*/
    unsigned int gcrb,          /*IN: Value for Global Cnt Reload Reg B*/
    unsigned int gndxa,         /*IN: Value for Global Idx Reg A      */
    unsigned int gndxb,         /*IN: Value for Global Idx Reg B      */
    unsigned int gaddr_a,       /*IN: Value for Global Addr Reg A     */
    unsigned int gaddr_b,       /*IN: Value for Global Addr Reg B     */
    unsigned int gaddr_c,       /*IN: Value for Global Addr Reg C     */
    unsigned int gaddr_d        /*IN: Value for Global Addr Reg D     */
)
{
    DMA_AUXCR      = auxcr;
    DMA_GCR_A      = gcra;
    DMA_GCR_B      = gcrb;
    DMA_GNDX_A     = gndxa;
    DMA_GNDX_B     = gndxb;
    DMA_GADDR_A    = gaddr_a;
    DMA_GADDR_B    = gaddr_b;
    DMA_GADDR_C    = gaddr_c;
    DMA_GADDR_D    = gaddr_d;
}
static inline void dma_reset( void )
{
    int chan;
    for (chan= 0;chan <= DMA_CH3; chan++)
    {
        *((unsigned int *) (DMA_PRIMARY_CTRL_ADDR(chan))) = 0x00;
        *((unsigned int *) (DMA_SECONDARY_CTRL_ADDR(chan))) = 0x80;
        *((unsigned int *) (DMA_SRC_ADDR_ADDR(chan))) = 0x00;
        *((unsigned int *) (DMA_DEST_ADDR_ADDR(chan))) = 0x00;
        *((unsigned int *) (DMA_XFER_COUNTER_ADDR(chan))) = 0x00;
    }
    DMA_AUXCR      = 0x00;
    DMA_GCR_A      = 0x00;
    DMA_GCR_B      = 0x00;
    DMA_GNDX_A     = 0x00;
    DMA_GNDX_B     = 0x00;
    DMA_GADDR_A    = 0x00;
    DMA_GADDR_B    = 0x00;
}

```

```
DMA_GADDR_C    = 0x00;
DMA_GADDR_D    = 0x00;
}
#endif /* _INLINE */
#ifdef __INLINE
#undef __INLINE
#endif
#endif /* _DMA_H_ */
```

A.1.3 emif.h

```

/*****
/*  EMIF.H - TMS320C6x Peripheral Support Library EMIF Support      */
/*                                                                */
/*    This file provides the header for the DSP's EMIF support.    */
/*                                                                */
/*  MACRO FUNCTIONS:                                             */
/*    SDRAM_REFRESH_ENABLE() - Enable SDRAM refresh cycles        */
/*    SDRAM_REFRESH_DISABLE() - Disable SDRAM refresh cycles      */
/*    SDRAM_REFRESH_PERIOD() - Assigns refresh period for SDRAM   */
/*    SDRAM_INIT() - Perform initialization sequence for SDRAM     */
/*    EMIF_GET_MAP_MODE() - Return value of MAP bit in EMIF global ctrl */
/*                                                                */
/*  FUNCTIONS:                                                  */
/*    emif_init() - Sets all EMIF registers to parameter values   */
/*                                                                */
/*    DATE                DESCRIPTION                            */
/*    -----            - - - - - - - - - - - - - - - - - - - - */
/*    11MAY98  Removed #define TA and #define TA_SZ              */
/*              -----> TA is no longer supported.              */
/*                                                                */
/*    11MAY98  Removed #define CLK2INV and #define SDCINV         */
/*              -----> These bitfields are no longer supported. */
/*                                                                */
/*    11MAY98  Changed "LOAD_FIELD(EMIF_SDRAM_REF_ADDR, val)"     */
/*              to "LOAD_FIELD(EMIF_SDRAM_REF_ADDR, val, PERIOD,PERIOD_SZ)" */
/*              -----> Fields were left out of the LOAD_FIELD macro call */
/*                                                                */
/*    11MAY98  Changed "#define WRTIE_STROBE_SZ"                  */
/*              to "#define WRITE_STROBE_SZ"                      */
/*              -----> Misspelling                               */
/*                                                                */
/*****
#ifndef _EMIF_H_
#define _EMIF_H_
#include "regs.h" /* EMIF Register Addresses and bitfield definitions */
#ifdef _INLINE
#define __INLINE static inline
#else
#define __INLINE
#endif
/*****
/***** EMIF REGISTERS *****/
#define EMIF_GCTRL_ADDR      0x01800000
#define EMIF_CE0_CTRL_ADDR  0x01800008
#define EMIF_CE1_CTRL_ADDR  0x01800004
#define EMIF_CE2_CTRL_ADDR  0x01800010
#define EMIF_CE3_CTRL_ADDR  0x01800014
#define EMIF_SDRAM_CTRL_ADDR 0x01800018
#define EMIF_SDRAM_REF_ADDR 0x0180001C
#define EMIF_GCTRL          (*(volatile unsigned int *)EMIF_GCTRL_ADDR)
#define EMIF_CE0_CTRL      (*(volatile unsigned int *)EMIF_CE0_CTRL_ADDR)

```

```

#define EMIF_CE1_CTRL          (*(volatile unsigned int *)EMIF_CE1_CTRL_ADDR)
#define EMIF_CE2_CTRL          (*(volatile unsigned int *)EMIF_CE2_CTRL_ADDR)
#define EMIF_CE3_CTRL          (*(volatile unsigned int *)EMIF_CE3_CTRL_ADDR)
#define EMIF_SDRAM_CTRL        (*(volatile unsigned int *)EMIF_SDRAM_CTRL_ADDR)
#define EMIF_SDRAM_REF         (*(volatile unsigned int *)EMIF_SDRAM_REF_ADDR)
/* EMIF Global Control Register Bits */
#define MAP                    0
#define RBTR8                  1
#define SSCRT                  2
#define CLK2EN                 3
#define CLK1EN                 4
#define SSCEN                  5
#define SDCEN                  6
#define NOHOLD                 7
#define HOLDA                  8
#define HOLD                   9
#define ARDY                   10
/* EMIF CE0/1/2/3 Control Register Bits */
#define READ_HOLD              0
#define READ_HOLD_SZ          2
#define MTYPE                  4
#define MTYPE_SZ              3
#define READ_STROBE            8
#define READ_STROBE_SZ        6
#define READ_SETUP            16
#define READ_SETUP_SZ         4
#define WRITE_HOLD            20
#define WRITE_HOLD_SZ         2
#define WRITE_STROBE          22
#define WRITE_STROBE_SZ       6
#define WRITE_SETUP           28
#define WRITE_SETUP_SZ        4
/* EMIF SDRAM Control Register Bits */
#define TRC                    12
#define TRC_SZ                 4
#define TRP                    16
#define TRP_SZ                 4
#define TRCD                   20
#define TRCD_SZ                4
#define INIT                   24
#define RFEN                   25
#define SDWID                  26
/* EMIF SDRAM Timing Register Bits */
#define PERIOD                  0
#define PERIOD_SZ              12
#define COUNTER                12
#define COUNTER_SZ            12
/* EMIF Global Control Register Bitfield Values */
/* EMIF CE Space Control Register Bitfield Values */
#define MTYPE_8ROM              0x00    /* 8 bit wide ROM */
#define MTYPE_16ROM             0x01    /* 16 bit wide ROM */
#define MTYPE_32ASYNCR         0x02    /* 32 bit asynchronous interface */
#define MTYPE_32SDRAM           0x03    /* 32 bit SDRAM */

```

```
#define MTYPE_32SBSRAM      0x04      /* 32 bit SBSRAM          */
/*-----*/
/* MACRO FUNCTIONS          */
/*-----*/
#define SDRAM_REFRESH_ENABLE() \
    SET_BIT(EMIF_SDRAM_CTRL_ADDR, RFEN)
#define SDRAM_REFRESH_DISABLE() \
    RESET_BIT(EMIF_SDRAM_CTRL_ADDR, RFEN)
#define SDRAM_REFRESH_PERIOD(val) \
    LOAD_FIELD(EMIF_SDRAM_REF_ADDR, val, PERIOD, PERIOD_SZ)
#define SDRAM_INIT() \
    SET_BIT(EMIF_SDRAM_CTRL_ADDR, INIT)
#define EMIF_GET_MAP_MODE() \
    GET_BIT(EMIF_GCTRL_ADDR, MAP)
__INLINE
void emif_init(unsigned int g_ctrl,
               unsigned int ce0_ctrl,
               unsigned int ce1_ctrl,
               unsigned int ce2_ctrl,
               unsigned int ce3_ctrl,
               unsigned int sdram_ctrl,
               unsigned int sdram_refresh
               );
#if __INLINE
__INLINE
void emif_init(unsigned int g_ctrl,
               unsigned int ce0_ctrl,
               unsigned int ce1_ctrl,
               unsigned int ce2_ctrl,
               unsigned int ce3_ctrl,
               unsigned int sdram_ctrl,
               unsigned int sdram_refresh
               )
{
    REG_WRITE(EMIF_GCTRL_ADDR, g_ctrl);
    REG_WRITE(EMIF_CE0_CTRL_ADDR, ce0_ctrl);
    REG_WRITE(EMIF_CE1_CTRL_ADDR, ce1_ctrl);
    REG_WRITE(EMIF_CE2_CTRL_ADDR, ce2_ctrl);
    REG_WRITE(EMIF_CE3_CTRL_ADDR, ce3_ctrl);
    REG_WRITE(EMIF_SDRAM_CTRL_ADDR, sdram_ctrl);
    REG_WRITE(EMIF_SDRAM_REF_ADDR, sdram_refresh);
}
#endif /* __INLINE */
#ifdef __INLINE
#undef __INLINE
#endif
#endif /* _EMIF_H_ */
```

A.1.4 hpi.h

```

/*****
/* HPI.H - TMS320C6x Peripheral Support Library EMIF Support */
/* */
/* This file provides the header for the DSP's HPI support. */
/* */
/* */
/* MACRO FUNCTIONS: */
/* HPI_SET_HINT() */
/* HPI_RESET_DSPINT() */
/* HPI_GET_HINT() */
/* HPI_GET_DSPINT() */
/* */
/* FUNCTIONS: */
/* None. */
/* */
/*****
#ifndef _HPI_H_
#define _HPI_H_
/*-----*/
/* INCLUDES */
/*-----*/
#include "regs.h"
/*-----*/
/* DEFINES AND MACROS */
/*-----*/
/*****
/***** HPI REGISTERS *****/
#define HPIC_ADDR 0x01880000 /* HPI Ctrl Reg Addr */
#define HPIC *(volatile unsigned int *)HPIC_ADDR /* HPI Ctrl */
/* HPIC Register bits */
#define HWOB 0
#define DSPINT 1
#define HINT 2
#define HRDY 3
#define FETCH 4
#define HPI_SET_HINT() \
    (REG_WRITE(HPIC_ADDR, (REG_READ(HPIC_ADDR) & 0xFFFFFFFF) | 4))
#define HPI_RESET_DSPINT() \
    (REG_WRITE(HPIC_ADDR, (REG_READ(HPIC_ADDR) & 0xFFFFFFFFB) | 2))
#define HPI_GET_HINT() \
    (GET_BIT(HPIC_ADDR, HINT))
#define HPI_GET_DSPINT() \
    (GET_BIT(HPIC_ADDR, DSPINT))
/*-----*/
/* GLOBAL VARIABLES */
/*-----*/
/*-----*/
/* FUNCTIONS */
/*-----*/
#endif

```

A.1.5 intr.h

```

/*****
/*  INTR.H - TMS320C6x Peripheral Support Library Interrupt Support      */
/*                                                                    */
/*    This file provides the header for the DSP's interrupt support.    */
/*                                                                    */
/*  MACRO FUNCTIONS:                                                  */
/*    INTR_GLOBAL_ENABLE() - Enable global interrupts (GIE)            */
/*    INTR_GLOBAL_DISABLE()- Disable global interrupts (GIE)          */
/*    INTR_ENABLE()         - Enable interrupt (set bit in IER)        */
/*    INTR_DISABLE()        - Disable interrupt (clear bit in IER)     */
/*    INTR_CHECK_FLAG()     - Check interrupt bit in IFR               */
/*    INTR_SET_FLAG()       - Set interrupt by writing to ISR bit       */
/*    INTR_CLR_FLAG()       - Clear interrupt by writing to ICR bit     */
/*    INTR_SET_MAP()        - Map CPU interrupt to interrupt selector  */
/*    INTR_GET_ISN()        - Get ISN of selected interrupt            */
/*    INTR_MAP_RESET()      - Reset interrupt multiplexer map to defaults */
/*    INTR_EXT_POLARITY()   - Assign external interrupt's polarity     */
/*                                                                    */
/*  FUNCTIONS:                                                         */
/*    intr_reset()          - Reset interrupt registers to default values */
/*    intr_init()           - Interrupt initialization                   */
/*    intr_isn()            - Assign ISN to CPU interrupt                */
/*    intr_get_cpu_intr()   - Return CPU interrupt assigned to ISN     */
/*    intr_map()            - Place ISN in interrupt multiplexer register */
/*                                                                    */
/*  REVISION HISTORY:                                                 */
/*                                                                    */
/*    DATE                  DESCRIPTION                                */
/*    -----              - - - - - - - - - - - - - - - - - - - - - - */
/*    01Jul98  Changed intr_hook() parameter name from "intr_num" to   */
/*             "cpu_intr" for consistency with other routines' parameters. */
/*                                                                    */
/*    24Jun98  Changed #define INTR_SET_FLAG(bit) \                     */
/*             (ISR |= MASK_BIT(bit))                               */
/*             to #define INTR_SET_FLAG(bit) \                       */
/*             (ISR = MASK_BIT(bit))                               */
/*             Changed #define INTR_CLR_FLAG(bit) \                   */
/*             (ICR |= MASK_BIT(bit))                               */
/*             to #define INTR_CLR_FLAG(bit) \                       */
/*             (ICR = MASK_BIT(bit))                               */
/*             -----> ICR and ISR registers are write only         */
/*                                                                    */
/*    08JUN98  Changed "intr_get_isn" to "intr_isn" in intr_get_cpu_intr(). */
/*                                                                    */
/*    11MAY98  Changed "#define IMH_RESET_VAL 0x08202d4b"              */
/*             to "#define IMH_RESET_VAL 0x08202d43"                  */
/*             -----> INTSEL10 incorrectly set                      */
/*                                                                    */
/*    11MAY98  Changed INTR_MAP_RESET macro                            */
/*             to #define INTR_MAP_RESET ()\                          */
/*             { REG_WRITE (INTR_MULTIPLEX_HIGH_ADDR,IMH_RESET_VAL); \ */

```

```

/*          REG_WRITE (INTR_MULTIPLEX_LOW_ADDR, IML_RESET_VAL);} */
/*          -----> Interrupt multiplexer registers improperly reset */
/*          */
/* 11MAY98   Added global variables for new interrupt jump table (intr.c): */
/*          extern unsigned int NMI, RESV1, RESV2; */
/*          extern unsigned int unexp_int04, unexp_int05, unexp_int06;*/
/*          extern unsigned int unexp_int07, unexp_int08, unexp_int09;*/
/*          extern unsigned int unexp_int10, unexp_int11, unexp_int12;*/
/*          extern unsigned int unexp_int13, unexp_int14, unexp_int15;*/
/*          -----> Interrupt handling was redone. */
/*          */
/* 11MAY98   Changed "CLEAR_BIT(EXTERNAL_INTR_POL_ADDR, bit)" */
/*          to "RESET_BIT(EXTERNAL_INTR_POL_ADDR, bit)" */
/*          -----> There is no CLEAR_BIT macro */
/*          */
/*****
#ifdef _INTR_H_
#define _INTR_H_
#if _INLINE
#define __INLINE static inline
#else
#define __INLINE
#endif
/*-----*/
/* INCLUDES */
/*-----*/
#include "regs.h"
/*-----*/
/* DEFINES AND MACROS */
/*-----*/
/*****
/***** INTERRUPT SELECTOR REGISTERS *****/
#define INTR_MULTIPLEX_HIGH_ADDR    0x019C0000
#define INTR_MULTIPLEX_LOW_ADDR    0x019C0004
#define EXTERNAL_INTR_POL_ADDR    0x019C0008
#define INTSEL4                    0
#define INTSEL_SZ                   4
#define INTSEL5                    5
#define INTSEL6                    10
#define INTSEL7                    16
#define INTSEL8                    21
#define INTSEL9                    26
#define INTSEL10                   0
#define INTSEL11                   5
#define INTSEL12                   10
#define INTSEL13                   16
#define INTSEL14                   21
#define INTSEL15                   26
/* External Interrupt Polarity Register */
#define XIP4                        0
#define XIP5                        1
#define XIP6                        2
#define XIP7                        3

```



