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H8/300H Tiny Series

LIN (Local Interconnect Network) Application Note: Slave

Introduction

LIN (Local Interconnect Network) Application Note: Slave provides specification and setting examples that use the on-chip peripheral functions of the H8/300H Tiny Series microcomputer to enable communication based on the LIN communication protocol. This application note provides reference information for those users who are involved in software and hardware design.

Target Device

H8/300H Tiny Series H8/3664F/3694F/36014F

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1. LIN Communication System Overview

This section describes LIN communication for a system that incorporates the sample LIN communication software library (hereinafter referred to as the library) described in this application note.

1.1 Connection to the LIN Bus

When a system is connected to a network through the LIN bus (Figure 1) and via a LIN bus interface circuit (or an LIN transceiver), LIN communication including header frame transmission as the slave node, as well as the transmission and reception of response frames, is performed.

1.1.1 System Configuration

Figure 1 shows a sample LIN bus network system configuration.

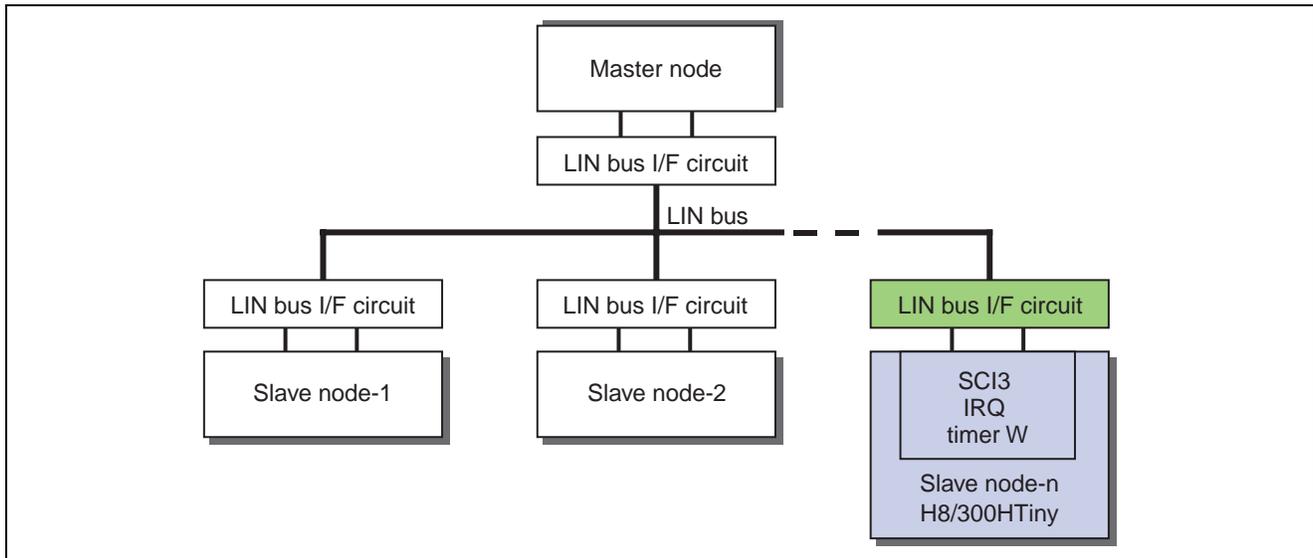


Figure 1 Block Diagram of a System Connected Through the LIN Bus

1.1.2 LIN Bus (Single-Wire Bus) Interface

Figure 2 shows a sample circuit for interfacing the LIN bus to the input/output pins of the on-chip functions of the H8/300H Tiny Series microcomputer (hereinafter referred to as the microcomputer).

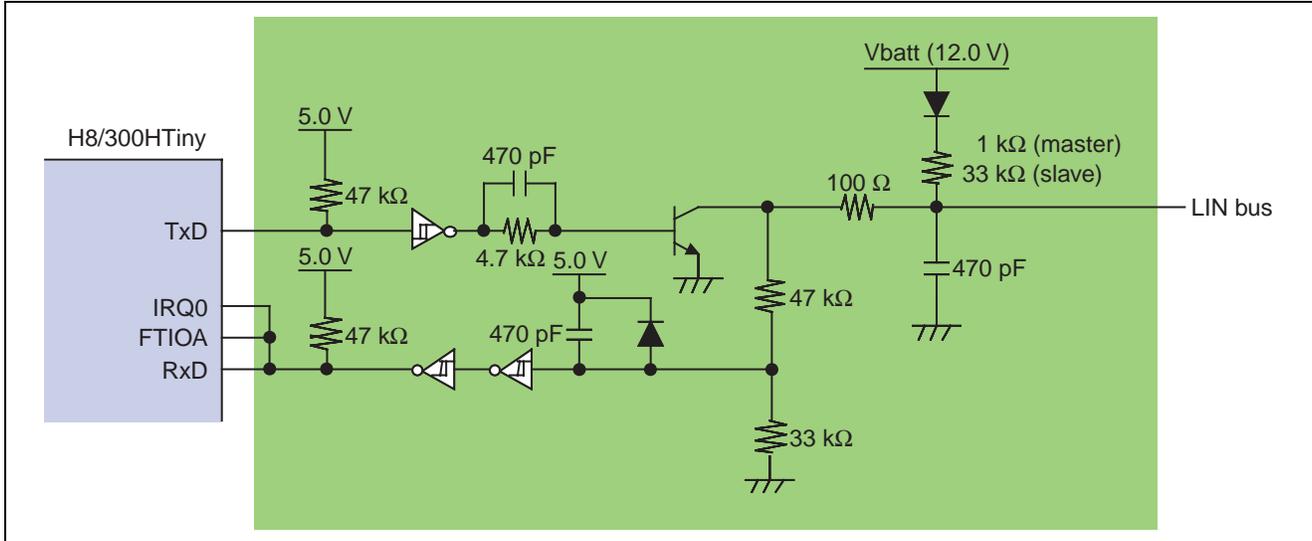


Figure 2 Sample LIN Bus Interface Circuit

1.2 Overview of LIN Communication

This section describes the message frames that are transmitted and received using the LIN communication protocol.

1.2.1 Message Frame Structure

Figure 3 shows the structure of a message frame. Each message frame consists of a header frame transmitted from the master node and a response frame transmitted from the master node or a slave node.

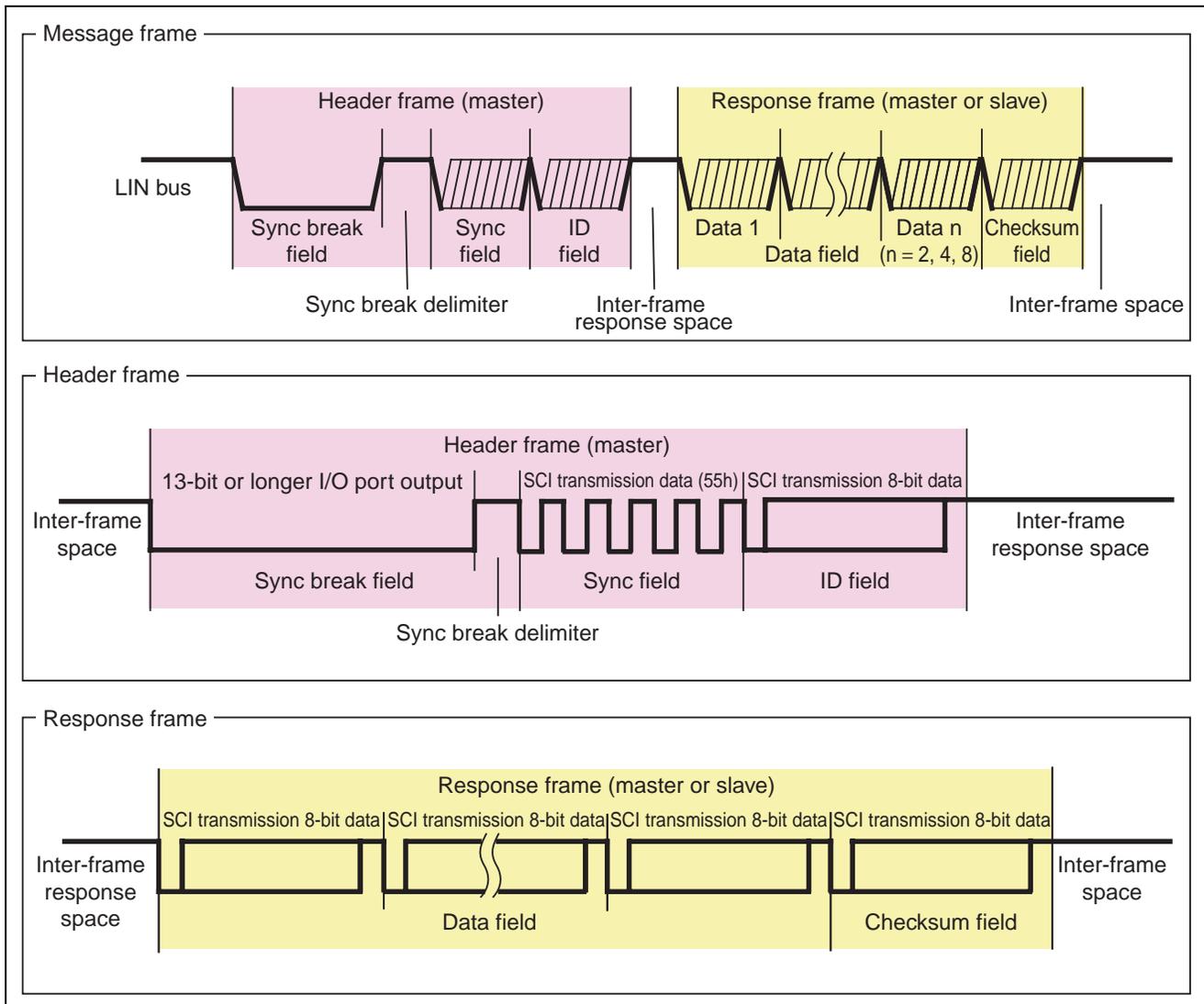


Figure 3 Message Frame Structure

1.2.2 Transmission and Reception of Message Frames

Figure 4 illustrates message frame transmission and reception in the master node and slave nodes.

- The master node transmits a header frame.
- Each slave node determines an ID from the received header frame and, when the ID is of the local node, the node transmits a response.

(The master node determines the ID at transmission.)

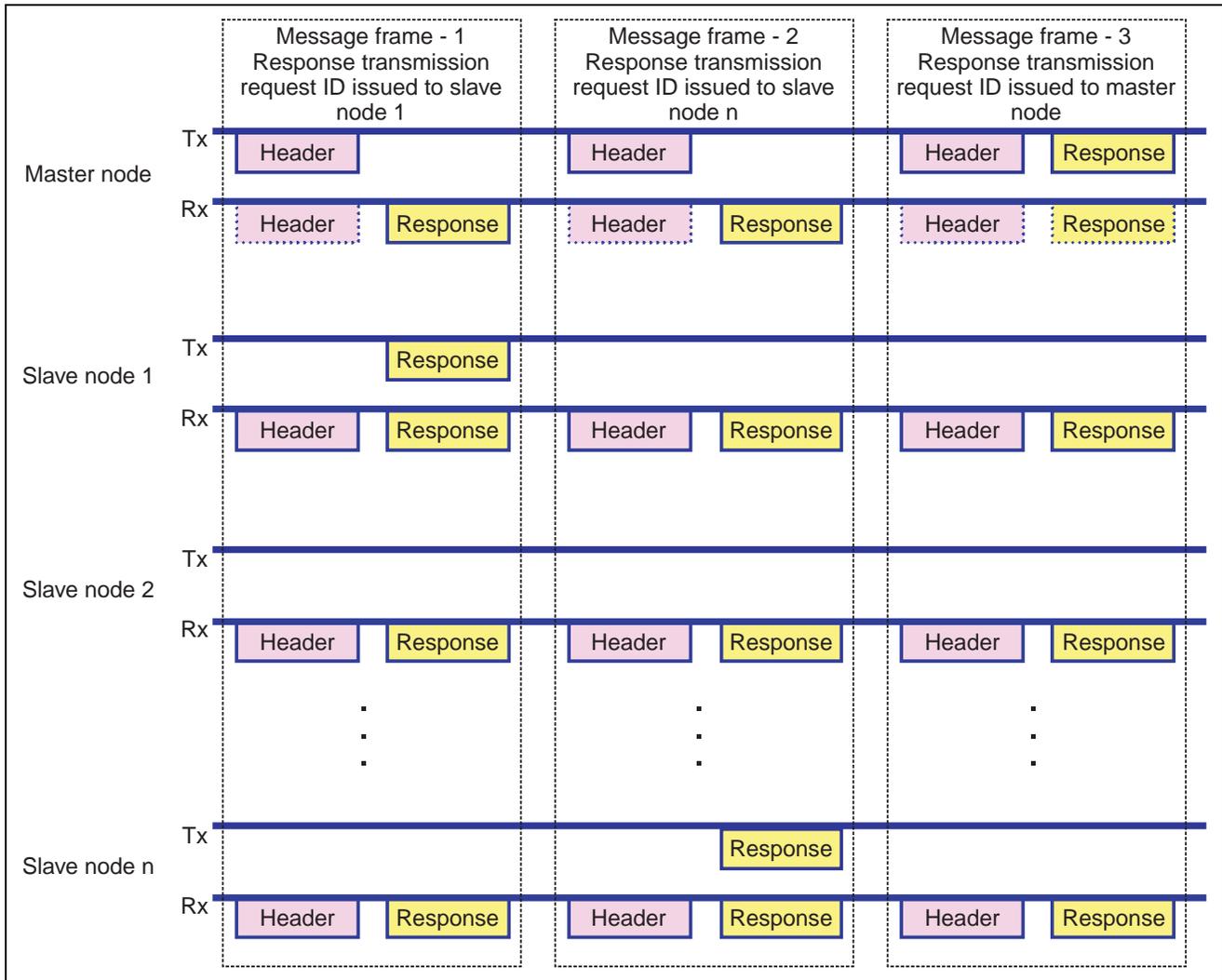


Figure 4 Transmission and Reception of Message Frames

2. Library Software Specifications

By including the library in a user application program, the user application program can use on-chip functions to perform LIN communication as a slave node.

2.1 Operating Environment

Device used: H8/300H Tiny Series microcomputer (H8/3664F/3694F/36014F)

Operating frequency range (system clock (ϕ_{osc})): Range equivalent to device operating frequencies. It is necessary to define ϕ_{osc} in LINID.h by considering the LIN communication speed and processing conditions of the user application program. (See Section 2.4.2, "LINID.h File Setting Example".)

Functions used: Table 1 lists the on-chip peripheral functions to be used with the library, together with their uses.

Table 1 Use of On-Chip Peripheral Functions

Function		Pin function (pin No.)	Use	Description
SCI3 (channel-0)	Transmission	TXD (46pin)	Transmission of response frame Transmission of wake-up signal	Asynchronous mode Data length: 8 bits No parity bit
	Reception	RXD (45pin)	Reception of response frame	1 stop bit (with start bit added) LSB first
			Communication error detection	Error detection function in module
Timer W		FTIOA (37pin)	Measurement of sync break field dominant period Measurement of sync field period Measurement of wait period (internal function of library) Timeout detection	Counting is performed at cycles of $\phi_{osc}/8$, and each period is measured.
IRQ		/IRQ0 (51pin)	Wake-up signal detection	In the standby state, the LIN bus is monitored to detect a falling-edge.

