

# **Interfacing TMS320C5000 DSP to MSP430 Mixed Signal Microcontroller**

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## **ABSTRACT**

The TMS320C5000™ family of digital signal processors (DSPs) features Host Port Interface Controllers (HPI) and Direct Memory Access Controllers (DMAC) for efficient data movement without any CPU involvement. The HPI enables the DSP to interface to host processors (typically microcontrollers) bidirectionally with minimal or no external interface logic. This application report presents a hardware interface and a software protocol to communicate between the TMS320VC5402 DSP and the MSP430x33x mixed signal microcontroller. A set of simple arithmetic functions are implemented on the DSP, under the supervision of the microcontroller.

## **Contents**

<b>1</b>	<b>Introduction</b> .....	<b>2</b>
<b>2</b>	<b>Enhanced Host Port Interface (HPI-8)</b> .....	<b>2</b>
<b>3</b>	<b>MSP430 Mixed Signal Microcontroller</b> .....	<b>3</b>
<b>4</b>	<b>Signal Connections</b> .....	<b>3</b>
<b>5</b>	<b>Software Description</b> .....	<b>4</b>
5.1	Host Routine .....	4
5.2	DSP Routines .....	5
<b>6</b>	<b>Summary</b> .....	<b>5</b>
<b>7</b>	<b>References</b> .....	<b>5</b>
<b>Appendix A</b>	<b>Host Routines</b> .....	<b>6</b>
<b>Appendix B</b>	<b>DSP Routines</b> .....	<b>12</b>

## **List of Figures**

Figure 1.	HPI-8 and MSP430x33x Pin Connections .....	4
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## **List of Tables**

Table 1.	HPI-8 Input Control Signals and Function Selection .....	2
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## 1 Introduction

Typical high performance digital signal processing applications require a DSP to handle signal processing in real time and a microcontroller unit (MCU) to process all other general purpose tasks. The HPI allows a host MCU with separate or multiplexed address and data buses to access the DSP's internal memory without any CPU involvement. The HPI also allows a host to interrupt the DSP and vice versa. The interface requires no additional logic circuitry and thus saves board space, reduces system cost, and cuts down valuable development time.

## 2 Enhanced Host Port Interface (HPI-8)

The Enhanced Host Port Interface, also referred to as the HPI-8, connects to a host as a peripheral. The host acts as the master and accesses the DSP memory through three dedicated HPI registers. These registers are HPI address (HPIA), data (HPID), and control (HPIC) registers. The host can access all three registers, but the DSP can access the HPIC register only.

The interface consists of an 8-bit bi-directional data bus (HD0 – HD7) and various control signals. Due to the 16-bit word structure of the C5000 DSPs, all the host data transfers are accomplished in two consecutive 8-bit operations. The logic state of the byte identification input (HBIL) pin indicates whether the first or the second byte is being transferred. The byte-order bit (BOB) of the HPIC register determines the placement of the two transferred bytes. If BOB=1, the first transferred byte is the least significant byte; if BOB=0, the first transferred byte is the most significant byte.

The HPIA register serves as a pointer to the DSP's internal memory. The HPID register is used to move data to and from the address pointed to by the HPIA register. The HPIC register controls and monitors the HPI-8 operations, such as, transferred byte placement, interrupt control, etc.

Two host control (HCNTL0, and HCNTL1) input pins indicate which HPI internal register is being accessed, and the type of access. Table 1 describes the HCNTL0/1 pin functions.

**Table 1. HPI-8 Input Control Signals and Function Selection**

HCNTL1	HCNTL0	Description
0	0	Host can read from and write to the HPI control register, HPIC.
0	1	Host can read from and write to HPI data latches. HPIA is automatically post-incremented during each read, and pre-incremented during each write.
1	0	Host can read from and write to HPI address register, HPIA. This register points to the DSP on-chip RAM
1	1	Host can read from and write to HPI data latches. HPIA is not affected.