```
/* CPU Interrupt Numbers */
#define CPU_INT_RST          0x00
#define CPU_INT_NMI         0x01
#define CPU_INT_RSV1       0x02
#define CPU_INT_RSV2       0x03
#define CPU_INT4           0x04
#define CPU_INT5           0x05
#define CPU_INT6           0x06
#define CPU_INT7           0x07
#define CPU_INT8           0x08
#define CPU_INT9           0x09
#define CPU_INT10          0x0A
#define CPU_INT11          0x0B
#define CPU_INT12          0x0C
#define CPU_INT13          0x0D
#define CPU_INT14          0x0E
#define CPU_INT15          0x0F
/* Interrupt Selection Numbers */
#define ISN_DSPINT         0x00
#define ISN_TINT0         0x01
#define ISN_TINT1         0x02
#define ISN_SD_INT        0x03
#define ISN_EXT_INT4      0x04
#define ISN_EXT_INT5      0x05
#define ISN_EXT_INT6      0x06
#define ISN_EXT_INT7      0x07
#define ISN_DMA_INT0      0x08
#define ISN_DMA_INT1      0x09
#define ISN_DMA_INT2      0x0A
#define ISN_DMA_INT3      0x0B
#define ISN_XINT0         0x0C
#define ISN_RINT0         0x0D
#define ISN_XINT1         0x0E
#define ISN_RINT1         0x0F
#define IML_SEL           0x00    /* Interrupt Multiplexer Low Select */
#define IMH_SEL           0x01    /* Interrupt Multiplexer High Select */
#define IML_RESET_VAL     0x250718A4
#define IMH_RESET_VAL     0x08202D43
/*-----*/
/* MACRO FUNCTIONS */
/*-----*/
/*-----*/
/* INTR_GLOBAL_ENABLE - enables all masked interrupts by setting the GIE */
/*          bit (bit 0) in the CSR */
/*-----*/
#define INTR_GLOBAL_ENABLE() \
    SET_REG_BIT(CSR, GIE)
/*-----*/
/* INTR_GLOBAL_DISABLE - disables all masked interrupts by clearing the GIE */
/*          (bit 0) in the CSR. */
/*-----*/
#define INTR_GLOBAL_DISABLE() \
    RESET_REG_BIT(CSR, GIE)
```

```

/*-----*/
/* INTR_ENABLE - enable interrupt by setting flag in IER */
/*-----*/
#define INTR_ENABLE(bit) \
    SET_REG_BIT(IER,bit)

/*-----*/
/* INTR_DISABLE - disable interrupt by clearing flag in IER */
/*-----*/
#define INTR_DISABLE(bit) \
    RESET_REG_BIT(IER,bit)

/*-----*/
/* INTR_CHECK_FLAG - checks status of indicated interrupt bit in IFR */
/*-----*/
#define INTR_CHECK_FLAG(bit) \
    (IFR & MASK_BIT(bit) ? 1 : 0)

/*-----*/
/* INTR_SET_FLAG - manually sets indicated interrupt by writing to ISR */
/*-----*/
#define INTR_SET_FLAG(bit) \
    (ISR = MASK_BIT(bit))

/*-----*/
/* INTR_CLR_FLAG - manually clears indicated interrupt by writing 1 to ICR */
/*-----*/
#define INTR_CLR_FLAG(bit) \
    (ICR = MASK_BIT(bit))

/*-----*/
/* INTR_SET_MAP - maps a CPU interrupt specified by intr to the interrupt src*/
/*                specified by val. Sel is used to select between the low and */
/*                high interrupt_mux registers. */
/*-----*/
#define INTR_SET_MAP(intsel,val,sel) \
    (sel ? LOAD_FIELD(INTR_MULTIPLEX_HIGH_ADDR,val,intsel,INTSEL_SZ) : \
        LOAD_FIELD(INTR_MULTIPLEX_LOW_ADDR, val,intsel,INTSEL_SZ ))

/*-----*/
/* INTR_GET_ISN - returns the ISN value in the selected Interrupt Multiplexer */
/*                register for the interrupt selected by intsel */
/*-----*/
#define INTR_GET_ISN(intsel,sel) \
    (sel ? GET_FIELD(INTR_MULTIPLEX_HIGH_ADDR,intsel,INTSEL_SZ) : \
        GET_FIELD(INTR_MULTIPLEX_LOW_ADDR, intsel, INTSEL_SZ))

/*-----*/
/* INTR_MAP_RESET - resets the interrupt multiplexer maps to their default val*/
/*-----*/
#define INTR_MAP_RESET() \
    { REG_WRITE (INTR_MULTIPLEX_HIGH_ADDR,IMH_RESET_VAL); \
      REG_WRITE (INTR_MULTIPLEX_LOW_ADDR, IML_RESET_VAL); }

/*-----*/
/* INTR_EXT_POLARITY - assigns external interrupt external priority. */
/*                val = 0 (normal), val = 1 (inverted) */
/*-----*/
#define INTR_EXT_POLARITY(bit,val) \
    (val ? SET_BIT(EXTERNAL_INTR_POL_ADDR,bit) : \
        RESET_BIT(EXTERNAL_INTR_POL_ADDR,bit))

```

```

/*-----*/
/* GLOBAL VARIABLES                                     */
/*-----*/
extern unsigned int istb;
extern unsigned int NMI, RESV1, RESV2;
extern unsigned int unexp_int04, unexp_int05, unexp_int06, unexp_int07;
extern unsigned int unexp_int08, unexp_int09, unexp_int10, unexp_int11;
extern unsigned int unexp_int12, unexp_int13, unexp_int14, unexp_int15;
/*-----*/
/* FUNCTIONS                                           */
/*-----*/
extern void interrupt c_int00(void);
void intr_reset(void);
void intr_init(void);
void intr_hook(void (*fp)(void),int cpu_intr);
__INLINE void intr_map(int cpu_intr,int isn);
__INLINE int intr_isn(int cpu_intr);
__INLINE int intr_get_cpu_intr(int isn);
#if _INLINE
/* intr_map() - Place isn value in Interrupt Multiplexer Register in INTSEL */
/*           field indicated by cpu_intr.                                   */
static inline void intr_map(int cpu_intr,int isn)
{
    int intsel;
    int sel;
    if (cpu_intr > CPU_INT9)
        sel=1;
    else
        sel= 0;
    intsel= ((cpu_intr - CPU_INT4) * INTSEL_SZ) - (sel * 30);
    if (intsel > INTSEL6)
        intsel++;
    INTR_SET_MAP(intsel,isn,sel);
}
/* intr_isn() - return isn in interrupt selector corresponding to cpu_intr */
static inline int intr_isn(int cpu_intr)
{
    int intsel;
    int sel;
    if (cpu_intr > CPU_INT9)
        sel= 1;
    else
        sel= 0;
    intsel= ((cpu_intr - CPU_INT4) * INTSEL_SZ) - (sel * 30);
    if (intsel > INTSEL6)
        intsel++;
    return(INTR_GET_ISN(intsel,sel));
}
/* intr_get_cpu_intr() - return cpu interrupt corresponding to isn in      */
/*                       interrupt selector register. If the isn is not    */
/*                       mapped, return -1                                  */
static inline int intr_get_cpu_intr(int isn)

```

```
{
  int i;
  for (i= CPU_INT4;i<=CPU_INT15;i++)
  {
    if (intr_isn(i) == isn)
      return(i);
  }
  return(-1);
}
#endif /* _INLINE */
#undef __INLINE
#endif /* _INTR_H_ */
```

A.1.6 mcbbsp.h

```

/*****
/*  MCBSP.H - TMS320C6x Peripheral Support Library McBSP Support      */
/*                                                                    */
/*    This file provides the header for the DSP's McBSP support.      */
/*                                                                    */
/*  MACRO FUNCTIONS:                                                 */
/*    MCBSP_BYTES_PER_WORD() - Return bytes required for word length  */
/*    MCBSP_ENABLE()         - Enables McBSP transit, receive or both  */
/*    MCBSP_TX_RESET()       - Reset McBSP transmitter                 */
/*    MCBSP_RX_RESET()       - Reset McBSP receiver                   */
/*    MCBSP_READ()           - Read data value from McBSP receive register */
/*    MCBSP_WRITE()          - Write data value to McBSP transmit register */
/*    MCBSP_IO_ENABLE()      - Place McBSP in general-purpose I/O mode  */
/*    MCBSP_IO_DISABLE()     - Remove McBSP from general-purpose I/O mode */
/*    MCBSP_FRAME_SYNC_ENABLE()- Enables McBSP frame sync generation logic */
/*    MCBSP_FRAME_SYNC_RESET()- Resets McBSP frame sync generation logic */
/*    MCBSP_SAMPLE_RATE_ENABLE()-Enables McBSP sample rate generator  */
/*    MCBSP_SAMPLE_RATE_RESET()- Resets McBSP sample rate generator  */
/*    MCBSP_RRDY()           - Returns McBSP receiver ready status    */
/*    MCBSP_XRDY()           - Returns McBSP transmitter ready status  */
/*    MCBSP_LOOPBACK_ENABLE()- Configures McBSP in digital loopback mode */
/*    MCBSP_LOOPBACK_DISABLE()-Disables McBSP digital loopback mode  */
/*                                                                    */
/*  FUNCTIONS:                                                         */
/*    mcbbsp_init()          - Initializes McBSP registers             */
/*                                                                    */
/*  GLOBAL VARIABLES                                                  */
/*                                                                    */
/*  REVISION HISTORY:                                                */
/*                                                                    */
/*    DATE                    DESCRIPTION                             */
/*    -----  -----*/
/*    15JUN98  Changed McBSP address macros to use "port_no" instead of "port" */
/*              parameter for consistency with documentation and other code.  */
/*              -----> No functional change.                               */
/*                                                                    */
/*    11MAY98  Added #define CLK_MODE_CLKS 0x00                        */
/*              and #define CLK_MODE_CPU 0x01                          */
/*              -----> Used in programming SRGR                          */
/*                                                                    */
/*    11MAY98  Redefined CLKS_POL_FALLING to 0x01                       */
/*              and CLKS_POL_RISING to 0x00                             */
/*              -----> Assignments were swapped                          */
/*                                                                    */
/*****
#ifndef _MCBSP_H_
#define _MCBSP_H_
#ifdef _INLINE
#define __INLINE static inline
#else
#define __INLINE

```

```

#endif
/*-----*/
/* INCLUDES */
/*-----*/
#include "regs.h"
/*-----*/
/* DEFINES AND MACROS */
/*-----*/
/*****
/***** MCSP REGISTERS *****/
/* Multi-Channel Buffered Serial Port Control Registers & Bits */
#define MCBSP_ADDR(port_no) (0x018C0000 + ((port_no) * 0x40000))
#define MCBSP_DRR_ADDR(port_no) (MCBSP_ADDR(port_no))
#define MCBSP_DXR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x04)
#define MCBSP_SPCR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x08)
#define MCBSP_RCR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x0c)
#define MCBSP_XCR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x10)
#define MCBSP_SRGR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x14)
#define MCBSP_MCR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x18)
#define MCBSP_RCER_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x1c)
#define MCBSP_XCER_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x20)
#define MCBSP_PCR_ADDR(port_no) ((MCBSP_ADDR(port_no)) + 0x24)
#define MCBSP0_DRR *(volatile unsigned int *) (MCBSP_DRR_ADDR(0))
#define MCBSP0_DXR *(volatile unsigned int *) (MCBSP_DXR_ADDR(0))
#define MCBSP0_SPCR *(volatile unsigned int *) (MCBSP_SPCR_ADDR(0))
#define MCBSP0_RCR *(volatile unsigned int *) (MCBSP_RCR_ADDR(0))
#define MCBSP0_XCR *(volatile unsigned int *) (MCBSP_XCR_ADDR(0))
#define MCBSP0_SRGR *(volatile unsigned int *) (MCBSP_SRGR_ADDR(0))
#define MCBSP0_MCR *(volatile unsigned int *) (MCBSP_MCR_ADDR(0))
#define MCBSP0_RCER *(volatile unsigned int *) (MCBSP_RCER_ADDR(0))
#define MCBSP0_XCER *(volatile unsigned int *) (MCBSP_XCER_ADDR(0))
#define MCBSP0_PCR *(volatile unsigned int *) (MCBSP_PCR_ADDR(0))
#define MCBSP1_DRR *(volatile unsigned int *) (MCBSP_DRR_ADDR(1))
#define MCBSP1_DXR *(volatile unsigned int *) (MCBSP_DXR_ADDR(1))
#define MCBSP1_SPCR *(volatile unsigned int *) (MCBSP_SPCR_ADDR(1))
#define MCBSP1_RCR *(volatile unsigned int *) (MCBSP_RCR_ADDR(1))
#define MCBSP1_XCR *(volatile unsigned int *) (MCBSP_XCR_ADDR(1))
#define MCBSP1_SRGR *(volatile unsigned int *) (MCBSP_SRGR_ADDR(1))
#define MCBSP1_MCR *(volatile unsigned int *) (MCBSP_MCR_ADDR(1))
#define MCBSP1_RCER *(volatile unsigned int *) (MCBSP_RCER_ADDR(1))
#define MCBSP1_XCER *(volatile unsigned int *) (MCBSP_XCER_ADDR(1))
#define MCBSP1_PCR *(volatile unsigned int *) (MCBSP_PCR_ADDR(1))
/* Multi-channel Serial Port Control Register Bits */
#define RRST 0
#define RRDY 1
#define RFULL 2
#define RSYNC_ERR 3
#define RINTM 4
#define RINTM_SZ 2
#define CLKSTP 11
#define CLKSTP_SZ 2
#define RJUST 13
#define RJUST_SZ 2

```

```
#define DLB                15
#define XRST               16
#define XRDY               17
#define XEMPTY            18
#define XSYNC_ERR         19
#define XINTM              20
#define XINTM_SZ           2
#define GRST               22
#define FRST               23
/* Multi-channel Serial Port Pin Control Reg Bits */
#define CLKRP              0
#define CLKXP              1
#define FSRP               2
#define FSXP               3
#define DR_STAT            4
#define DX_STAT            5
#define CLKS_STAT          6
#define CLKRM              8
#define CLKXM              9
#define FSRM               10
#define FSXM               11
#define RIOEN              12
#define XIOEN              13
/* Multi-channel Serial Port RX & TX Ctrl Reg Bits */
#define RWDLEN1            5
#define RWDLEN1_SZ         3
#define RFRLEN1            8
#define RFRLEN1_SZ         7
#define RDATDLY            16
#define RDATDLY_SZ         2
#define RFIG               18
#define RCOMPAND           19
#define RCOMPAND_SZ        2
#define RWDLEN2            21
#define RWDLEN2_SZ         3
#define RFRLEN2            24
#define RFRLEN2_SZ         7
#define RPHASE             31
#define XWDLEN1            5
#define XWDLEN1_SZ         3
#define XFRLEN1            8
#define XFRLEN1_SZ         7
#define XDATDLY            16
#define XDATDLY_SZ         2
#define XFIG               18
#define XCOMPAND           19
#define XCOMPAND_SZ        2
#define XWDLEN2            21
#define XWDLEN2_SZ         3
#define XFRLEN2            24
#define XFRLEN2_SZ         7
#define XPHASE             31
/* Multi-channel Serial Port Sample Rate Gen Reg Bits */
```

```
#define CLKGDV          0
#define CLKGDV_SZ      8
#define FWID           8
#define FWID_SZ       8
#define FPER          16
#define FPER_SZ       12
#define FSGM          28
#define CLKSM         29
#define CLKSP         30
#define GSYNC         31
/* Multi-channel Serial Port Multi-Chan Ctrl Reg Bits */
#define RCMC          0
#define RCBLK         2
#define RCBLK_SZ      3
#define RPABLK        5
#define RPABLK_SZ     2
#define RPBBLK        7
#define RPBBLK_SZ     2
#define XMCM          16
#define XMCM_SZ       2
#define XCBLK         18
#define XCBLK_SZ      3
#define XPABLK        21
#define XPABLK_SZ     2
#define XPBBLK        23
#define XPBBLK_SZ     2
/* Multi-channel Serial Port Rec Enable Register Bits */
#define RCEA0         0
#define RCEA1         1
#define RCEA2         2
#define RCEA3         3
#define RCEA4         4
#define RCEA5         5
#define RCEA6         6
#define RCEA7         7
#define RCEA8         8
#define RCEA9         9
#define RCEA10        10
#define RCEA11        11
#define RCEA12        12
#define RCEA13        13
#define RCEA14        14
#define RCEA15        15
#define RCEB0         16
#define RCEB1         17
#define RCEB2         18
#define RCEB3         19
#define RCEB4         20
#define RCEB5         21
#define RCEB6         22
#define RCEB7         23
#define RCEB8         24
#define RCEB9         25
```



```
#define RCEB10      26
#define RCEB11      27
#define RCEB12      28
#define RCEB13      29
#define RCEB14      30
#define RCEB15      31
/* Multi-channel Serial Port TX Enable Register Bits */
#define XCEA0       0
#define XCEA1       1
#define XCEA2       2
#define XCEA3       3
#define XCEA4       4
#define XCEA5       5
#define XCEA6       6
#define XCEA7       7
#define XCEA8       8
#define XCEA9       9
#define XCEA10      10
#define XCEA11      11
#define XCEA12      12
#define XCEA13      13
#define XCEA14      14
#define XCEA15      15
#define XCEB0       16
#define XCEB1       17
#define XCEB2       18
#define XCEB3       19
#define XCEB4       20
#define XCEB5       21
#define XCEB6       22
#define XCEB7       23
#define XCEB8       24
#define XCEB9       25
#define XCEB10      26
#define XCEB11      27
#define XCEB12      28
#define XCEB13      29
#define XCEB14      30
#define XCEB15      31
#define MCBSP_RX    1
#define MCBSP_TX    2
#define MCBSP_BOTH  3
/* CONFIGURATION REGISTER BIT and BITFIELD values */
/* Serial Port Control Register SPCR */
#define INTM_RDY    0x00 /* R/X INT driven by R/X RDY */
#define INTM_BLOCK  0x01 /* R/X INT driven by new multichannel blk*/
#define INTM_FRAME  0x02 /* R/X INT driven by new frame sync */
#define INTM_SYNCERR 0x03 /* R/X INT generated by R/X SYNCERR */
#define DLB_ENABLE   0x01 /* Enable Digital Loopback Mode */
#define DLB_DISABLE 0x00 /* Disable Digital Loopback Mode */
#define RXJUST_RJZF  0x00 /* Receive Right Justify Zero Fill */
#define RXJUST_RJSE  0x01 /* Receive Right Justify Sign Extend */
#define RXJUST_LJZF  0x02 /* Receive Left Justify Zero Fill */
```