2.2 File Organization

- LINslvW.c (Ver.1.40)
C source file used for (slave) microcomputer function setting and communication control for LIN communication in the H8/300HTiny Series (versions with built-in timer W).
- LINID.h (Ver.1.40)
Include file used to include user-defined items such as the communication transfer rate and ID settings at LINslvW.c (Ver.1.40) compilation. This file also contains user application interface functions and variable definitions. These must also be included at the time of user application program compilation.
- H8_3664.h (Ver.1.00)
Internal I/O register definition file for the H8/3664F/3694F
- H8_36014.h (Ver.1.00)
Internal I/O register definition file for the H8/36014F

2.3 Required ROM/RAM Capacity

(When H8S or H8/300 Series C compiler CH38.exe Ver.2.0C is used)

The ROM/RAM size used varies depending on the number of IDs that are set and so on.

- ROM size: 2.0 Kbytes approximately
- RAM size: 40 bytes approximately

2.4 Functional Specifications

2.4.1 LIN Communication Specifications

- Node: Slave node supported
- ID: User-defined ID
 - A. Response transmission ID
Zero to 61 IDs (00h to 3bh, 3dh) can be set in LINID.h.
(If nodes having the same ID are set on the same LIN bus, normal operation is impossible.)
 - B. LIN protocol definition ID
 - a. Master request frame ID 3ch (ID field data: 3Ch)
A response frame (8-byte data) is transmitted from the master node. If the first byte of the data field is 00h, the reception of a sleep command is assumed, and a status flag (see Table 4) is set.
 - b. Slave response frame ID 3dh (ID field data: 7Dh)
A slave node having this ID transmits a response frame (8-byte data).
 - c. Extended frame ID 3eh, 3fh (ID field data: FEh, BFh)
Not supported by this library (Ver.1.40).
(Upon receiving these IDs, the node waits for the next message frame (sync break field detection).)
 - C. ID setting method
In LINID.h, delete the definition statements (#define __IDm 0xnn (m = 00h to 3bh, 3dh)) of IDs other than those to be set as response transmission IDs, or set them as comment statements so that only the IDs to be set are defined, and then compile LINslvW.c.
- Response data length: The DLC (data length control) bits in the reception ID field are determined.
- Communication transfer rate: The communication transfer rate used is defined in LINID.h.
From the system clock (ϕ_{osc}) definition value and communication transfer rate definition value, the constants used in the library and the SCI3 module setting value are calculated automatically. (Note: The communication transfer rate may be restricted by ϕ_{osc} . For details, refer to "SCI3 Module: BRR Setting Example (Asynchronous Mode) for the Bit Rate" in the hardware manual.)

- Wake-up signal transmission and reception: Wake-up signal transmission and reception functions can be included. Including the wake-up signal transmission function

A definition statement (`#define __T_WAKEUP __ON`) in `LINID.h` includes the wake-up transmission function the user application program calls the function (`LIN_transmit_wake_up`). These enable the wake-up signal to be transmitted on the LIN bus.

Including the wake-up signal reception function

A definition statement (`#define __R_WAKEUP __ON`) in `LINID.h` includes the wake-up reception function. Even when the microcomputer is in the standby state, the wake-up signal on the LIN bus is detected (falling-edge detection) through `IRQ0` (external interrupt input).

2.4.2 LINID.h File Setting Example

An example of setting `LINID.h` is shown below.

1. The microcomputer used is the H8/3664F.
2. The node transmits a wake-up signal.
3. Wake-up signal detection (falling-edge detection) through `IRQ0` (external interrupt) is not performed. (No wake-up signal is transmitted from other nodes).
4. Response frames are transmitted to the following four IDs:

ID (ID bit + DLC bits)	(including parity bits)
02h	(42h)
13h	(D3h)
24h	(64h)
35h	(F5h)
5. The system clock (ϕ_{osc}) is 16 [MHz].
6. The LIN communication transfer rate is 19200 [bit/sec].
7. Correction of the LIN communication transfer rate by sync field measurement is not performed.

An example of the settings made based on the specifications described in 1. to 7., above, is given below.

(Definition statements other than the statements indicated in boldface must be deleted or set as comment lines.)

```

/*****
/*
/*          LINID.h      Ver.1.40
/*
/*****
#define    __ON          1      /* This line must not be changed or deleted.    */
#define    __OFF         0      /* This line must not be changed or deleted.    */

#define    __H8_3694F    1      /* This line must not be changed or deleted.    */
#define    __H8_36014F  0      /* This line must not be changed or deleted.    */

/*****
/*      CPU selection
/*-----*/
#define    __CPU    __H8_3694F    /* Define this line for the H8/3664F and 3694F series.    */
/*#define    __CPU    __H8_36014F    /* Define this line for the H8/36014F series.    */

/*****
/*      Setting of wake-up signal transmission function
/*-----*/
#define    __T_WAKEUP    __ON    /* When transmitting a wake-up signal, define this line.    */

```

```

/*#define __T_WAKEUP __OFF          /* When not transmitting wake-up signal, define this line. */

/*****
/*      Setting of wake-up signal detection function
/*-----*/
/*#define __R_WAKEUP __ON          /* When detecting a wake-up signal (falling-edge detection),
define this line.
#define __R_WAKEUP __OFF /* When not detecting wake-up signal, define this line.

/*****
/*      Setting of response transmission IDs
/*-----*/
/*      2-byte data

#define __Res2byte_ID __ON        /* When using a 2-byte response data transmission ID, define
this line.
/*#define __Res2byte_ID __OFF     /* When not using a 2-byte response data transmission ID,
define this line.
#if __Res2byte_ID == __ON

/*#define __ID00 0x80              /*
/*#define __ID01 0xC1              /*
#define __ID02 0x42                /* Transmit response to ID field 42h.
/*#define __ID03 0x03              /*
/*#define __ID04 0xC4              /*
/*#define __ID05 0x85              /*
/*#define __ID06 0x06              /*
/*#define __ID07 0x47              /*
/*#define __ID08 0x08              /*
/*#define __ID09 0x49              /*
/*#define __ID0a 0xCA              /*
/*#define __ID0b 0x8B              /*
/*#define __ID0c 0x4C              /*
/*#define __ID0d 0x0D              /*
/*#define __ID0e 0x8E              /*
/*#define __ID0f 0xCF              /*
/*#define __ID10 0x50              /*
/*#define __ID11 0x11              /*
/*#define __ID12 0x92              /*
#define __ID13 0xD3                /* Transmit response to ID field D3h.
/*#define __ID14 0x14              /*
/*#define __ID15 0x55              /*
/*#define __ID16 0xD6              /*
/*#define __ID17 0x97              /*
/*#define __ID18 0xD8              /*
/*#define __ID19 0x99              /*
/*#define __ID1a 0x1A              /*
/*#define __ID1b 0x5B              /*
/*#define __ID1c 0x9C              /*
/*#define __ID1d 0xDD              /*
/*#define __ID1e 0x5E              /*

```

```

/*#define __ID1f 0x1F /* */
*/

#endif

*-----*/
/* 4-byte data */
*-----*/

#define __Res4byte_ID __ON /* When using a 4-byte response data transmission ID, define
this line. */
/*#define __Res4byte_ID __OFF /* When not using a 4-byte response data transmission ID,
define this line. */

#if __Res4byte_ID == __ON

/*#define __ID20 0x20 /* */
/*#define __ID21 0x61 /* */
/*#define __ID22 0xE2 /* */
/*#define __ID23 0xA3 /* */
#define __ID24 0x64 /* Transmit response to ID field 64h. */
/*#define __ID25 0x25 /* */
/*#define __ID26 0xA6 /* */
/*#define __ID27 0xE7 /* */
/*#define __ID28 0xA8 /* */
/*#define __ID29 0xE9 /* */
/*#define __ID2a 0x6A /* */
/*#define __ID2b 0x2B /* */
/*#define __ID2c 0xEC /* */
/*#define __ID2d 0xAD /* */
/*#define __ID2e 0x2E /* */
/*#define __ID2f 0x6F /* */

#endif

*-----*/
/* 8-byte data */
*-----*/

#define __Res8byte_ID __ON /* When using an 8-byte response data transmission ID, define
this line. */
/*#define __Res8byte_ID __OFF /* When not using an 8-byte response data transmission ID,
define this line. */

#if __Res8byte_ID == __ON

/*#define __ID30 0xF0 /* */
/*#define __ID31 0xB1 /* */
/*#define __ID32 0x32 /* */
/*#define __ID33 0x73 /* */
/*#define __ID34 0xB4 /* */
#define __ID35 0xF /* Transmit response to ID field D3h. */
/*#define __ID36 0x76 /* */
/*#define __ID37 0x37 /* */
/*#define __ID38 0x78 /* */

```

```

/*#define __ID39 0x39 /* */
/*#define __ID3a 0xBA /* */
/*#define __ID3b 0xFB /* */
/*#define __ID3d 0x7D /* */

#endif

/*****
/* System clock (ϕosc) definition section */
/*-----*/
/*#define OSC_Hz 20000000 /* ϕ osc=20.000MHz → 20000000 */
#define OSC_Hz 16000000 /* ϕ osc=16.000MHz → 16000000
/*#define OSC_Hz 10486000 /* ϕ osc=10.486MHz → 10486000 */
/*#define OSC_Hz 10000000 /* ϕ osc=10MHz → 10000000 */
/*#define OSC_Hz 9830400 /* ϕ osc=9.8304MHz → 9830400 */
/*#define OSC_Hz 800000 /* ϕ osc=8MHz → 8000000 */
/*#define OSC_Hz 7372800 /* ϕ osc=7.3728MHz → 7372800 */
/*#define OSC_Hz 4915200 /* ϕ osc=4.9152MHz → 4915200 */
/*#define OSC_Hz 2457600 /* ϕ osc=2.4576MHz → 2457600 */

/*****
/* Baud rate definition section */
/*-----*/
/*#define B_rate 2400 /* 2400bps → 2400 */
/*#define B_rate 4800 /* 4800bps → 4800 */
/*#define B_rate 9600 /* 9600bps → 9600 */
/*#define B_rate 10000 /* 10000bps → 10000 */
/*#define B_rate 14400 /* 14400bps → 14400 */
/*#define B_rate 15000 /* 15000bps → 15000 */
#define B_rate 19200 /* 19200bps → 19200
/*#define B_rate 20000 /* 20000bps → 20000 */

/*****
/* Setting of baud rate correction function */
/*-----*/
/*#define __Corrects_baud_rate __ON /* To correct the baud rate by the sync field
measurement, define this line. */
#define __Corrects_baud_rate __OFF /* When not correcting the baud rate by the sync field
measurement, define this line. */

/*****
/* Library constant calculation section The following must not be changed or deleted. */
/*-----*/
#define t_1_data (((OSC_Hz) / (B_rate)) + 0x04) >>3)
#define t_11_data (((11 * ((OSC_Hz) >>2)) / (B_rate)) + 0x01) >>1)
#define t_128_data (((OSC_Hz) <<5) / (B_rate)) + 0x01) >>1)
#define t_15k_data (((0xEA6 * ((OSC_Hz) / (B_rate))) + 0x01) >>1)
#define t_15k_data (((0x186A * ((OSC_Hz) / (B_rate))) + 0x01) >>1)
#define t_2byte_data (((91 * ((OSC_Hz) >>2)) / (B_rate)) + 0x01) >>1)
#define t_4byte_data (((119 * ((OSC_Hz) >>2)) / (B_rate)) + 0x01) >>1)
#define t_8byte_data (((175 * ((OSC_Hz) >>2)) / (B_rate)) + 0x01) >>1)

```

```

#define    baudrate_data    ((((((OSC_Hz) >>4) / (B_rate)) + 0x01) >>1) - 1)

/*****
/*      Function and variable definition section          The following must not be changed or
deleted.                                                                                               */
/*-----*/
#if    ((__Res2byte_ID)    ||    (__Res4byte_ID)    ||    (__Res8byte_ID))
#define    __RESPONSE            __ON
#else
#define    __RESPONSE            __OFF
#endif

#ifndef    __LIN_LIB

extern    void    LIN_initialize(void);
extern    void    LIN_end(void);
extern    void    LIN_sleep(void);
extern    void    LIN_error(void);
extern    void    LIN_data_set(void);
extern    void    LIN_start(void);
extern    void    LIN_stop(void);

#if    __RESPONSE    ==    __ON
extern    void    LIN_data_set(void);
#endif

#if    __T_WAKEUP    ==    __ON
extern    void    LIN_transmit_wake_up(void);
#endif

#if    __R_WAKEUP    ==    __ON
extern    void    LIN_wake_up(void);
extern    void    LIN_wake_up_PR(void);
#endif

#if    __RESPONSE    ==    __ON
extern    volatile unsigned char    LIN_tx_data[8];
#endif

extern    volatile unsigned char    LIN_rx_id;
extern    volatile unsigned char    LIN_rx_data[8];
extern    volatile union {
        unsigned char    BYTE;
        struct {
                unsigned char    NBA            :1;
                unsigned char    CSE            :1;
                unsigned char    ISFE           :1;
                unsigned char    TOA3B         :1;
                unsigned char    SNRE           :1;
                unsigned char    SCI            :1;
                unsigned char    SUC            :1;
                unsigned char    SLEEP         :1;
        }    BIT;
}    LIN_status;

```

```
extern volatile union {
    unsigned char BYTE;
    struct {
        unsigned char CBR           :1;
        unsigned char wk6          :1;
        unsigned char WU           :1;
        unsigned char wk4          :5;
    } BIT;
} LIN_control;
#endif
```

2.4.3 User Application Interface

This section describes the specifications of the interface between this library and a user application program.

- Interface by function (module) call

The user application program calls functions in the library to initialize the on-chip peripheral functions that are required for LIN communication control, stop and restart LIN communication control, control wake-up signal transmission, and prepare to receive wake-up signals.

Table 2 Functions in the Library That are Called by the User Application Program

Function name	Description
LIN_initialize	Initializes the required on-chip peripheral functions for LIN communication control and starts communication control. The LIN_start function need not be called.
LIN_stop	Stops LIN communication control.
LIN_start	Restarts LIN communication control. (When turning on the power, call the LIN_initialize function.)
LIN_transmit_wake_up	Transmits a wake-up signal.
LIN_wake_up_PR	Makes preparations needed to receive a wake-up signal.

If functions called by the library are prepared within the user application program, processing is performed at certain event timings (upon the completion of transmission and reception, upon the detection of a communication error, and so forth) during LIN communication.

Table 3 User Application Control Functions Called by the Library

Function name	Description
LIN_wake_up	Function for user application control when a wake-up signal is detected
LIN_sleep	Function for user application control when a sleep command is received
LIN_data_set	Function for user application control before response frame transmission
LIN_end	Function for user application control after the completion of message frame transmission or reception
LIN_error	Function for user application control when a LIN communication error is detected

- Operation overview
 Figure 5 and Figure 6 show the operations.