Two data strobe (HDS1 and HDS2) input pins control data transfer during the host access cycles. Hosts with separate read and write strobes connect to HDS1 and HDS2. The data strobes are internally exclusive-NORed, so hosts with a single data strobe can connect to either HDSx pin and have the other HDSx pin connected to a logic high or low depending on the polarity of host data strobe. For example, if the host data strobe is a true logic high then the unconnected HDSx pin should be tied to a logic low.

The host address strobe (HAS) input pin is connected to a logic high if the host has a separate address and data bus. Hosts with multiplexed address and data bus should connect HAS to their address latch enable (ALE) pin or equivalent.

The host read/write (HRW) input pin is used to indicate whether the host is performing a read or write access. The HRW pin should stay high during the read cycle and stay low during the write cycle.

The host chip select (HCS) input pin enables the HPI and must stay low during an HPI access.

The HPI ready (HRDY) output pin indicates if the HPI is ready for a transfer or not. When the HRDY pin is high and the HCS pin is low, the HPI is ready for a transfer. The HRDY pin can be connected to the host READY or an equivalent (if available) pin to generate host wait-states. The HRDY pin is always high when the HPI is not enabled (HCS pin logic high).

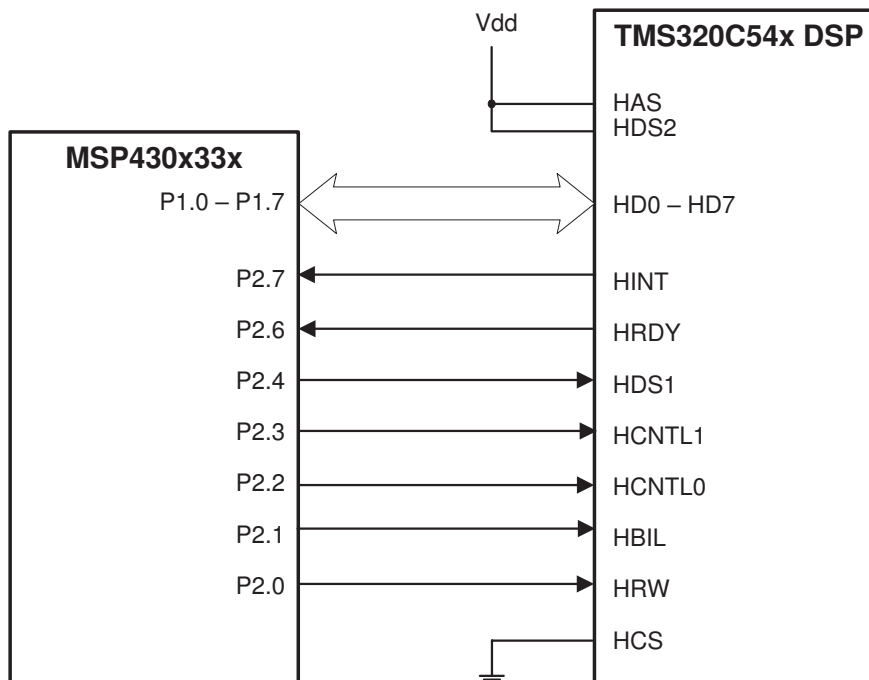
The HPI-8 supports two interrupts, these interrupts are controlled by the DSPINT and the HINT bits of the HPIC register. Writing a 1 to the DSPINT bit by the host sends an interrupt to the DSP. When the DSP writes a 1 to HINT bit, the HINT pin signal level transitions from high to low. This pin can be used to interrupt the host. Writing a 1 to the HINT bit by the host clears this bit to 0 and drives the HINT pin output to high again.

