



# ***Project Documentation DemoApplication***

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## **Part I**

# **X2C Model**

## **1 Version Information**

### **1.1 X2C**

- X2Cfull: Version 1194

### **1.2 Operating System**

- OS: Windows 7 6.1

### **1.3 Scilab**

- Scilab: Version 5.5.2.1427793548
- Java: Version 1.6.0\_41

## 2 Model Structure

### 2.1 Xcos Model

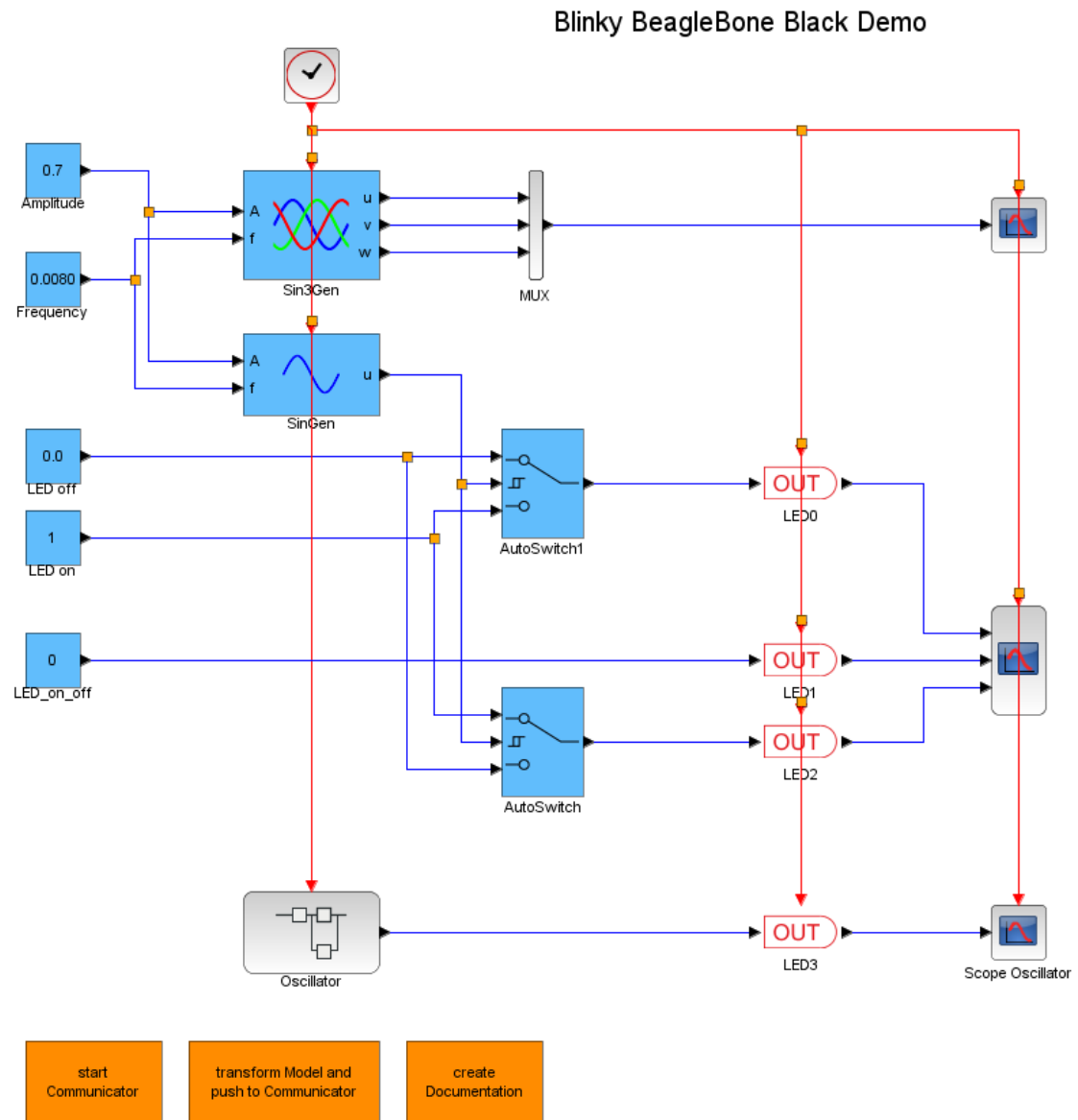


Figure 1: DemoApplication

## 2.2 Subsystems

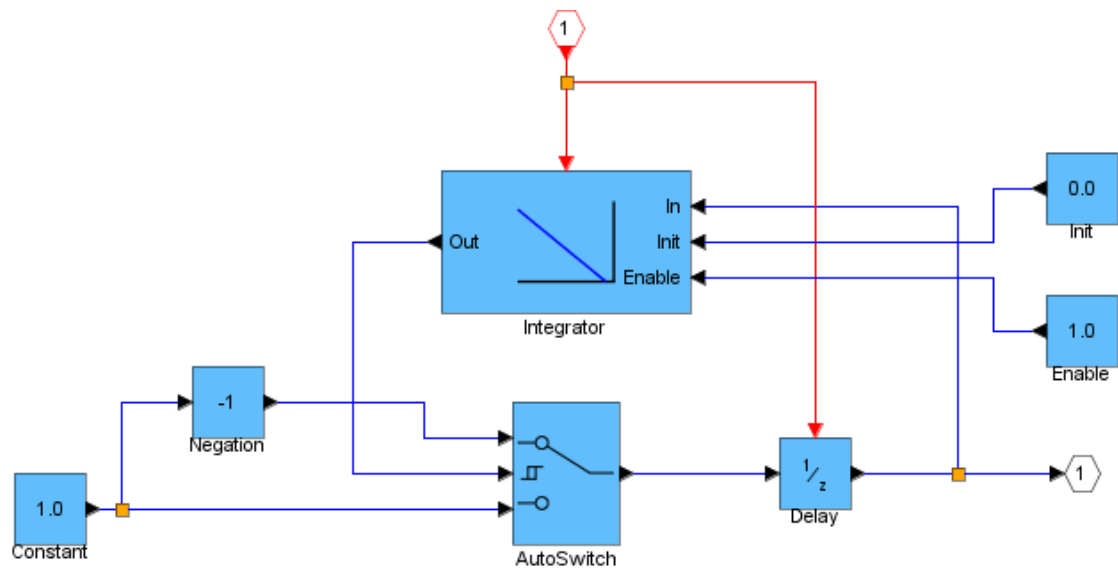


Figure 2: DemoApplication\_Oscillator

### 3 Model Parameter

#### 3.1 Sample Time

Sample Time	
$T_S$	$100\mu s$

## 4 Mask Parameter

Constant: Amplitude	
Value	0.7
Used Implementation	FiP16

AutoSwitch: AutoSwitch	
Thresh_up	0.6
Thresh_down	0.4
Used Implementation	FiP16

AutoSwitch: AutoSwitch1	
Thresh_up	0.0
Thresh_down	0.0
Used Implementation	FiP16

Constant: Frequency	
Value	0.0080
Used Implementation	FiP16

Constant: LED off	
Value	0.0
Used Implementation	FiP16

