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Halting and Re-Starting the Queued Serial Peripheral Interface on Modular Microcontrollers

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Introduction

Halting the queued serial peripheral interface (QSPI) on modular microcontrollers (MCUs) before the end queue pointer is reached requires a special sequence to ensure that the current serial transfer completes and the QSPI halts in a known state on a boundary between two queue entries. Although the CPU can immediately disable the QSPI by clearing the SPE bit in the SPCR1 register, this is not a good practice since the QSPI could shut off in the middle of the current serial transfer. A loss of data from the current serial transfer could result, causing confusion for an external SPI device.

One example in which it would be necessary to halt the QSPI before the current queue pointer reaches the end queue pointer would be if a noise pulse caused one of the slave devices to lose synchronization with the QSPI.

Another example would be if an emergency condition needed to override the transfer and abort it. If the transfer halts on a known boundary condition (for instance, the current queue pointer points to the next queue entry to be transmitted), the master and slave devices have a



much better chance of successfully resynchronizing with each other than they do if a serial transfer is suddenly aborted.

Disabling the QSPI

The QSPI disables itself when it finishes its entire transmission (for example when the current queue pointer reaches the end queue pointer) and wraparound mode is disabled. However, to halt and disable the QSPI before it reaches the end of the transmission queue requires action by the CPU.

Safely disabling the QSPI involves three bits in three different registers:

- HALT bit in the SPCR3 register
- HALTA bit in the SPSR register
- SPE bit in the SPCR1 register

HALT — The HALT bit is located in the SPCR3 register. When the CPU sets this bit to a 1, the QSPI finishes executing the current serial transfer and then halts. While halted, if the command control bit (CONT of the QSPI RAM) for the last command was asserted, the QSPI continues driving the peripheral chip select pins with the value designated by the last command before the halt. If CONT was clear, the QSPI drives the peripheral chip-select pins to the value in register PORTQS.

If HALT is asserted during the last command in the queue, the QSPI completes the last command, asserts both HALTA and SPIF, and clears SPE. If the last queue command has not been executed, asserting HALT does not set SPIF nor clear SPE. QSPI execution continues when the CPU clears HALT.

HALTA — The QSPI asserts the HALTA flag in the SPSR register after it has come to an orderly halt. If HMIE in SPCR3 is set, the QSPI sends an interrupt request to the CPU when HALTA is asserted. The CPU can clear HALTA by reading SPSR with HALTA set and then writing a 0 to HALTA.

SPE — Setting the SPE bit in the SPCR1 register enables the QSPI,
while clearing the SPE bit disables the QSPI. The CPU can disable the
QSPI at any time by clearing SPE. The QSPI clears SPE when it reaches
the end queue pointer and is not in wraparound mode, thus disabling
itself. When the SPE bit is clear, the QSPI pins are controlled by the
PORTQS and DDRQS registers.

Executing this sequence of events halts and disables the QSPI:

- 1. Assert the HALT bit in SPCR3.
- 2. Poll the HALTA bit in SPSR until the QSPI sets it.
- 3. Clear the SPE bit in SPCR1 (if this bit is not cleared, the QSPI will still halt, but it will not return control of its pins to the CPU).

To restart the QSPI:

- 1. Read HALTA in its asserted state and then clear it to a 0.
- 2. Set the SPE bit, if it was cleared in the halting sequence.

Example

This example illustrates how to halt and re-start the QSPI. To observe this example working, connect either the MOSI or SCK pin to an oscilloscope or logic analyzer. Then, run the program and observe the bursts of activity and inactivity of the QSPI.

The example first initializes the QSPI in the wrap-around mode. Then, the program waits in a short delay loop to make observation on an oscilloscope easier. Next, the program halts and disables the QSPI as described above and waits in another delay loop. Finally, the program re-enables the QSPI as described above. The program continuously repeats the cycle of halting and then re-enabling the QSPI.

The CPU16 code was assembled with P&E Microcomputer System's IASM16 assembler, and the CPU32 code was assembled with P&E Microcomputer System's IASM32 assembler.

Engineering Bulletin

CPU32 Code

SPCR1 PORTQS PQSPAR DDRQS SPSR SPCR0 SPCR2 SPCR3 SYNCR SYPCR TXDRAM	EQU EQU EQU EQU EQU EQU EQU EQU EQU	\$FFFC1A \$FFFC15 \$FFFC16 \$FFFC17 \$FFFC1F \$FFFC18 \$FFFC1C \$FFFC1C \$FFFA04 \$FFFA04 \$FFFA21 \$FFFD20	
CMDRAM	EQU	\$FFFD40	
INIT_SIM	ORG MOVE.B # CLR.B (SYPCR	\$400 \$7F,(SYNCR).L).L	;begin program at \$400 ;increase clock speed ;disable software watchdog
INIT_QSPI	ANDI.W #\$7 ANDI.B #\$00, MOVE.B #\$7B, MOVE.B #\$7B, MOVE.B #\$7E, MOVE.W #\$800 MOVE.W #\$800 MOVE.W #\$800, MOVE.B #\$00, MOVEA.L #DAT. MOVEA.L #DAT. MOVEA.L #CMD MOVEA.L #CMD	(PORTQS).L (PQSPAR).L (DDRQS).L 2,(SPCR0).L 0,(SPCR2).L (SPCR3).L A,A0 RAM,A1 RAM,A1 RAM,A2	<pre>;Clear the SPE bit to disable QSPI. ;read and clear flags in SPSR ;define initial states of chip ;selects/SCK ;Assign all pins to the QSPI. ;Signal lines except for MISO are ;outputs. ;Configure the QSPI as master, select ;8 data bits per transfer, set the ;inactivestateofSCKaslow, capture ;data on the leading edge of SCK, baud ;rate is 4.19 MHz ;NEWQP=0, ENDQP=\$F, WREN is enabled ;Disable loop mode, HALTA and MODF ;interrupts, and HALT. ;Point A0 to the data to be transmitted. ;Point A1 to the transmit data RAM. ;Point A2 to the command RAM ;Set a counter to count down from 16 ;(\$10), since</pre>
	CLR.L D1		;there are 16 queue entries to fill.
LOOP	MOVE.B (A0)+ MOVE.W D1,(A MOVE.B #\$00, SUBI.W #\$01, BNE LOOP MOVE.W #\$800	1)+ (A2)+ D0	<pre>;Begin a loop to fill the transmit RAM. ;Store the data right-justified. ;fill command RAM: chip selects active ;low ;Subtract one from the counter ;Fill next queue entry if not done ;Begin operation by setting the SPE ;bit.</pre>

