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M16C/26

Using Timer A in One-Shot Mode

1.0 Abstract

One-shot timers are commonly found in designs, as they are useful for debouncing switches, "cleaning" up sensor inputs, etc. Timer A on the M16C/26 can be configured as one-shots, reducing the need for external components. These one-shots have advantages over their hardware counterparts as they are not susceptible to RC drift, and the pulse widths can be varied under program control allowing for new applications such as fuel injection control and ignition control. The following article describes how to configure the M16C/26 timer A as one-shots, referred to as One-Shot Mode.

2.0 Introduction

The Renesas M30262 is a 16-bit MCU based on the M16C/60 series CPU core. The MCU features include up to 64K bytes of Flash ROM, 2K bytes of RAM, and 4K bytes of Virtual EEPROM. The peripheral set includes 10-bit A/D, UARTS, Timers, DMA, and GPIO. The MCU has eight timers that consists of five Timer A's and three Timer B's. Only the five timer A's can operate in 'One-Shot Mode'.

Timer A also has the following additional modes of operation:

- Timer Mode
- PWM Mode
- Event Count Mode

Figure 1 shows the timer A block diagram. The remainder of this document will focus on how to setup timer A in One-Shot mode with an external trigger.





Figure 1 Block Diagram of Timer A

3.0 One-Shot Mode Description

In One-Shot Mode, an event (internal or external trigger) causes the TAiout output pin to go high. The TAi register counts down using the selected clock source until the counter underflows (0000 to FFFFh). At this point, the TAiout pin goes low and the contents of the reload register are copied into the TAi register. At the same time, the timer interrupt request bit is set and an interrupt is generated if the timer interrupt priority level is set above the current CPU priority level (if the I flag in the CPU flag registers is cleared, the interrupt will not be serviced until the flag is set). If at any time during countdown the count start flag is cleared, counting is suspended until set. The one-shot timers can be triggered internally with the one-shot start flag or another timer output; or, externally by a signal on the Taiin pin. Examples are shown in Figure 2 and Figure 3.





Figure 2 Operation timing of one-shot mode



Figure 3 Operation timing of one-shot mode, external trigger selected



4.0 Configuring One-shot Mode

The steps to configure timer A for One-Shot Mode are shown below.

- 1. Load the TAi register (which also loads the reload register) with the count source
 - Load the timer mode register, TAiMR
 - Select One-shot Mode: bits TMOD0 = 0, TMOD1 = 1.
 - Set the MR0 bit = 1 for output on the TAiOUT pin, clear for no output.
 - Clear the MR1 bit for a falling edge external trigger on the TAiIN pin, or set it for rising edge.
 - Clear the MR2 bit to use the 'count start flag' as a trigger, or set it for external trigger.
 - Clear the MR3 bit One-Shot Mode.
 - Select the clock source (f1, f/8, f/32, or fc/32): bits TCK0, TCK1register'.
- 2. Set the timer 'interrupt priority level', TAIIC (to zero if interrupts are not required).
- 3. Enabled interrupts if required (CPU I flag set).
- 4. Set the 'start count' flag bit, TAiS in the 'count start flag' register, TABSR.
- 5. Set the one-shot start flag bit, TAiOS in the 'one-shot start flag register', ONSF. Note if the one-shot start flag is selected as the trigger, the TAiOUT pin will immediately go high.

For the most part, the above order is not important, but an initial value should be loaded in the TAi register before the 'start count' flag is set. In addition, the priority level should not be modified when there is a chance of an interrupt occurring. Figure 4 to Figure 8 show the register for configuring the timers in 'One-Shot mode'.