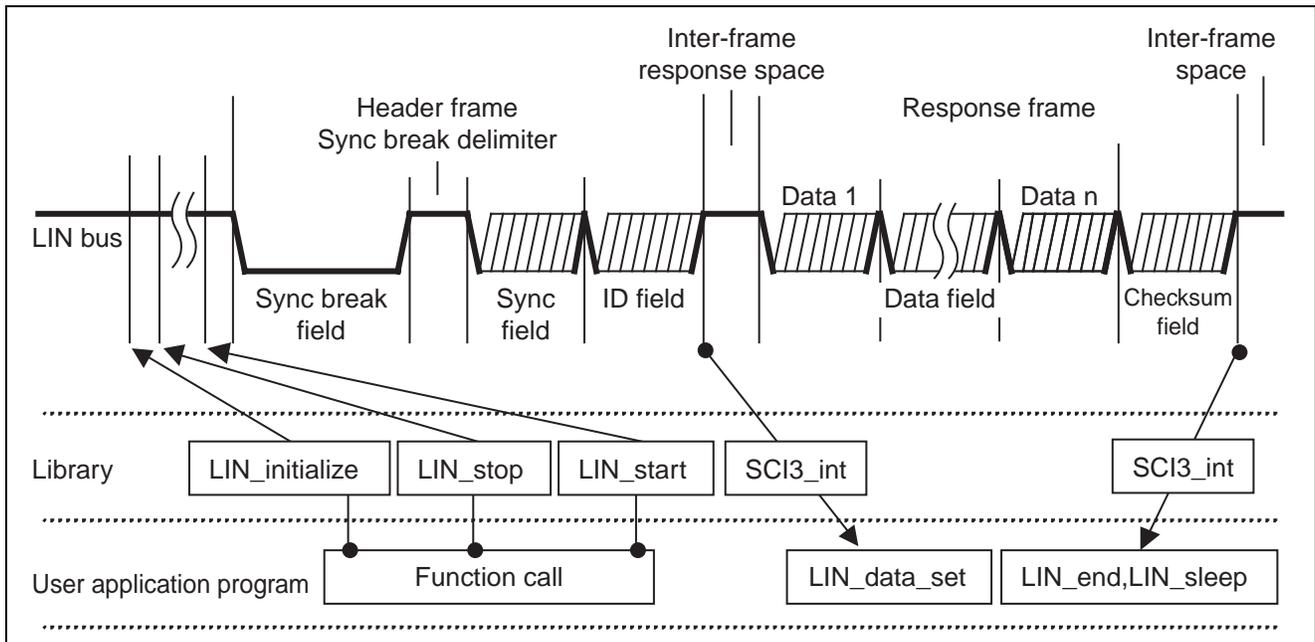


Figure 5 Operation Overview at Message Frame Transmission/Reception

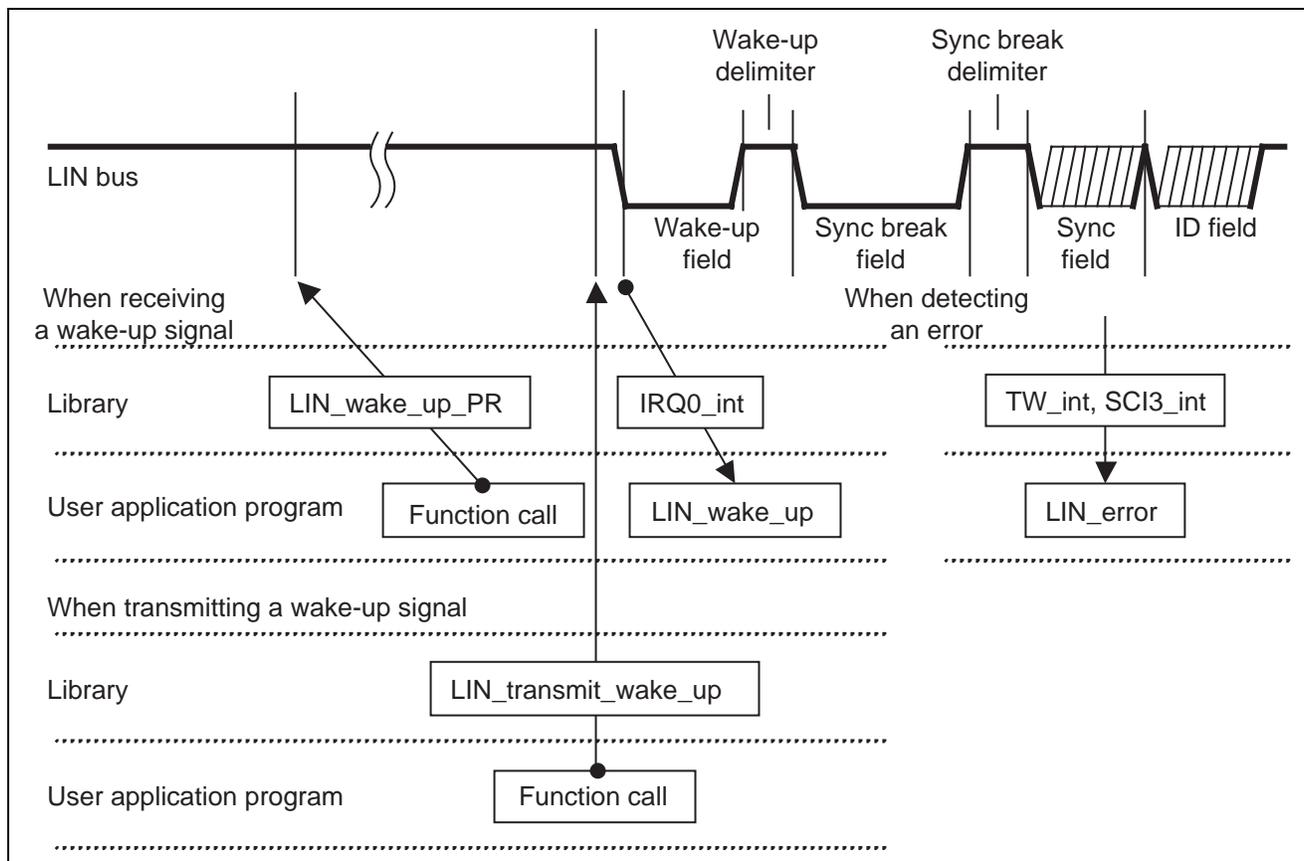


Figure 6 Operation Overview at Error Detection and Wake-up Signal Transmission and Reception

- Interface using global variables (data stored in the RAM area)
The user application program and the library interface with each other by sharing data.

Table 4 Data (Global Variables) Shared by the User Application and Library

Label name (variable name)	Data type	Description
LIN_tx_data[0] to [7]	unsigned char (array)	Sets the transmission data when transmitting a response frame.
LIN_rx_id	unsigned char	Holds a received ID.
LIN_rx_data[0] to [7]	unsigned char (array)	Holds received response data.
LIN_status	(Structure)	Communication status
LIN_status.BYTE	Byte access unsigned char	
LIN_status.BIT.NBA	Bit 7	No bus active error Set condition : The LIN bus remains inactive for a certain time.
LIN_status.BIT.CSE	Bit 6	Checksum error flag Set condition : A checksum error is detected when a response is received.

Label name (variable name)	Data type	Description
LIN_status.BIT.ISFE	Bit 5	Sync field error Set condition : The received sync field data (data received by the SCI3 module) is other than 55h.
LIN_status.BIT.TOA3B	Bit 4	Wake-up timeout Set condition : A header frame, transmitted from the master within a certain period after the wake-up retry signal is transmitted (three times, including the first transmission), is not detected.
LIN_status.BIT.SNRE	Bit 3	Slave not responding error Set condition : Reception of a response frame from a slave is not completed within a certain period during message frame transmission/reception.
LIN_status.BIT.SCI	Bit 2	SCI error Set condition : An error in the SCI3 module (overrun error or framing error) is detected.
LIN_status.BIT.SUC	Bit 1	Message frame normal reception completion flag Set condition : A response frame has been received normally. Condition to clear : An ID frame has been received.
LIN_status.BIT.SLEEP	Bit 0	Sleep command reception flag Set condition : A sleep command has been received.
LIN_control	(Structure)	Communication control
LIN_control.BYTE	Byte access unsigned char	
	Bit access	
LIN_control.BIT.CBR	Bit 7	Control of the communication transfer rate correction function (See Section 2.5.1.2, "Reception of a Sync Field".)
LIN_control.BIT.wk6	Bit 6	Reserved bit
LIN_control.BIT.WU	Bit 5	(Wake-up control bit) (See Section 2.5.3, "Transmission and Reception of a Wake-up Signal".)
LIN_control.BIT.wk4	Bits 4 to 0	Reserved bits

2.5 Operation

This section explains the transmission and reception operations performed with the library.

2.5.1 Reception of a Header Frame

1. Detection of a Sync Break Field

The timer W input capture function measures the sync break field dominant period.

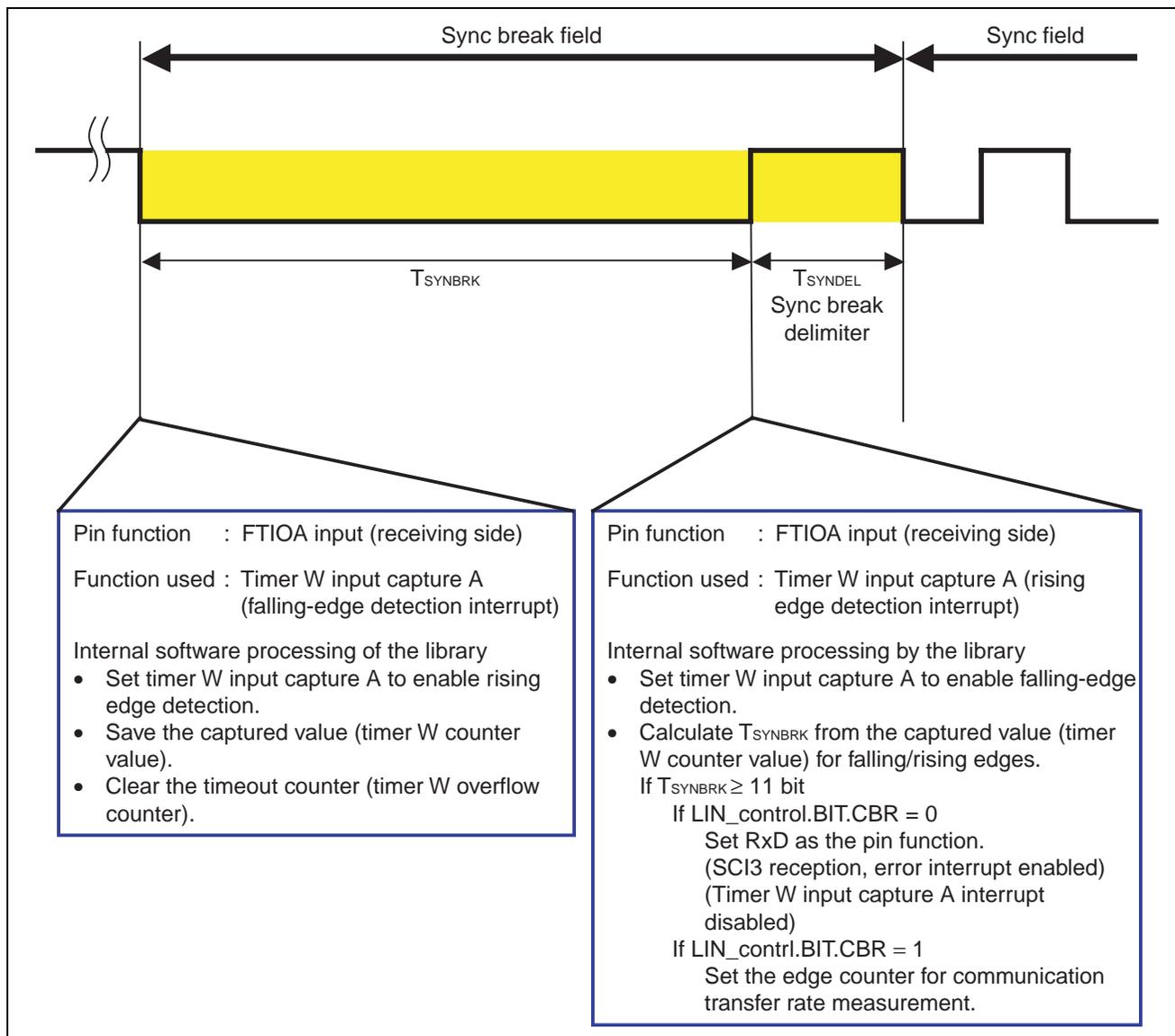


Figure 7 Detection of a Sync Break Field

2. Reception of a Sync Field

The sync field reception control method is determined according to the setting of the CBR bit in LIN_control, as follows:

CBR = 0: The SCI3 reception function determines the sync field reception data (55h).

(Figure 8 Reception and Determination of a Sync Field by the SCI3 Reception Function)

CBR = 1: The timer W input capture function measures the bit width of a sync field and corrects the communication transfer rate (by setting BRR in the SCI3 module, and so on).

(Figure 9 Correction of the Communication Transfer Rate by the Timer W Input Capture Function)

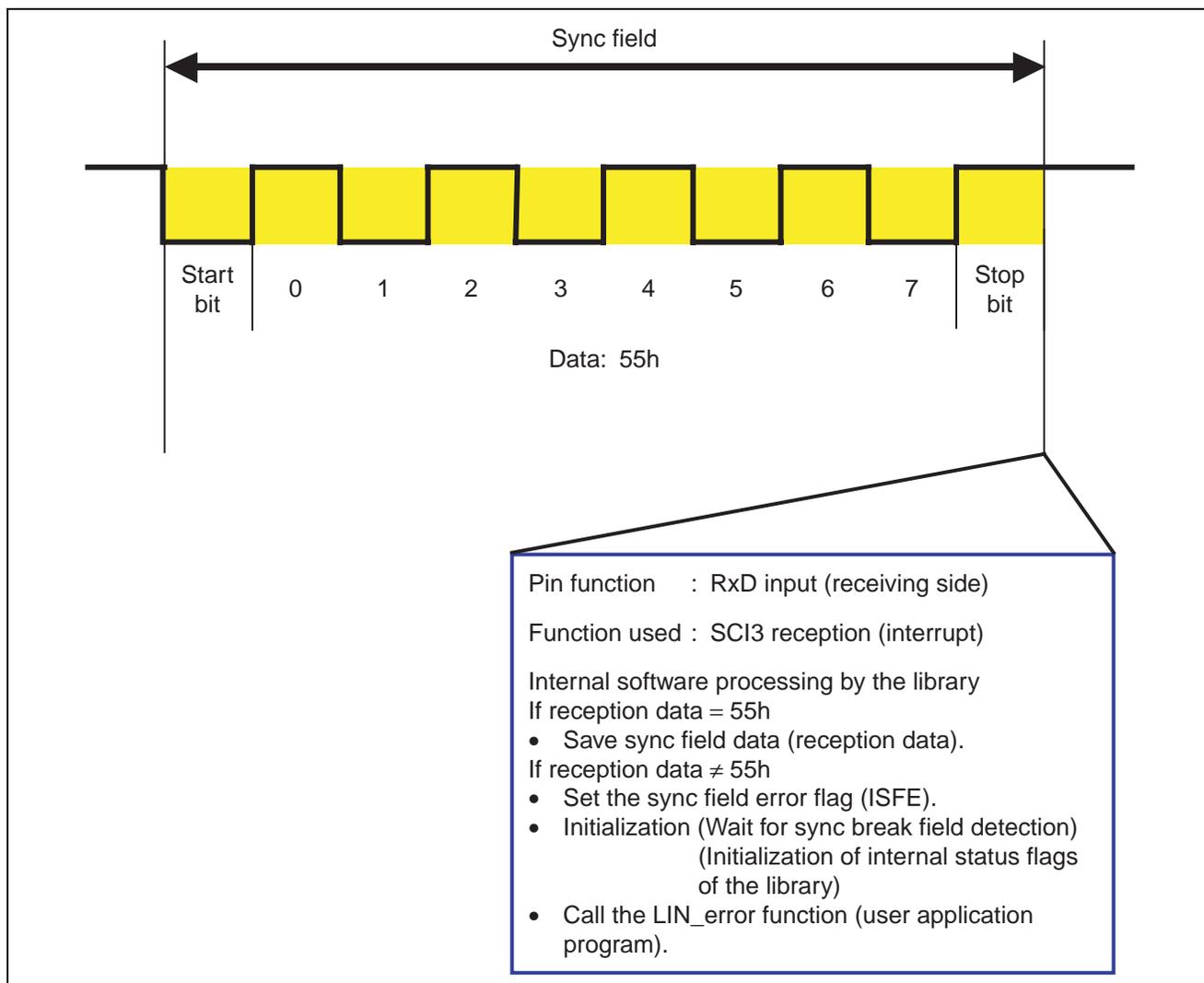


Figure 8 Reception and Determination of a Sync Field by the SCI3 Reception Function