```

/* Pin Control Register PCR */
#define CLKR_POL_RISING      0x01    /* R Data Sampled on Rising Edge of CLKR */
#define CLKR_POL_FALLING    0x00    /* R Data Sampled on Falling Edge of CLKR*/
#define CLKX_POL_RISING     0x00    /* X Data Sent on Rising Edge of CLKX */
#define CLKX_POL_FALLING    0x01    /* X Data Sent on Falling Edge of CLKX */
#define FSYNC_POL_HIGH     0x00    /* Frame Sync Pulse Active High */
#define FSYNC_POL_LOW      0x01    /* Frame Sync Pulse Active Low */
#define CLK_MODE_EXT       0x00    /* Clock derived from external source */
#define CLK_MODE_INT       0x01    /* Clock derived from internal source */
#define FSYNC_MODE_EXT     0x00    /* Frame Sync derived from external src */
#define FSYNC_MODE_INT     0x01    /* Frame Sync derived from internal src */
/* Transmit Receive Control Register XCR/RCR */
#define SINGLE_PHASE       0x00    /* Selects single phase frames */
#define DUAL_PHASE         0x01    /* Selects dual phase frames */
#define MAX_FRAME_LENGTH   0x7f    /* maximum number of words per frame */
#define WORD_LENGTH_8      0x00    /* 8 bit word length (requires filling) */
#define WORD_LENGTH_12     0x01    /* 12 bit word length      "" */
#define WORD_LENGTH_16     0x02    /* 16 bit word length      "" */
#define WORD_LENGTH_20     0x03    /* 20 bit word length      "" */
#define WORD_LENGTH_24     0x04    /* 24 bit word length      "" */
#define WORD_LENGTH_32     0x05    /* 32 bit word length (matches DRR DXR sz*/
#define MAX_WORD_LENGTH    WORD_LENGTH_32
#define NO_COMPAND_MSB_1ST 0x00    /* No Companding, Data XFER starts w/MSb */
#define NO_COMPAND_LSB_1ST 0x01    /* No Companding, Data XFER starts w/LSb */
#define COMPAND_ULAW       0x02    /* Compand ULAW, 8 bit word length only */
#define COMPAND_ALAW       0x03    /* Compand ALAW, 8 bit word length only */
#define FRAME_IGNORE       0x01    /* Ignore frame sync pulses after 1st */
#define NO_FRAME_IGNORE    0x00    /* Utilize frame sync pulses */
#define DATA_DELAY0       0x00    /* 1st bit in same clk period as fsync */
#define DATA_DELAY1       0x01    /* 1st bit 1 clk period after fsync */
#define DATA_DELAY2       0x02    /* 1st bit 2 clk periods after fsync */

/* Sample Rate Generator Register SRGR */
#define MAX_SRG_CLK_DIV    0xFF    /* max value to divide Sample Rate Gen Cl*/
#define MAX_FRAME_WIDTH    0xFF    /* maximum FSG width in CLKG periods */
#define MAX_FRAME_PERIOD   0x0FFF  /* FSG period in CLKG periods */
#define FSX_DXR_TO_XSR     0x00    /* Transmit FSX due to DXR to XSR copy */
#define FSX_FSG            0x01    /* Transmit FSX due to FSG */
#define CLK_MODE_CLKS      0x00    /* Clock derived from CLKS source */
#define CLK_MODE_CPU       0x01    /* Clock derived from CPU clock source */
#define CLKS_POL_FALLING   0x01    /* falling edge generates CLKG and FSG */
#define CLKS_POL_RISING    0x00    /* rising edge generates CLKG and FSG */
#define GSYNC_OFF          0x00    /* CLKG always running */
#define GSYNC_ON           0x01    /* CLKG and FSG synched to FSR */
/*****
/* MCBSP_BYTES_PER_WORD - return # of bytes required to hold #
/* of bits indicated by wrlen
*****/
#define MCBSP_BYTES_PER_WORD(wrlen) \
    ((wrlen) == WORD_LENGTH_32 ? 4 : (int)((((wrlen) + 2) / 2))
/*****
/* MCBSP_ENABLE(unsigned short port_no, unsigned short type) -
/* starts serial port receive and/or transmit

```

```
/*          type= 1 rx, type= 2 tx, type= 3 both          */
/*****
#define MCBSP_ENABLE(port_no,type)\
    (*(unsigned int *)MCBSP_SPCR_ADDR(port_no) |= \
      ((type % 2) * MASK_BIT(RRST)) | ((type/2) * MASK_BIT(XRST)))
/*****
/* MCBSP_TX_RESET() - reset transmit side of serial port          */
/*****
#define MCBSP_TX_RESET(port_no)\
    (*(unsigned int *)MCBSP_SPCR_ADDR(port_no) &= ~MASK_BIT(XRST))

/*****
/* MCBSP_RX_RESET() - reset receive side of serial port          */
/*****
#define MCBSP_RX_RESET(port_no)\
    (*(unsigned int *)MCBSP_SPCR_ADDR(port_no) &= ~MASK_BIT(RRST))
/*****
/* MCBSP_READ() - read data value from serial port          */
/*****
#define MCBSP_READ(port_no)\
    (*(unsigned int *) (MCBSP_DRR_ADDR(port_no)))
/*****
/* MCBSP_WRITE() - write data value to serial port transmit reg          */
/*****
#define MCBSP_WRITE(port_no, data)\
    (*(unsigned int *) (MCBSP_DXR_ADDR(port_no)) = (unsigned int) data)
/*****
/* MCBSP_IO_ENABLE() - place port in general purpose I/O mode          */
/*****
#define MCBSP_IO_ENABLE(port_no) \
    { MCBSP_TX_RESET(port_no); MCBSP_RX_RESET(port_no); \
      RESET_FIELD(MCBSP_PCR_ADDR(port_no),RIOEN,2); }
/*****
/* MCBSP_IO_DISABLE() - take port out of general purpose I/O mode          */
/*****
#define MCBSP_IO_DISABLE(port_no) \
    SET_FIELD(MCBSP_PCR_ADDR(port_no),RIOEN,2)
/*****
/* MCBSP_FRAME_SYNC_ENABLE - sets FRST bit in SPCR          */
/*****
#define MCBSP_FRAME_SYNC_ENABLE(port_no) \
    (SET_BIT(MCBSP_SPCR_ADDR(port_no),FRST))
/*****
/* MCBSP_FRAME_SYNC_RESET - clr FRST bit in SPCR          */
/*****
#define MCBSP_FRAME_SYNC_RESET(port_no) \
    (RESET_BIT(MCBSP_SPCR_ADDR(port_no),FRST))
/*****
/* MCBSP_SAMPLE_RATE_ENABLE - sets GRST bit in SPCR          */
/*****
#define MCBSP_SAMPLE_RATE_ENABLE(port_no) \
    (SET_BIT(MCBSP_SPCR_ADDR(port_no),GRST))
/*****
```

```

/* MCBSP_SAMPLE_RATE_RESET - clr's GRST bit in SPCR */
/*****
#define MCBSP_SAMPLE_RATE_RESET(port_no) \
    (RESET_BIT(MCBSP_SPCR_ADDR(port_no),GRST))
/*****
/* MCBSP_RRDY - returns selected ports RRDY */
/*****
#define MCBSP_RRDY(port_no) \
    (GET_BIT(MCBSP_SPCR_ADDR(port_no),RRDY))
/*****
/* MCBSP_XRDY - returns selected ports XRDY */
/*****
#define MCBSP_XRDY(port_no) \
    (GET_BIT(MCBSP_SPCR_ADDR(port_no),XRDY))
/*****
/* MCBSP_LOOPBACK_ENABLE - places selected port in loopback */
/*****
#define MCBSP_LOOPBACK_ENABLE(port_no) \
    (SET_BIT(MCBSP_SPCR_ADDR(port_no),DLB))
/*****
/* MCBSP_LOOPBACK_DISABLE - takes port out of DLB */
/*****
#define MCBSP_LOOPBACK_DISABLE(port_no) \
    (RESET_BIT(MCBSP_SPCR_ADDR(port_no),DLB))
/*****
/*-----*/
/* GLOBAL VARIABLES */
/*-----*/
/*-----*/
/* FUNCTIONS */
/*-----*/
__INLINE void mcbbsp_init(unsigned short port_no,
                          unsigned int socr_ctrl,
                          unsigned int rcr_ctrl,
                          unsigned int xcr_ctrl,
                          unsigned int srgr_ctrl,
                          unsigned int mcr_ctrl,
                          unsigned int rcdr_ctrl,
                          unsigned int xcer_ctrl,
                          unsigned int pcr_ctrl);

#ifdef __INLINE
/*****
/* mcbbsp_init - initialize and start serial port operation */
/*-----*/
/*****
static inline void mcbbsp_init(unsigned short port_no,
                              unsigned int socr_ctrl,
                              unsigned int rcr_ctrl,
                              unsigned int xcr_ctrl,
                              unsigned int srgr_ctrl,
                              unsigned int mcr_ctrl,
                              unsigned int rcdr_ctrl,
                              unsigned int xcer_ctrl,
                              unsigned int pcr_ctrl)

```

```
{
    unsigned int *port = (unsigned int *) (MCBSP_ADDR(port_no));
    /******
    /* Place port in reset - setting XRST & RRST to 0 */
    /******
    *(port + 2)      &= ~(MASK_BIT(RRST) | MASK_BIT(XRST));
    /******
    /* Set values of all control registers */
    /******
    *(port + 3) = rcr_ctrl;
    *(port + 4) = xcr_ctrl;
    *(port + 5) = srgr_ctrl;
    *(port + 6) = mcr_ctrl;
    *(port + 7) = rcer_ctrl;
    *(port + 8) = xcer_ctrl;
    *(port + 9) = pcr_ctrl;
    *(port + 2) = ~(MASK_BIT(RRST) | MASK_BIT(XRST)) & (spcr_ctrl);
    *(port + 2) |= (MASK_BIT(RRST) | MASK_BIT(XRST)) & (spcr_ctrl);
}

#endif
#ifdef __INLINE
#undef __INLINE
#endif
#endif /* _MCBSP_H_ */
```

A.1.7 regs.h

```

/*****
/* REGS.H - TMS320C6x Peripheral Support Library CPU Register Support */
/*
/*     This file provides the header for the DSP's register support. */
/*
/* MACRO FUNCTIONS: */
/*     REG_READ           - Read register at specified address */
/*     REG_WRITE         - Write to register at specified address */
/*     RESET_BIT         - Clears bit in register. */
/*     GET_BIT           - Returns bit value in register. */
/*     SET_BIT           - Sets bit in register. */
/*     MASK_BIT          - Create (1's) mask for specified bit. */
/*     ASSIGN_BIT_VAL    - Assign bit to specified value */
/*     RESET_FIELD       - Clears field in register */
/*     GET_FIELD         - Returns value of bit field in a register */
/*     MASK_FIELD        - Create (1's) mask for specified field */
/*     LOAD_FIELD        - Assigns bit field in register */
/*     GET_REG           - Returns value of non memory mapped register */
/*     SET_REG           - Sets value of a non memory mapped register */
/*     GET_REG_BIT       - Return bit value in non memory mapped register */
/*     SET_REG_BIT       - Sets bit in non memory mapped register */
/*     RESET_REG_BIT     - Resets given bit in non memory mapped register */
/*     GET_REG_FIELD     - Return value of specified register field */
/*     LOAD_REG_FIELD    - Set value of specified register field */
/*
/*****
#ifndef _REGS_H_
#define _REGS_H_
/*-----*/
/* DEFINES */
/*-----*/
/***** CONTROL REGISTERS *****/
extern cregister volatile unsigned int AMR; /* Address Mode Register */
extern cregister volatile unsigned int CSR; /* Control Status Register */
extern cregister volatile unsigned int IFR; /* Interrupt Flag Register */
extern cregister volatile unsigned int ISR; /* Interrupt Set Register */
extern cregister volatile unsigned int ICR; /* Interrupt Clear Register */
extern cregister volatile unsigned int IER; /* Interrupt Enable Register */
extern cregister volatile unsigned int ISTEP; /* Interrupt Service Tbl Ptr */
extern cregister volatile unsigned int IRP; /* Interrupt Return Pointer */
extern cregister volatile unsigned int NRP; /* Non-maskable Int Return Ptr*/
extern cregister volatile unsigned int IN; /* General Purpose Input Reg */
extern cregister volatile unsigned int OUT; /* General Purpose Output Reg */
/* Control Register Bitfields */
/* AMR */
#define A4_MODE 0
#define A4_MODE_SZ 2
#define A5_MODE 2
#define A5_MODE_SZ 2
#define A6_MODE 4
#define A6_MODE_SZ 2

```

```
#define A7_MODE                6
#define A7_MODE_SZ            2
#define B4_MODE                8
#define B4_MODE_SZ            2
#define B5_MODE                10
#define B5_MODE_SZ            2
#define B6_MODE                12
#define B6_MODE_SZ            2
#define B7_MODE                14
#define B7_MODE_SZ            2
#define BK0                    16
#define BK0_SZ                 5
#define BK1                    21
#define BK1_SZ                 5
/* CSR */
#define GIE                    0
#define PGIE                   1
#define DCC                    2
#define DCC_SZ                 3
#define PCC                    5
#define PCC_SZ                 3
#define EN                     8
#define SAT                    9
#define PWRD                   10
#define PWRD_SZ                6
#define REVISION_ID            16
#define REVISION_ID_SZ         8
#define CPU_ID                 24
#define CPU_ID_SZ              8
/* Interrupt Enable Register (IER) */
#define NMIE                   1
#define IE4                    4
#define IE5                    5
#define IE6                    6
#define IE7                    7
#define IE8                    8
#define IE9                    9
#define IE10                   10
#define IE11                   11
#define IE12                   12
#define IE13                   13
#define IE14                   14
#define IE15                   15
/* Interrupt Flag Register (IFR) */
#define NMIF                   1
#define IF4                    4
#define IF5                    5
#define IF6                    6
#define IF7                    7
#define IF8                    8
#define IF9                    9
#define IF10                   10
#define IF11                   11
```

```

#define IF12                12
#define IF13                13
#define IF14                14
#define IF15                15
/* Interrupt Set register (ISR) */
#define IS4                  4
#define IS5                  5
#define IS6                  6
#define IS7                  7
#define IS8                  8
#define IS9                  9
#define IS10                 10
#define IS11                 11
#define IS12                 12
#define IS13                 13
#define IS14                 14
#define IS15                 15
/* Interrupt Clear Register (ICR) */
#define IC4                  4
#define IC5                  5
#define IC6                  6
#define IC7                  7
#define IC8                  8
#define IC9                  9
#define IC10                 10
#define IC11                 11
#define IC12                 12
#define IC13                 13
#define IC14                 14
#define IC15                 15
/* Interrupt Service Table Pointer (ISTP) */
#define ISTB                 10
#define ISTB_SZ              22
#define HPEINT               5
#define HPEINT_SZ           5
/*-----*/
/* MACRO FUNCTIONS */
/*-----*/
#define CONTENTS_OF(addr) \
    (*(volatile unsigned int*)(addr))
#define LENGTH_TO_BITS(length) \
    (~0xffffffff << (length))
/* MACROS to SET, CLEAR and RETURN bits and bitfields in Memory Mapped */
/* locations using the address of the specified register. */
#define REG_READ(addr) \
    (CONTENTS_OF(addr))
#define REG_WRITE(addr, val) \
    (CONTENTS_OF(addr) = (val))
#define MASK_BIT(bit) \
    (1 << (bit))
#define RESET_BIT(addr, bit) \
    (CONTENTS_OF(addr) &= (~MASK_BIT(bit)))
#define GET_BIT(addr, bit) \

```



```
        ((CONTENTS_OF(addr) & MASK_BIT(bit)) ? 1 : 0)
#define SET_BIT(addr,bit) \
    (CONTENTS_OF(addr) = (CONTENTS_OF(addr)) | (MASK_BIT(bit)))
#define ASSIGN_BIT_VAL(addr,bit,val) \
    ( (val) ? SET_BIT(addr,bit) : RESET_BIT(addr,bit) )
#define MASK_FIELD(bit,length) \
    (LENGTH_TO_BITS(length) << (bit))
#define RESET_FIELD(addr,bit,length) \
    ( CONTENTS_OF(addr) &= (~MASK_FIELD(bit,length)))
#define GET_FIELD(addr,bit,length) \
    ((CONTENTS_OF(addr) & MASK_FIELD(bit,length)) >> bit)
#define LOAD_FIELD(addr,val,bit,length) \
    (CONTENTS_OF(addr) = (CONTENTS_OF(addr) & (~MASK_FIELD(bit,length))) |
(val<<bit))
/* MACROS to SET, CLEAR and RETURN bits and bitfields in Memory Mapped      */
/* and Non-Memory Mapped using register names.                               */
#define GET_REG(reg) \
    (reg)
#define SET_REG(reg,val) \
    ((reg)= (val))
#define GET_REG_BIT(reg,bit) \
    ((reg) & MASK_BIT(bit) ? 1 : 0)
#define SET_REG_BIT(reg,bit) \
    ((reg) |= MASK_BIT(bit))
#define RESET_REG_BIT(reg,bit) \
    ((reg) &= (~MASK_BIT(bit)))
#define GET_REG_FIELD(reg,bit,length) \
    ((reg & MASK_FIELD(bit,length)) >> bit)
#define LOAD_REG_FIELD(reg,val,bit,length) \
    (reg &= (~MASK_FIELD(bit,length)) | (val<<bit))
#endif /* ifndef _REGS_H_ */
```

A.1.8 timer.h