| Timer Ai register (No | ote 1) | | | | |
|------------------------|--|--|------|--|--|
| (b15) (b8) b7 b8 b7 | Symbol Address TA0 038716,038616 TA1 038916,038816 TA2 038B16,038A16 TA3 038D16,038C16 TA4 038F16,038E16 Function | When reset Indeterminate Indeterminate Indeterminate Indeterminate Values that can be set | RW | | |
| | T dheabh | values that call be set | 1.14 | | |
| | Timer mode Counts an internal count source | 000016 to FFFF16 | 00 | | |
| | Event counter mode Counts pulses from an external source or timer overflow | 000016 to FFFF16 | 00 | | |
| | · One-shot timer mode Counts a one shot width | 000016 to FFFF16 (Note 2,6) | ×o | | |
| | Pulse width modulation mode (16-bit PWM) Functions as a 16-bit pulse width modulator | 000016 to FFFE16 (Note 3,4,6) | ×o | | |
| | Pulse width modulation mode (8-bit PWM) Timer low-order address functions as an 8-bit prescaler and high-order address functions as an 8-bit pulse width modulator | 0016 to FE16 (High-order address) 0016 to FF16 (Low-order address) (Note 3,5,6) | хo | | |
| | Note 1: Read and write data in 16-bit units. Note 2: When the timer Ai register is set to 000016, the counter does operate and the timer Ai interrupt request is not generated. Wh the pulse is set to output, the pulse does not output from the T. pin. Note 3: When the timer Ai register is set to 000016, the pulse width modulator does not operate and the output level of the TAiOUT remains L level, therefore the timer Ai interrupt request is not generated. This also occurs in the 8-bit pulse width modulator | | | | |
| | when the significant 8 high-order bits in the ti to 0016. Note 4: When the set value =n, PWM period and "H" | mer Ai register are | set | | |
| | as follows: PWM perild: (2 ¹⁶ - 1)/ fi, "H" width of PWM Note 5: When the set value of upper-address=n and PWM period and "H" width of PWM pule are PWM perild: (2 ⁸ - 1)x(m+1)/ fi, "H" width of | pulse: n / fi lower-address=m, as follows: | | | |
| | Note 6: Use MOV instruction to write to this register. | | | | |

Figure 4 Timer A-related registers



| Timer Ai mode regis | ter | | | |
|---|-------------------|---|---|----|
| b7 b6 b5 b4 b3 b2 b1 b0 0 1 0 1 0 | Symbol TAiMR(i | ool Address When reset R(i = 0 to 4) 039616 to 039A16 0016 | | |
| | Bit symbol | Bit name | Function | RW |
| | TMOD0 | Operation mode select bit | 1 0 : One-shot timer mode | 00 |
| | TMOD1 | | 10: One-snottimer mode | 00 |
| · · · · · · · · · · · · · · · · · · · | MR0 | Pulse output function select bit | 0 : Pulse is not output (ΤΑ_iουτ pin is a normal port pin) 1 : Pulse is output (Note 1) (ΤΑiουτ pin is a pulse output pin) | 00 |
| | MR1 | External trigger select bit (Note 2) | 0 : Falling edge of TAin pin's input signal (Note 3) 1 : Rising edge of TAin pin's input signal (Note 3) | 00 |
| | MR2 | Trigger select bit | O ne-shot start flag is valid 1 : Selected by event/trigger select bits | 00 |
| | MR3 | 0 (Must always be 0 in o | ne-shot timer mode) | 00 |
| L | ТСК0 | Count source select bit | ыты: ОО:f1 О1:f8 | 00 |
| L | TCK1 | | 1 0 : f32 1 1 : fC32 | 00 |
| Note 1: The settings of the corresponding port register and port direction register are invalid. Note 2: Valid only when the TAin pin is selected by the event/trigger select bit (addresses 038216 and 038316). If timer overflow is selected, this bit can be 1 or 0. | | | | |
| Note 3: Set the corresponding port direction register to 0. | | | | |

