

# Using the Universal Asynchronous Receiver Transmitter (UART) eTPU Function

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This application note is intended to provide simple C interface functions to the eTPU Universal Asynchronous Receiver Transmitter (UART) function. The functions are usable on any product which contains an eTPU module. Example code is available for the MPC5554 and MCF5235 devices. This application note should be read in conjunction with application note AN2864, “General C Functions for the eTPU.”

## 1 Function Overview

The UART function uses two eTPU channels to provide a 3-wire (TxD, RxD, and GND) asynchronous serial interface. It can be used to add serial capability to a device without a serial port, or to add additional serial I/O to a device which already has a hardware UART. The function requires no host CPU intervention during data frame transmission or reception. One eTPU channel is configured to function as the serial transmitter (TxD), and another eTPU channel is configured to function as a serial receiver (RxD). The function configures channels in pairs assuming that there is both transmit and receive channels. Both the transmit and receive channels have the same attributes in terms of baud-rate, data-size, parity

### Table of Contents

1	Function Overview .....	1
2	UART Overview .....	2
3	Basic Timing .....	4
4	Using the Function .....	4
4.1	Notes on the Performance and Use of eTPU UART Function .....	5
5	C Level API for eTPU UART Function .....	6
5.1	UART Initialization Function .....	7
5.2	UART Transmit Data Function .....	7
5.3	UART Receive Data Function .....	8
6	Examples of Function Use .....	8
6.1	MPC5500 Example Code .....	8
6.2	MCF523x Example Code .....	9
7	Summary .....	9

etc. However, any channel can be assigned as the transmit channel, and any other channel can be assigned as the receive channel. Standard baud rates and non-standard baud rates, in addition to parity checking can be selected.

The main features of the function are as follows:

- Any channel configurable as either a transmitter or a receiver
- Channels assigned in pairs, in which two channels must be utilized for a fully functional UART, containing both a transmitter and a receiver
- Programmable baud rate period over a 23-bit range of TCR1 counts
- Variable data word size from 1 to 23 bits
- Programmable parity
- Double buffered data, both transmitter and receiver contain a shift register, and a data register
- A transmitter channel sets the channel interrupt status (CIS) flag and the data transfer request status (DTRS) flag to indicate when data has been transferred from the data register to the shift register, indicating that the data register is available to receive new data to be transmitted.
- A receiver channel sets the channel interrupt status (CIS) flag and the data transfer request status (DTRS) flag to indicate when data has been transferred from the receive shift register to the receive data register, indicating new receive data is available to be read by the host.
- Supports back-to-back transfers. If data is available in time, the transmitter does not generate an idle signal, but transmits exactly 1 stop bit, followed by the start bit for the next data word.
- Auto baud rate detection and hardware flow control (Xon, Xoff) are not supported.
- The hardware handshake signals CTS and RTS are not available. However the CIS/ DTRS flags in channels configured to transmit and receive can be used to emulate that functionality.

## 2 UART Overview

A UART consists of a transmitter, which transmits serial data via a transmit data (TxD) pin, and a receiver, which receives serial data via a receive data (RxD) pin. Both transmitter and receiver utilize a shift register that performs parallel-to-serial and serial-to-parallel conversion. Although a UART interface normally contains both the transmitter and receiver, implementing a full-duplex UART with the eTPU requires independent transmitter and receiver channels. This is because each eTPU channel controls only one pin (a channel can be either a transmitter or a receiver, but not both at the same time). There is no restriction on which channels can be used to transmit and which channels can be used to receive.

The UART protocol allows selection of a parity bit to detect simple transmission errors. Parity can be generated and checked in two different ways: odd and even parity. All parity types are supported with the UART function.

The UART protocol is not fixed to a specific number of bits per one data word. Although 8-bit words are normally used, some applications use 7-bit, 9-bit, or more bits per data word. The UART function can use data word lengths from 1 to 23 bits. The protocol requires 1 start bit (a high-to-low transition with the low time lasting 1 bit time) and one stop bit (a low-to-high transition with the high time lasting one bit time) to frame the data.

The UART function is double buffered. Both the transmitter and receiver contain a shift register and a data register. The host CPU can write new data to the transmit data register while data is being transmitted and can read data from the receive data register while data is being received.