```

/*****
/*  TIMER.H - TMS320C6x Peripheral Support Library Timers Support          */
/*                                                                           */
/*    This file provides the header for the DSP's timers support.         */
/*                                                                           */
/*                                                                           */
/*  MACRO FUNCTIONS:                                                       */
/*    TIMER_CTRL_ADDR(chan)                                               */
/*    TIMER_PERIOD_ADDR(chan)                                             */
/*    TIMER_COUNTER_ADDR(chan)                                           */
/*    TIMER_RESET(chan)                                                  */
/*    TIMER_INIT(chan,ctrl,per,cnt)                                       */
/*    TIMER_START(chan)                                                  */
/*    TIMER_STOP(chan)                                                    */
/*    TIMER_RESUME(chan)                                                  */
/*    TIMER_MODE_SELECT(chan,mode)                                        */
/*    TIMER_CLK_INTERNAL(chan)                                           */
/*    TIMER_CLK_EXTERNAL(chan)                                           */
/*    TOUT_ENABLE(chan)                                                  */
/*    TOUT_DISABLE(chan)                                                 */
/*    TOUT_VAL(chan,val)                                                 */
/*    TOUT_ASSERT(chan)                                                  */
/*    TOUT_NEGATE(chan)                                                  */
/*    TINP_GET(chan)                                                     */
/*    TIMER_READ(chan)                                                   */
/*    TIMER_GET_COUNT(chan)                                              */
/*    TIMER_SET_COUNT(chan,val)                                          */
/*    TIMER_AVAILABLE(chan)                                              */
/*    TIMER_SET_PERIOD(chan,val)                                         */
/*    TIMER_GET_PERIOD(chan)                                             */
/*    TIMER_GET_TSTAT(chan)                                              */
/*                                                                           */
/*  FUNCTIONS:                                                             */
/*    timer_delay() - delay specified number of timer periods           */
/*                                                                           */
/*****
#ifndef _TIMER_H_
#define _TIMER_H_
/*-----*/
/* INCLUDES                                                                    */
/*-----*/
#include "regs.h"
/*-----*/
/* DEFINES AND MACROS                                                            */
/*-----*/
/*****
/*****  TIMER REGISTERS *****/
#define TIMER_BASE_ADDR 0x01940000
#define TIMER_CTRL_ADDR(chan) \
    (TIMER_BASE_ADDR + ((chan) * 0x40000))

```

```

#define TIMER_PERIOD_ADDR(chan) \
    (TIMER_BASE_ADDR + ((chan) * 0x40000) + 4)
#define TIMER_COUNTER_ADDR(chan) \
    (TIMER_BASE_ADDR + ((chan) * 0x40000) + 8)
#define TIMER0_CTRL_ADDR      TIMER_CTRL_ADDR(0)
#define TIMER0_PERIOD_ADDR    TIMER_PERIOD_ADDR(0)
#define TIMER0_COUNTER_ADDR   TIMER_COUNTER_ADDR(0)
#define TIMER1_CTRL_ADDR      TIMER_CTRL_ADDR(1)
#define TIMER1_PERIOD_ADDR    TIMER_PERIOD_ADDR(1)
#define TIMER1_COUNTER_ADDR   TIMER_COUNTER_ADDR(1)
#define TIMER0_CTRL          *(volatile unsigned int *) (TIMER0_CTRL_ADDR)
#define TIMER0_PERIOD        *(volatile unsigned int *) (TIMER0_PERIOD_ADDR)
#define TIMER0_COUNTER        *(volatile unsigned int *) (TIMER0_COUNTER_ADDR)
#define TIMER1_CTRL          *(volatile unsigned int *) (TIMER1_CTRL_ADDR)
#define TIMER1_PERIOD        *(volatile unsigned int *) (TIMER1_PERIOD_ADDR)
#define TIMER1_COUNTER        *(volatile unsigned int *) (TIMER1_COUNTER_ADDR)
/* Timer Control Register Bitfield */
#define FUNC          0
#define INVOUT        1
#define DATOUT        2
#define DATIN         3
#define PWID          4
#define GO             6
#define HLD           7
#define C_P           8
#define CLKSRC        9
#define INVINP       10
#define TSTAT        11
#define TIMER_PULSE_MODE    0
#define TIMER_CLOCK_MODE   1
/*-----*/
/* TIMER_RESET - reset timer to conditions defined by device reset */
/*-----*/
#define TIMER_RESET(chan) \
    { (*(unsigned int *) (TIMER_CTRL_ADDR(chan)) = 0); \
      (*(unsigned int *) (TIMER_PERIOD_ADDR(chan)) = 0); \
      (*(unsigned int *) (TIMER_COUNTER_ADDR(chan)) = 0); \
    }
/*-----*/
/* TIMER_INIT - initialize timer registers */
/*-----*/
#define TIMER_INIT(chan,ctrl,per,cnt) \
    { (*(unsigned int *) (TIMER_CTRL_ADDR(chan)) = ctrl); \
      (*(unsigned int *) (TIMER_PERIOD_ADDR(chan)) = per); \
      (*(unsigned int *) (TIMER_COUNTER_ADDR(chan)) = cnt); \
    }
/*-----*/
/* TIMER_START - Sets both GO and HOLD bits in Timer Control Register which */
/*               resets the Timer Counter Register and enables counting on */
/*               on the next clock. (GO bit autoclears) */
/*-----*/
#define TIMER_START(chan) \
    REG_WRITE(TIMER_CTRL_ADDR(chan), (REG_READ(TIMER_CTRL_ADDR(chan)) | 0xc0))

```

```

/*-----*/
/* TIMER_STOP - Asserts (clears) the HOLD bit in the Timer Control Register */
/*-----*/
#define TIMER_STOP(chan) \
    RESET_BIT(TIMER_CTRL_ADDR(chan),HLD)
/*-----*/
/* TIMER_RESUME - Negates (sets) the HOLD bit to resume counting without */
/*               resetting the counter register */
/*-----*/
#define TIMER_RESUME(chan) \
    SET_BIT(TIMER_CTRL_ADDR(chan),HLD)
/*-----*/
/* TIMER_MODE_SELECT - selects between PULSE and CLOCK modes */
/*-----*/
#define TIMER_MODE_SELECT(chan,mode) \
    (mode == TIMER_CLOCK_MODE) ? SET_BIT(TIMER_CTRL_ADDR(chan),C_P) \
    : RESET_BIT(TIMER_CTRL_ADDR(chan),C_P)
/*-----*/
/* TIMER_CLK_INTERNAL - sets CLKSRC to select CPU clock/4 as timer clock */
/*-----*/
#define TIMER_CLK_INTERNAL(chan) \
    SET_BIT(TIMER_CTRL_ADDR(chan),CLKSRC)
/*-----*/
/* TIMER_CLK_EXTERNAL - clears CLKSRC to select TINP as timer clock */
/*-----*/
#define TIMER_CLK_EXTERNAL(chan) \
    RESET_BIT(TIMER_CTRL_ADDR(chan),CLKSRC)
/*-----*/
/* TOUT_ENABLE - configures TOUT as general purpose output pin. */
/*               */
/*-----*/
#define TOUT_ENABLE(chan) \
    RESET_BIT(TIMER_CTRL_ADDR(chan),FUNC)
/*-----*/
/* TOUT_DISABLE - configures TOUT as a timer pin; reflects value of TSTAT */
/*               conditioned by INVOUT */
/*-----*/
#define TOUT_DISABLE(chan) \
    SET_BIT(TIMER_CTRL_ADDR(chan),FUNC)
/*-----*/
/* TOUT_VAL - assigns val to TOUT pin when TOUT is enabled as general purpose*/
/*            output */
/*-----*/
#define TOUT_VAL(chan,val) \
    ASSIGN_BIT_VAL(TIMER_CTRL_ADDR(chan),DATOUT,val)
/*-----*/
/* TOUT_ASSERT - assigns 1 to TOUT pin when TOUT is enabled as general */
/*              purpose output */
/*-----*/
#define TOUT_ASSERT(chan) \
    SET_BIT(TIMER_CTRL_ADDR(chan),DATOUT)
/*-----*/

```

```
/* TOUT_NEGATE - assigns 0 to TOUT pin when TOUT is enabled as general */
/* purpose output */
/*-----*/
#define TOUT_NEGATE(chan) \
    RESET_BIT(TIMER_CTRL_ADDR(chan), DATOUT)
/*-----*/
/* TINP_GET - returns value on TINP input pin */
/*-----*/
#define TINP_GET(chan) \
    GET_BIT(TIMER_CTRL_ADDR(chan), DATIN)
/*-----*/
/* TIMER_READ - reads value of Timer Counter Register */
/*-----*/
#define TIMER_READ(chan) \
    (REG_READ(TIMER_COUNTER_ADDR(chan)))
/*-----*/
/* TIMER_GET_COUNT - reads value of Timer Counter Register */
/*-----*/
#define TIMER_GET_COUNT(chan) \
    (REG_READ(TIMER_COUNTER_ADDR(chan)))
/*-----*/
/* TIMER_SET_COUNT - reads value of Timer Counter Register */
/*-----*/
#define TIMER_SET_COUNT(chan, val) \
    (REG_WRITE(TIMER_COUNTER_ADDR(chan), val))
/*-----*/
/* TIMER_AVAILABLE - checks timer for availability; returns TRUE or FALSE */
/*-----*/
#define TIMER_AVAILABLE(chan) \
    (GET_BIT(TIMER_CTRL_ADDR(chan), HLD) ? 0 : 1)
/*-----*/
/* TIMER_SET_PERIOD - sets value of Timer Period Register */
/*-----*/
#define TIMER_SET_PERIOD(chan, val) \
    (REG_WRITE(TIMER_PERIOD_ADDR(chan), val))
/*-----*/
/* TIMER_GET_PERIOD - returns value of Timer Period Register */
/*-----*/
#define TIMER_GET_PERIOD(chan) \
    (REG_READ(TIMER_PERIOD_ADDR(chan)))
/*-----*/
/* TIMER_GET_TSTAT - returns value of TSTAT bit in Timer Ctrl Register */
/*-----*/
#define TIMER_GET_TSTAT(chan) \
    (GET_BIT(TIMER_CTRL_ADDR(chan), TSTAT))
/*-----*/
/* GLOBAL VARIABLES */
/*-----*/
/*-----*/
/* FUNCTIONS */
/*-----*/
int timer_delay(short num_timer_periods);
#endif /* ifndef _TIMER_H_ */
```

A.2 C and Assembly Files

The following sections contain the C and assembly source files that are included in the 'C6x peripheral support library.

A.2.1 dma.c

```

/*****
/* DMA.C - TMS320C6x Peripheral Support Library DMA Support          */
/*                                                                    */
/* This file provides support for the TMS320C6x DSP's DMA controller. */
/*                                                                    */
/*                                                                    */
/* FUNCTIONS:                                                         */
/* dma_init()                - Initialize channel specific control registers */
/* dma_global_init()         - Initialize global control registers          */
/* dma_reset()              - Reset all four DMA channels                 */
/*                                                                    */
/*                                                                    */
/* STATIC FUNCTIONS:                                                 */
/* None.                                                              */
/*                                                                    */
/* GLOBAL VARIABLES DEFINED                                          */
/* None.                                                              */
/*                                                                    */
/* REVISION HISTORY:                                                */
/*                                                                    */
/* DATE                      DESCRIPTION                               */
/* -----                    ----- */
/* 09JUL98  Changed "DMA_GCR" to "DMA_AUXCR" and "gcr" to "auxcr"    */
/*          -----> Register is an auxiliary DMA register not global. */
/*          Only a name change, not a functional change.              */
/*                                                                    */
/* 15JUN98  Changed dma_init() "channel" parameter to "chan" for     */
/*          consistency with documentation and other routines.        */
/*          -----> No functional change.                              */
/*                                                                    */
/* 11MAY98  Changed "for (chan = 0; chan < DMA_CH3; chan++)"         */
/*          to "for (chan = 0; chan <= DMA_CH3; chan++)"             */
/*          -----> Channel 3 was left out of the reset              */
/*                                                                    */
/* 11MAY98  Changed *(unsigned int*)(DMA_SECONDARY_CTRL_ADDR(chan) = 0x00 */
/*          to *(unsigned int*)(DMA_SECONDARY_CTRL_ADDR(chan) = 0x80 */
/*          -----> Sec Control Register reset value is 0x80 (BLOCK IE=1) */
/*                                                                    */
/* 11MAY98  Included DMA_GCTRL register in dma_global_init routine   */
/*          -----> Register was left out                             */
/*                                                                    */
/*****
/*-----*/
/* INCLUDES                                                                    */
/*-----*/

```

```

#include "dma.h"
/*-----*/
/* LOCAL DEFINES */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) VARIABLES */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) PROTOTYPES */
/*-----*/
/*-----*/
/* FUNCTIONS */
/*-----*/
/*****
/* DMA_INIT - Initialize channel specific control registers. */
/*
/* This function is responsible for setting the primary control register, */
/* secondary control register, source address, destination address and */
/* transfer count for the specified DMA channel. */
/*
/*****
void dma_init(
    unsigned short chan, /*IN: DMA channel number */
    unsigned int pri_ctrl, /*IN: Value to set primary cntl reg */
    unsigned int sec_ctrl, /*IN: Value to set sec cntl reg */
    unsigned int src_addr, /*IN: Value to set source addr reg */
    unsigned int dst_addr, /*IN: Value to set dest addr reg */
    unsigned int trans_ctr /*IN: Value to set transfer counter */
)
{
    *((unsigned int *) (DMA_PRIMARY_CTRL_ADDR(chan))) = pri_ctrl;
    *((unsigned int *) (DMA_SECONDARY_CTRL_ADDR(chan))) = sec_ctrl;
    *((unsigned int *) (DMA_SRC_ADDR_ADDR(chan))) = src_addr;
    *((unsigned int *) (DMA_DEST_ADDR_ADDR(chan))) = dst_addr;
    *((unsigned int *) (DMA_XFER_COUNTER_ADDR(chan))) = trans_ctr;
}
/*****
/* DMA_GLOBAL_INIT - Initialize global control registers. */
/*
/* This function is responsible for setting the DMA auxiliary control */
/* register, global count reload registers A & B, global index registers */
/* A & B, and global address registers A-D. */
/*
/*****
void dma_global_init(
    unsigned int auxcr, /*IN: Value for Aux Control Register */
    unsigned int gcra, /*IN: Value for Global Cnt Reload Reg A */
    unsigned int gcrb, /*IN: Value for Global Cnt Reload Reg B */
    unsigned int gndxa, /*IN: Value for Global Idx Reg A */
    unsigned int gndxb, /*IN: Value for Global Idx Reg B */
    unsigned int gaddra, /*IN: Value for Global Addr Reg A */
    unsigned int gaddrb, /*IN: Value for Global Addr Reg B */
    unsigned int gaddrc, /*IN: Value for Global Addr Reg C */

```

```

        unsigned int gaddrd)          /*IN:Value for Global Addr Reg D      */
{
    DMA_AUXCR      = auxcr;
    DMA_GCR_A      = gcra;
    DMA_GCR_B      = gcrb;
    DMA_GNDX_A     = gndxa;
    DMA_GNDX_B     = gndxb;
    DMA_GADDR_A    = gaddrA;
    DMA_GADDR_B    = gaddrB;
    DMA_GADDR_C    = gaddrC;
    DMA_GADDR_D    = gaddrD;
}
/*****
/* DMA_RESET - Reset all four DMA channels.                               */
/*                                                                           */
/*   This function resets all four DMA channels by initializing           */
/*   channel control registers to their default values                   */
/*                                                                           */
/*                                                                           */
/*****
void    dma_reset( void )
{
    int chan;
    for (chan= 0;chan <= DMA_CH3; chan++)
    {
        *(unsigned int *) (DMA_PRIMARY_CTRL_ADDR(chan)) = 0x00;
        *(unsigned int *) (DMA_SECONDARY_CTRL_ADDR(chan)) = 0x80;
        *(unsigned int *) (DMA_SRC_ADDR_ADDR(chan)) = 0x00;
        *(unsigned int *) (DMA_DEST_ADDR_ADDR(chan)) = 0x00;
        *(unsigned int *) (DMA_XFER_COUNTER_ADDR(chan)) = 0x00;
    }
    DMA_AUXCR      = 0x00;
    DMA_GCR_A      = 0x00;
    DMA_GCR_B      = 0x00;
    DMA_GNDX_A     = 0x00;
    DMA_GNDX_B     = 0x00;
    DMA_GADDR_A    = 0x00;
    DMA_GADDR_B    = 0x00;
    DMA_GADDR_C    = 0x00;
    DMA_GADDR_D    = 0x00;
}

```


A.2.2 emif.c