Figure 5 Timer Ai mode register in One-Shot timer mode

| Count start flag | | | | |
|-------------------------|-----------------|---------------------------|---|----|
| b7 b6 b5 b4 b3 b2 b1 b0 | Symbol TABSR | Address 038016 | When reset 0016 | |
| | Bit symbol | Bit name | Function | RW |
| | TA0S | Timer A0 count start flag | 0 : Stops counting 1 : Starts counting | 00 |
| | TA1S | Timer A1 count start flag | | 00 |
| | TA2S | Timer A2 count start flag | 1 | 00 |
| | TA3S | Timer A3 count start flag | 1 | 00 |
| | TA4S | Timer A4 count start flag | 1 | 00 |
| | TB0S | Timer B0 count start flag | 1 | 00 |
| | TB1S | Timer B1 count start flag | 1 | 00 |
| L | TB2S | Timer B2 count start flag | 1 | 00 |

Figure 6 Count start flag register

RENESAS



Figure 7 Interrupt control register

| One-shot start flag | Symbo ONSF | ol Address 038216 | When reset 0016 | |
|---|---------------|--|--|----|
| | Bit symbol | Bit name Timer A0 one-shot start flag | Function | RW |
| | TAIOS | Timer A1 one-shot start flag | 1 : Timer start When read, the value is 0 | 00 |
| | TA2OS | Timer A2 one-shot start flag |] | 00 |
| | TA3OS | Timer A3 one-shot start flag | | 00 |
| | TA4OS | Timer A4 one-shot start flag | | 00 |
| | Reserved | bit | Must always be set to 0 | 00 |
| L | TA0TGL | Timer A0 event/trigger select bit | ס דאס 0 0 : Input on TAOוא is selected (Note) 0 1 : TB2 overflow is selected | 00 |
| | TAOTGH | | 1 0 : TA4 overflow is selected 1 1 : TA1 overflow is selected | 00 |
| Note: Set the corresponding port direction register to 0. | | | | |

Figure 8 One-Shot control register



5.0 Reference

Renesas Technology Corporation Semiconductor Home Page

http://www.renesas.com

E-mail Support

support_apl@renesas.com

Data Sheets

• M16C/26 datasheet, M30262eds.pdf

User's Manual

- KNC30 Users Manual, KNC30UE.PDF
- M16C/60 and M16C/20 C Language Programming Manual, 6020EC.PDF
- Application Note: Writing interrupt handlers in C for the M16C
- MSV30262-SKP or MSV-Mini26-SKP Quick start guide
- MSV30262-SKP or MSV-Mini26-SKP Users Manual
- MDECE30262 or MSV-Mini26-SKP Schematic

6.0 Software Code

A sample program written in C and compiled using the KNC30 compiler is shown below to illustrate how to set up One-Shot Mode on timer A0. It generates a 1ms pulse on TAiOUT, triggered by a rising edge on TA0in. The program was tested with 0.5ms pulses, at 250Hz on TA0in. This program runs on the MSV30262 Starter Kit Board.

To get familiar with One-Shot Mode, try changing the pulse width, the clock source or even switch to a different timer (e.g. TA1, etc.).



* All timing based on 20 Mhz Xtal * Copyright 2003 Renesas Technology America, Inc. All Rights Reserved. *_____ \$Log:\$ *_____* #include "sfr26.h" #define TIME CONFIG 0x1e /* 00011110 value to load into timer mode register ||||||||_ TMOD0, TMOD1: ONE-SHOT MODE SELECTED

 Image: TCK0,TCK1: F DIVIDED BY 1 SELECTED */ #define CNTR IPL 0x00 // TA0 interrupt priority level //prototypes void init(void); Name: main() Parameters: none Returns: nothing Description: initializes variables, then does nothing. void main (void) { init(); while (1); //one shot is now free running } Name: initial() Parameters: none Returns: nothing Description: Timer TA0 setup for one-shot mode void init() { ta0 = 20000; // 20000 divided by 20meg xtal, -> 1msec pulse width.



/* the following procedure for writing an Interrupt Priority Level follows
 that as described in the M16C data sheets under 'Interrupts' */

```
_asm (" fclr i") ; //turn off interrupts before modifying IPL
taOic &= CNTR_IPL; // use read-modify-write instruction to write IPL
taOmr = TIME_CONFIG;
_asm (" fset i");
taOs = 1; // start count bit
taOos = 1; // start one-shot bit
}
```

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