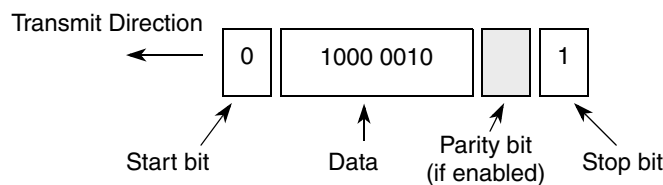
The UART transmitter sets the channel interrupt status flag and the data transfer request status flag to indicate when data has been transferred from the transmit data register to the transmit shift register. The setting of the transmit CIS flag and the DTRTS indicates that the transmit data register is available to accept new data. If the interrupt status flag will be used in a polling environment, the CIS flag should be cleared before new data is written to the transmitter. Likewise, if a DMA channel is used to service the UART channel, the DTRTS flag should be cleared by the DMA channel descriptor. When data is written to the transmit data register, the msb of the 24-bit transmit data register must be written as zero. This is a handshake signal to the eTPU UART function, indicating that new transmit data to be serially shifted out has been written.

Likewise, the UART receiver sets the CIS and DTRTS flags to indicate the arrival of new data. The CIS and DTRTS flags are set when data has been transferred from the receive shift register to the receive data register. If the interrupt status flag will be used in a polling environment, the receive CIS flag should be cleared after reading the received data. If a DMA channel is used to service the UART channel, the DTRTS flag should be cleared by the DMA channel descriptor. The detection of new received data, reading the data, and clearing the receive CIS flag and DTRTS flag must complete before subsequent data is received to avoid missing data or possibly reading the same data twice. Likewise, any error condition associated with each received data word must be examined or saved before a subsequent data word is received, or that error condition will be lost.

The UART function can perform back-to-back transfers. If data is available in time, the transmitter does not generate an idle line signal, but transmits exactly 1 stop bit followed by the start bit for the next data frame. An idle line condition only occurs if the transmit data register is empty after the transmit data has been serially shifted out. The length of a transmit idle line condition is always a multiple of a bit time. The receiver can handle any length of idle line.

Every data word begins with 1 start bit, which is always a logic zero. Following the start bit, a specified number of data bits are transmitted least significant bit first; then, if parity is enabled, a parity bit is generated and transmitted. The end of the data word is marked by 1 stop bit, which is always a logic one. An idle line consists of successive stop bits, which means that the line is at logic level one while idle.

For example, the ASCII character “A” (represented as 8-bits, hexadecimal 0x41) is always transmitted as shown below in [Figure 1](#) Note that the data is transmitted lsb first.



**Figure 1. Example UART Transfer**

See [Figure 2](#) for more details.

**NOTE**

The timing diagram shows that data 0x41 is serially shifted out lsb first)

## Basic Timing

This application note uses the term “bit time” to refer to the time required to transmit or receive one bit of data. Bit time is determined by baud rate, using the formula:

$$\text{Bit Time} = 1/\text{Baud Rate}$$

The receiver detects a data word by sensing the falling edge (high to low transition) of the start bit. Since the UART function always treats the first falling edge after the initialization service request as a valid start bit, a receiver must be enabled only when the line is idle. A received bit is sampled only once, approximately halfway through the bit time. Receiver synchronization occurs every start bit.

## 3 Basic Timing

The format of the Tx and Rx data words as well as the timing of the serial data is shown in [Figure 2](#). Any data written to the Tx data register must set the msb bit to zero. This indicates to the UART function that new data is available to be serially shifted out. All received data is right justified via the API receive data function, `fs_etpu_uart_read_receive_data()`. The transmit data is always framed by 1 start bit (1 bit time low) and 1 stop bit (1 bit time high). The data is always serially shifted out with the lsb first. After all data has been transmitted, a parity bit is optionally shifted out, depending on whether parity was enabled. Data size is limited to 23 bits. This means that with the maximum data size and parity enabled, the longest data frame is 26 bits, including one start, and one stop bit. Since the data is limited to 23 bits, the msb of the receive data register will always read as 0.