Constant: LED on	
Value	1.0
Used Implementation	FiP16

Constant: LED_on_off	
Value	0.0
Used Implementation	FiP16

AutoSwitch: Oscillator__AutoSwitch	
Thresh_up	0.5
Thresh_down	-0.5
Used Implementation	FiP16

Constant: Oscillator__Constant	
Value	1.0
Used Implementation	FiP16



<b>Delay: Oscillator__Delay</b>	
ts_fact	1.0
Used Implementation	FiP16

<b>Constant: Oscillator__Enable</b>	
Value	1.0
Used Implementation	Bool

<b>Constant: Oscillator__Init</b>	
Value	0.0
Used Implementation	FiP16

<b>I: Oscillator__Integrator</b>	
Ki	25.0
ts_fact	1.0
Used Implementation	FiP16

<b>Negation: Oscillator__Negation</b>	
Used Implementation	FiP16

<b>Sin3Gen: Sin3Gen</b>	
fmax	1000.0
Offset	0.0
ts_fact	1.0
Used Implementation	FiP16

<b>SinGen: SinGen</b>	
fmax	1000.0
Offset	0.0
Phase	0.0
ts_fact	1.0
Used Implementation	FiP16

## Part II

# Frame Program Documentation

## 5 File Index

### 5.1 File List

Here is a list of all documented files with brief descriptions:

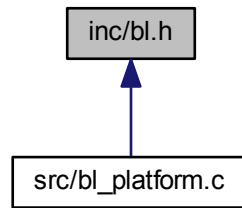
<a href="#">inc/bl.h</a>	This file defines boot macros and objects	9
<a href="#">inc/bl_platform.h</a>	This file exports the APIs used for configuring devices required during boot	10
<a href="#">inc/Hardware.h</a>	Hardware initialization	11
<a href="#">inc/lwiplibHostname.h</a>	Extended lwIP configuration	12
<a href="#">inc/lwipopts.h</a>		13
<a href="#">inc/Main.h</a>	Main function	13
<a href="#">inc/MMUConfig.h</a>	MMU configuration	14
<a href="#">inc/Tcplp_lwIP_BeagleBoneBlack.h</a>	TCP/IP driver for BeagleBone Black	14
<a href="#">src/bl_platform.c</a>	Initializes AM335x Device Peripherals	18

## 6 File Documentation

### 6.1 inc/bl.h File Reference

This file defines boot macros and objects.

This graph shows which files directly or indirectly include this file:



### 6.1.1 Detailed Description

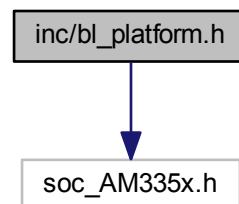
This file defines boot macros and objects.

## 6.2 inc/bl\_platform.h File Reference

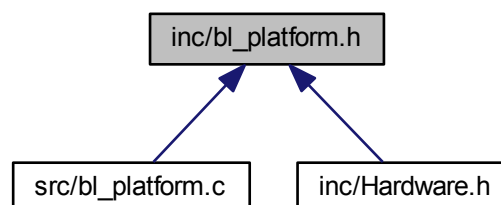
This file exports the APIs used for configuring devices required during boot.

```
#include "soc_AM335x.h"
```

Include dependency graph for `bl_platform.h`:



This graph shows which files directly or indirectly include this file:



### 6.2.1 Detailed Description

This file exports the APIs used for configuring devices required during boot.

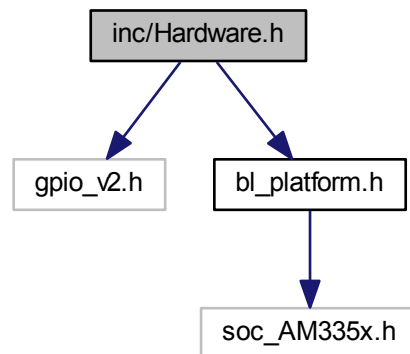
## 6.3 inc/Hardware.h File Reference

Hardware initialization.

```
#include "gpio_v2.h"
```

```
#include "bl_platform.h"
```

Include dependency graph for Hardware.h:



### Functions

- void `initHardware` (void)  
*Initialization of hardware.*

### 6.3.1 Detailed Description

Hardware initialization.

### 6.3.2 Function Documentation

#### 6.3.2.1 void initHardware ( void )

Initialization of hardware.

- Configuration of IO ports
- Configuration of timer 2
  - 24MHz timer clock
  - Generation of cyclic interrupt with selected sample time
  - Interrupt calls X2C main task

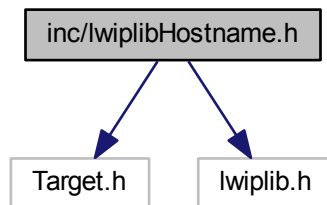
## 6.4 inc/lwiplibHostname.h File Reference

Extended lwIP configuration.

```
#include "Target.h"
```

```
#include "lwiplib.h"
```

Include dependency graph for lwiplibHostname.h:



### Functions

- uint32 [lwIPInitHostname](#) (LWIP\_IF \*lwipIf, char \*hostname)  
*Initializes lwip TCP/IP stack with hostname.*

#### 6.4.1 Detailed Description

Extended lwIP configuration.

Modified lwiplib from TI StarterWare to support hostname configuration. Requires lwIP 1.4.0.

#### 6.4.2 Function Documentation

##### 6.4.2.1 uint32 lwIPInitHostname ( LWIP\_IF \* *lwipIf*, char \* *hostname* )

Initializes lwip TCP/IP stack with hostname.