### 3 MSP430 Mixed Signal Microcontroller

The Texas Instruments MSP430 series is an ultra low power 16-bit RISC microcontroller family with a rich set of built-in hardware features, like LCD driver, A to D converter, timers with compare/capture unit, watch dog timer, serial communication interface, and dedicated programmable I/Os. MSP430 family currently consists of three sub-families with different sets of integrated features targeting various applications. Among the three sub-families MSP430x33x is most suitable for interfacing to a C5000 DSP through HPI-8 because of its additional dedicated I/O ports.

### 4 Signal Connections

Figure 1 shows the pin connections between the two devices. The HPI-8 connects to the MSP430x33x general purpose I/O port P1 and P2. The HPI-8 data bus (HD0 – HD7) interfaces with the port P1 and the HPI control signals are driven by the port P2. The MSP430 port P1 and P2 are 8-bit I/O ports with features to individually select the function of each pin as input or output and as an interrupt source. The port P1 is configured as input prior to an HPI read cycle and as output prior to an HPI write cycle. Pins P2.0 – P2.4 are configured as outputs to drive the HPI control pins, pins P2.6 and P2.7 are configured as inputs for the host ready (HRDY) and the host interrupt (HINT) signals.



**Figure 1. HPI-8 and MSP430x33x Pin Connections**

## 5 Software Description

The interfacing software components consist of two parts:

- Host routine running on MSP430x33x.
- DSP routines running on TMS320VC5402.

### 5.1 Host Routine

The host routines initiate the communication between the two processors. The host routines begin by configuring the port P1 and P2 pin functions and initializing the HPIC register. After initializing HPIC register, the host loads the DSP internal data memory address at 60h through 62h with the host command word (`host_cmd`) and two 16-bit signed numbers (`num1` and `num2`), respectively. Then the host routine interrupts the DSP by setting the DSPINT bit of the HPIC register to 1. At this point, the host idles and waits for the DSP to interrupt it by changing the HINT pin output from logic high to low. When the HINT pin drives the host P2.7 pin low, the host branches to the associated interrupt subroutine. In the interrupt subroutine, the host clears the HINT bit of the HPIC register by writing a 1 to this bit and then reads the result from the DSP internal data memory address 63h. Normally, the host routine should poll the HRDY pin before initiating an HPI read or write cycle. Polling the HRDY pin is not necessary in this case because the DSP runs at a considerably faster speed (x25) than the host processor. See Appendix A for the host routine source code.

## 5.2 DSP Routines

The DSP routines initialize the DSP runtime environment, take the DSP to an idle loop, and wait for the DSPINT interrupt from the host. Upon arrival of the interrupt, the DSP reads the host command (host\_cmd) from its internal data memory address 60h.

- If bit0 of the host command is 1, the DSP adds the contents (num1 and num2) of the data memory addresses 61h and 62h and stores the result at address 63h.
- If bit1 is set to 1, the DSP subtracts the contents (num1 from num2) of the data memory addresses 61h and 62h and stores the result at address 63h.
- If bit2 is set to 1, the DSP multiplies the contents (num1 times num2) of the data memory addresses 61h and 62h and stores the result at address 63h.
- After storing the result, the DSP interrupts the host by setting the HINT bit of the HPIC register and returns from the DSPINT interrupt subroutine. See Appendix B for the DSP routine source code.

## 6 Summary

This application report describes the hardware interface between a 16-bit microcontroller and the enhanced 8-bit Host Port Interface (HPI-8) of C5000 DSP family by using a TMS320VC5402 DSP and a MSP430x33x mixed signal microcontroller. The application report also provides the software routines used for the communication between these two devices.