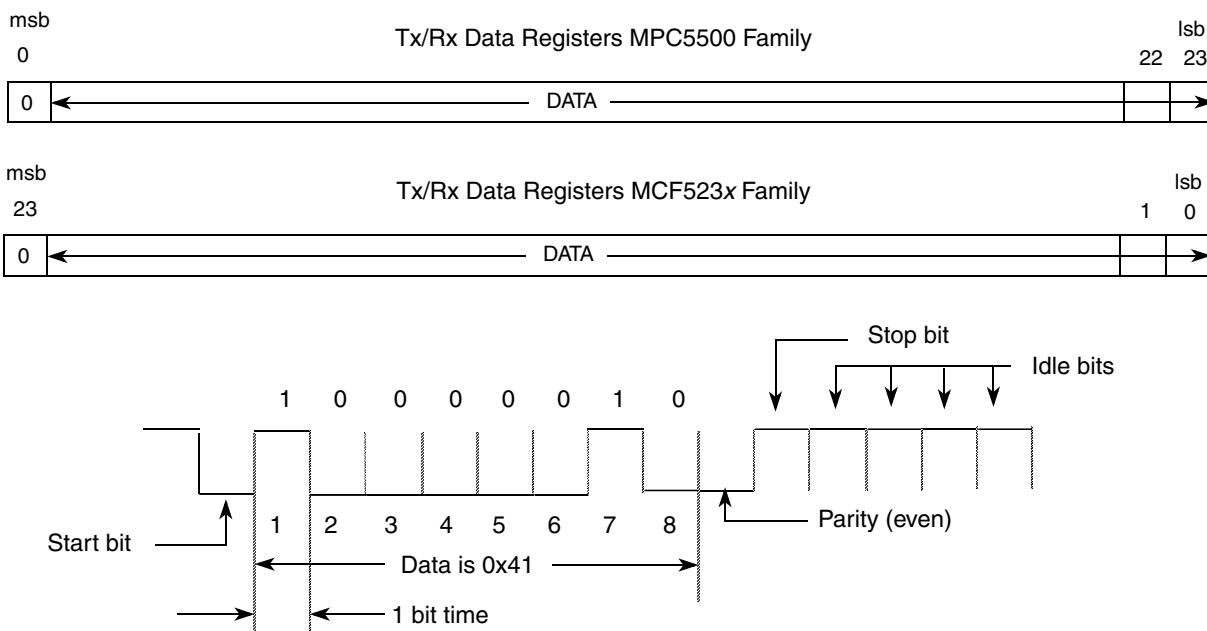


Figure 2. Data Register Organization and Basic Timing

## 4 Using the Function

A simple C API is provided to allow customers to use the UART function quickly and easily. The API is defined in [Section 5, “C Level API for eTPU UART Function”](#).

An initialization function call is used to configure the UART function to match the user's requirements. Following initialization the transmit function call should be used to send data, and the receive function used to receive data. The function works in full duplex mode allowing independent sending and sampling of data. The transmit function and receive function will use the same UART parameters defined during initialization. In general, the initialization function has been defined assuming a Tx and Rx pair, where both the transmitter and receiver have the same baud-rate, data size, and parity.

Figure 3 and Table 1 show one possible arrangement.

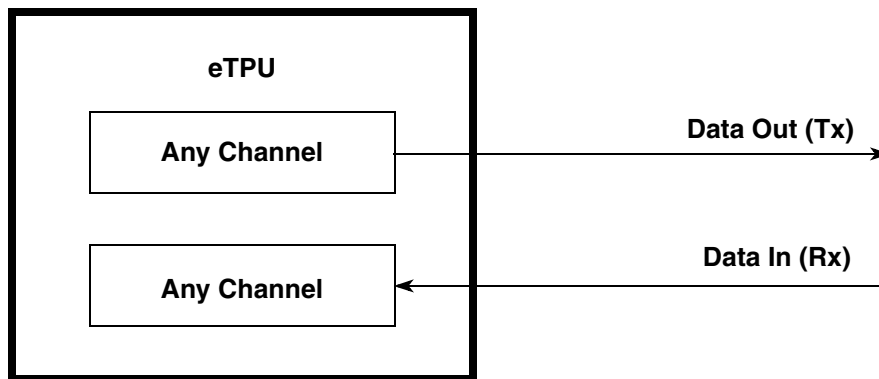


Figure 3. Function Assignment and Channel Number

Table 1. Function Assignment and Channel Number

Pin Function	Channel Number
Data Out (Tx)	Any Channel
Data In (Rx)	Any Channel

When data is transferred from the transmit data register to the transmit shift register, the transmit channel will assert an interrupt and a DMA request. Likewise, when data is moved from the receive shift register to the receive data register, the receive channel will assert an interrupt and a DMA request. The DMA request signal for a given channel may not be connected, depending on the specific integration of the eTPU block on the microcontroller. The programmer can use either the interrupt DMA request, depending upon the specific integration configuration.