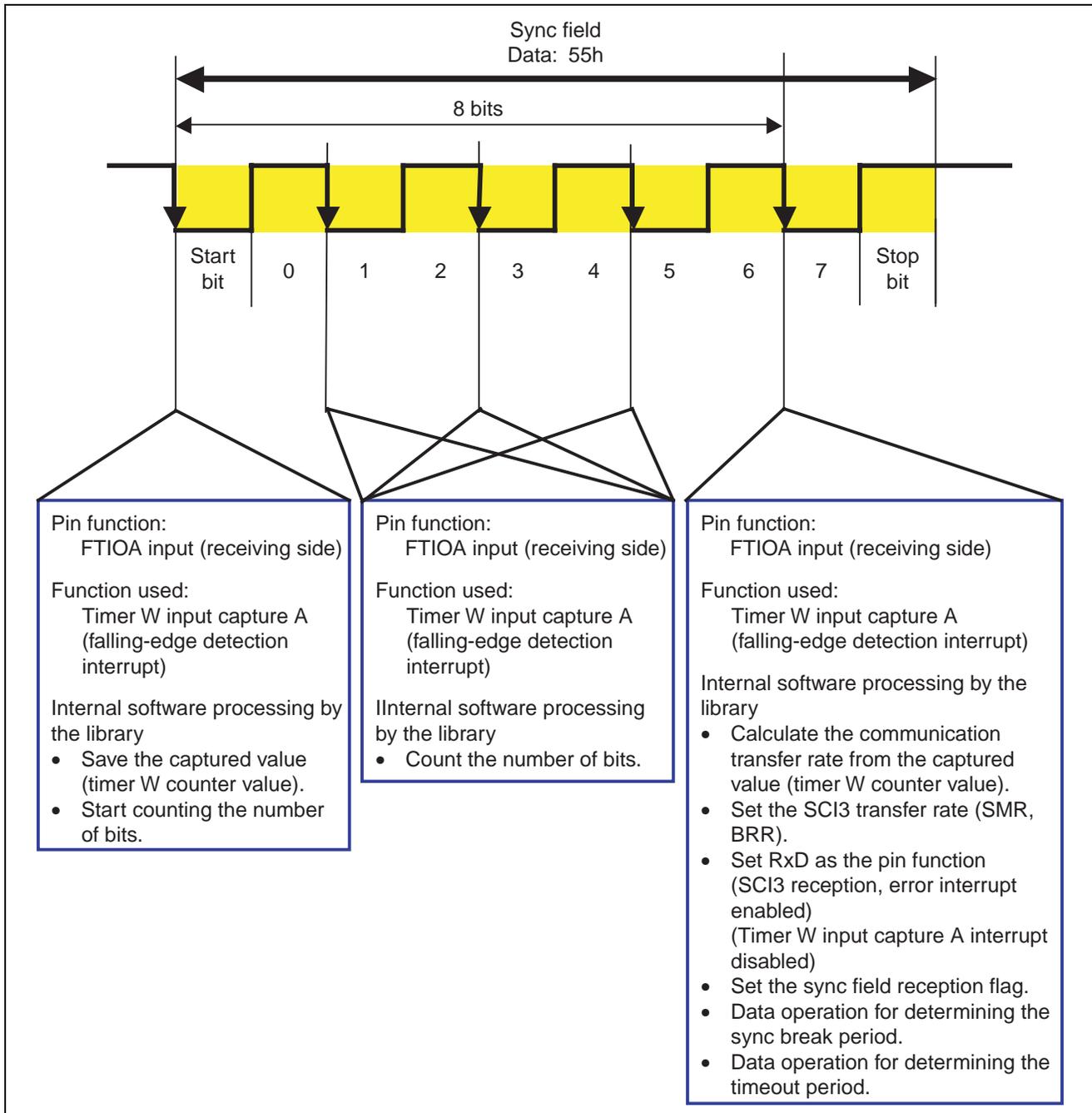


Figure 9 Correction of the Communication Transfer Rate by the Timer W Input Capture Function

3. Reception of an ID Field

The SCI3 reception function determines the ID (including the DLC and parity bits) in the ID field reception data. If the ID is a response transmission request ID intended for the local node, transmission of a response frame starts.

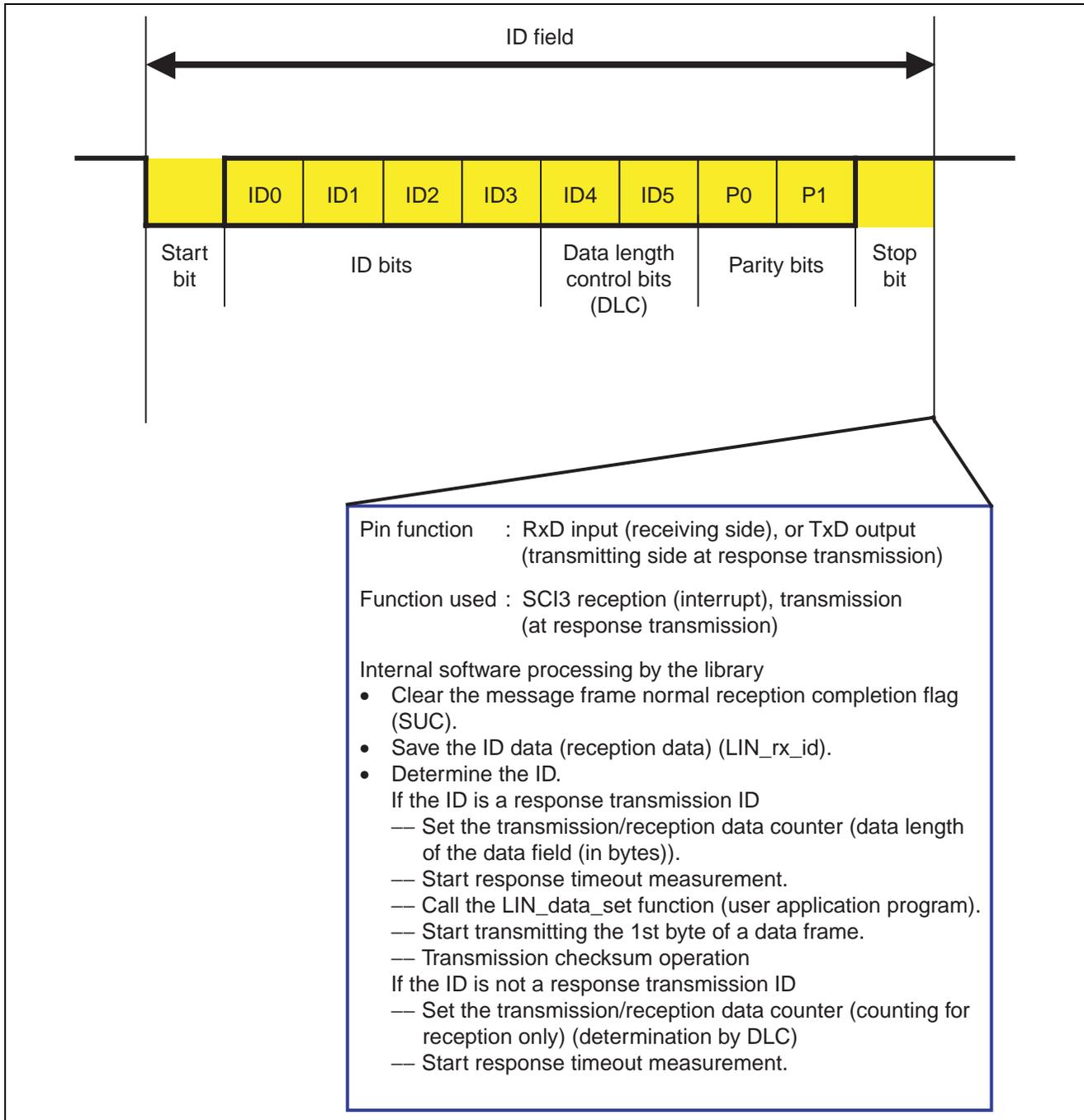


Figure 10 ID Field Reception and Determination

2.5.2 Transmission and Reception of a Response Frame

1. Transmission and Reception of a Data Field (Transmission of a Checksum Field)

The SCI3 reception function saves received data and performs a reception checksum data operation.

When a response is transmitted, the subsequent data is transmitted, and a transmission checksum data operation is performed. (Within a reception interrupt)

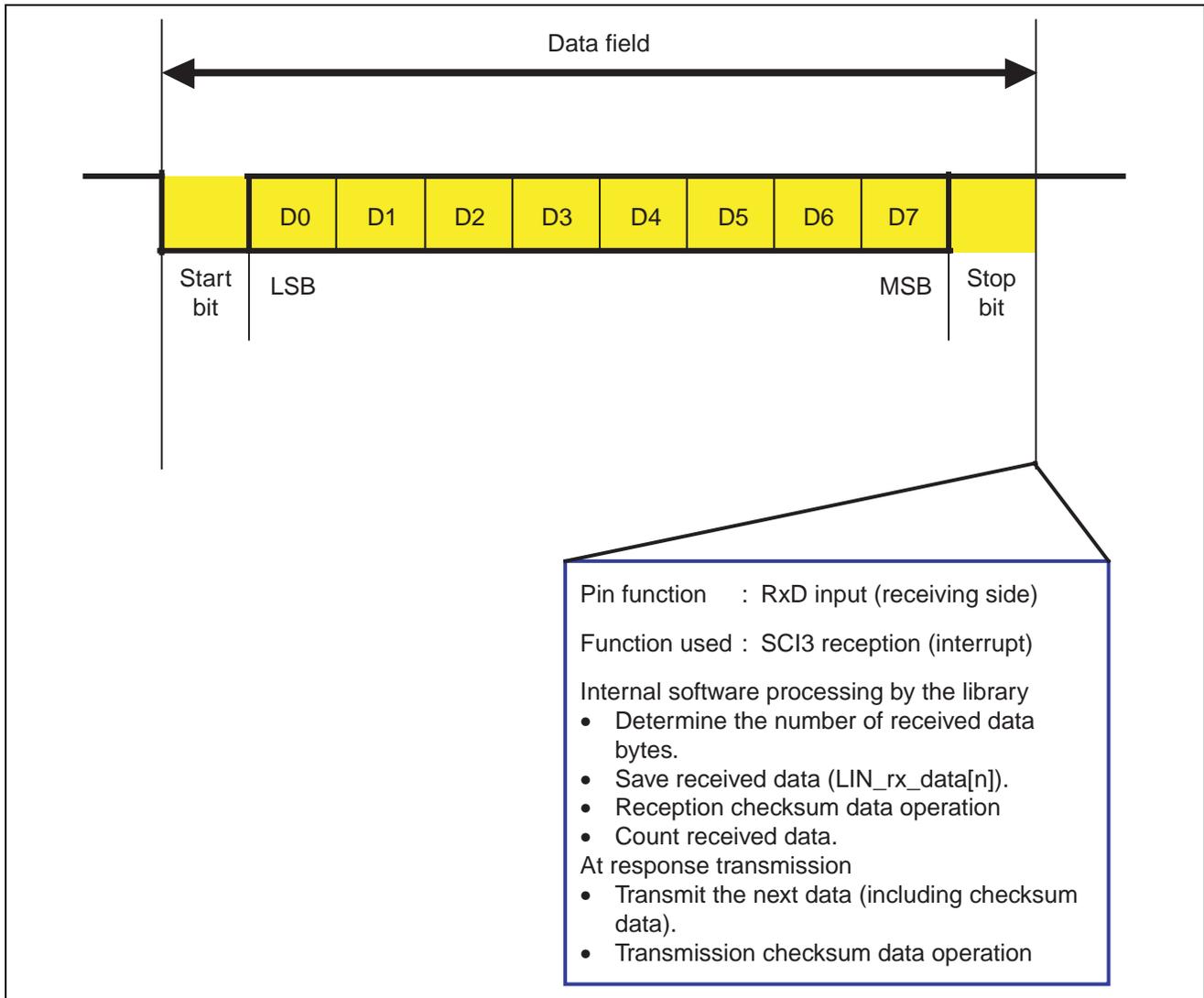


Figure 11 Transmission/Reception of a Data Field and Transmission of Checksum Data

2. Reception of a Checksum Field

The SCI3 reception function makes a determination from the received checksum field and reception checksum data obtained by an operation from the data field.

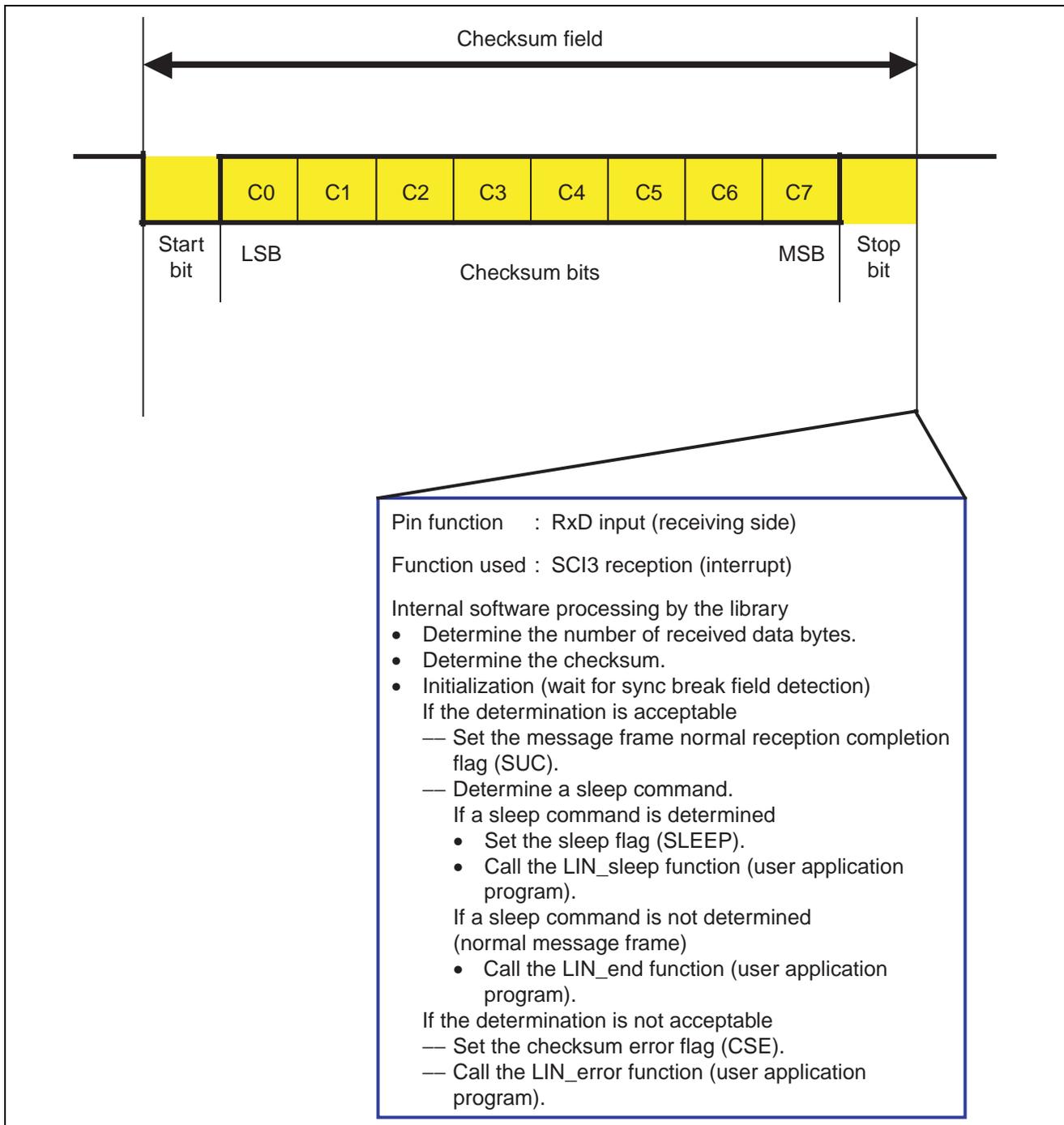


Figure 12 Checksum Field Reception and Determination

2.5.3 Transmission and Reception of a Wake-up Signal

The SCI3 transmission function transmits a wake-up signal (transmission data: 80h).