## 7 References

1. *TMS320C54x DSP Reference Set, Volume 1: CPU and Peripherals*, SPRU131.
2. *TMS320C54x DSP Reference Set, Volume 5: Enhanced Peripherals*, SPRU302.
3. *TMS320C54x Assembly Language Tools User's Guide*, SPRU102.
4. *TMS320C54x Optimizing C Compiler User's Guide*, SPRU103.
5. *TMS320C54x C Source Debugger User's Guide*, SPRU099.
6. *TMS320VC5402 Fixed-Point Digital Signal Processor*, SPRS097.
7. *MSP430 Architecture Guide and Module Library*, SLAUE10.
8. *MSP430 Assembly Language Tools User's Guide*, SLAUE12.
9. *MSP430 Software User's Guide*, SLAUE11.
10. *MSP430x33x Mixed Signal Microcontrollers*, SLAS163.

## Appendix A Host Routines

```

*****
; File Name: Host_430.asm
;
; Target System: MSP430 EVK330
;
; Description:
;
; Code initialize C5000 Enhanced 8-bit Host Port
; Interface and controls data exchange with DSP
; internal data RAM.
;
; Load the code on EVK330, change the memory content
; of host_cmd, num1, and num2 with test values. Run
; the program, MSP430 will send the host_cmd, num1,
; num2 to DSP, and read and store outcome of DSP operation
; on num1 and num2 in result.
;
*****
RAM_orig .set 0240h ; Free Memory startaddress
SP_orig .set 05DEh ; stackpointer

*****
* HCNTL1 & HCNTL0 value
*****
HPI_CtrlReg .set 00h
HPI_DatReg_w_AddrInc .set 04h
HPI_AddrReg .set 08h
HPI_DatReg .set 0Ch

*****
* HPIC config value
*****

SET_BOB .set 0101h ;config HPI for low byte first
CLR_HINT .set 0909h ;clear DSP asserted host interrupt
SET_DSPINT .set 0505h ;Interrupt DSP

*****
* Control register definitions
*****
IE1 .equ 00h
IE2 .equ 01h
IFG1 .equ 02h
IFG2 .equ 03h
ME1 .equ 04h
ME2 .equ 05h

```

```

WDTCTL      .equ    0120h
WDTHold     .equ    080h
WDT_wrkey   .equ    05A00h

GIE          .equ    08h

*****
* DIGITAL I/O Port1/2
*****

P1IN        .equ    020h
P1OUT       .equ    021h
P1DIR       .equ    022h
P1IFG       .equ    023h
P1IES       .equ    024h
P1IE        .equ    025h
P1SEL       .equ    026h

P2IN        .equ    028h
P2OUT       .equ    029h
P2DIR       .equ    02Ah
P2IFG       .equ    02Bh
P2IES       .equ    02Ch
P2IE        .equ    02Dh
P2SEL       .equ    02Eh

*****
* host command definition
*****

_ADD        .equ    01h
_SUB        .equ    02h
_MUL        .equ    04h

*****
* RAM allocation
*****

        .bss      host_cmd,2,220h    ; host command, 0x01 = add,
                                       ; 0x02 = sub, 0x04 = mul
        .bss      num1,2              ; 1st num to send to dsp
        .bss      num2,2              ; 2nd num to send to dsp
        .bss      result,2            ; result returned from dsp
        .bss      tempReg0,2          ; 16 bit temp reg

;*****
; Reset : Initialize processor
;*****
        .sect "MAIN",RAM_orig
RESET
MOV #SP_orig,SP                ; initialize stackpointer
MOV #(WDTHold+WDT_wrkey),&WDTCTL ; Stop Watchdog Timer
    
```

```

;*****
; enable monitor and clear special function registers
;*****

MOV.B #08h, IE1 ; ! Monitor !
CLR.B IE2
CLR.B IFG1
CLR.B IFG2

;*****
; Init dig i/o port P2 for HPI control signals
;*****

MOV.B #010h, P2OUT ;output level:P2.4 = hi, rest low
MOV.B #03Fh, P2DIR ;P2.0 - P2.5 output, P2.6 - P2.7 input
MOV.B #080h, P2IES ;HINT=P2.7->hi to lo
MOV.B #080h, P2IE ;P2.7 interrupt enable

;*****
; Init HPIC with 0x0101 (low byte first, high byte second mode)
;*****

MOV.W #SET_BOB, &tempReg0 ;tempReg0 = 0101h
MOV.W #tempReg0, R6
MOV.B #HPI_CtrlReg, R5 ;/HCS=hi
CALL #HPI_WRITE ; write 0000h to HPIC

;*****
; Init HPIA with 0x0060
;*****

MOV.W #60h, &tempReg0 ;tempReg0 = 00h
MOV.W #tempReg0, R6
MOV.B #HPI_AddrReg, R5 ;/HCS=hi
CALL #HPI_WRITE ; write 0000h to HPIC

;*****
; Load host_cmd word in DSP memory (0x60)
;*****

MOV.W #_ADD, &host_cmd ;host_cmd = 01h
MOV.W #host_cmd, R6
MOV.B #HPI_DatReg, R5 ;R5=HPID access with addr inc bit orientation
CALL #HPI_WRITE ; write 0000h to HPIC

;*****
; Increment HPIA and Load num1 in DSP memory (0x61)
;*****

MOV.W #num1, R6
MOV.B #HPI_DatReg_w_AddrInc, R5 ;R5=HPID access with addr inc bit orientation
CALL #HPI_WRITE ; write 0000h to HPIC