## 4.1 Notes on the Performance and Use of eTPU UART Function

### 4.1.1 Performance

Like all eTPU functions, UART function performance in an application is dependent on the service time (latency) of other active eTPU channels. This is due to the operational nature of the eTPU scheduler.

When a single UART function is in use and no other eTPU channels are active, the minimum time to both send and receive a single bit of data is 84 eTPU clocks. This is due to the time taken for the eTPU engine

to execute the code, and schedule the event(s) required by the UART function. If the time requested between bit times is less than this minimum, the UART function will not transmit and receives data correctly. When more eTPU channels are active, performance decreases, as the eTPU engine can only service one channel at a time. However, worst-case latency in any eTPU application can be closely estimated. To analyze the performance of an application that appears to approach the limits of the eTPU, use the guidelines given in the *eTPU Reference Manual* (ETPURM) and the information provided in the eTPU UART software release available from Freescale.

The performance of the UART is calculated assuming one transmit and receive channel pair are operating and no other TPU channels are operating:

- For the MPC5554 with a system frequency of 132 MHz, the maximum baud rate using TCR1 with a `timebase_freq` of 66 Mhz is 1.45M baud.
- For the MCF5235 with a core frequency of 150 MHz, the maximum baud rate using TCR1 with a `timebase_freq` of 37.5 Mhz is 830K baud.

Maximum baud-rate is influenced by compiler efficiency. The above numbers are given for guidance only and are subject to change. For up to date information, refer to the information provided in the eTPU UART software release available from Freescale.

## 5 C Level API for eTPU UART Function

The following functions provide easy access for the application developer into the eTPU UART function. Use of these functions eliminates the need to directly control the eTPU registers. The API consists of three functions. These functions can be found in `etpu_uart.h` and `etpu_uart.c` and are available from Freescale. In addition, the eTPU compiler generates a file called `etpu_UART_auto.h`. This file contains information relating to the eTPU UART function, including details of how the SDM (shared data memory) is organized and definitions for the various API interface information.

Unless otherwise stated, the function parameter macros are defined in `etpu_uart_auto.h`.

### UART Initialization

```
int32_t fs_etpu_uart_init (uint8_t tx_channel, uint8_t rx_channel,
                          uint8_t priority, uint32_t baud_rate,
                          uint8_t bits_per_data_word, uint8_t parity,
                          uint32_t timebase_freq);
```

### UART Transmit Data

```
void fs_etpu_uart_write_transmit_data (uint8_t tx_channel,
                                       uint32_t transmit_data);
```

### UART Receive Data

```
int32_t fs_etpu_uart_read_receive_data (uint8_t rx_channel,
                                         uint8_t *rx_error);
```

## 5.1 UART Initialization Function

This function is used to initialize two eTPU channels for the eTPU UART function. This function dynamically allocates SDM, which occurs if the channel has a zero in its channel parameter base address field. The channel parameter base address field is updated by the API with a non-zero value to point to the SDM allocated to the channel. The `fs_etpu_uart_init` API will not allocate new SDM if the channel has a non-zero value in its channel parameter base address field; this means that the channel has already been assigned. The channel can be reconfigured to transmit/receive data with a different set of transmit/receive parameters by calling the `fs_etpu_uart_init` function again.