```

/*****
/*  EMIF.C - TMS320C6x Peripheral Support Library EMIF Support      */
/*                                                                */
/*    This file provides support for the TMS320C6x DSP's external memory */
/*    interface (EMIF).                                           */
/*                                                                */
/*  FUNCTIONS:                                                    */
/*    emif_init() - Initiaailize EMIF registers                   */
/*                                                                */
/*****
/*-----*/
/* INCLUDES                                                       */
/*-----*/
#include "emif.h"
/*-----*/
/* LOCAL DEFINES                                                 */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) VARIABLES                                */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) PROTOTYPES                               */
/*-----*/
/*-----*/
/* FUNCTIONS                                                     */
/*-----*/
/*****
/* EMIF_INIT - Initialize EMIF registers                         */
/*                                                                */
/*****
void emif_init(unsigned int g_ctrl,
               unsigned int ce0_ctrl,
               unsigned int ce1_ctrl,
               unsigned int ce2_ctrl,
               unsigned int ce3_ctrl,
               unsigned int sdram_ctrl,
               unsigned int sdram_refresh
               )
{
    REG_WRITE(EMIF_GCTRL_ADDR, g_ctrl);
    REG_WRITE(EMIF_CE0_CTRL_ADDR, ce0_ctrl);
    REG_WRITE(EMIF_CE1_CTRL_ADDR, ce1_ctrl);
    REG_WRITE(EMIF_CE2_CTRL_ADDR, ce2_ctrl);
    REG_WRITE(EMIF_CE3_CTRL_ADDR, ce3_ctrl);
    REG_WRITE(EMIF_SDRAM_CTRL_ADDR, sdram_ctrl);
    REG_WRITE(EMIF_SDRAM_REF_ADDR, sdram_refresh);
}

```

A.2.3 intr.c

```

/*****
/*  INTR.C - TMS320C6x Peripheral Support Library Interrupt Support      */
/*  */                                                                    */
/*    This module provides routines to control and initialize          */
/*    interrupt processing facilities on the C6x.                      */
/*  */                                                                    */
/*  FUNCTIONS:                                                         */
/*    intr_reset()           - Reset interrupt registers to default values */
/*    intr_init()            - Interrupt initialization                   */
/*    intr_isn()             - Assign ISN to CPU interrupt               */
/*    intr_get_cpu_intr()    - Return CPU interrupt assigned to ISN     */
/*    intr_map()             - Place ISN in interrupt multiplexor register */
/*  */                                                                    */
/*  STATIC FUNCTIONS:                                                 */
/*    None.                                                            */
/*  */                                                                    */
/*  GLOBAL VARIABLES DEFINED:                                         */
/*    isr_jump_table        - Interrupt jump table                      */
/*  */                                                                    */
/*  REVISION HISTORY:                                                 */
/*  */                                                                    */
/*    DATE                   DESCRIPTION                                */
/*    -----  -----*/
/*    01Jul98   Changed intr_hook() parameter name from "intr_num" to  */
/*              "cpu_intr" for consistency with other routines' parameters. */
/*  */                                                                    */
/*    08JUN98   Changed subroutine header for intr_isn() from "INTR_GET_ISN"  */
/*              to "INTR_ISN".                                             */
/*  */                                                                    */
/*    11MAY98   Removed "unhooked_isr" subroutine                        */
/*              -----> Was intended for library test purposes only      */
/*  */                                                                    */
/*    11MAY98   Changed isr_jump_table variable assignment to:          */
/*              unsigned int isr_jump_table[16] = {                      */
/*                  (unsigned int) c_int00,                               */
/*                  (unsigned int) (&NMI),                               */
/*                  (unsigned int) (&RESV1),                             */
/*                  (unsigned int) (&RESV2),                             */
/*                  (unsigned int) (&unexp_int04),                       */
/*                  (unsigned int) (&unexp_int05),                       */
/*                  (unsigned int) (&unexp_int06),                       */
/*                  (unsigned int) (&unexp_int07),                       */
/*                  (unsigned int) (&unexp_int08),                       */
/*                  (unsigned int) (&unexp_int09),                       */
/*                  (unsigned int) (&unexp_int10),                       */
/*                  (unsigned int) (&unexp_int11),                       */
/*                  (unsigned int) (&unexp_int12),                       */
/*                  (unsigned int) (&unexp_int13),                       */
/*                  (unsigned int) (&unexp_int14),                       */
/*                  (unsigned int) (&unexp_int15)};                      */
/*              -----> Interrupt handling was redone                    */
/*  */

```

```

/*                                                    */
/* 13MAY98 Added check for (intr_num > 0) in intr_hook() routine.      */
/* -----> Negative values would previously corrupt memory          */
/*                                                    */
/*****
/*-----*/
/* INCLUDES                                                    */
/*-----*/
#include <stdio.h>
#include "intr.h"
/*-----*/
/* GLOBAL VARIABLES                                           */
/*-----*/
/* Interrupt Service Routine Jump Table                        */
/*-----*/
unsigned int isr_jump_table[16] = {
    (unsigned int) c_int00,
    (unsigned int) (&NMI),
    (unsigned int) (&RESV1),
    (unsigned int) (&RESV2),
    (unsigned int) (&unexp_int04),
    (unsigned int) (&unexp_int05),
    (unsigned int) (&unexp_int06),
    (unsigned int) (&unexp_int07),
    (unsigned int) (&unexp_int08),
    (unsigned int) (&unexp_int09),
    (unsigned int) (&unexp_int10),
    (unsigned int) (&unexp_int11),
    (unsigned int) (&unexp_int12),
    (unsigned int) (&unexp_int13),
    (unsigned int) (&unexp_int14),
    (unsigned int) (&unexp_int15)};
/*-----*/
/* FILE LOCAL (STATIC) VARIABLES                               */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) PROTOTYPES                             */
/*-----*/
/*-----*/
/* FUNCTIONS                                                   */
/*-----*/
/*-----*/
/* INTR_RESET - reset interrupt registers to default values      */
/*-----*/
void intr_reset(void)
{
    unsigned int val;
    /* disable global interrupts                                  */
    LOAD_REG_FIELD(CSR,0,0,2);
    /* disable interrupts                                        */
    SET_REG(IER,1);
    SET_REG(ICR,0xFFF0);
    /* default external interrupts to rising-edge triggered      */
    REG_WRITE(EXTERNAL_INTR_POL_ADDR,0);
}

```

```

/* reset interrupt multiplexers */
INTR_MAP_RESET();
/* initialize interrupt service table pointer */
val= (unsigned int>(&istb);
SET_REG(ISTP,val);
}
/*-----*/
/* INTR_INIT - initialize Interrupt Service Table Pointer */
/*
/* This function initializes the ISTP based upon the global vec_table which
/* is resolved at link time. Refer to linker command file for this value */
/*-----*/
void intr_init(void)
{
    unsigned int val;
    val= (unsigned int>(&istb);
    SET_REG(ISTP,val);
}
/*-----*/
/* INTR_HOOK - hooks an ISR to interrupt. */
/*-----*/
void intr_hook(void (*fp)(void),int cpu_intr)
{
    if ((cpu_intr > 0) && (cpu_intr < 16))
        *((unsigned int *)isr_jump_table + cpu_intr)= (unsigned int)fp;
}
/*-----*/
/* INTR_MAP() - Map interrupt source (isn) to cpu interrupt (cpu_intr). */
/*
/* This function loads the isn value into the INTSEL field of the
/* appropriate Interrupt Multiplexer register indicated by cpu_intr */
/*-----*/
void intr_map(int cpu_intr,int isn)
{
    int intsel;
    int intr_field;
    int sel;
    sel= 0;
    intr_field= cpu_intr;
    if (cpu_intr > CPU_INT9)
    {
        sel=1;
        intr_field -= 6;
    }
    intsel = (intr_field - 4) * 5;
    if (intsel > 10)
        intsel++;
    INTR_SET_MAP(intsel,isn,sel);
}
/*-----*/
/* INTR_ISN() - return isn currently mapped to cpu interrupt */
/*-----*/
int intr_isn(int cpu_intr)

```

```
{
  int intsel;
  int intr_field;
  int sel;
  int isn;
  sel= 0;
  intr_field= cpu_intr;
  if (cpu_intr > CPU_INT9)
  {
    sel=1;
    intr_field -= 6;
  }
  intsel = (intr_field - 4) * 5;
  if (intsel > 10)
    intsel++;
  isn= INTR_GET_ISN(intsel,sel);
  return(isn);
}
/*-----*/
/* intr_get_cpu_intr() - return cpu interrupt corresponding to isn in      */
/*                       interrupt selector register. If the isn is not    */
/*                       mapped, return -1                                  */
/*-----*/
int intr_get_cpu_intr(int isn)
{
  int i;
  for (i= CPU_INT4;i<=CPU_INT15;i++)
  {
    if (intr_isn(i) == isn)
      return(i);
  }
  return(-1);
}
```

A.2.4 intr_asm

```

; intr_asm
;
; This file provides run time installable ISR capability through the use of
; the intr_jump_table which is defined in intr.c. This file provides the
; ISFPs (Interrupt Service Fetch Packets) for the IST (Interrupt Service
; Table).
;
;-----
        .ref          _c_int00      ;reset ISR
        .ref          _isr_jump_table
        .global       _istb        ; interrupt service table base
        .global       _RESET, _NMI, _RESV1, _RESV2
        .global       _INT4 , _INT5 , _INT6 , _INT7
        .global       _INT8, _INT9, _INT10, _INT11
        .global       _INT12, _INT13, _INT14, _INT15
        .global       _unexp_int04, _unexp_int05
        .global       _unexp_int06, _unexp_int07
        .global       _unexp_int08, _unexp_int09
        .global       _unexp_int10, _unexp_int11
        .global       _unexp_int12, _unexp_int13
        .global       _unexp_int14, _unexp_int15
;-----
; NOTE: The following ".res" section must be uncommented if the interrupt
; service table base address (ISTB in the ISTP register) in non-zero
; to provide the required reset vector at address 0. If the ".res"
; section is uncommented, then the linker command file must include
; it and map it to address 0.
;-----
;          .sect          ".res"          ;.res section must be linked @ address 0
;          mvk            _c_int00,b0
;          mvkh           _c_int00,b0
;          b      .s2     b0
;          nop            5
;          nop
;          nop
;          nop
;          nop
;-----
;          .sect          ".vec"
_istb:
_RESET:   mvk            _c_int00,b0
          mvkh           _c_int00,b0
          b      .s2     b0
          nop            5
          nop
          nop
          nop
          nop
          nop
_NMI:    .asg            1, vec
          stw     .d2     b0, *--b15
          || mvk            (_isr_jump_table + vec * 4), b0

```

```
        mvkh      (_isr_jump_table + vec * 4), b0
        ldw      .d2  *b0, b0
        nop
        b        .s2  b0
    ||      ldw      .d2  *b15++, b0
        nop
    _RESV1:  b        .s2  _RESV1
        nop
        nop
        nop
        nop
        nop
        nop
        nop
    _RESV2:  b        .s2  _RESV2
        nop
        nop
        nop
        nop
        nop
        nop
        nop

    _INT4:  .asg     4, vec
        stw      .d2  b0, *--b15
    ||      mvkh      (_isr_jump_table + vec * 4), b0
        mvkh      (_isr_jump_table + vec * 4), b0
        ldw      .d2  *b0, b0
        nop
        b        .s2  b0
    ||      ldw      .d2  *b15++, b0
        nop
    _INT5:  .asg     5, vec
        stw      .d2  b0, *--b15
    ||      mvkh      (_isr_jump_table + vec * 4), b0
        mvkh      (_isr_jump_table + vec * 4), b0
        ldw      .d2  *b0, b0
        nop
        b        .s2  b0
    ||      ldw      .d2  *b15++, b0
        nop
    _INT6:  .asg     6, vec
        stw      .d2  b0, *--b15
    ||      mvkh      (_isr_jump_table + vec * 4), b0
        mvkh      (_isr_jump_table + vec * 4), b0
        ldw      .d2  *b0, b0
        nop
        b        .s2  b0
    ||      ldw      .d2  *b15++, b0
        nop
    _INT7:  .asg     7, vec
        stw      .d2  b0, *--b15
    ||      mvkh      (_isr_jump_table + vec * 4), b0
```

```

        mvkh        (_isr_jump_table + vec * 4), b0
        ldw        .d2    *b0, b0
        nop
        b          .s2    b0
    ||
        ldw        .d2    *b15++, b0
        nop
    _INT8:
        .asg       8, vec
        stw        .d2    b0, *--b15
    ||
        mvk        (_isr_jump_table + vec * 4), b0
        mvkh       (_isr_jump_table + vec * 4), b0
        ldw        .d2    *b0, b0
        nop
        b          .s2    b0
    ||
        ldw        .d2    *b15++, b0
        nop
    _INT9:
        .asg       9, vec
        stw        .d2    b0, *--b15
    ||
        mvk        (_isr_jump_table + vec * 4), b0
        mvkh       (_isr_jump_table + vec * 4), b0
        ldw        .d2    *b0, b0
        nop
        b          .s2    b0
    ||
        ldw        .d2    *b15++, b0
        nop
    _INT10:
        .asg       10, vec
        stw        .d2    b0, *--b15
    ||
        mvk        (_isr_jump_table + vec * 4), b0
        mvkh       (_isr_jump_table + vec * 4), b0
        ldw        .d2    *b0, b0
        nop
        b          .s2    b0
    ||
        ldw        .d2    *b15++, b0
        nop
    _INT11:
        .asg       11, vec
        stw        .d2    b0, *--b15
    ||
        mvk        (_isr_jump_table + vec * 4), b0
        mvkh       (_isr_jump_table + vec * 4), b0
        ldw        .d2    *b0, b0
        nop
        b          .s2    b0
    ||
        ldw        .d2    *b15++, b0
        nop
    _INT12:
        .asg       12, vec
        stw        .d2    b0, *--b15
    ||
        mvk        (_isr_jump_table + vec * 4), b0
        mvkh       (_isr_jump_table + vec * 4), b0
        ldw        .d2    *b0, b0
        nop
        b          .s2    b0
    ||
        ldw        .d2    *b15++, b0
        nop
    _INT13:
        .asg       13, vec
        stw        .d2    b0, *--b15

```



```

    ||     mvk         (_isr_jump_table + vec * 4), b0
    mvkh   (_isr_jump_table + vec * 4), b0
    ldw    .d2      *b0, b0
    nop    4
    b      .s2      b0
    ||     ldw    .d2      *b15++, b0
    nop    5
_INT14:   .asg     14, vec
    stw    .d2      b0, *--b15
    ||     mvk         (_isr_jump_table + vec * 4), b0
    mvkh   (_isr_jump_table + vec * 4), b0
    ldw    .d2      *b0, b0
    nop    4
    b      .s2      b0
    ||     ldw    .d2      *b15++, b0
    nop    5
_INT15:   .asg     15, vec
    stw    .d2      b0, *--b15
    ||     mvk         (_isr_jump_table + vec * 4), b0
    mvkh   (_isr_jump_table + vec * 4), b0
    ldw    .d2      *b0, b0
    nop    4
    b      .s2      b0
    ||     ldw    .d2      *b15++, b0
    nop    5
; Program flow enters one of the following labels when an enabled interrupt has
; no ISR hooked to it. To avoid this, use intr_hook(ISR, CPU_INTXXX) function.
_unexp_int04:
    b      .s2      _unexp_int04
    nop    5

_unexp_int05:
    b      .s2      _unexp_int05
    nop    5

_unexp_int06:
    b      .s2      _unexp_int06
    nop    5

_unexp_int07:
    b      .s2      _unexp_int07
    nop    5

_unexp_int08:
    b      .s2      _unexp_int08
    nop    5

_unexp_int09:
    b      .s2      _unexp_int09
    nop    5

_unexp_int10:
    b      .s2      _unexp_int10
    nop    5

_unexp_int11:
    b      .s2      _unexp_int11
    nop    5

_unexp_int12:

```

```
        b      .s2  _unexp_int12
        nop
_unexp_int13:
        b      .s2  _unexp_int13
        nop
_unexp_int14:
        b      .s2  _unexp_int14
        nop
_unexp_int15:
        b      .s2  _unexp_int15
        nop
```

A.2.5 mcbasp.c

```

/*****
/*  MCBSP.C - TMS320C6x Peripheral Support Library McBSP Support      */
/*                                                                    */
/*  This file provides support for the TMS320C6x DSP's McBSPs       */
/*                                                                    */
/*                                                                    */
/*  FUNCTIONS:                                                       */
/*  mcbasp_init() - initialize McBSP registers                       */
/*                                                                    */
/*                                                                    */
/*  STATIC FUNCTIONS:                                               */
/*  None.                                                            */
/*                                                                    */
/*  GLOBAL VARIABLES DEFINED                                         */
/*                                                                    */
/*  REVISION HISTORY:                                               */
/*                                                                    */
/*  DATE          DESCRIPTION                                         */
/*  -----      - - - - - - - - - - - - - - - - - - - - - - - - - - */
/*  11MAY98      changed mcbasp_init to mcbasp_init                 */
/*               -----> misspelling                               */
/*                                                                    */
/*****
/*-----*/
/* INCLUDES                                                         */
/*-----*/
#include "mcbasp.h"
/*-----*/
/* GLOBAL VARIABLES                                                 */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) VARIABLES                                    */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) PROTOTYPES                                   */
/*-----*/
/*-----*/
/* FUNCTIONS                                                         */
/*-----*/

void mcbasp_init(unsigned short port_no,
                 unsigned int socr_ctrl,
                 unsigned int rcr_ctrl,
                 unsigned int xcr_ctrl,
                 unsigned int srgr_ctrl,
                 unsigned int mcr_ctrl,
                 unsigned int rcer_ctrl,
                 unsigned int xcer_ctrl,
                 unsigned int pcr_ctrl)
{
    unsigned int *port = (unsigned int *)MCBSP_ADDR(port_no);

```