```



```

;*****
; Increment HPIA and Load num2 in DSP memory (0x62)
;*****

    MOV.W  #num2, R6
    MOV.B  #HPI_DatReg_w_AddrInc, R5    ;R5=HPID access bit orientation
    CALL   #HPI_WRITE                    ; write 0000h to HPIC

;*****;
; Set DSPINT bit of HPIC register to indicate that new data have been
; transferred from the host
;*****

    CALL   #INTRPT_DSP
    JMP    $                               ; Endless Loop

;*****
; Subroutine: HPI_WRITE
;
; Description: Writes a 16-bit value pointed by the R6 to HPIC,
; HPIA, or HPID depending on the content of R5
;
; Input: R6 = Addr of 16-bit value to be sent to HPI
; R5 = HPI access Control Signal bit orientation
;*****

HPI_WRITE
    MOV.B  #0FFh, &P1DIR                ;configure P1.0 - P2.7 as output

; ===== write low byte =====
    MOV.B  @R6+, P1OUT                   ; put 8 LSB of data on the bus
    BIS.B  #10h, R5                       ;set /HDS1 bit hi
    MOV.B  R5, P2OUT                       ;put HPI control signals out on P2
    BIC.B  #10h, P2OUT                     ;/HDS1=lo, start HPI cycle
    BIS.B  #10h, P2OUT                     ;pull /HDS1 hi, end HPI cycle

; ===== write high byte =====
    MOV.B  @R6, P1OUT                     ;put 8 MSB of data on the bus
    BIS.B  #12h, R5                       ;/HBIL=hi, HDS1=hi
    MOV.B  R5, P2OUT                       ; put HPI control signals out on P2
    BIC.B  #10h, P2OUT                     ;/HDS1=lo, start HPI cycle
    BIS.B  #10h, P2OUT                     ;pull /HDS1 hi, end HPI cycle
    RET

;*****
; Subroutine: HPI_READ
;
; Description: Reads a 16-bit value from HPIC, HPIA, or HPID
; depending on the content of R5 and stores it in
; memory location pointed by R6
;
; Input: R5 = HPI access Control Signal bit orientation
; Output: R6 = Store addr for 16-bit value read from HPI
;
;*****