The IRQ0 falling-edge detection function detects a wake-up signal from another node.

1. Transmission of a Wake-up Signal

A definition statement in LINID.h (#define __T_WAKEUP __ON) includes the wake-up signal transmission function when compilation is performed, allowing the SCI3 transmission function to transmit a wake-up signal when the user application program calls the LIN_transmit_wake_up function. This library does not perform wake-up delimiter output control.

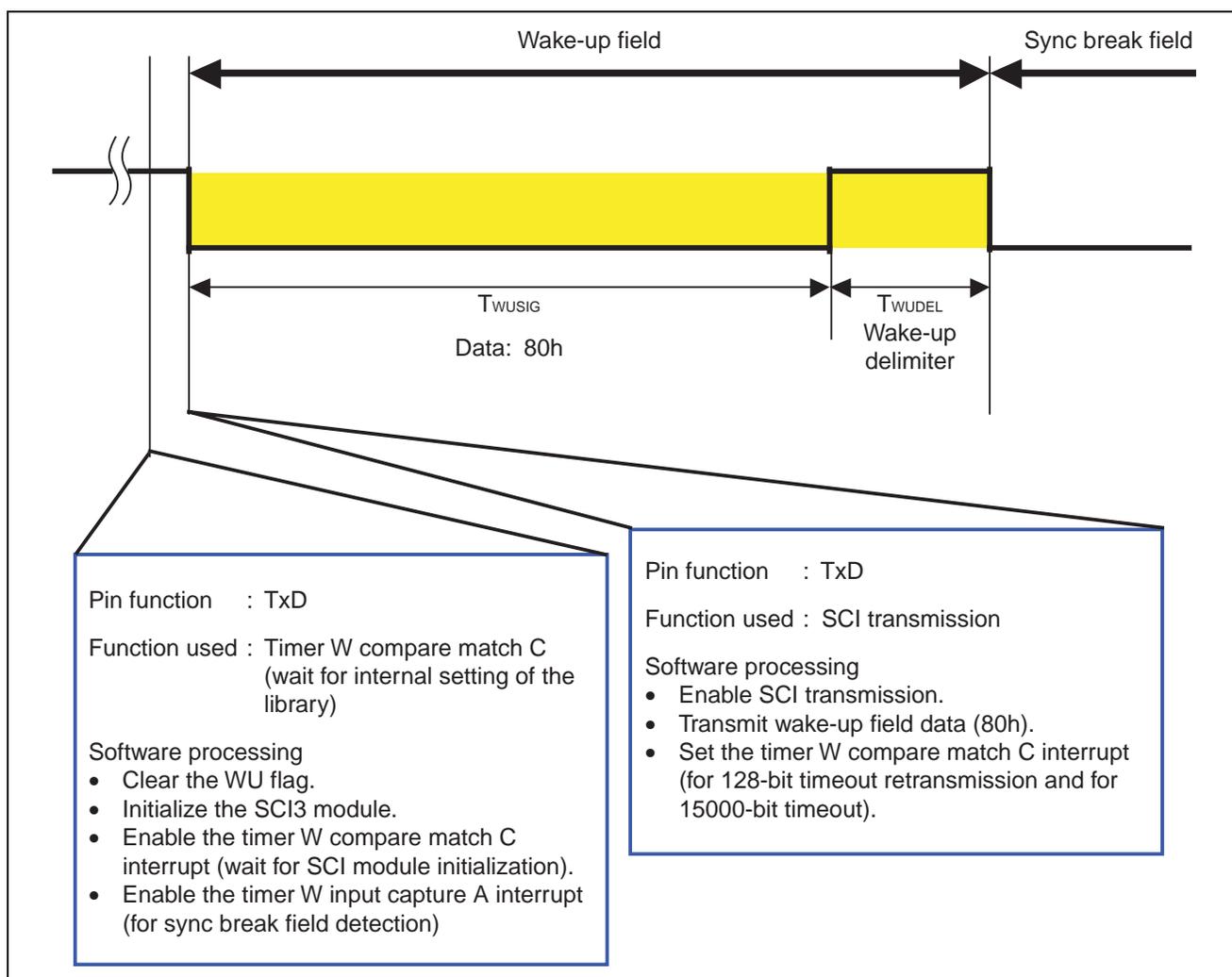


Figure 13 Transmission of a Wake-up Signal

2. Reception of a Wake-up Signal

A definition statement in LINID.h (#define `__R_WAKEUP__ON`) includes the wake-up signal reception function when compilation is performed, allowing the IRQ falling-edge detection function to wait for a wake-up signal from another node when the user application program calls the `LIN_wake_up_PR` function.

This library detects only falling-edges, without verifying the wake-up field data.

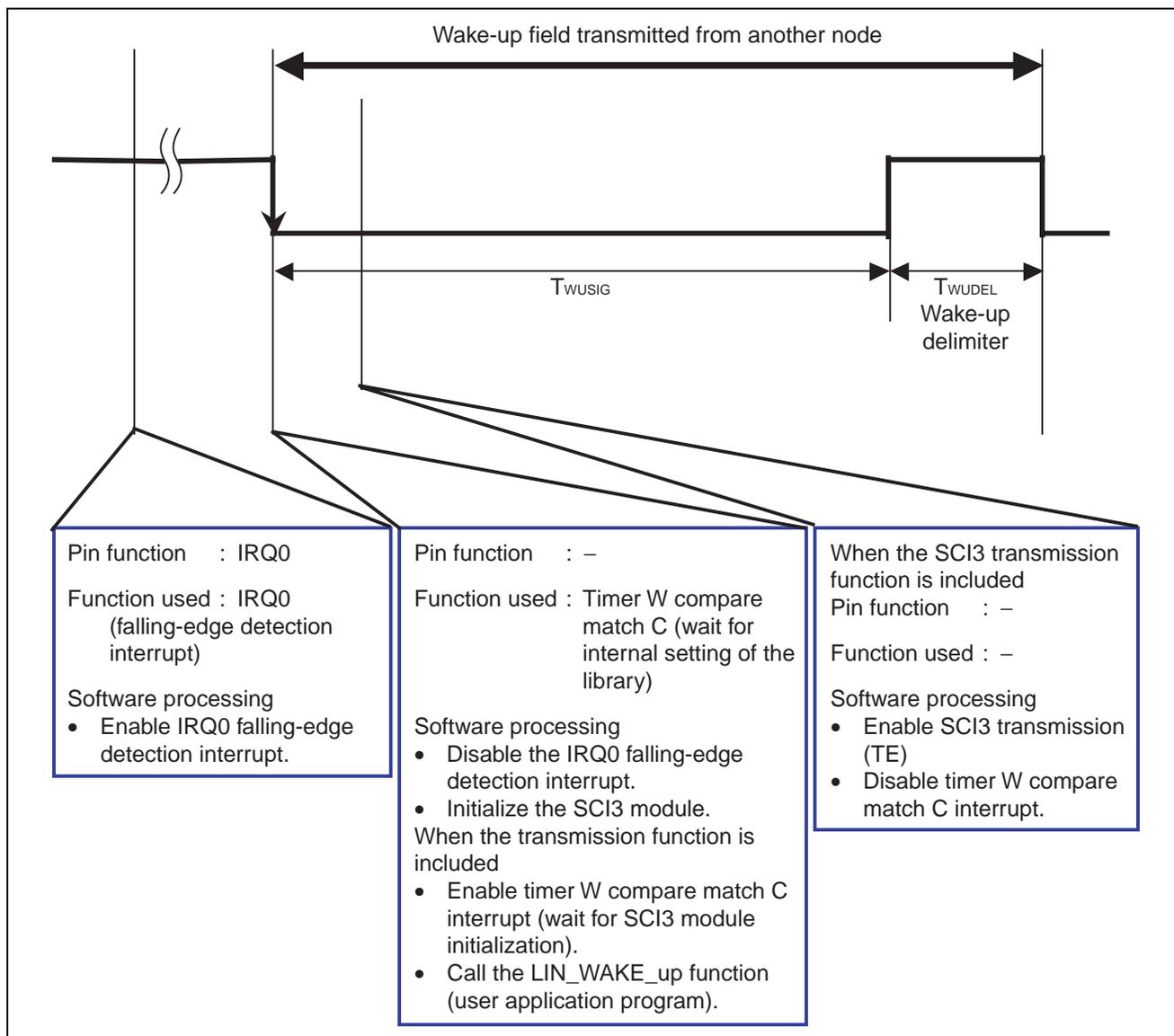


Figure 14 Reception of a Wake-up Signal

2.5.4 Reception of a Sleep Command

After the normal reception of a message frame, if the received ID field data is 3Ch and the first byte of the response data is 00h, the reception of a sleep command is recognized. Then, the sleep flag (SLEEP) is set, and the LIN_sleep function (user application program) is called. (In this case, the LIN_end function is not called in the message frame.)

2.6 Software Description

This section explains the library software.

2.6.1 Including Header Files

Includes the standard library (machine.h), the LIN library definition file (LINID.h), and the on-chip peripheral register definition files (H8_3664f.h and H8_36014f.h).

```
#include    <machine.h>

#define     __LIN_LIB
#include    "LINID.h"

#if        __CPU    ==    __H8_3694F
#include    "H8_3664f.h"
#elif     __CPU    ==    __H8_36014F
#include    "H8_36014f.h"
#endif
```

2.6.2 Defining Functions

Functions (modules) in the library must be defined.

The inclusion of the LIN_data_set function is selected by defining __Res2byte_ID, __Res4byte_ID, or __Res8byte_ID in LINID.h.

The inclusion of the LIN_transmit_wake_up function is selected by the __T_WAKEUP definition.

The inclusion of the LIN_intc_init function, LIN_wake_up function, and LIN_wake_up_PR function is selected by the __R_WAKEUP definition.

```
void    LIN_initialize(void);
void    LIN_system_init(void);
void    LIN_port_init(void);
void    LIN_sci_init(void);
void    LIN_timerW_init(void);
void    LIN_Sflag_init(void);
void    LIN_end(void);
void    LIN_sleep(void);
void    LIN_error(void);
void    LIN_break_reception_PR(void);
void    LIN_start(void);
void    LIN_stop(void);
```

```

#if __RESPONSE == __ON
void LIN_data_set(void);
#endif

#if __T_WAKEUP == __ON
void LIN_transmit_wake_up(void);
#endif

#if __R_WAKEUP == __ON
void LIN_intc_init(void);
void LIN_wake_up(void);
void LIN_wake_up_PR(void);
#endif

```

2.6.3 Defining Library Internal Constants and Variables

This section defines the constants and variables that are used in the library.

Table 5 Definition of Library Internal Constants and Variables

Label name (variable name)	Data type	Description
t_1	unsigned short	1-bit counter value (for waiting at SCI3 initialization)
t_11	unsigned long	11-bit counter value (for sync break field detection)
t_128	(Structure)	128-bit counter value (for sync break field detection
t_128.LONG	unsigned long	timeout at wake-up transmission)
t_128.WORD.h	unsigned short	
t_128.WORD.l	unsigned short	
t_15k	unsigned long	15000-bit counter value (for timeout after wake-up retry transmission (3 times)) (LIN_status.BIT.TOA3B)
t_25k	unsigned long	25000-bit counter value (for no bus active detection) (LIN_status.BIT.NBA)
flame_max_2	(Structure)	Maximum response timeout value
flame_max_2.LONG	unsigned long	(LIN_status.BIT.SNRE)
flame_max_2.WORD.h	unsigned short	
flame_max_2.WORD.l	unsigned short	
flame_max_4	(Structure)	
flame_max_4.LONG	unsigned long	
flame_max_4.WORD.h	unsigned short	
flame_max_4.WORD.l	unsigned short	
flame_max_8	(Structure)	
flame_max_8.LONG	unsigned long	
flame_max_8.WORD.h	unsigned short	
flame_max_8.WORD.l	unsigned short	
baudrate	(Structure)	Baud rate setting for SCI3 module
baudrate.WORD	unsigned short	
baudrate.BYTE.smr	unsigned char	
baudrate.BYTE.brr	unsigned char	

Label name (variable name)	Data type	Description
ex_counter	(Structure)	Time W extended counter
ex_counter.LONG	unsigned long	
ex_counter.WORD.h	unsigned short	
ex_counter.WORD.l	unsigned short	
flame_max	unsigned short	Response timeout setting (timer W overflow count value)
counter	unsigned char	Transmission/reception data counter
t_checksum	(Structure)	Transmission data checksum operation value
t_checksum.WORD	unsigned short	
t_checksum.BYTE.carry	unsigned char	
t_checksum.BYTE.data	unsigned char	
r_checksum	(Structure)	Reception data checksum operation value
r_checksum.WORD	unsigned short	
r_checksum.BYTE.carry	unsigned char	
r_checksum.BYTE.data	unsigned char	
in_status	(Structure)	Internal status of library
in_status.BYTE	unsigned char	
in_status.BIT.wk7	Bit 7	Reserved bit
in_status.BIT.sync_field	Bit 6	Sync field reception flag
in_status.BIT.wk5	Bit 5	Reserved bit
in_status.BIT.r_id	Bit 4	Response ID determination flag At response data transmission: 1 At reception: 0
in_status.BIT.sci	Bit 3	SCI3 module initialization flag
in_status.BIT.brr	Bit 2	Baud rate correction flag
in_status.BIT.wu	Bits 1 to 0	Wake-up signal transmission flag (transmission counter for internal setting)

```

#if __Corrects_baud_rate == __ON
static unsigned short t_1;
static unsigned long t_11;
static union{
    unsigned short WORD;
    struct{
        unsigned char smr;
        unsigned char brr;
    } BYTE;
} baudrate;
#elif __Corrects_baud_rate == __OFF
const unsigned short t_1 = t_1_data;
const unsigned long t_11 = t_11_data;
const union{
    unsigned short WORD;
    struct{
        unsigned char smr;
        unsigned char brr;
    } BYTE;
} baudrate = baudrate_data;

```

```

#endif

const unsigned long t_25k = t_25k_data;
const union{
    unsigned long LONG;
    struct {
        unsigned short h;
        unsigned short l;
    } WORD;
} flame_max_2 = t_2byte_data;
const union {
    unsigned long LONG;
    struct {
        unsigned short h;
        unsigned short l;
    } WORD;
} flame_max_4 = t_4byte_data;
const union {
    unsigned long LONG;
    struct {
        unsigned short h;
        unsigned short l;
    } WORD;
} flame_max_8 = t_8byte_data;
static union {
    unsigned long LONG;

    struct {
        unsigned short h;
        unsigned short l;
    } WORD;
} ex_counter;
static unsigned short flame_max;
static unsigned char counter;

#if __T_WAKEUP == __ON
const union {
    unsigned long LONG;
    struct {
        unsigned short h;
        unsigned short l;
    } WORD;
} t_128 = t_128_data;
const unsigned long t_15k = t_15k_data;
#endif

#if __RESPONSE == __ON
static union {
    unsigned short WORD;
    struct {
        unsigned char carry;
        unsigned char data;
    } BYTE;
} t_checksum;

```

```
#endif

static union {
    unsigned short    WORD;
    struct {
        unsigned char    carry;
        unsigned char    data;
    } BYTE;
} r_checksum;

static union {
    unsigned char    BYTE;
    struct {
        unsigned char    wk7            :1;
        unsigned char    sync_field    :1;
        unsigned char    wk5            :1;
        unsigned char    r_id          :1;
        unsigned char    sci           :1;
        unsigned char    brr           :1;
        unsigned char    wu            :2;
    } BIT;
} in_status;
```

2.6.4 Defining Global Variables

The variables that are shared between the user application program and library must be defined.