```

/*****
/* Place port in reset - setting XRST & RRST to 0
/*****
*(port + 2)      &= ~(MASK_BIT(RRST) | MASK_BIT(XRST));
/*****
/* Set values of all control registers
/*****
*(port + 3) = rcr_ctrl;
*(port + 4) = xcr_ctrl;
*(port + 5) = srgr_ctrl;
*(port + 6) = mcr_ctrl;
*(port + 7) = rcer_ctrl;
*(port + 8) = xcer_ctrl;
*(port + 9) = pcr_ctrl;
*(port + 2) = ~(MASK_BIT(RRST) | MASK_BIT(XRST)) & (sPCR_ctrl);
*(port + 2) |= (MASK_BIT(RRST) | MASK_BIT(XRST)) & (sPCR_ctrl);
}

```

A.2.6 timer.c

```

/*****
/*  TIMER.C - TMS320C6x Peripheral Support Library Timer Support      */
/*                                                                    */
/*    This file provides support for the TMS320C6x DSP's timers.     */
/*                                                                    */
/*  FUNCTIONS:                                                         */
/*    timer_delay() - delay specified number of timer periods        */
/*                                                                    */
/*  STATIC FUNCTIONS:                                                 */
/*    None.                                                           */
/*                                                                    */
/*  GLOBAL VARIABLES DEFINED                                          */
/*    None.                                                           */
/*                                                                    */
/*****
/*-----*/
/* INCLUDES                                                           */
/*-----*/
#include "timer.h"
/*-----*/
/* GLOBAL VARIABLES                                                 */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) VARIABLES                                     */
/*-----*/
/*-----*/
/* FILE LOCAL (STATIC) PROTOTYPES                                   */
/*-----*/
/*-----*/
/* FUNCTIONS                                                         */
/*-----*/
/*****
/* timer_delay - delay for specified number of timer periods        */
/*                                                                    */
/*****
int timer_delay( /* RET: OK (0) or ERROR (-1) */
                short num_timer_periods)
{
    unsigned int period_reg;
    unsigned int ctrl_reg= 0;
    unsigned int chan    = 0;
    if (!TIMER_AVAILABLE(chan))
    {
        chan++;
        if (!TIMER_AVAILABLE(chan))
            return(-1);
    }
    /* define timer's period and control register values            */
    period_reg= num_timer_periods;
    ctrl_reg  = MASK_BIT(C_P) | MASK_BIT(CLKSRC);
    /* initialize and start timer                                  */

```

```
TIMER_INIT(chan,ctrl_reg,period_reg,0);
TIMER_START(chan);
/* poll for high to low transition */
while (!(TIMER_GET_TSTAT(chan))){};
while (TIMER_GET_TSTAT(chan) {});
/* stop timer and return 0 to indicate success */
TIMER_STOP(chan);
return(0);
}
```

A.2.7 Makefile for Peripheral Support Library

```
# Makefile for Peripheral Support Library
C6X_DIR      = C:\C6XTOOLS
C6X_BIN_DIR  = $(C6X_DIR)\bin
C6X_LIB_DIR  = $(C6X_DIR)\lib
C6X_INCLUDE_DIR = $(C6X_DIR)\include
H_DIR       = ..\h
# utilities
AR = $(C6X_BIN_DIR)\ar6x      # archiver
AS = $(C6X_BIN_DIR)\cl6x      # assembler
CC = $(C6X_BIN_DIR)\cl6x      # compiler
HX = $(C6X_BIN_DIR)\hex6x     # hex conversion utility
LK = $(C6X_BIN_DIR)\lnk6x     # linker
# includes and defines
DEFINES =
INCLUDES = -i$(H_DIR) -i$(C6X_INCLUDE_DIR)
# options
CC_OPTIONS = -c -q -ss -o0 -op0 -g
AS_OPTIONS = -c -q -al -as -gs
AR_OPTIONS = -rqv
# targets
ASMSRC = intr_.asm
CSRC = dma.c emif.c intr.c mcbsp.c timer.c
HSRC = $(H_DIR)\cache.h $(H_DIR)\dma.h $(H_DIR)\emif.h $(H_DIR)\hpi.h \
      $(H_DIR)\intr.h $(H_DIR)\mcbsp.h $(H_DIR)\regs.h $(H_DIR)\timer.h
ASMOBJ = $(ASMSRC:.asm=.obj)
COBJ = $(CSRC:.c=.obj)
OBSJ = $(ASMOBJ) $(COBJ)
dev6x.lib : $(OBSJ) makefile makefile.big
      $(AR) $(AR_OPTIONS) dev6x.lib $(ASMOBJ) $(COBJ)
dev6x.src : $(ASMSRC) $(CSRC) $(HSRC) makefile makefile.big
      $(AR) $(AR_OPTIONS) dev6x.src $(ASMSRC) $(HSRC) $(CSRC) makefile make-
file.big
all : dev6x.lib dev6x.src
allclean : clean all
clean :
      del *.obj
      del *.lst
# object dependencies
dma.obj : dma.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) dma.c
mcbsp.obj : mcbsp.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) mcbsp.c
intr.obj : intr.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) intr.c
timer.obj : timer.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) timer.c
emif.obj : emif.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) emif.c
intr_.obj : intr_.asm
      $(AS) $(AS_OPTIONS) $(INCLUDES) $(DEFINES) intr_.asm
# source dependencies
```

```
dma.c : $(H_DIR)\dma.h
emif.c : $(H_DIR)\emif.h
intr.c : $(H_DIR)\intr.h
mcbasp.c : $(H_DIR)\mcbasp.h
timer.c : $(H_DIR)\timer.h
# include dependencies
$(H_DIR)\dma.h : $(H_DIR)\regs.h
$(H_DIR)\mcbasp.h : $(H_DIR)\regs.h
$(H_DIR)\intr.h : $(H_DIR)\regs.h
$(H_DIR)\timer.h : $(H_DIR)\regs.h
$(H_DIR)\emif.h : $(H_DIR)\regs.h
```


A.2.8 Makefile for Peripheral Support Library (large memory model)

```
# Makefile for Peripheral Support Library
C6X_DIR      = C:\C6XTOOLS
C6X_BIN_DIR  = $(C6X_DIR)\bin
C6X_LIB_DIR  = $(C6X_DIR)\lib
C6X_INCLUDE_DIR = $(C6X_DIR)\include
H_DIR       = ..\h
# utilities
AR = $(C6X_BIN_DIR)\ar6x      # archiver
AS = $(C6X_BIN_DIR)\cl6x      # assembler
CC = $(C6X_BIN_DIR)\cl6x      # compiler
HX = $(C6X_BIN_DIR)\hex6x     # hex conversion utility
LK = $(C6X_BIN_DIR)\lnk6x     # linker
# includes and defines
DEFINES =
INCLUDES = -i$(H_DIR) -i$(C6X_INCLUDE_DIR)
# options
CC_OPTIONS = -c -q -ss -o0 -op0 -g -me
AS_OPTIONS = -c -q -as -gs -me
AR_OPTIONS = -rqv
# targets
ASMSRC = intr_.asm
CSRC = dma.c emif.c intr.c mcbsp.c timer.c
HSRC = $(H_DIR)\cache.h $(H_DIR)\dma.h $(H_DIR)\emif.h $(H_DIR)\hpi.h \
      $(H_DIR)\intr.h $(H_DIR)\mcbsp.h $(H_DIR)\regs.h $(H_DIR)\timer.h
ASMOBJ = $(ASMSRC:.asm=.obj)
COBJ = $(CSRC:.c=.obj)
OBS = $(ASMOBJ) $(COBJ)
dev6xe.lib : $(OBS) makefile makefile.big
      $(AR) $(AR_OPTIONS) dev6xe.lib $(ASMOBJ) $(COBJ)
dev6x.src : $(ASMSRC) $(CSRC) $(HSRC) makefile makefile.big
      $(AR) $(AR_OPTIONS) dev6x.src $(ASMSRC) $(HSRC) $(CSRC) makefile make-
file.big
all : dev6xe.lib dev6x.src
allclean : clean all
clean :
      del *.obj
      del *.lst
# object dependencies
dma.obj : dma.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) dma.c
mcbsp.obj : mcbsp.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) mcbsp.c
intr.obj : intr.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) intr.c
timer.obj : timer.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) timer.c
emif.obj : emif.c
      $(CC) $(CC_OPTIONS) $(INCLUDES) $(DEFINES) emif.c
intr_.obj : intr_.asm
      $(AS) $(AS_OPTIONS) $(INCLUDES) $(DEFINES) intr_.asm
# source dependencies
```

```
dma.c : $(H_DIR)\dma.h
emif.c : $(H_DIR)\emif.h
intr.c : $(H_DIR)\intr.h
mcbasp.c : $(H_DIR)\mcbasp.h
timer.c : $(H_DIR)\timer.h
# include dependencies
$(H_DIR)\dma.h : $(H_DIR)\regs.h
$(H_DIR)\mcbasp.h : $(H_DIR)\regs.h
$(H_DIR)\intr.h : $(H_DIR)\regs.h
$(H_DIR)\timer.h : $(H_DIR)\regs.h
$(H_DIR)\emif.h : $(H_DIR)\regs.h
```

Glossary

A

address: The location of program code or data stored; an individually accessible memory location.

A-law companding: See *compress and expand (compand)*.

assembler: A software program that creates a machine language program from a source file that contains assembly language instructions, directives, and macros. The assembler substitutes absolute operation codes for symbolic operation codes and absolute or relocatable addresses for symbolic addresses.

assert: To make a digital logic device pin active. If the pin is active low, then a low voltage on the pin asserts it. If the pin is active high, then a high voltage asserts it.

B

bit: A binary digit, either a 0 or 1.

big endian: An addressing protocol in which bytes are numbered from left to right within a word. More significant bytes in a word have lower numbered addresses. Endian ordering is specific to hardware and is determined at reset. See also *little endian*.

block: The three least significant bits of the program address. These correspond to the address within a fetch packet of the first instruction being addressed.

boot: The process of loading a program into program memory.

boot mode: The method of loading a program into program memory. The 'C6x DSP supports booting from external ROM or the host port interface (HPI).

byte: A sequence of eight adjacent bits operated upon as a unit.

C

- cache:** A fast storage buffer in the central processing unit of a computer.
- cache controller:** System component that coordinates program accesses between CPU program fetch mechanism, cache, and external memory.
- central processing unit (CPU):** The portion of the processor involved in arithmetic, shifting, and Boolean logic operations, as well as the generation of data- and program-memory addresses. The CPU includes the central arithmetic logic unit (CALU), the multiplier, and the auxiliary register arithmetic unit (ARAU).
- clock cycle:** A periodic or sequence of events based on the input from the external clock.
- clock modes:** Options used by the clock generator to change the internal CPU clock frequency to a fraction or multiple of the frequency of the input clock signal.
- code:** A set of instructions written to perform a task; a computer program or part of a program.
- coder-decoder or compression/decompression (codec):** A device that codes in one direction of transmission and decodes in another direction of transmission.
- compiler:** A computer program that translates programs in a high-level language into their assembly-language equivalents.
- compress and expand (compand):** A quantization scheme for audio signals in which the input signal is compressed and then, after processing, is reconstructed at the output by expansion. There are two distinct companding schemes: A-law (used in Europe) and μ -law (used in the United States).
- control register:** A register that contains bit fields that define the way a device operates.
- control register file:** A set of control registers.

D

device ID: Configuration register that identifies each peripheral component interconnect (PCI).

digital signal processor (DSP): A semiconductor that turns analog signals—such as sound or light—into digital signals, which are discrete or discontinuous electrical impulses, so that they can be manipulated.

direct memory access (DMA): A mechanism whereby a device other than the host processor contends for and receives mastery of the memory bus so that data transfers can take place independent of the host.

DMA operation: A series of DMA data transfers.

DMA source: The module where the DMA data originates. DMA data is read from the DMA source.

DMA transfer: The process of transferring data from one part of memory to another. Each DMA transfer consists of a read bus cycle (source to DMA holding register) and a write bus cycle (DMA holding register to destination).

E

evaluation module (EVM): A board and software tools that allow the user to evaluate a specific device.

external interrupt: A hardware interrupt triggered by a specific value on a pin.

external memory interface (EMIF): Microprocessor hardware that is used to read to and write from off-chip memory.

F

fetch packet: A contiguous 8-word series of instructions fetched by the CPU and aligned on an 8-word boundary.

flag: A binary status indicator whose state indicates whether a particular condition has occurred or is in effect.

frame: An 8-word space in the cache RAMs. Each fetch packet in the cache resides in only one frame. A cache update loads a frame with the requested fetch packet. The cache contains 512 frames.

G

global interrupt enable bit (GIE): A bit in the control status register (CSR) that is used to enable or disable maskable interrupts.

H

host: A device to which other devices (peripherals) are connected and that generally controls those devices.

host port interface (HPI): A parallel interface that the CPU uses to communicate with a host processor.

I

index: A relative offset in the program address that specifies which of the 512 frames in the cache into which the current access is mapped.

indirect addressing: An addressing mode in which an address points to another pointer rather than to the actual data; this mode is prohibited in RISC architecture.

instruction fetch packet: A group of up to eight instructions held in memory for execution by the CPU.

internal interrupt: A hardware interrupt caused by an on-chip peripheral.

interrupt: A signal sent by hardware or software to a processor requesting attention. An interrupt tells the processor to suspend its current operation, save the current task status, and perform a particular set of instructions. Interrupts communicate with the operating system and prioritize tasks to be performed.

interrupt service fetch packet (ISFP): A fetch packet used to service interrupts. If eight instructions are insufficient, the user must branch out of this block for additional interrupt service. If the delay slots of the branch do not reside within the ISFP, execution continues from execute packets in the next fetch packet (the next ISFP).

interrupt service routine (ISR): A module of code that is executed in response to a hardware or software interrupt.

Internal peripherals: Devices connected to and controlled by a host device. The 'C6x internal peripherals include the direct memory access (DMA) controller, multichannel buffered serial ports (McBSPs), host port interface (HPI), external memory-interface (EMIF), and runtime support timers.

L

least significant bit (LSB): The lowest-order bit in a word.

linker: A software tool that combines object files to form an object module, which can be loaded into memory and executed.

little endian: An addressing protocol in which bytes are numbered from right to left within a word. More significant bytes in a word have higher-numbered addresses. Endian ordering is specific to hardware and is determined at reset. See also *big endian*.

M

μ-law companding: See *compress and expand (compand)*.

maskable interrupt: A hardware interrupt that can be enabled or disabled through software.

memory map: A graphical representation of a computer system's memory, showing the locations of program space, data space, reserved space, and other memory-resident elements.

memory-mapped register: An on-chip register mapped to an address in memory. Some memory-mapped registers are mapped to data memory, and some are mapped to input/output memory.

most significant bit (MSB): The highest order bit in a word.

multichannel buffered serial port (McBSP): An on-chip full-duplex circuit that provides direct serial communication through several channels to external serial devices.

multiplexer: A device for selecting one of several available signals.

N

nonmaskable interrupt (NMI): An interrupt that can be neither masked nor disabled.

O

object file: A file that has been assembled or linked and contains machine language object code.

off chip: A state of being external to a device.

on chip: A state of being internal to a device.

P

peripheral: A device connected to and usually controlled by a host device.-

program cache: A fast memory cache for storing program instructions allowing for quick execution.

program memory: Memory accessed through the 'C6x's program fetch interface.

R

random-access memory (RAM): A type of memory device in which the individual locations can be accessed in any order.

register: A small area of high speed memory located within a processor or electronic device that is used for temporarily storing data or instructions. Each register is given a name, contains a few bytes of information, and is referenced by programs.

reduced-instruction-set computer (RISC): A computer whose instruction set and related decode mechanism are much simpler than those of micro-programmed complex instruction set computers. The result is a higher instruction throughput and a faster real-time interrupt service response from a smaller, cost-effective chip.

reset: A means of bringing the CPU to a known state by setting the registers and control bits to predetermined values and signaling execution to start at a specified address.

S

synchronous-burst static random-access memory (SBSRAM): RAM whose contents does not have to be refreshed periodically. Transfer of data is at a fixed rate relative to the clock speed of the device, but the speed is increased.

synchronous dynamic random-access memory (SDRAM): RAM whose contents is refreshed periodically so the data is not lost. Transfer of data is at a fixed rate relative to the clock speed of the device.

syntax: The grammatical and structural rules of a language. All higher-level programming languages possess a formal syntax.

T

tag: The 18 most significant bits of the program address. This value corresponds to the physical address of the fetch packet that is in that frame.

timer: A programmable peripheral used to generate pulses or to time events.

W

word: A multiple of eight bits that is operated upon as a unit. For the 'C6x, a word is 32 bits in length.

Summary of Updates in this Document

This appendix provides a summary of the updates in this version of the document. Updates within paragraphs appear in a **bold typeface**.

Page:

Change or Add:

1-2

Change the first paragraph of section 1.1, *Source Files Included in Library*.

The 'C6x peripheral support library consists of several header, C, and assembly source files. These are supplied to the user in the source file **dev6x.src**. The following header files included in **dev6x.src** provide access to device library macro definitions and functions:

Change the second paragraph of section 1.1, *Source Files Included in Library*.

There are a few additional C and assembly source files that are used to build the **dev6x.lib** library file, which is linked into user code. These files include:

Change the first paragraph of section 1.2, *Building the TMS320C6x Peripheral Support Library*.

You must build the 'C6x peripheral support (object) library before referencing it in the linker command line. The options selected during compile must match those that you used in building the application code. For instance, if your code is built in big-endian mode with the large memory model, the entire peripheral support library must also be built with these options. The following example extracts source files from **dev6x.src**, compiles with the big-endian (`-me`) and large-memory-model (`-ml`) options, and archives the resulting object files to produce the peripheral support library, **dev6x.lib**:

Change the code example in section 1.2, *Building the TMS320C6x Peripheral Support Library*.