Parameters

<i>lwipIf</i>	lwIP interface structure
<i>hostname</i>	Hostname

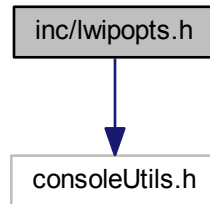
Returns

IP address

## 6.5 inc/lwipopts.h File Reference

```
#include "consoleUtils.h"
```

Include dependency graph for lwipopts.h:



### Macros

- `#define` [LWIP\\_NETIF\\_HOSTNAME](#) 1

#### 6.5.1 Detailed Description

- Configuration options for lwIP

Copyright (c) 2010 Texas Instruments Incorporated

#### 6.5.2 Macro Definition Documentation

##### 6.5.2.1 `#define` LWIP\_NETIF\_HOSTNAME 1

User specific macros.

## 6.6 inc/Main.h File Reference

Main function.

### Functions

- void [mainTask](#) (void)  
*Main control task.*

#### 6.6.1 Detailed Description

Main function.

X2C maintenance table, protocol & hardware initialization.

Uses Atmel Software Framework (ASF).

## 6.6.2 Function Documentation

### 6.6.2.1 void mainTask ( void )

Main control task.

TODO: This task has to be called periodically. Calling rate = 100us

- assign inports (not available in this demo)
- update X2C
- update outports

## 6.7 inc/MMUConfig.h File Reference

MMU configuration.

### 6.7.1 Detailed Description

MMU configuration.

## 6.8 inc/Tcplp\_lwIP\_BeagleBoneBlack.h File Reference

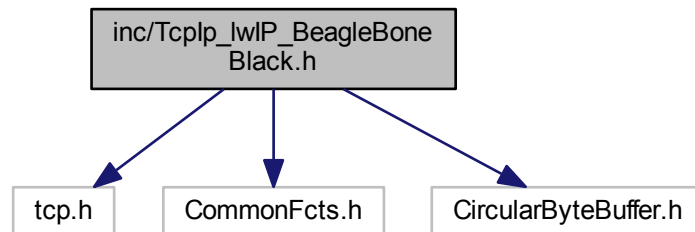
TCP/IP driver for BeagleBone Black.

```
#include "tcp.h"
```

```
#include "CommonFcts.h"
```

```
#include "CircularByteBuffer.h"
```

Include dependency graph for Tcplp\_lwIP\_BeagleBoneBlack.h:



## Functions

- uint32 [initTcplp](#) (tTcplp \*tcpip, uint32 ipAddress, uint16 port, char \*hostname, uint8 \*rxBuffer, uint16 rxSize, uint8 \*txBuffer, uint16 txSize)
- void [linkTcplp](#) (tProtocol \*protocol, tTcplp \*tcpip)
- void [closeConnection](#) (tTcplp \*tcpip)
- uint16 [getAvailableTcplpBytes](#) (tTcplp \*tcpip)
- uint16 [getTcplpData](#) (tTcplp \*tcpip, uint8 \*data, uint16 len)
- uint16 [getFreeTcplpBytes](#) (tTcplp \*tcpip)
- uint16 [putTcplpData](#) (tTcplp \*tcpip, uint8 \*data, uint16 len)

### 6.8.1 Detailed Description

TCP/IP driver for BeagleBone Black.

TCP/IP driver implementation for BeagleBone Black board. Uses lwIP 1.4.0 stack for communication.

### 6.8.2 Function Documentation

#### 6.8.2.1 void closeConnection ( tTcplp \* *tcPIP* )

Closes connection.

Parameters

<i>tcPIP</i>	TCP/IP interface
--------------	------------------

#### 6.8.2.2 uint16 getAvailableTcplpBytes ( tTcplp \* *tcPIP* )

Returns available bytes in receive buffer.

Parameters

<i>tcPIP</i>	TCIP/IP interface
--------------	-------------------

Returns

The number of bytes being available to receive

#### 6.8.2.3 uint16 getFreeTcplpBytes ( tTcplp \* *tcPIP* )

Returns free bytes in transmit buffer.

Parameters

<i>tcPIP</i>	TCP/IP interface
--------------	------------------

Returns

The number of free bytes in the transmit buffer

#### 6.8.2.4 uint16 getTcplpData ( tTcplp \* *tcPIP*, uint8 \* *data*, uint16 *len* )

Reads data from communication buffers.

Parameters

<i>tcPIP</i>	TCIP/IP interface
<i>data</i>	User data buffer
<i>len</i>	User data buffer len

Returns

The number of bytes being transferred

Note

The caller must guarantee correct buffer size.