```

```

HPI_READ
    MOV.B 000h, P1DIR      ;P1.0 - P2.7 input

; ===== read low byte =====
    BIS.B #11h, R5        ; /HCS=hi, HR/~W=hi
    MOV.B R5, P2OUT       ; put HPI control signals out on P2
    BIC.B #10h, P2OUT     ; /HDS1=lo, start HPI cycle
    MOV.B P1IN, 0(R6)     ; read 8 LSB data from the bus
    BIS.B #11h, P2OUT     ; pull /HDS1 hi, end HPI cycle

; ===== read high byte =====
    BIS.B #13h, R5        ; /HBIL=hi, HCS=hi, HR/~W=hi
    MOV.B R5, P2OUT       ; put HPI control signals out on P2
    BIC.B #10h, P2OUT     ; /HDS1=lo, start HPI cycle
    MOV.B P1IN, 1(R6)     ; read 8 MSB data from the bus
    BIS.B #10h, P2OUT     ; pull /HDS1 hi, end HPI cycle
    RET

;*****
; Subroutine: INTRPT_DSP
;
; This subroutine sets DSPINT bit of HPIC register to indicate that
; new data have been transferred from the host
;
; Input: None
; output: None
;
;*****

INTRPT_DSP
    MOV.W #SET_DSPINT, &tempReg0 ; tempReg0 = bit value to load on HPIC
    MOV.W #tempReg0, R6
    MOV.B #HPI_CtrlReg, R5       ; R5=HPIC access bit orientation
    CALL #HPI_WRITE              ; set DSPINT bit of HPIC
    RET                          ; return from subroutine

;*****
; Interrupt Subroutine: HPI_ISR
;
; Description:
;
; This subroutine reads the result of arithmetic operation done by DSP
; on two 16-bit numbers and stores the value in memory location allocated
; for variable "result".
;
; Input: None
; Registers Used: R6 (Store addr (result) for 16-bit value read from HPI)
; and R5
;
;*****

HPI_ISR
    PUSH R5                    ; save R5
    PUSH R6                    ; save R6

```

```

;===== pull HINT signal high by writing 1 to HINT bit field of HPIC =====
MOV.W #CLR_HINT, &tempReg0      ; tempReg0 = bit value to load on HPIC
MOV.W #tempReg0, R6
MOV.B #HPI_CtrlReg, R5          ; R5=HPIC access bit orientation
CALL #HPI_WRITE                 ; write 0909h to HPIC

; ===== clear P2IFG reg and set GIE =====

MOV.B &P2IFG, R5                ; read int flag
BIC.B R5, &P2IFG                ; clear int flag
EINT                             ; set GIE to enable Monitor and nested int

; ===== load HPIA with address (063h) of var result =====

MOV.W #63h, &tempReg0           ; tempReg0 = addr of result in DSP memory
MOV.W #tempReg0, R6
MOV. #HPI_AddrReg, R5           ; R5=HPIA access bit orientation
CALL #HPI_WRITE                 ; write 0063h to HPIA

; ===== read result from HPID =====

MOV.W #result, R6               ; R6=address of result
MOV.B1 #HPI_DatReg, R5          ; R5=HPID access bit orientation
CALL #HPI_READ                  ; read result from DSP memory and store in result
POP R6                           ; restore R6
POP R5                           ; restore R5
RETI                             ; return with interrupt enabled

;*****
; other interrupts
;*****

Int_unused                       ; return from interrupt if unused
RETI

;*****
; Interrupt Vector Table
;*****

.sect "Int_Vect", 05E0h
.word Int_unused                 ; P0.2-P0.7 Int
.word Int_unused                 ; Basic Timer Int
.word Int_unused                 ; I/O Port1 Int
.word HPI_ISR                    ; I/O Port2 Int
.word Int_unused                 ; Timer/Port Int
.word Int_unused                 ; Reserved
.word Int_unused                 ; UART Xmit Int
.word Int_unused                 ; UART Rec Int
.word Int_unused                 ; TimerA Time Int
.word Int_unused                 ; TimerA CAP/CMP Int
.word Int_unused                 ; WD Overflow Int
.word Int_unused                 ; Reserved
.word Int_unused                 ; P0.1 Int
.word Int_unused                 ; P0.0 Int
.word RESET                      ; NMI, Osc. fault
.word RESET                      ; POR, ext. Reset, Watchdog
.end