```
ar6x -x dev6x.src          ; extracts source files from archive
cl6x -me -ml *.c*.asm      ; compile c and asm source files
ar6x -r dev6x.lib *.obj ; create object library dev6x.lib
```

Change the first sentence of the second paragraph in section 1.2, *Building the TMS320C6x Peripheral Support Library*.

You can use many other compiler options to compile the **dev6x.lib** library. For more information ...

Page: Change or Add:

1-3 Change the first sentence of the second paragraph.

 During program linking, the **dev6x.lib** object library must be specified as an input file to the linker so that references to the peripheral support functions can be resolved. Libraries are usually ...

Change the last line of code on the page.

```
unsigned init *dma_ptr = (unsigned int *)DMA_PRIMARY_CTRL_ADDR(1);
```

2-3 Change the second sentence of the first paragraph.

Memory-mapped register bit-manipulation macros are used to control bits and bit fields within the specified register. These macros use four arguments: addr, **val**, **bit**, and **length**. The addr argument ...

Change the LOAD_FIELD bullet.

- LOAD_FIELD(addr,**val**,**bit**,**length**)

Add three bullets to the list of registers.

- Interrupt return pointer (IRP)
- Interrupt service table pointer (ISTP)
- Nonmaskable interrupt return pointer (NRP)

2-4 Add a bullet to the list of memory-mapped register bit-manipulation macros.

- LOAD_REG_FIELD(reg,val,bit,length)

2-8 Change the code in Example 1 of section 2.2.2, *Cache Support (cache.h)*.

```
CACHE_ENABLE( );
```

Change the code in Example 2 of section 2.2.2, *Cache Support (cache.h)*.

```
CACHE_DISABLE( );
```

2-9 Change the first bullet in section 2.2.3, *Direct Memory Access Support (dma.h, dma.c)*.

- dma_global_init(**auxcr**,gcra,gcrb,gndxa,gndxb,gaddra,gaddrb,gaddrc,gaddrd)

Page: **Change or Add:**

2-10 Change the occurrences of XFR in Table 2–8 to XFER, delete the DMA_GCR_A_ADDR row, change the DMA_GCR_A row, and change the DMA_GCTRL row.

Table 2–8. *Timer Mode Values*

| Register Mnemonic | Register Address Mnemonic |
|--------------------------|----------------------------------|
| DMA0_PRIMARY_CTRL | DMA0_PRIMARY_CTRL_ADDR |
| DMA0_SECONDARY_CTRL | DMA0_SECONDARY_CTRL_ADDR |
| DMA0_SRC_ADDR | DMA0_SRC_ADDR_ADDR |
| DMA0_DEST_ADDR | DMA0_DEST_ADDR_ADDR |
| DMA0_XFER_COUNTER | DMA0_XFER_COUNTER_ADDR |
| DMA1_PRIMARY_CTRL | DMA1_PRIMARY_CTRL_ADDR |
| DMA1_SECONDARY_CTRL | DMA1_SECONDARY_CTRL_ADDR |
| DMA1_SRC_ADDR | DMA1_SRC_ADDR_ADDR |
| DMA1_DEST_ADDR | DMA1_DEST_ADDR_ADDR |
| DMA1_XFER_COUNTER | DMA1_XFER_COUNTER_ADDR |
| DMA2_PRIMARY_CTRL | DMA2_PRIMARY_CTRL_ADDR |
| DMA2_SECONDARY_CTRL | DMA2_SECONDARY_CTRL_ADDR |
| DMA2_SRC_ADDR | DMA2_SRC_ADDR_ADDR |
| DMA2_DEST_ADDR | DMA2_DEST_ADDR_ADDR |
| DMA2_XFER_COUNTER | DMA2_XFER_COUNTER_ADDR |
| DMA3_PRIMARY_CTRL | DMA3_PRIMARY_CTRL_ADDR |
| DMA3_SECONDARY_CTRL | DMA3_SECONDARY_CTRL_ADDR |
| DMA3_SRC_ADDR | DMA3_SRC_ADDR_ADDR |
| DMA3_DEST_ADDR | DMA3_DEST_ADDR_ADDR |
| DMA3_XFER_COUNTER | DMA3_XFER_COUNTER_ADDR |
| DMA_GCR_A | DMA_GCR_A_ADDR |
| DMA_GCR_B | DMA_GCR_B_ADDR |
| DMA_GNDX_A | DMA_GNDX_A_ADDR |
| DMA_GNDX_B | DMA_GNDX_B_ADDR |
| DMA_GADDR_A | DMA_GADDR_A_ADDR |
| DMA_GADDR_B | DMA_GADDR_B_ADDR |
| DMA_GADDR_C | DMA_GADDR_C_ADDR |
| DMA_GADDR_D | DMA_GADDR_D_ADDR |
| DMA_AUXCR | DMA_AUXCR_ADDR |

Page: **Change or Add:**
 2-12 Change RDOPR_IE to RDROP_IE in Table 2–10.

| | | | |
|-----------------|---|---|---|
| RDROP_IE | 9 | — | 1 |
|-----------------|---|---|---|

2-13 Change the AUXPRI row in Table 2–15.

| | | | |
|---------------|---|---|----------|
| AUXPRI | 4 | — | 1 |
|---------------|---|---|----------|

2-15 Change the Mnemonic entries in Table 2–16(h).
 (h) DMA global data register to use as a programmable index (INDEX)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| DMA_INDXA | 0 |
| DMA_INDXB | 1 |

2-18 Change the bullet list in section 2.2.4, *External Memory Interface Support (emif.h, emif.c)*.

- EMIF_GET_MAP_MODE()
- SDRAM_INIT()
- SDRAM_REFRESH_DISABLE()
- SDRAM_REFRESH_ENABLE()
- SDRAM_REFRESH_PERIOD(val)

2-19 Remove the CLK2INV row and the SDCINV row from Table 2–18.
 Remove the TA row from Table 2–19.

2-21 In Example 1, change the hex value that is associated with the code that begins /* CE1.

```
/* CE1 space async expansion and CODEC, holds setups and strobes maximum val */
#define DEFAULT_EMIF_CE1_CTRL            0x40F40323
```

In Example 1, remove the information found after the hex value that is associated with the code that begins /* SDRAM.

```
/* SDRAM, default TRC TRP TRCD, init SDRAM, refresh enable, 16 bit devices */
#define DEFAULT_EMIF_SDRAM_CTRL        0x07229000 /* */
```

In Example 1, change the hex value that is associated with the code that begins /* SDRAM.

```
/* SDRAM default refresh period */
#define DEFAULT_EMIF_SDRAM_REF        0x00000619
```

- Page:** **Change or Add:**
- 2-21 Change the first line of code in Example 2.
 `if (EMIF_GET_MAP_MODE())`
- 2-22 Change the code in Example 1.
 `HPI_RESET_DSPINT();`
- Change the code in Example 2.
 `HPI_SET_HINT();`
- 2-23 Add a bullet to the list, remove “int” from the first, fourth, and fifth bullets, and remove “void” from the third bullet.
- `intr_get_cpu_intr(isn)`
 - `intr_hook(void(*fp)(void),cpu_intr)`
 - `intr_init()`
 - `intr_isn(cpu_intr)`
 - `intr_map(cpu_intr,isn)`
 - `intr_reset()`**
- 2-24 Change the bullet list.
- `INTR_CHECK_FLAG(bit)`
 - `INTR_CLR_FLAG(bit)`
 - `INTR_DISABLE(bit)`
 - `INTR_ENABLE(bit)`
 - `INTR_EXT_POLARITY(bit,val)`
 - `INTR_GET_ISN(intsel,sel)`
 - `INTR_GLOBAL_DISABLE()`
 - `INTR_GLOBAL_ENABLE()`
 - `INTR_MAP_RESET()`**
 - `INTR_SET_FLAG(bit)`
 - `INTR_SET_MAP(intsel,val,sel)`
- 2-27 Change the first line of code in Example 2.
 `interrupt void exampleISR(void)`

Page: Change or Add:

2-34 Add the following paragraph and the McBSP Port Types table after Table 2–38 and before the paragraph at the bottom of the page.

Table 2–39 shows the macro defines provided by intr.h that define the McBSP port types that can be enabled with the MCBSP_ENABLE function.

Table 2–39. *McBSP Port Types*

| Mnemonic | Value |
|-----------------|--------------|
| MCBSP_RX | 1 |
| MCBSP_TX | 2 |
| MCBSP_BOTH | 3 |

2-37 Change the title of Table 2–42(b).

(b) *Transmit and receive frame length (XFRLEN1, **XFRLEN2**, RFRLEN1, **RFRLEN2**)*

Change the Possible Value entry in Table 2–42(b).

| Mnemonic | Possible Value |
|------------------|-----------------------|
| MAX_FRAME_LENGTH | 0x7F |

Change the title of Table 2–42(c).

(c) *Transmit and receive word length (XWDLEN1, **XWDLEN2**, RWDLEN1, **RWDLEN2**)*

Add the following row to the bottom of Table 2–42(c).

| | |
|-----------------|------|
| MAX_WORD_LENGTH | 0x05 |
|-----------------|------|

Delete the MAX_WORD_LENGTH row from Table 2–42(d).

Page:**Change or Add:**

2-38

Change the Possible Value entries in Table 2–43(a), (b), and (c).

(a) SRGR clock rate divide (CLKGDV)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| MAX_SRG_CLK_DIV | 0xFF |

(b) SRGR frame width (FWID)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| MAX_FRAME_WIDTH | 0xFF |

(c) SRGR frame period (FPER)

| Mnemonic | Possible Value |
|------------------|-----------------------|
| MAX_FRAME_PERIOD | 0x0FFF |

2-38

Change the title of Table 2–43(d).

(d) SRGR frame sync mode (FSGM)

Change the Possible Value entries in Table 2–43(e).

(e) SRGR clock polarity (CLKSP)

| Mnemonic | Possible Value |
|------------------|-----------------------|
| CLKS_POL_FALLING | 0x01 |
| CLKS_POL_RISING | 0x00 |

2-39

Add Table 2–43(g).

(g) SRGR clock mode (CLKSM)

| Mnemonic | Possible Value |
|-----------------|-----------------------|
| CLK_MODE_CLKS | 0x00 |
| CLK_MODE_CPU | 0x01 |

2-40

Change the sixteenth subbullet of the first bullet and add two bullets.

- TINP_GET(chan)
- **TOUT_ASSERT(chan)**
- **TOUT_NEGATE(chan)**

Page: **Change or Add:**
 2-41 Add the Timer Mode Values table after Table 2–44.

Table 2–45. Timer Mode Values

| Mode Mnemonic | Value |
|------------------|-------|
| TIMER_PULSE_MODE | 0 |
| TIMER_CLOCK_MODE | 1 |

2-42 Change the code in the Example.

```
int delay_usec(short numUsec)
{
    unsigned int period_reg;
    unsigned int ctrl_reg = 0;
    int         chan = 0;
    int         cpu_freqInMhz;

    if (!TIMER_AVAILABLE(chan))
    {
        chan++;
        if (!TIMER_AVAILABLE(chan))
            return(-1);
    }

    cpuFreqInMhz = cpu_freq( ) /* returns board CPU freq in Mhz    */

    if (cpu_freqInMhz == ERROR)
    {
        DEBUG("ERROR reading CPU frequency\n\n");
        return(ERROR);
    }

    period_reg = ((cpu_freqInMhz >> 3) * numUsec);
    ctrl_reg = MASK_BIG(C_P) | MASK_BIG(CLKSRC);

    TIMER_INIT(chan,ctrl_reg,period_reg,0);
    TIMER_START(chan);

    /* poll for high-low-high transition */
    while (!(TIMER_GET_TSTAT(chan))){NOPS;} /* TSTAT = 1 */
    while (TIMER_GET_TSTAT(chan) ){NOPS;} /* TSTAT = 0 */
    while (!(TIMER_GET_TSTAT(chan))){NOPS;} /* TSTAT = 1 */

    TIMER_STOP(chan);
    return(0);
}
```

Page: Change or Add:

3-2 Change the LOAD_FIELD row in Table 3–1(a).

| | | |
|------------------------------------|--|------|
| LOAD_FIELD(addr, val, bit, length) | Assigns bits in register at address to value | 4-30 |
|------------------------------------|--|------|

Add one Function listing to Table 3–1(b).

| | | |
|---------------------------------------|-----------------------------------|------|
| LOAD_REG_FIELD(reg, val, bit, length) | Assigns bits in register to value | 4-31 |
|---------------------------------------|-----------------------------------|------|

3-3 Change five Function listings in Table 3–3.

Table 3–3. Macros and Functions Defined in dma.h and dma.c

| Function | Description | Page |
|--|---|------|
| dma_global_init(auxcr, gcra, gcrb, gndxa, gndxb, gaddra, gaddrb, gaddr, gaddr) | Sets registers in parameter list to passed in parameter values | 4-6 |
| DMA_RSYNC_CLR(chan) | Clears the read sync bit in the DMA secondary control register, selecting no synchronization | 4-10 |
| DMA_RSYNC_SET(chan) | Sets the read sync bit in the DMA secondary control register, selecting synchronization | 4-11 |
| DMA_WSYNC_CLR(chan) | Clears the write sync bit in the DMA secondary control register, selecting no synchronization | 4-13 |
| DMA_WSYNC_SET(chan) | Sets the write sync bit in the DMA secondary control register, selecting synchronization | 4-14 |

3-4 Change four Function listings in Table 3–4.

Table 3–4. Macros and Functions Defined in emif.c and emif.h

| Function | Description | Page |
|--------------------------|--|------|
| EMIF_GET_MAP_MODE() | Returns value of MAP bit in EMIF global control register | 4-15 |
| SDRAM_INIT() | Initializes SDRAM in each CE space configured for SDRAM | 4-49 |
| SDRAM_REFRESH_DISABLE() | Disables SDRAM refresh | 4-50 |
| SDRAM_REFRESH_ENABLE() | Enables SDRAM refresh | 4-50 |

Page: Change or Add:

3-4 Change all the Function listings in Table 3–5.

Table 3–5. Macros and Functions Defined in hpi.h

| Function | Description | Page |
|---------------------|---|------|
| HPI_GET_DSPINT() | Returns value of DSP interrupt | 4-20 |
| HPI_GET_HINT() | Returns value of host interrupt | 4-20 |
| HPI_RESET_DSPINT() | Resets DSP interrupt flag generated by host | 4-21 |
| HPI_SET_HINT() | Generates HPI interrupt to host | 4-21 |

3-5 Change six Function listings, add one Function listing, and delete the INTR_RETURN_ISN Function listing in Table 3–6.

Table 3–6. Macros and Functions Defined in intr.h and intr.c (Continued)

| Function | Description | Page |
|------------------------------|--|-------------|
| INTR_GET_ISN(intsel,sel) | Returns interrupt source corresponding to the CPU interrupt specified by intsel . Sel is used to select between the low and high interrupt multiplexer registers (0 = low, 1 = high) | 4-25 |
| INTR_GLOBAL_DISABLE() | Globally disables all masked interrupts by clearing the GIE bit | 4-26 |
| INTR_GLOBAL_ENABLE() | Globally enables all masked interrupts by setting the GIE bit | 4-26 |
| intr_init() | Initializes the ISTP based upon the global vicinity which is resolved at link time | 4-27 |
| INTR_MAP_RESET() | Resets the interrupt multiplexer maps to their default values | 4-29 |
| intr_reset() | Resets interrupt registers to default values | 4-29 |
| INTR_SET_MAP(intsel,val,sel) | Maps a CPU interrupt specified by intsel to the interrupt source specified by value. Sel is used to select between the low and high interrupt multiplexer registers (0 = low, 1 = high) | 4-30 |

Page: Change or Add:

3-6 Change eight Function listings in Table 3–7.

Table 3–7. Macros and Functions Defined in mcbssp.h

| Function | Description | Page |
|-----------------------------------|---|-------------|
| MCBSP_ADDR(port_no) | Returns the base address of the control register block for the specified MCBSP port | 4-32 |
| MCBSP_DRR_ADDR(port_no) | Returns selected data receive register address | 4-33 |
| MCBSP_DXR_ADDR(port_no) | Returns selected data transmit register address | 4-34 |
| MCBSP_MCR_ADDR(port_no) | Returns selected multichannel control register address | 4-39 |
| MCBSP_PCR_ADDR(port_no) | Returns selected pin control register address | 4-39 |
| MCBSP_RCER_ADDR(port_no) | Returns selected receive channel enable register address | 4-40 |
| MCBSP_RCR_ADDR(port_no) | Returns selected receive control register address | 4-40 |
| MCBSP_SPCR_ADDR(port_no) | Returns selected serial port control register address | 4-43 |

3-7 Change three Function listings in Table 3–7.

Table 3–7. Macros and Functions Defined in mcbssp.h (Continued)

| Function | Description | Page |
|-----------------------------------|---|-------------|
| MCBSP_SRGR_ADDR(port_no) | Returns selected sample rate generator register address | 4-44 |
| MCBSP_XCER_ADDR(port_no) | Returns selected transmit channel enable register address | 4-45 |
| MCBSP_XCR_ADDR(port_no) | Returns selected transmit control register address | 4-46 |

3-8 Change two Function listings and add two Function listings to Table 3–8.

Table 3–8. Macros and Functions Defined in timer.h and timer.c

| Function | Description | Page |
|--------------------------------------|--|-------------|
| TIMER_SET_COUNT(chan, val) | Sets the value of the timer counter register for the specified channel | 4-60 |
| TIMER_SET_PERIOD(chan, val) | Sets the value of the timer period register for the specified channel | 4-61 |
| TOUT_ASSERT(chan) | Asserts TOUT pin (high) | 4-63 |
| TOUT_NEGATE(chan) | Negates TOUT pin (low) | 4-64 |

Page: Change or Add:

4-2 Change the Syntax for CACHE_BYPASS.

Syntax `#include <cache.h>`
 `#define CACHE_BYPASS()`

Change the Example for CACHE_BYPASS.

Example `#include <cache.h>`
 `CACHE_BYPASS();`

4-3 Change the Syntax for CACHE_DISABLE.

Syntax `#include <cache.h>`
 `#define CACHE_DISABLE()`

Change the Example for CACHE_DISABLE.

Example `#include <cache.h>`
 `CACHE_DISABLE();`

Change the Syntax for CACHE_ENABLE.

Syntax `#include <cache.h>`
 `#define CACHE_ENABLE()`

Change the Example for CACHE_ENABLE.

Example `#include <cache.h>`
 `CACHE_ENABLE();`

4-4 Change the Syntax for CACHE_FLUSH.

Syntax `#include <cache.h>`
 `#define CACHE_FLUSH()`

Change the Example for CACHE_FLUSH.

Example `#include <cache.h>`
 `CACHE_FLUSH();`

Change the Syntax for CACHE_FREEZE.

Syntax `#include <cache.h>`
 `#define CACHE_FREEZE()`

Change the Example for CACHE_FREEZE.

Example `#include <cache.h>`
 `CACHE_FREEZE();`

Page: **Change or Add:**
 4-5 Change the heading for DMA_DEST_ADDR_ADDR.

DMA_DEST_ADDR_ADDR *Selects DMA **destination** address register address*

Change the Example for DMA_DEST_ADDR_ADDR.

Example