(See Table 4.)

```
#if    __RESPONSE    ==    __ON
volatile unsigned char    LIN_tx_data[8];
#endif

volatile unsigned char    LIN_rx_id;
volatile unsigned char    LIN_rx_data[8];
volatile union {
    unsigned char    BYTE;
    struct {
        unsigned char    NBA            :1;
        unsigned char    CSE            :1;
        unsigned char    ISFE           :1;
        unsigned char    TOA3B          :1;
        unsigned char    SNRE           :1;
        unsigned char    SCI            :1;
        unsigned char    SUC            :1;
        unsigned char    SLEEP          :1;
    } BIT;
} LIN_status;

volatile union {
    unsigned char    BYTE;
    struct {
        unsigned char    CBR            :1;
        unsigned char    wk6            :1;
        unsigned char    WU             :1;
    } BIT;
}
```

```

        unsigned char   wk4   :5;
    }   BIT;
}   LIN_control;

```

2.6.5 Initialization Function

This function initializes the H8/3664/3694/36014 on-chip peripheral functions used for LIN communication control and the software flags, as well as other settings used in the library.

Note: Pins P14 (IRQ0), P21 (RxD), P22 (TxD), and P81 (FTIOA) are used for LIN communication. When a user application uses other pins (P10 to P12, P15 to P17, P20, P23, P24, P80, and P82 to P87) with ports 1, 2, and 8, the pin settings may be changed by the setting statements of PCR2 and PCR8 in the LIN_port_init function and PCR1 in the LIN_intc_init function in the source file shown below. When using the above-mentioned pins, set each PCR within the user application program, then delete the setting statements of PCR1, PCR2, and PCR8 in the source file below or set them as comments.

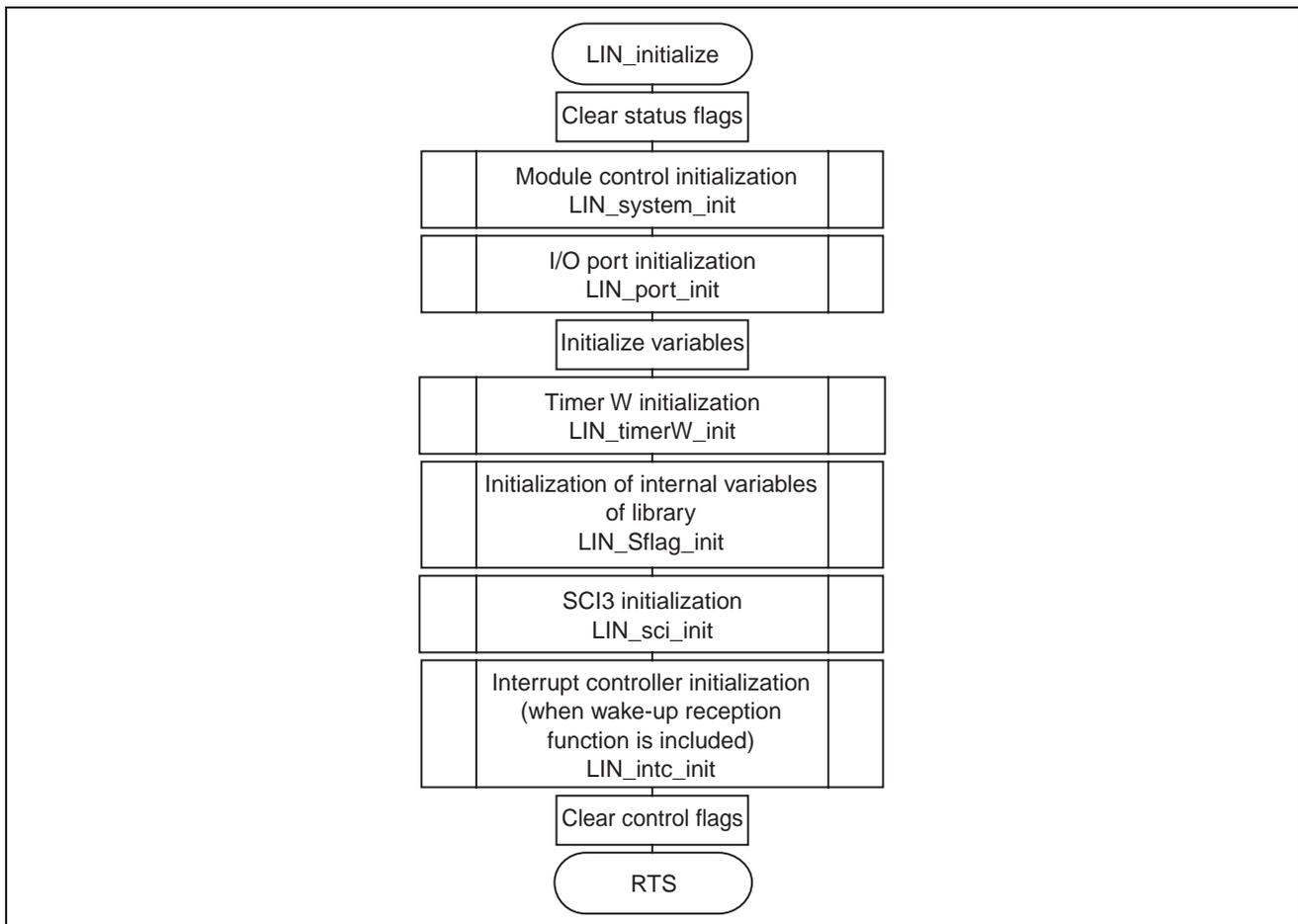


Figure 15 Initialization Function Flowchart

```

void LIN_initialize(void){
    LIN_status.BYTE      =    0;
    LIN_system_init();
    LIN_port_init();

#if    __Corrects_baud_rate    ==    __ON
    t_l      =    t_l_data;
    t_ll     =    t_ll_data;
    baudrate.WORD      =    baudrate_data;
#endif

    LIN_timerW_init();
    LIN_Sflag_init();
    LIN_sci_init();

#if    __R_WAKEUP    ==    __ON
    LIN_intc_init();
#endif

    ex_counter.WORD.h    =    0;
    LIN_control.BYTE     =    0;
}

void LIN_system_init(void){
    MSTCR1.BYTE    &=    0x5B;
}

void LIN_port_init(void){
#if    __R_WAKEUP    ==    __ON
    IO.PMR1.BYTE    |=    0x12;
#elif    __R_WAKEUP    ==    __OFF
    IO.PMR1.BYTE    |=    0x02;
#endif

    IO.PDR2.BIT.B2    =    1;
/* IO.PCR2    =    0;          /* Note: When using ports 2 and 8 in a user application, set */
/* IO.PCR8    =    0;          /* the bits for setting the pins used in LIN to 0(input */
/*                                          /* pins) in the user application and then delete these */
/*                                          /* setting statements to ensure system protection */

}

void LIN_sci_init(void){
    SCI3.SCR3.BYTE    =    0;
    SCI3.SMR.BYTE     =    baudrate.BYTE.smr;
    SCI3.BRR          =    baudrate.BYTE.brr;

#if    ((__RESPONSE    ==    __ON)    ||    (__T_WAKEUP    ==    __ON))
    TW.GRC    =    TW.TCNT    +    t_l;
    TW.TSRW.BIT.IMFC    =    0;
    TW.TIERW.BIT.IMIEC    =    1;
    in_status.BIT.sci    =    1;
#endif
}

```

```

#endif
}

void LIN_timerW_init(void){
    TW.TMRW.BYTE    =    0x48;
    TW.TCRW.BYTE    =    0x30;
    TW.TIOR0.BYTE   =    0x8D;
    TW.TIOR1.BYTE   =    0xF8;
    TW.TSRW.BYTE    &=    0x70;
    TW.TIERW.BYTE   =    0x81;
    TW.TMRW.BIT.CTS =    1;
}

#if    __R_WAKEUP    ==    __ON
void LIN_intc_init(void){
/* IO.PCR1    =    0;          /* Note:  When using port 1 in a user application, set the bits */
/*                                          for setting the pins used in LIN to 0 (input pins) in */
/*                                          the user application and then delete this setting */
/*                                          statement to ensure system protection. */
    IEGR1.BIT.IEG0 =    0;
    IRR1.BIT.IRRI0 =    0;
    IENR1.BIT.IEN0 =    0;
}
#endif

#if    __R_WAKEUP    ==    __ON
void LIN_wake_up_PR(void){
    IRR1.BIT.IRRI0 =    0;
    IENR1.BIT.IEN0 =    1;
}
#endif

void LIN_Sflag_init(void){
    counter    =    0;
    in_status.BYTE    =    0;
}

```

2.6.6 LIN Communication Control Stop Function

This function stops LIN communication control so that it no longer communicates over the LIN bus.

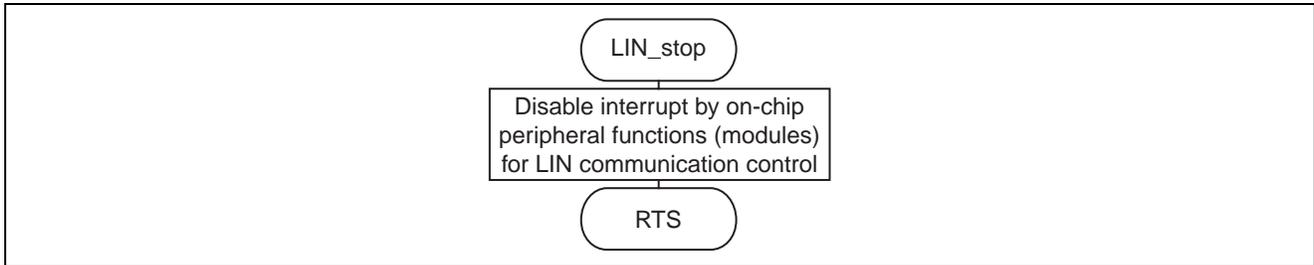


Figure 16 Flowchart of the LIN Communication Control Stop Function

```

void LIN_stop(void){
    SCI3.SSR.BYTE  &=  0x84;
    SCI3.SCR3.BYTE =  0x00;
    TW.TIERW.BYTE  &=  0x70;

    #if  __R_WAKEUP  ==  __ON
        IENR1.BIT.IENO =  0;
    #endif
}
  
```

2.6.7 Function for LIN Communication Restart Preparation

This function restarts LIN communication control (that has previously been placed in the stopped state by the LIN communication control stop function described in Section 2.6.6 or some other reason), and then LIN communication control waits for the reception of a sync break field.

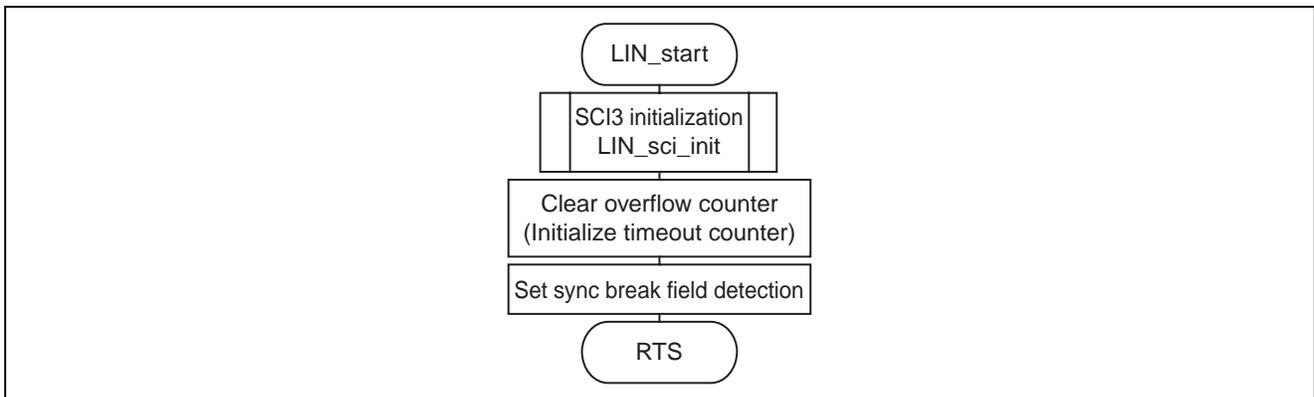


Figure 17 Flowchart of the LIN Communication Control Restart Preparation Functions

```
void LIN_start(void){
    LIN_sci_init();
    ex_counter.WORD.h = 0;
    TW.TSRW.BYTE    &= 0x70;
    TW.TIERW.BYTE   |= 0x81;
}
```

2.6.8 Wake-up Signal Transmission Function

This function transmits a wake-up signal. If a sync break field is not detected within the 128-bit period after the transmission of the wake-up signal, the function retries transmission up to three times, including the first transmission (transmission is controlled within the timer W interrupt function). If a sync break field is not detected within the 15000-bit period after the signal has been transmitted three times, the function sets the timeout flag (LIN_status.BIT.TOA3B) and calls the LIN_error function (user application program).

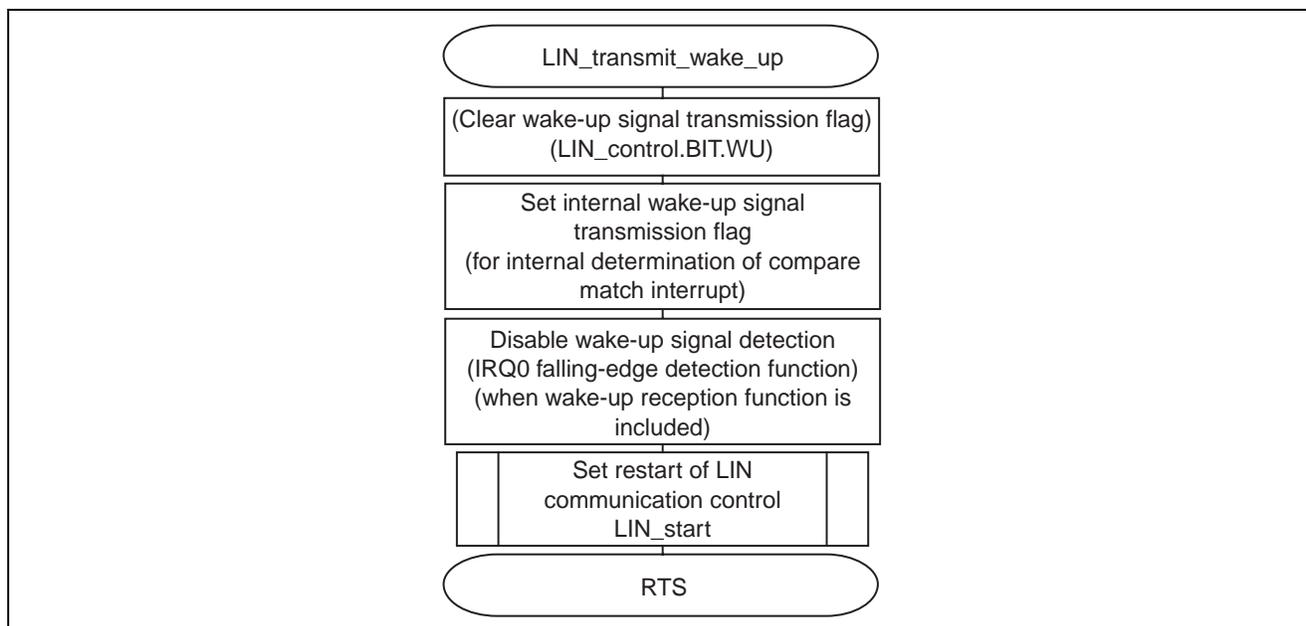


Figure 18 Flowchart of the Wake-up Signal Transmission Function

```
#if __T_WAKEUP == __ON
void LIN_transmit_wake_up(void){
    LIN_control.BIT.WU = 0;
    in_status.BIT.wu = 1;

    #if __R_WAKEUP == __ON
        IENR1.BIT.IENO = 0;
    #endif

    LIN_start();
}
#endif
```

2.6.9 Function for Preparing for Wake-up Signal Reception

This function prepares for receiving a wake-up signal from another node.