```

## Appendix B DSP Routines

```

*****
; File Name: slv_5402.asm
;
; Target System: TMS320VC5402 EVM
;
; Description:
;
; Code to initialize 5402 DSP runtime environment and
; process data sent by the host microcontroller. Host
; writes data at DSP internal data memory 60h to 62h
; and asserts DSPINT. Upon arrival of the interrupt the
; DSP processes the data, stores the result at 63h and
; interrupts the host to indicate the completion of data
; processing
;
;
*****

        .mmregs
        .def START, DSP_ISR
        .ref INIT5402

*****
* Assign variables to values sent by host
*****

command .set 0060h ;Host command word
num1    .set 0061h ;Host command word
num2    .set 0062h ;Host command word
result  .set 0063h ;Host command word

*****
* Code starts from here
*****

        .text

START
        SSBX INTM           ; mask interrupts
        STM #280h, SP      ; initialize stack pointer
        CALL INIT5402      ; initialize DSP runtime environment
        SSBX OVM           ; overflow mode enabled
        SSBX SXM           ; sign extension mode enabled
        STM #0FFFFh, IFR   ; clear pending interrupts (if any)
        STM #0200h, IMR    ; select host to DSP interrupt
        RSBX INTM         ; enable maskable interrupts

WAIT:   NOP                ; wait for host interrupt
        NOP
        B WAIT

```

```

;*****
; Interrupt Subroutine: DSP_ISR
;
; Description:
;
; This subroutine tests the host command and process data sent by host
; accordingly. After processing the data DSP stores the result at 63h
; and interrupts the host for attention. If invalid host command is
; detected the DSP loads 0x0bad in result.
;
;*****

DSP_ISR:

    STM #command, AR2 ; pointer to host command
    STM #num1, AR3    ; points @ 1st number
    STM #num2, AR4    ; points @ 2nd number
    STM #result, AR5  ; destination pointer

*****
*   Bit test host command and process num1 and num2 accordingly
*****

CHK_BIT0:

    BIT *AR2, 15-0          ; test bit0 of host command
    BC  CHK_BIT1, NTC      ; if bit0=0 check bit1
    ADD *AR3, *AR4, A      ; else add num1 and num2
    STH A, *AR5            ; store result
    B   EXIT

CHK_BIT1:

    BIT *AR2, 15-1          ; test bit0 of host command
    BC  CHK_BIT2, NTC      ; if bit1=0 check bit2
    SUB *AR3, *AR4, A      ; else subtract num1 and num2
    STH A, *AR5            ; store result
    B   EXIT

CHK_BIT2:

    BIT *AR2, 15-2          ; test bit0 of host command
    BC  BAD_CMD, NTC      ; if bit2=0 then bad host command
    MPY *AR3, *AR4, A      ; else multiply num1 and num2
    STL A, *AR5            ; store result
    B   EXIT

BAD_CMD:

    STM 0BADh, *AR5        ; load 0x0bad in result to indicate
                          ; invalid host command received
    
```

```

*****
*   DSP_ISR exit point
*****

EXIT:

    STM #08h, HPIC           ; Interrupt Host for attention
    STM #0FFFFh, IFR        ; clear interrupt flags
    RETED                    ; enable interrupt and return with delay
    NOP
    NOP

*****
; File Name:  init5402.asm
;
; Target System: TMS320VC5402 EVM
;
; Description: Code to initialize 5402 DSP runtime environment,
;  configures PMST, BSCR and SWWSR to known states
*****

                .mmregs
                .def      INIT5402

*****
*   Register initialization values
*****

PMST_VAL  .set  00E3h  ; Intrrupt vec on page 1, reset reset val
BSCR_VAL  .set  0800h  ; 64k mem bank, extra 1 cycle between
                ; consecutive prog and data read.
SWWSR_VAL .set  2000h  ; I/O wait state 2 clock cycle
*****
*   Start of initialization code
*****

                .text
INIT5402:

    STM #PMST_VAL, PMST     ; Init Processor Mode Status Register
    STM #BSCR_VAL, BSCR     ; Set Wait States for Bank Switching
;   STM #SWWSR_VAL, SWWSR   ; Init S/W Wait State Register
                ; (commented out: power-up default value used)

    STM #10h, TCR          ; Stop on-chip timer
    RETD                   ; return from subroutine
    NOP
    NOP