```
#include <dma.h>
/* ----- */
/*Set destination address for DMA channel register 2 */
/* ----- */
* (unsigned int *) DMA_DEST_ADDR_ADDR(2) = (unsigned
int *)0X00400000u;
```

4-6 Change the Syntax for dma_global_init.

Syntax

```
#include <dma.h>
void dma_global_init (unsigned int auxcr,
                          unsigned int gcra,
                          unsigned int gcrb,
                          unsigned int gndxa,
                          unsigned int gndxb,
                          unsigned int gaddra,
                          unsigned int gaddrb,
                          unsigned int gaddrc,
                          unsigned int gaddrd)
```

Change the first bullet of the Description for dma_global_init.

- auxcr**: value to set DMA **auxiliary** control register

Change the fourth line of the Example for dma_global_init.

```
/* auxcr = 0x1 set aux ctrl register chan pri to give chan 2 priority   */
```

4-7 Change the Syntax for dma_init.

Syntax

```
#include <dma.h>
void dma_init (unsigned short chan,
                  unsigned int pri_ctrl,
                  unsigned int sec_ctrl,
                  unsigned int src_addr,
                  unsigned int dst_addr,
                  unsigned int trans_ctr)
```

Page: Change or Add:

4-9 Change the last line of the Example for DMA_PRIMARY_CTRL_ADDR.

```
*(unsigned int *) DMA_PRIMARY_CTRL_ADDR(2) = (unsigned int *)0X2A000A10U;
```

4-11 Change the last two lines of the Example for DMA_SECONDARY_CTRL_ADDR.

```
*(unsigned int *) DMA_SECONDARY_CTRL_ADDR (2) = (unsigned int *)MASK_BIT
(FRAME_IE) | MASK_BIT(SX_IE);
```

4-13 Change the Example for DMA_WSYNC_CLR.

Example `#include <dma.h>`
 `DMA_WSYNC_CLR(0);`

4-14 Change the Example for DMA_XFER_COUNTER_ADDR.

Example `#include <dma.h>`
 `/* Get address of transfer counter for DMA channel 2* /`
 `unsigned int *xfer_counter = (unsigned int *)`
 `DMA_XFER_COUNTER_ADDR(2);`

4-15 Change the Syntax for EMIF_GET_MAP_MODE.

Syntax `#include <emif.h>`
 `#define EMIF_GET_MAP_MODE()`

Change the Example for EMIF_GET_MAP_MODE.

Example `#include <emif.h>`
 `unsigned short map = EMIF_GET_MAP_MODE();`

4-20 Change the Syntax for HPI_GET_DSPINT.

Syntax `#include <hpi.h>`
 `#define HPI_GET_DSPINT()`

Change the Example for HPI_GET_DSPINT.

Example

```
/* ----- */
/* Including hpi.h to gain access to host port interface */
/* registers, macros, and functions. */
/* ----- */
while (!(HPI_GET_DSPINT( ))) write_to_hpi_mem( );
/* Write to HPI mem until HOST interrupt */
```

Change the Syntax for HPI_GET_HINT.

Syntax `#include <hpi.h>`
 `#define HPI_GET_HINT()`

Page: Change or Add:

4-20 Change the Example for HPI_GET_HINT.

Example

```

/* ----- */
/* Include hpi.h to gain access to host port interface      */
/* registers, macros, and functions                          */
/* ----- */
while (! (HPI_GET_HINT( )));

/* pause until HOST has cleared DSP to HOST interrupt      */

```

4-21 Change the Syntax for HPI_RESET_DSPINT.

Syntax #include <hpi.h>
 #define HPI_RESET_DSPINT()

Change the Example for HPI_RESET_DSPINT.

Example

```

/* ----- */
/* Include hpi.h to gain access to host port interface      */
/* registers, macros, and functions                          */
/* ----- */
HPI_RESET_DSPINT( );

```

Change the Syntax for HPI_SET_HINT.

Syntax #include <hpi.h>
 #define HPI_SET_HINT()

Change the Example for HPI_SET_HINT.

Example

```

/* ----- */
/* Include hpi.h to gain access to host port interface      */
/* registers, macros, and functions.                          */
/* ----- */
#include <hpi.h>
HPI_SET_HINT( );

/* Send interrupt to host processor                          */

```

4-22 Change the Syntax for IDLE.

Syntax #include <cache.h>
 #define IDLE()

Page: Change or Add:

4-26 Change the Syntax for INTR_GLOBAL_ENABLE.

Syntax #include <intr.h>
 #define **INTR_GLOBAL_ENABLE()**

Change the Example for INTR_GLOBAL_ENABLE.

Example #include <intr.h>
 INTR_GLOBAL_ENABLE();

 /* Globally enable all interrupts */

4-27 Change the Syntax for intr_hook.

Syntax #include <intr.h>
 void **intr_hook**(void(*fp)(void),int **cpu_intr**)

Change the Description for intr_hook.

Description intr_hook places the function pointer indicated by fp into isr_jump_table[] at the location specified by **cpu_intr**. It uses the following parameters:

- fp: vector location for interrupt (given as absolute offset from base vector address). Note that fp is a pointer to an ISR declared in C by the interrupt keyword.
- cpu_intr**: interrupt service routine to invoke when servicing this interrupt

4-29 Change the Syntax for INTR_MAP_RESET.

Syntax #include <intr.h>
 #define **INTR_MAP_RESET()**

Change the Example for INTR_MAP_RESET.

Example

```
#include <intr.h>
INTR_MAP_RESET( );

/* Set low and high interrupt multiplexer registers to default values */
```

Page: 4-29
Change or Add: Add the following `intr_reset` instruction.

intr_reset *Reset interrupt registers to default values*

Syntax `#include <intr.h>`
`void intr_reset(void)`

Defined in `intr.c` as a callable function

Description `intr_reset` initializes all of the interrupt-related registers to their default values.

Example

```
#include <intr.h>
/* initialize interrupt registers to their default values */
intr_reset( );
```

Delete the `INTR_RETURN_ISN` instruction.

Replace the Example for `INTR_SET_FLAG`.

Example `#include <intr.h>`
`INTR_SET_FLAG(CPU_INT4);`

4-30 Change the Syntax for `INTR_SET_MAP`.

Syntax `#include <intr.h>`
`#define INTR_SET_MAP(intsel, val, sel)`

Change the Description for `INTR_SET_MAP`.

Description `INTR_SET_MAP` maps an interrupt source specified by `val` to the CPU `intr` specified by `intsel`. It uses the following parameters:

- intsel:** CPU interrupt to map
- val:** interrupt source
- sel:** 0/1 selects interrupt multiplexer register low or high, respectively

Change the Syntax for `LOAD_FIELD`.

Syntax `#include <regs.h>`
`#define LOAD_FIELD(addr, val, bit, length)`

Change the bullets in the Description for `LOAD_FIELD`.

- addr:** address of peripheral control register/memory word to access
- val: value to assign to the bit field**
- bit: starting bit position of the bit field**
- length: length of bit field (number of bits) defined in regs.h**

Page: Change or Add:

4-30 Change the Example for LOAD_FIELD.

Example

```
#include <regs.h>
/*----- */
/* Include emif.h to gain access to the external */
/* Memory interface registers, macros, and functions */
/* Including emif.h, automatically includes regs.h */
/*----- */
LOAD_FIELD (EMIF_CEO_CTRL__ADDR, READ_STROBE, READ_STROBE_SZ, 4);
/* Set read strobe width to 4 cycles */
```

4-31 Add the following LOAD_REG_FIELD instruction.

LOAD_REG_
FIELD*Assign value of bits in named register bit field***Syntax**

```
#include <regs.h>
#define LOAD_REG_FIELD(reg,val,bit,length)
```

Defined in

regs.h as a macro

Description

LOAD_REG_FIELD assigns the bits within the indicated bit field of the named register to val. It uses the following parameters:

- reg: name of register to access
- val: value to assign to the bit field
- bit: starting bit position of the bit field
- length: length of bit field (number of bits) defined in regs.h

Example

```
#include <regs.h>
/* disable global interrupts */
LOAD_REG_FIELD(CSR,0,0,2);
```

4-32 Change the Example for MCBSP_ADDR.

Example

```
#include <mcbssp.h>
unsigned int *port0_base_addr = (unsigned int *)
MCBSP_ADDR(0);
```

Page: Change or Add:

4-33 Change the Example for MCBSP_DRR_ADDR.

```
Example /* ----- */
/* Get address of multi channel buffered      */
/* serial port 1, receive address reg         */
/* ----- */
#include <mcbbsp.h>
unsigned int *ptr = (unsigned int *) MCBSP_DRR_ADDR
(1);
```

4-34 Change the Example for MCBSP_DXR_ADDR.

```
Example /* ----- */
/* Get address of data transmit register      */
/* for MCBSP port 0.                         */
/* ----- */
#include <mcbbsp.h>
unsigned int *ptr=(unsigned int *)MCBSP_DXR_ADDR (0);
```

4-36 Change the Syntax for mcbbsp_init.

```
Syntax #include <mcbbsp.h>
void mcbbsp_init(unsigned short port_no,unsigned int socr_ctrl,
unsigned int rcr_ctrl,unsigned int xcr_ctrl,unsigned int srgr_ctrl,
unsigned int mcr_ctrl,unsigned int rcer_ctrl,unsigned int xcer_ctrl,
unsigned int pcr_ctrl)
```

4-39 Change the Example for MCBSP_MCR_ADDR.

```
Example /* ----- */
/* Get address of MCBSP 1 multi-channel      */
/* control register                           */
/* ----- */
#include <mcbbsp.h>
unsigned int *ptr = (unsigned int *) MCBSP_MCR_ADDR(1);
```

Change the Example for MCBSP_PCR_ADDR.

```
Example /* ----- */
/* Get address of MCBSP 1 pin control reg     */
/* ----- */
#include <mcbbsp.h>
unsigned int *ptr = (unsigned int *)MCBSP_PCR_ADDR(1);
```

Page:

Change or Add:

4-40

Change the Example for MCBSP_RCER_ADDR.

```

Example /*----- */
          /*Get address of MCBSP 1 receive channel enable reg */
          /*----- */
          #include <mcbbsp.h>
          unsigned int *ptr=(unsigned int *)MCBSP_RCER_ADDR(1);

```

Change the Example for MCBSP_RCR_ADDR.

```

Example /*----- */
          /* Get address of MCBSP 1 receive control register */
          /*----- */
          #include <mcbbsp.h>
          unsigned int *ptr = (unsignedint *)MCBSP_RCR_ADDR(1);

```

4-43

Change the Example for MCBSP_SPCR_ADDR.

```

Example /*----- */
          /* Get address of MCBSP 0 sample rate generator reg */
          /*----- */
          #include <mcbbsp.h>
          unsigned int *ptr = (unsigned int *)MCBSP_SPCR_ADDR (0);

```

4-44

Change the Example for MCBSP_SRGR_ADDR.

```

Example /*----- */
          /* Get address of MCBSP 0 sample rate generator reg */
          /*----- */
          #include <mcbbsp.h>
          unsigned int *ptr = (unsigned int *)MCBSP_SRGR_ADDR (0);

```

4-46

Change the Example for MCBSP_XCR_ADDR.

```

Example /*----- */
          /* Get address of MCBSP 1 transmit control register */
          /*----- */
          #include <mcbbsp.h>
          unsigned int *ptr=(unsigned int *)MCBSP_XCR_ADDR (1);

```

Page: Change or Add:

4-49 Change the Syntax for SDRAM_INIT.

Syntax `#include <emif.h>`
 `#define SDRAM_INIT()`

Change the Example for SDRAM_INIT.

Example `#include <emif.h>`
 `SDRAM_INIT();`

4-50 Change the Syntax for SDRAM_REFRESH_DISABLE.

Syntax `#include <emif.h>`
 `#define SDRAM_REFRESH_DISABLE()`

Change the Example for SDRAM_REFRESH_DISABLE.

Example `#include <emif.h>`
 `SDRAM_REFRESH_DISABLE();`

Change the Syntax for SDRAM_REFRESH_ENABLE.

Syntax `#include <emif.h>`
 `#define SDRAM_REFRESH_ENABLE()`

Change the Example for SDRAM_REFRESH_ENABLE.

Example `#include <emif.h>`
 `SDRAM_REFRESH_ENABLE();`

4-54 Change the Example for TIMER_COUNTER_ADDR.

Example

```
/* ----- */
/* Get address of timer 1 counter register            */
/* ----- */
#include <timer.h>
unsigned int *ptr = (unsigned int *)TIMER_COUNTER_ADDR (1);
```

Page: Change or Add:

4-55 Change the Example for TIMER_CTRL_ADDR.

```
Example /* ----- */
          /* get address of timer 0 control register      */
          /* ----- */
#include <timer.h>
unsigned int *timer_ctrl = (unsigned int*)
TIMER_CTRL_ADDR(0);
```

Change the Syntax for timer_delay.

```
Syntax          #include <timer.h>
                  int timer_delay(short num_timer_periods)
```

4-57 Change the Syntax for TIMER_INIT.

```
Syntax          #include <timer.h>
                  #define TIMER_INIT(chan,ctrl,per,cnt)
```

Add a fourth bullet to the Description for TIMER_INIT.

- cnt: value to set timer counter register

Change the Example for TIMER_INIT.

Example

```
#include <timer.h>
/* ----- */
/* Configure timer 0 as timer pin                        */
/* ----- */
    TIMER_INIT (0, 0x1, 0xFFFF, 0);
/* Configure timer 0 as timer pin and set timer period to 0xFFFF */
```

4-58 Change the Example for TIMER_PERIOD_ADDR.

```
Example /*-----*/
          /* get address of timer 1 period register      */
          /*-----*/
#include <timer.h>
unsigned int *ptr = (unsigned int *)TIMER_PERIOD_ADDR (1);
```

4-60 Change the Example for TIMER_SET_COUNT.

```
Example          #include <timer.h>
                  TIMER_SET_COUNT(0,256);
```


Page: **Change or Add:**
4-63 Add the following TOUT_ASSERT instruction.

TOUT_ASSERT *Asserts 1 on TOUT pin*

Syntax

```
#include <timer.h>
#define TOUT_ASSERT(chan)
```

Defined in timer.h as a macro

Description TOUT_ASSERT writes a 1 to the TOUT pin of the specified channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
TOUT_ASSERT(0);                /*Write a 1 to the TOUT pin of
timer 0 */
```

4-64 Add the following TOUT_NEGATE instruction.

TOUT_NEGATE *Asserts 0 on TOUT pin*

Syntax

```
#include <timer.h>
#define TOUT_NEGATE(chan)
```

Defined in timer.h as a macro

Description TOUT_NEGATE writes a 0 to the TOUT pin of the specified channel. It uses the following parameter:

□ chan: channel selector (0,1)

Example

```
#include <timer.h>
TOUT_NEGATE (0);               /* Write a 0 to the TOUT pin of
timer 0 */
```

A-1 Change the paragraph.

This appendix provides the entire code listing for each source file contained in the 'C6x peripheral support library. **However, the code provided to you may be a more recent version than the one that is listed here.** For more information on the source files and the macros and functions that comprise them, see Chapter 2.

Page: **Change or Add:**

A-2 Replace sections A.1 and A.2.

B-4 Change the index definition.

index: A **relative offset** in the program address that specifies which of the 512 frames in the cache into which the current access is mapped.

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