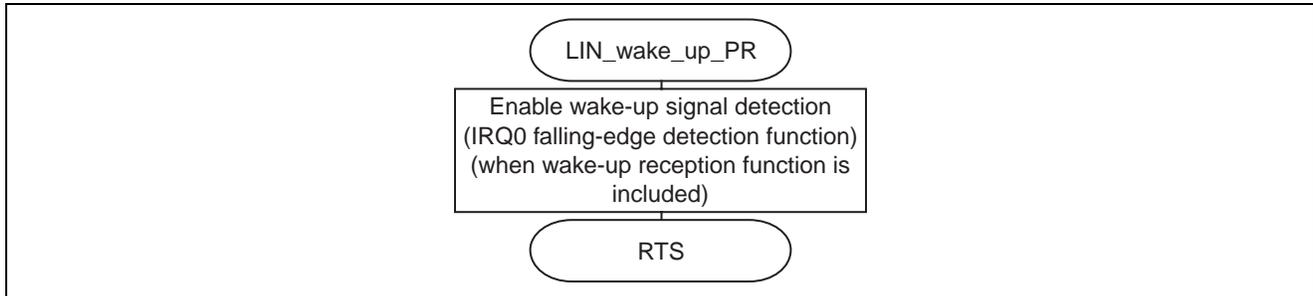


Figure 19 Flowchart of the Wake-up Signal Reception Preparation Function

```

#if __R_WAKEUP == __ON
void LIN_wake_up_PR(void){
    IRR1.BIT.IRRIO = 0;
    IENR1.BIT.IENO = 1;
}
#endif
  
```

2.6.10 Function for Preparing to Detect a Sync Break Field in the Library

When message frame transmission or reception is completed, when an extended frame ID is received, or when an error is detected, this function makes the preparations needed to receive the next message frame (preparation for sync break field detection) in the library.

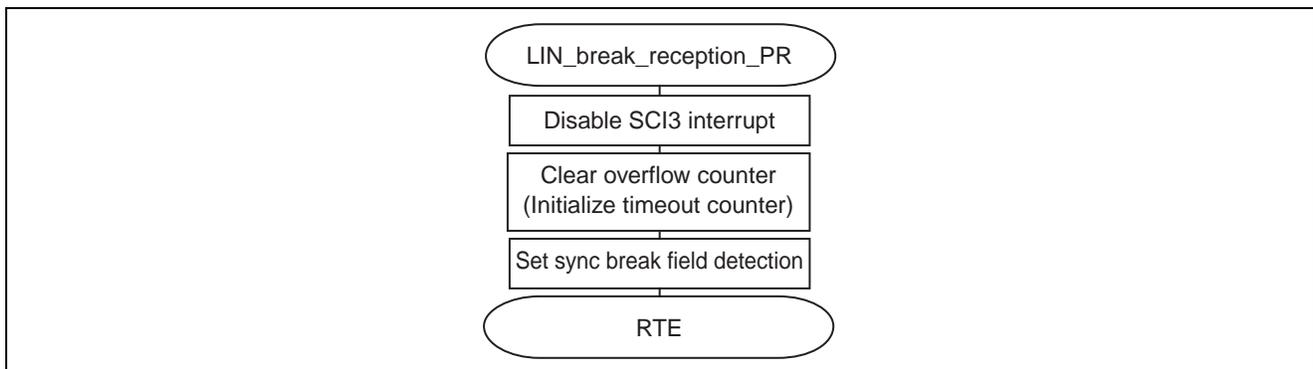


Figure 20 Function for Preparing for Sync Break Field Detection and Reception

```

void LIN_break_reception_PR(void){
    SCI3.SSR.BYTE  &= 0x84;
    #if (( __RESPONSE == __ON) || (__T_WAKEUP == __ON))
        SCI3.SCR3.BYTE = 0x20;
    #else
        SCI3.SCR3.BYTE = 0x00;
    #endif
    ex_counter.WORD.h = 0;
}
  
```

```

TW.TSRW.BYTE    &=    0x70;
TW.TIERW.BYTE   =     0x81;
}

```

2.6.11 IRQ Interrupt Function

This function processes the IRQ0 falling-edge detection interrupt. After the settings have been made by the wake-up signal reception preparation function, as described in Section 2.6.9, this function detects a falling-edge on the LIN bus and makes the preparations required for LIN communication control.

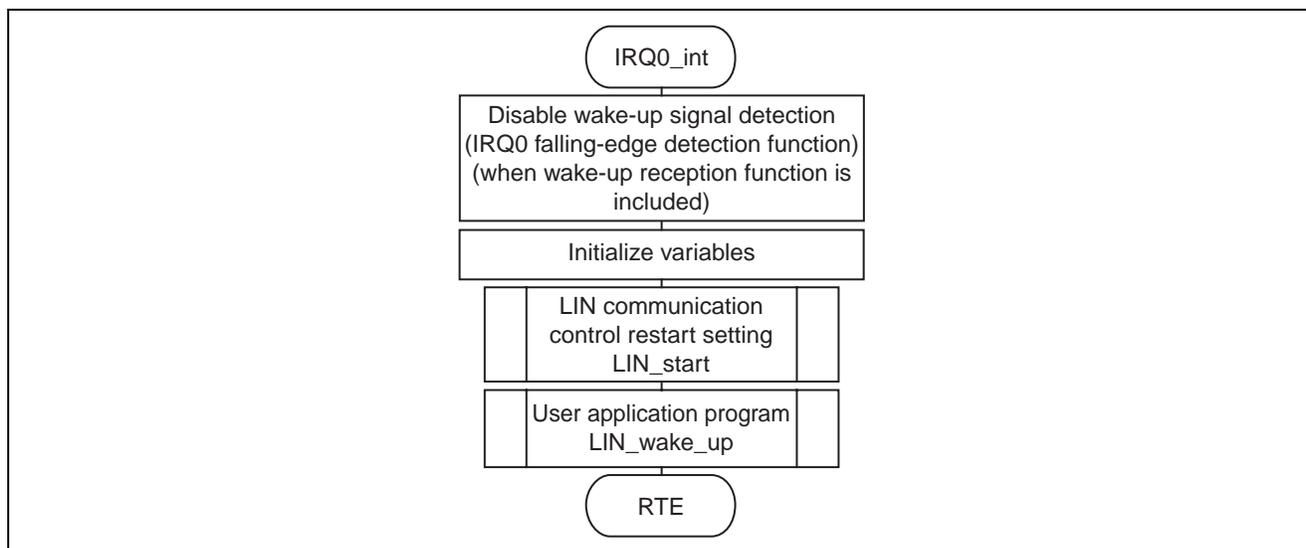


Figure 21 Flowchart of the IRQ Interrupt Function

```

#if __R_WAKEUP == __ON
#pragma interrupt(IRQ0_int)
void IRQ0_int(void){
    LIN_status.BIT.SLEEP = 0;
    IRR1.BIT.IRRIO = 0;
    IENR1.BIT.IENO = 0;
#if __Corrects_baud_rate == __ON
    t_1 = t_1_data;
    t_11 = t_11_data;
    baudrate.WORD = baudrate_data;
#endif
    LIN_start();
    LIN_wake_up();
}
#endif

```

2.6.12 Timer W Interrupt Function

This function processes the timer W input capture A interrupt (I/C-A), compare match B interrupt (O/C-B), compare match C interrupt (O/C-C), and overflow interrupt (OVF).

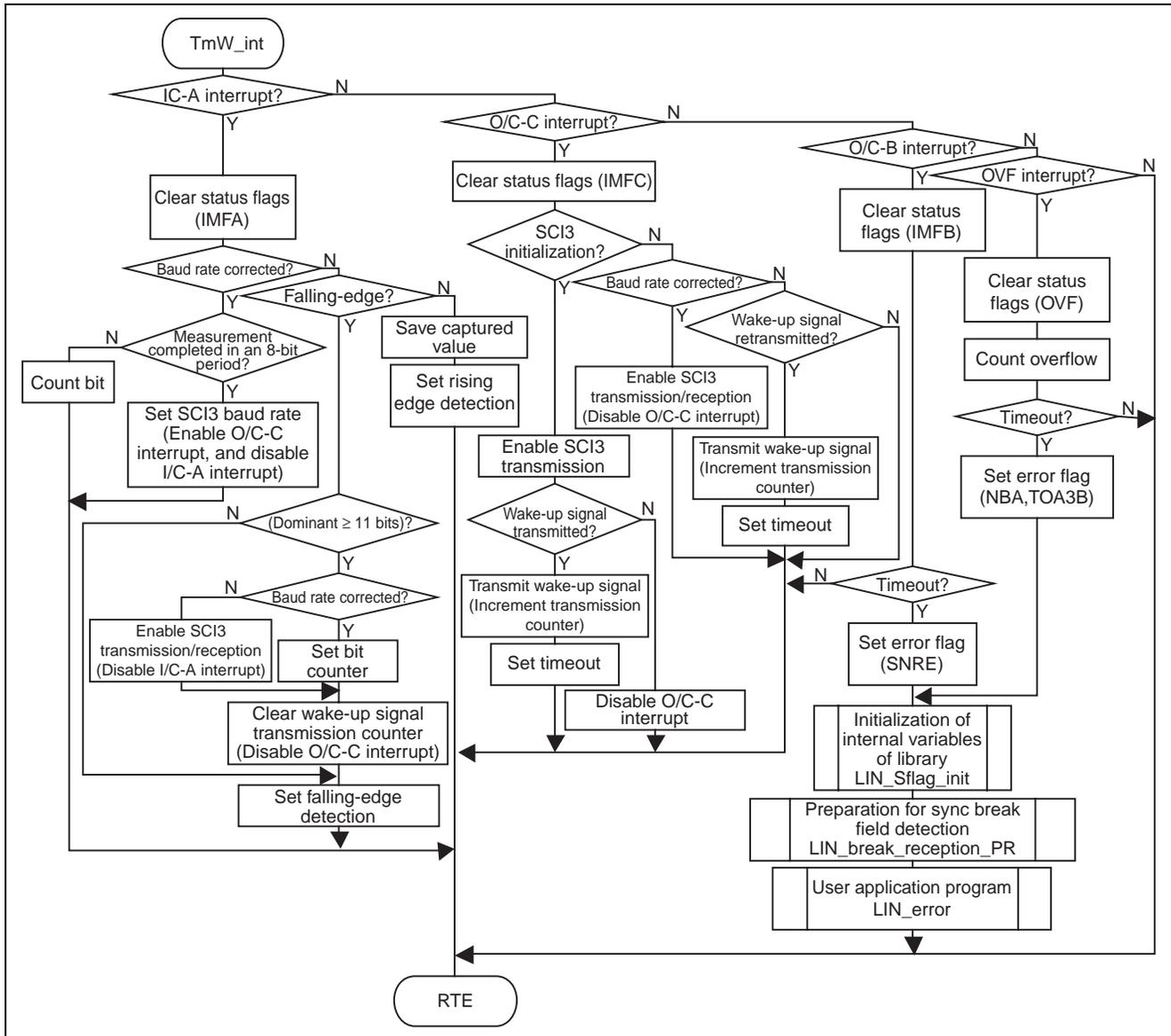


Figure 22 Flowchart of the Timer W Interrupt Function

```

#pragma interrupt(TmW_int)
void TmW_int(void){
    unsigned long i;
    unsigned short N,w;

    if((TW.TSRW.BIT.IMFA) && (TW.TIERW.BIT.IMIEA)){
        TW.TSRW.BIT.IMFA = 0;

    #if __Corrects_baud_rate == __ON
    
```

```

        if(in_status.BIT.brr == 0){
#endif

        if(TW.TIOR0.BIT.IOA0){
            TW.TIOR0.BIT.IOA0 = 0;
            ex_counter.LONG = (unsigned long)TW.GRA;
            TW.GRB = TW.GRA;
            if((TW.TSRW.BIT.OVF) && (ex_counter.WORD.l < 0x00FF)){
                TW.TSRW.BIT.OVF = 0;
            }
        }else{
            w = ex_counter.WORD.l;
            ex_counter.WORD.l = TW.GRA;
            if((TW.TSRW.BIT.OVF) && (ex_counter.WORD.l < 0x00FF)){
                ex_counter.WORD.h += 1;
                TW.TSRW.BIT.OVF = 0;
            }
            ex_counter.LONG -= w;
            if(ex_counter.LONG >= t_11){

#if __Corrects_baud_rate == __ON
                if(LIN_control.BIT.CBR){
                    in_status.BIT.brr = 1;
                    LIN_control.BIT.CBR = 0;
                    counter = 4;
                }else{
#endif

                    SCI3.SSR.BYTE &= 0x84;

#if __RESPONSE == __ON
                    SCI3.SCR3.BYTE = 0x70;
#elif __RESPONSE == __OFF
                    SCI3.SCR3.BYTE = 0x50;
#endif

                    TW.TIERW.BIT.IMIEA = 0;

#if __Corrects_baud_rate == __ON
                }
#endif

#if __T_WAKEUP == __ON
                    in_status.BIT.wu = 0;
                    TW.TIERW.BIT.IMIEC = 0;
#endif

                }
                TW.TIOR0.BIT.IOA0 = 1;
            }
        }

#if __Corrects_baud_rate == __ON
    }else{
        if(counter){