```

```

;*****
; File Name:  c5402vec.asm
;
; Target System: TMS320VC5402 EVM
;
; Description: TMS320VC5402 interrupt vector initialization table
;
;*****

        .ref      START, DSP_ISR      ; subroutines defined in slv_5402.asm

        .sect    ".vectors"

RESET:  BD START                      ; RESET vector
        NOP
        NOP
NMI:    BD NMI                        ; ~NMI
        NOP
        NOP

*****
*   S/W Interrupts
*****
SINT17 BD SINT17
        NOP
        NOP
SINT18 BD SINT18
        NOP
        NOP
SINT19 BD SINT19
        NOP
        NOP
SINT20 BD SINT20
        NOP
        NOP
SINT21 BD SINT21
        NOP
        NOP
SINT22 BD SINT22
        NOP
        NOP
SINT23 BD SINT23
        NOP
        NOP
SINT24 BD SINT24
        NOP
        NOP
SINT25 BD SINT25
        NOP
        NOP
SINT26 BD SINT26
        NOP
        NOP
    
```

```

SINT27 BD SINT27
      NOP
      NOP
SINT28 BD SINT28
      NOP
      NOP
SINT29 BD SINT29
      NOP
      NOP
SINT30 BD SINT30
      NOP
      NOP

```

```
*****
```

```
*   Rest of the Interrupts
```

```
*****
```

```
*
```

```
INT0:  BD INT0
      NOP
      NOP

```

```
INT1:  BD INT1
      NOP
      NOP

```

```
INT2:  BD INT2
      NOP
      NOP

```

```
TINT0: BD TINT0
      NOP
      NOP

```

```
BRINT0: BD BRINT0
      NOP
      NOP

```

```
BXINT0: BD BXINT0
      NOP
      NOP

```

```
DMAC0: BD DMAC0
      NOP
      NOP

```

```
TINT1: BD TINT1
      NOP
      NOP

```

```
INT3:  BD INT3
      NOP
      NOP

```



```

HPINT:  BD DSP_ISR
        NOP
        NOP
BRINT1: BD BRINT1
        NOP
        NOP
BXINT1: BD BXINT1
        NOP
        NOP

DMAC4:  BD DMAC4
        NOP
        NOP

DMAC5:  BD DMAC5
        NOP
        NOP
    
```

```

/*****
/*      Linker Command File          */
*****/
    
```

```

C5402vec.obj
slv_5402.obj
init5402.obj
    
```

```

-o slv_5402.out
-m slv_5402.map
    
```

**MEMORY**

```

{
    PAGE 0:          /* Pgm space */
    VECS   : origin = 00080h, length = 007fh   /* Vector */
    PROG   : origin = 01800h, length = 1000h  /* Ext.Pgm.area */

    PAGE 1:          /* Data space */
    RAM0   : origin = 0060h, length = 0020h
    RAM1   : origin = 0180h, length = 0680h
}
    
```

**SECTIONS**

```

{
    .vectors : {} > VECS    PAGE 0    /* Interupt Vector table */
    .text    : {} > PROG    PAGE 0    /* Program code goes here */
    .bss     : {} > RAM1    PAGE 1    /* uninitialized variables */
    .data    : {} > RAM1    PAGE 1
    stack    : {} > RAM1    PAGE 1    /* uninitialized section */
}
    
```

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