	MOVE.W #\$FFFF,D0	;set a wait loop so that QSPI operation
WAITLOP	SUBI.W #\$01,D0	;can be observed on an oscilloscope
BNE WAITLOP		
mn 0 m	MOVE.B #\$01,(SPCR3).L	;set HALT = 1
TEST		
	MOVE.B (SPSR).L,D0	;wait until QSPI sets HALTA flag
	ANDI.B #\$20,D0	
	BEQ TEST	;check to see if the QSPI is halted
	ANDI.W #\$7F,(SPCR1).L	;clear SPE disable QSPI
	MOVE.W #\$FFFF,D0	;wait loop so that break in QSPI
WAI2		
	SUBI.W #\$01,D0	;transmission can be observed
	BNE WAI2	;on an oscilloscope
	MOVE.B #\$00,(SPCR3).L	;clear HALT
	MOVE.W #\$8000,(SPCR1).L	;set SPE re-enable QSPI
	ANDI.B #\$00,(SPSR).L	;clear HALTA flag re-start QSPI
	BRA MAINLP	~ ~
DATA	DB 16	;memory used to fill transmit RAM

CPU16 Code

SPCR1	EQU	\$FC1A	
PORTQS	EQU	\$FC15	
PQSPAR	EQU	\$FC16	
DDRQS	EQU	\$FC17	
SPSR	EQU	\$FC1F	
SPCR0	EQU	\$FC18	
SPCR2	EQU	\$FC1C	
SPCR3	EQU	\$FC1E	
SYNCR	EQU	\$FA04	
SYPCR	EQU	\$FA21	
TXDRAM	EQU	\$FD20	
CMDRAM	EQU	\$FD40	
	ORG	\$200	;begin program at \$400, immediately
			after the exception table;
INIT_SIM			
	LDAB #\$	OF	
	TBEK		
	TBYK		
	TBZK		
	LDD #\$7	7F00	
	STD SYN	ICR	;increase clock speed
	CLR SYF	PCR	;disable software watchdog
INIT_QSPI			
	LDD SPC	CR1	
	ANDD #\$	57F	

EB281

	STD SPCR1 LDAB SPSR	;Clear the SPE bit to disable QSPI.
	ANDB #\$00 STAB SPSR LDAB #\$7B	;read and clear flags in SPSR
	STAB PORTQS	;define initial states of chip ;selects/SCK
	STAB PQSPAR LDAB #\$7E	;Assign all pins to the QSPI.
	STAB DDRQS	;Signal lines except for MISO are ;outputs.
	LDD #\$8002 STD SPCR0	;Configure the QSPI as master, select ;8 data bits per transfer, set the ;inactive ;state of SCK as low, capture data on ;leading edge of SCK, baud rate is 4.19
	LDD #\$4F00	;MHz
	STD SPCR2 CLRB TBXK	;NEWQP=0, ENDQP= F , WREN is enabled
	LDX #DATA LDY #TXDRAM LDZ #CMDRAM LDE #\$10	<pre>;Point X to the data to be transmitted. ;Point Y to the transmit data RAM. ;Point Z to the command RAM ;Set a counter to count down from 16 ;(\$10), since there are 16 queue ;entries to fill.</pre>
LOOP	LDD 0,X	
	STD 0,Y AIX #\$02 AIY #\$02 CLRB STAB 0,Z	;Begin a loop to fill the transmit RAM. ;Store the data right-justified.
	INCZ	;fill command RAM: chip selects active
	SUBE #\$01 BNE LOOP LDD #\$8000	;low ;Subtract one from the counter ;Fill next queue entry if not done
	STD SPCR1	;Begin operation by setting the SPE ;bit.
MAINLP		
	LDE #\$FFFF	;set a wait loop so that QSPI operation ;can be observed on an oscilloscope
WAITLOP	SUBE #\$01 BNE WAITLOP LDAB #\$01	
	STAB SPCR3	;set HALT = 1
TEST	LDAB SPSR	;wait until QSPI sets HALTA flag

	ANDB #\$20	
	BEQ TEST	;check to see if the QSPI is halted
	LDAB SPCR1	
	ANDB #\$7F	
	STAB SPCR1	;clear SPE disable QSPI
	LDE #\$FFFF	;wait loop so that break in QSPI
WAI2		
	SUBE #\$01	;transmission can be observed on an
		;oscilloscope
	BNE WAI2	
	CLRB	
	STAB SPCR3	;clear HALT
	LDD #\$8000	
	STD SPCR1	;set SPE re-enable QSPI
	CLRB	
	STAB SPSR	;clear HALTA flag re-start QSPI
	BRA MAINLP	
DATA	DB 16	;memory used to fill transmit RAM

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