```

```

        if(counter == 4){
            ex_counter.LONG    =    (unsigned long)TW.GRA;
            SCI3.SCR3.BYTE    =    0;
            SCI3.SMR.BYTE    =    0;
            if((TW.TSRW.BIT.OVF) && (ex_counter.WORD.l < 0x00FF)){
                TW.TSRW.BIT.OVF    =    0;
            }
        }
        counter    -=    1;
    }else{
        TW.TIERW.BYTE    =    0xF4;
        w    =    ex_counter.WORD.l;
        ex_counter.WORD.l    =    TW.GRA;
        if((TW.TSRW.BIT.OVF) && (ex_counter.WORD.l < 0x00FF)){
            ex_counter.WORD.h    +=    1;
            TW.TSRW.BIT.OVF    =    0;
        }
        t_1    =    (ex_counter.LONG    -    w)    >>    3;
        for(N    =    ((t_1 + 2) >> 2); N > 0x0100; N >= 2){
            SCI3.SMR.BIT.CKS    +=    1;
        }
        SCI3.BRR    =    N    -    1;
        TW.GRC    =    (TW.TCNT    +    t_1);
        TW.TSRW.BYTE    &=    0xF0;
        ex_counter.WORD.h    =    0;
        in_status.BIT.sync_field    =    1;
        t_11    =    t_1    *    11;
    }
}
#endif

    }else if((TW.TSRW.BIT.IMFC) && (TW.TIERW.BIT.IMIEC)){
        TW.TSRW.BIT.IMFC    =    0;
        if(in_status.BIT.sci){
            SCI3.SSR.BYTE    &=    0x84;
            SCI3.SCR3.BIT.TE    =    1;

#if    __T_WAKEUP    ==    __ON
            if(in_status.BIT.wu == 1){
                TW.GRC    =    TW.TCNT    +    t_128.WORD.l;
                SCI3.TDR    =    0x80;
                in_status.BIT.wu    +=    1;
            }else{
#endif

                TW.TIERW.BIT.IMIEC    =    0;

#if    __T_WAKEUP    ==    __ON
            }
#endif

            in_status.BIT.sci    =    0;
#if    __Corrects_baud_rate    ==    __ON
        }else if(in_status.BIT.brr){

```

```

        SCI3.SSR.BYTE    &=    0x84;

#if    ((__RESPONSE == __ON) || (__T_WAKEUP == __ON))
        SCI3.SCR3.BYTE    =    0x70;
#else
        SCI3.SCR3.BYTE    =    0x50;
#endif

        TW.TIERW.BIT.IMIEC    =    0;
#endif

#if    __T_WAKEUP == __ON
    }else if((in_status.BIT.wu == 2) && (ex_counter.WORD.h >= t_128.WORD.h)){
        SCI3.TDR    =    0x80;
        ex_counter.WORD.h    =    0;
        TW.GRC    =    TW.TCNT    +    t_128.WORD.l;
        in_status.BIT.wu    +=    1;
    }else if((in_status.BIT.wu == 3) && (ex_counter.WORD.h >= t_128.WORD.h)){
        SCI3.TDR    =    0x80;
        ex_counter.WORD.h    =    0;
        TW.TIERW.BIT.IMIEC    =    0;
#endif

    }
    }else if((TW.TSRW.BIT.IMFB) && (TW.TIERW.BIT.IMIEB)){
        TW.TSRW.BIT.IMFB    =    0;
        if(ex_counter.WORD.h >= flame_max){
            LIN_status.BIT.SNRE    =    1;
            LIN_Sflag_init();
            LIN_break_reception_PR();
            LIN_error();
        }
    }else if((TW.TSRW.BIT.OVF) && (TW.TIERW.BIT.OVIE)){
        TW.TSRW.BIT.OVF    =    0;
        ex_counter.WORD.h    +=    1;
        if((ex_counter.LONG > t_25k)){
            LIN_status.BIT.NBA    =    1;
            LIN_Sflag_init();
            LIN_break_reception_PR();
            LIN_error();
        }
#endif

#if    __T_WAKEUP == __ON
    }else if((ex_counter.LONG >= t_15k) && (in_status.BIT.wu == 3)){
        in_status.BIT.wu = 0;
        LIN_status.BIT.TOA3B    =    1;
        LIN_error();
#endif

#endif

    }
}
}
}

```

2.6.13 SCI3 Interrupt Function

This function processes the SCI3 error detection and reception interrupts.

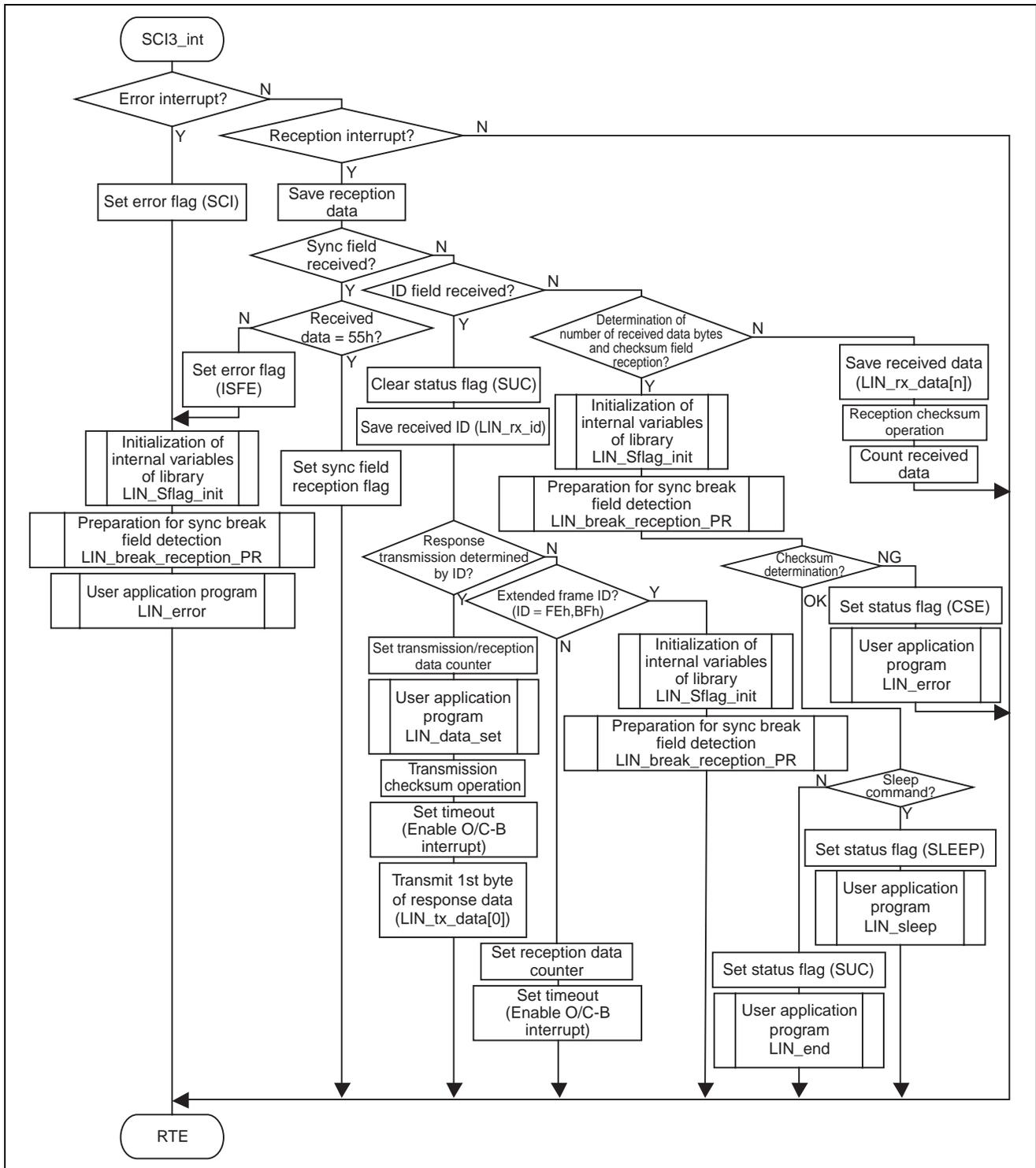


Figure 23 Flowchart of the SCI3 Interrupt Function

```

#pragma interrupt(SCI3_int)
void SCI3_int(void){
    unsigned char buff,nmbr,nm,id,dlc;

    if(SCI3.SSR.BYTE & 0x38){
        LIN_status.BIT.SCI = 1;
        LIN_Sflag_init();
        LIN_break_reception_PR();
        LIN_error();
    }else if(SCI3.SSR.BIT.RDRF){
        buff = SCI3.RDR;
        if(in_status.BIT.sync_field){
            if(counter){
                nm = counter & 0x0F;
                nmbr = (counter >> 4) - nm;
                if(nm){
                    LIN_rx_data[nmbr] = buff;
                    r_checksum.WORD += (unsigned short)LIN_rx_data[nmbr];
                    r_checksum.BYTE.data += r_checksum.BYTE.carry;
                    r_checksum.BYTE.carry = 0;
                    counter -= 1;
                }

                #if __RESPONSE == __ON
                if(in_status.BIT.r_id){
                    if(nm - 1){
                        buff = LIN_tx_data[(nmbr + 1)];
                        SCI3.TDR = buff;
                        t_checksum.WORD += buff;
                        t_checksum.BYTE.data += t_checksum.BYTE.carry;
                        t_checksum.BYTE.carry = 0;
                    }else{
                        t_checksum.BYTE.data = ~(t_checksum.BYTE.data);
                        SCI3.TDR = t_checksum.BYTE.data;
                        in_status.BIT.r_id = 0;
                    }
                }
            #endif

            }else{
                LIN_Sflag_init();
                LIN_break_reception_PR();
                if((r_checksum.BYTE.data ^ buff) != 0xFF){
                    LIN_status.BIT.CSE = 1;
                    LIN_error();
                }else{
                    if((LIN_rx_id == 0x3C) && (LIN_rx_data[0] == 0)){
                        LIN_status.BIT.SLEEP = 1;
                        LIN_sleep();
                    }else{
                        LIN_status.BIT.SUC = 1;
                        LIN_end();
                    }
                }
            }
        }
    }
}

```

```

    }else{
        in_status.BYTE    &=    0x40;
        LIN_status.BIT.SUC    =    0;
        LIN_rx_id    =    buff;
        switch(LIN_rx_id){
#if    __Res2byte_ID    ==    __ON
#ifdef    __ID00
                case    __ID00:

#endif
#ifdef    __ID01
                case    __ID01:

#endif
#ifdef    __ID02
                case    __ID02:

#endif
#ifdef    __ID03
                case    __ID03:

#endif
#ifdef    __ID04
                case    __ID04:

#endif
#ifdef    __ID05
                case    __ID05:

#endif
#ifdef    __ID06
                case    __ID06:

#endif
#ifdef    __ID07
                case    __ID07:

#endif
#ifdef    __ID08
                case    __ID08:

#endif
#ifdef    __ID09
                case    __ID09:

#endif
#ifdef    __ID0a
                case    __ID0a:

#endif
#ifdef    __ID0b
                case    __ID0b:

#endif
#ifdef    __ID0c
                case    __ID0c:

#endif
#ifdef    __ID0d
                case    __ID0d:

#endif
#ifdef    __ID0e
                case    __ID0e:

#endif
#ifdef    __ID0f
                case    __ID0f:

#endif
#endif

```

```

__ID10
case __ID10:
__ID11
case __ID11:
__ID12
case __ID12:
__ID13
case __ID13:
__ID14
case __ID14:
__ID15
case __ID15:
__ID16
case __ID16:
__ID17
case __ID17:
__ID18
case __ID18:
__ID19
case __ID19:
__ID1a
case __ID1a:
__ID1b
case __ID1b:
__ID1c
case __ID1c:
__ID1d
case __ID1d:
__ID1e
case __ID1e:
__ID1f
case __ID1f:

counter      =      0x22;
in_status.BIT.r_id      =      1;
r_checksum.WORD      =      0;
LIN_data_set();
buff      =      LIN_tx_data[0];
t_checksum.WORD      =      (unsigned short)buff;

```

```

TW.GRB += flame_max_2.WORD.l;
flame_max = flame_max_2.WORD.h;
TW.TSRW.BIT.IMFB = 0;
TW.TIERW.BIT.IMIEB = 1;
SCI3.TDR = buff;
break;

#endif
#if __Res4byte_ID == __ON
#ifdef __ID20
        case __ID20:

#endif
#ifdef __ID21
        case __ID21:

#endif
#ifdef __ID22
        case __ID22:

#endif
#ifdef __ID23
        case __ID23:

#endif
#ifdef __ID24
        case __ID24:

#endif
#ifdef __ID25
        case __ID25:

#endif
#ifdef __ID26
        case __ID26:

#endif
#ifdef __ID27
        case __ID27:

#endif
#ifdef __ID28
        case __ID28:

#endif
#ifdef __ID29
        case __ID29:

#endif
#ifdef __ID2a
        case __ID2a:

#endif
#ifdef __ID2b
        case __ID2b:

#endif
#ifdef __ID2c
        case __ID2c:

#endif
#ifdef __ID2d
        case __ID2d:

#endif
#ifdef __ID2e
        case __ID2e:

#endif
#ifdef __ID2f

```

```

        case    __ID2f:

#endif
        counter    =    0x44;
        in_status.BIT.r_id    =    1;
        r_checksum.WORD    =    0;
        LIN_data_set();
        buff    =    LIN_tx_data[0];
        t_checksum.WORD    =    (unsigned short)buff;
        TW.GRB    +=    flame_max_4.WORD.l;
        flame_max    =    flame_max_4.WORD.h;
        TW.TSRW.BIT.IMFB    =    0;
        TW.TIERW.BIT.IMIEB    =    1;
        SCI3.TDR    =    buff;
        break;

#endif
#if    __Res8byte_ID    ==    __ON
#ifdef    __ID30
        case    __ID30:

#endif
#ifdef    __ID31
        case    __ID31:

#endif
#ifdef    __ID32
        case    __ID32:

#endif
#ifdef    __ID33
        case    __ID33:

#endif
#ifdef    __ID34
        case    __ID34:

#endif
#ifdef    __ID35
        case    __ID35:

#endif
#ifdef    __ID36
        case    __ID36:

#endif
#ifdef    __ID37
        case    __ID37:

#endif
#ifdef    __ID38
        case    __ID38:

#endif
#ifdef    __ID39
        case    __ID39:

#endif
#ifdef    __ID3a
        case    __ID3a:

#endif
#ifdef    __ID3b
        case    __ID3b:

#endif
#ifdef    __ID3d
        case    __ID3d:

```

```

#endif

        counter      =    0x88;
        in_status.BIT.r_id    =    1;
        r_checksum.WORD    =    0;
        LIN_data_set();
        buff      =    LIN_tx_data[0];
        t_checksum.WORD    =    (unsigned short)buff;
        TW.GRB    +=    flame_max_8.WORD.l;
        flame_max    =    flame_max_8.WORD.h;
        TW.TSRW.BIT.IMFB    =    0;
        TW.TIERW.BIT.IMIEB    =    1;
        SCI3.TDR    =    buff;
        break;

#endif
/*
    case    0x3C:
        counter      =    0x88;
        r_checksum.WORD    =    0;
        TW.GRB    +=    flame_max_8.WORD.l;
        flame_max    =    flame_max_8.WORD.h;
        TW.TSRW.BIT.IMFB    =    0;
        TW.TIERW.BIT.IMIEB    =    1;
        break;

*/

    case    0xFE:
    case    0xBF:
        LIN_Sflag_init();
        LIN_break_reception_PR();
        break;
    default :
        dlc    =    buff    &    0x30;
        if(dlc == 0x20){
            counter    =    0x44;
            TW.GRB    +=    flame_max_4.WORD.l;
            flame_max    =    flame_max_4.WORD.h;
        }else if(dlc == 0x30){
            counter    =    0x88;
            TW.GRB    +=    flame_max_8.WORD.l;
            flame_max    =    flame_max_8.WORD.h;
        }else{
            counter    =    0x22;
            TW.GRB    +=    flame_max_2.WORD.l;
            flame_max    =    flame_max_2.WORD.h;
        }
        r_checksum.WORD = 0;
        TW.TSRW.BIT.IMFB    =    0;
        TW.TIERW.BIT.IMIEB    =    1;
        break;
    }
}
}
}else if(SCI3.RDR == 0x55){
    in_status.BIT.sync_field    =    1;
}else{
    LIN_status.BIT.ISFE    =    1;
    LIN_Sflag_init();

```

```
        LIN_break_reception_PR();  
        LIN_error();  
    }  
}  
}
```

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