This function has seven parameters:

- `tx_channel` - The channel number of the transmitter, 0-31 for ETPU\_A and 64-95 for ETPU\_B.
- `rx_channel` - The channel number of the receiver, 0-31 for ETPU\_A and 64-95 for ETPU\_B.
- `priority` - The priority assigned to the channels. This parameter should be assigned a value of:
  - `FS_ETPU_PRIORITY_HIGH`
  - `FS_ETPU_PRIORITY_MIDDLE`
  - `FS_ETPU_PRIORITY_LOW`
  - `FS_ETPU_PRIORITY_DISABLED`
- `baud_rate` - Baud rate is a measure of the number of times per second a signal in a communications channel varies or makes a transition between states (states being frequencies, voltage levels, or phase angles). One baud is one such change. Thus, a 300-baud modem's signal changes state 300 times each second, while a 600-baud modem's signal changes state 600 times per second.
- `bits_per_data_word` - The number of bits to be transmitted or received in one data word. This `bits_per_data_word` commonly has a value of eight, because most serial protocols use 8-bit data words.
- `parity` - The desired parity. This parameter should be assigned a value of
  - `FS_ETPU_UART_NO_PARITY`
  - `FS_ETPU_UART_ODD_PARITY`
  - `FS_ETPU_UART_EVEN_PARITY`
- `timebase_freq` - The frequency of the TCR1 timebase for a given operating frequency.

## 5.2 UART Transmit Data Function

This function is used only after the UART function has been initialized using the `fs_etpu_uart_init` function. The configuration selected at initialization will be used for data transfers using this function call. This function call is used to transmit data. The data to be transmitted should be right justified.

This function has two parameters:

- `tx_channel` - The channel number of the transmitter, 0-31 for ETPU\_A and 64-95 for ETPU\_B.
- `transmit_data` - This the actual data to be transmitted. Up to 23 bits of data per data word can be transmitted. The msb must be written as a zero before the function is called.

## 5.3 UART Receive Data Function

This function is used only after the UART function has been initialized using the `fs_etpu_uart_init` function. The configuration selected at initialization will be used to receive data using this function call. This function call is used to receive data by returning to the calling routine the data received. The data received is right justified by the API, with the msb always set to zero.

This function has two parameters:

- `rx_channel` - Receiver channel number, 0-31 for ETPU\_A and 64-95 for ETPU\_B.
- `*rx_error` - A pointer to a location to contain an error code for each data word received.

**Table 2. Possible Values at \*rx\_error Pointer Location**

<code>*rx_error</code>	Error type
0x00	No Error
0x80	Parity Error
0x40	Framing Error
0xC0	Parity & Framing Errors

A parity error is detected when the odd/even number of ones in the data does not match the programmed (expected) value. A framing error occurs when the UART function determines that an expected stop bit (which is always high for one bit time) is low. All errors are valid on a per received data word basis.

The function returns the received data right justified.

## 6 Examples of Function Use

Example code showing use of the eTPU UART function is available from Freescale for both the MPC5500 and MCF523x device families.

The following sections describe a simple use of the UART function and how to initialize the eTPU module and assign the eTPU UART function to an eTPU channel. Examples are given for the MPC5500 and MCF523x series devices.

### 6.1 MPC5500 Example Code

The example consists of two files:

```
uart_ppc_example.h
uart_ppc_example.c
```

File `uart_ppc_example.c` contains the `main()` routine. This routine initializes the MPC5554 device for 128 MHz CPU operation and initializes the eTPU according to the information in the `my_etpu_config` struct (stored in `uart_ppc_example.h`). The pins used in this example are configured for eTPU operation, then the UART function is initialized on channels 0 (transmit) and 2 (receive). In order to observe the transmitted data being received, the TxD pin should be shorted to the RxD pin. A character string is serially transmitted and received.



## 6.2 MCF523x Example Code

The example consists of four files:

```
uart_mcf_example.h
uart_mcf_example.c
uart_mcf_example_global_etpu_gct.h
uart_mcf_example_global_etpu_gct.c
```

File `uart_ppc_example.c` contains the `main()` routine. This routine initializes the MCF5235 device for 100 MHz CPU operation and initializes the eTPU according to the information in the `my_etpu_config` struct (stored in `uart_mcf_example_global_etpu_gct.c`). The pins used in this example are configured for eTPU operation, then the UART function is initialized on channels 0 (Tx) and 2 (Rx). In order to observe the transmitted data being received, the TxD pin should be shorted to the RxD pin. A character string is serially transmitted and received.

## 7 Summary

This application note provides the user with a description of the universal asynchronous receiver transmitter (UART) eTPU function and details on its use. The simple C interface for the eTPU UART function that are provided in the API enable easy implementation of the UART function in user applications. The function is targeted for the MPC5500 and MCF53x devices, but they can be used with any device that contains an eTPU.

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