**6.8.2.5** `uint32 initTcplp ( tTcplp * tcpip, uint32 ipAddress, uint16 port, char * hostname, uint8 * rxBuffer, uint16 rxSize, uint8 * txBuffer, uint16 txSize )`

Initializes TCP/IP interface.

#### Parameters

<i>tcpip</i>	TCP/IP interface
<i>IP</i>	address
<i>port</i>	TCP port
<i>hostname</i>	Hostname being used in DHCP (option #12)
<i>rxBuffer</i>	Receive buffer
<i>rxSize</i>	Receive buffer length
<i>txBuffer</i>	Transmit buffer
<i>txSize</i>	Transmit buffer length

#### Returns

Assigned IP address

#### Note

Static IP address example: 192.168.0.1 => 0xC0A80001

If DHCP IP address is desired, the IP address has to be set to zero

Here is the call graph for this function:



#### 6.8.2.6 void linkTcpIp ( tProtocol \* *protocol*, tTcpIp \* *tcpip* )

Links protocol with TCP/IP interface.

##### Parameters

<i>protocol</i>	Protocol
<i>tcpip</i>	TCP/IP interface

#### 6.8.2.7 uint16 putTcpIpData ( tTcpIp \* *tcpip*, uint8 \* *data*, uint16 *len* )

Writes data to communication buffers.

##### Parameters

<i>tcPIP</i>	TCIP/IP connection
<i>data</i>	User data buffer
<i>len</i>	User data buffer len

## Returns

The number of bytes being transferred

## Note

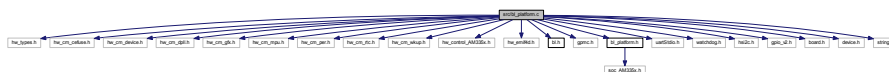
The caller must guarantee correct buffer size.

## 6.9 src/bl\_platform.c File Reference

Initializes AM335x Device Peripherals.

```
#include "hw_types.h"
#include "hw_cm_cefuse.h"
#include "hw_cm_device.h"
#include "hw_cm_dpll.h"
#include "hw_cm_gfx.h"
#include "hw_cm_mpu.h"
#include "hw_cm_per.h"
#include "hw_cm_rtc.h"
#include "hw_cm_wkup.h"
#include "hw_control_AM335x.h"
#include "hw_emif4d.h"
#include "bl.h"
#include "gpmc.h"
#include "bl_platform.h"
#include "uartStdio.h"
#include "watchdog.h"
#include "hsi2c.h"
#include "gpio_v2.h"
#include "board.h"
#include "device.h"
#include "string.h"
```

Include dependency graph for bl\_platform.c:



## Functions

- void [ConfigureVdd2](#) (unsigned int opVolMultiplier, unsigned maxLoadCurrent, unsigned int timeStep, unsigned int supplyState)
  - *Configure vdd2 for various parameters such as Multiplier, Maximum Load Current etc*
- void [SelectVdd2Source](#) (unsigned int vddSource)
  - Select the VDD2 value. VDD2\_OP\_REG or VDD2\_SR\_REG.*
- void [SetVdd2OpVoltage](#) (unsigned int opVolSelector)

- void **SetVdd2SrVoltage** (unsigned int opVolSelector)  
*set VDD2\_SR voltage value*
- void **SelectI2CInstance** (unsigned int i2cInstance)  
*Select I2C interface whether SR I2C or Control I2C.*
- void **ConfigureVdd1** (unsigned int opVolMultiplier, unsigned maxLoadCurrent, unsigned int timeStep, unsigned int supplyState)
  - Configure vdd1 for various parameters such as Multiplier, Maximum Load Current etc
- void **SelectVdd1Source** (unsigned int vddSource)  
*Select the VDD1 value. VDD1\_OP\_REG or VDD1\_SR\_REG.*
- void **SetVdd1OpVoltage** (unsigned int opVolSelector)  
*set VDD1\_OP voltage value.*

### 6.9.1 Detailed Description

Initializes AM335x Device Peripherals.

### 6.9.2 Function Documentation

#### 6.9.2.1 void **ConfigureVdd1** ( unsigned int *opVolMultiplier*, unsigned *maxLoadCurrent*, unsigned int *timeStep*, unsigned int *supplyState* )

- Configure vdd1 for various parameters such as Multiplier, Maximum Load Current etc

Parameters

<i>opVolMultiplier</i>	- Multiplier.
<i>maxLoadCurrent</i>	- Maximum Load Current.
<i>timeStep</i>	- Time step - voltage change per us(micro sec).
<i>supplyState</i>	- Supply state (on (high/low power mode), off)

Returns

: None.

#### 6.9.2.2 void **ConfigureVdd2** ( unsigned int *opVolMultiplier*, unsigned *maxLoadCurrent*, unsigned int *timeStep*, unsigned int *supplyState* )

- Configure vdd2 for various parameters such as Multiplier, Maximum Load Current etc

Parameters

<i>opVolMultiplier</i>	- Multiplier.
<i>maxLoadCurrent</i>	- Maximum Load Current.
<i>timeStep</i>	- Time step - voltage change per us(micro sec).
<i>supplyState</i>	- Supply state (on (high/low power mode), off)

Returns

: None.

### 6.9.2.3 void SelectI2CInstance ( unsigned int *i2cInstance* )

Select I2C interface whether SR I2C or Control I2C.

Parameters

<i>i2cInstance</i>	- I2c instance to select.
--------------------	---------------------------

Returns

None.

### 6.9.2.4 void SelectVdd1Source ( unsigned int *vddSource* )

Select the VDD1 value. VDD1\_OP\_REG or VDD1\_SR\_REG.

Parameters

<i>vddSource</i>	- VDD2 value.
------------------	---------------

Returns

None.

### 6.9.2.5 void SelectVdd2Source ( unsigned int *vddSource* )

Select the VDD2 value. VDD2\_OP\_REG or VDD2\_SR\_REG.

Parameters

<i>vddSource</i>	- VDD2 value.
------------------	---------------

Returns

None.

### 6.9.2.6 void SetVdd1OpVoltage ( unsigned int *opVolSelector* )

set VDD1\_OP voltage value.

Parameters

<i>opVolSelector</i>	- VDD2_OP voltage value.
----------------------	--------------------------

Returns

None.

#### **6.9.2.7 void SetVdd2OpVoltage ( unsigned int *opVolSelector* )**

set VDD2\_OP voltage value.

Parameters

<i>opVolSelector</i>	- VDD2_OP voltage value.
----------------------	--------------------------

Returns

None.

#### **6.9.2.8 void SetVdd2SrVoltage ( unsigned int *opVolSelector* )**

set VDD2\_SR voltage value

Parameters

<i>opVolSelector</i>	- VDD2_SR voltage value.
----------------------	--------------------------

Returns

None.

## Part III

# Used X2C-Blocks

## 7 Project Specific Blocks

## 8 Internal Library Blocks

### Block: AutoSwitch

---



Inports	
In1	Input #1
Switch	Input #2: Threshold signal
In3	Input #3

Outports	
Out	Either value of input #1 or input #3 dependent on value of input #2

Mask Parameters	
Thresh_up	Threshold level for rising switch signal
Thresh_down	Threshold level for falling switch signal

#### Description:

Switch between In1 and In3 dependent on Switch signal:

Switch signal rising: Switch  $\geq$  Threshold up  $\rightarrow$  Out = In1

Switch signal falling: Switch  $<$  Threshold down  $\rightarrow$  Out = In3

#### Implementations:

<b>FiP8</b>	8 Bit Fixed Point Implementation
<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation

## Block: Constant

---



Outputs	
Out	Constant output

Mask Parameters	
Value	Constant factor

### Description:

Constant value.

### Implementations:

<b>Bool</b>	Boolean Integration
<b>FiP8</b>	8 Bit Fixed Point Implementation
<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation



## Block: Delay

---



Inports	
In	Input $In(k)$
Outputs	
Out	Output $Out(k)=In(k-1)$
Mask Parameters	
ts_fact	Multiplication factor of base sampling time (in integer format)

### Description:

Output delay by one sample time interval.

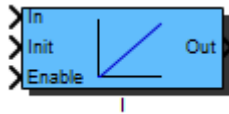
This block can be used to enable feedback loops in the model.

### Implementations:

<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation

## Block: I

---



Inports	
In	Control error input
Init	Value which is loaded at initialization function call
Enable	Enable == 0: Deactivation of block; Out set to 0 Enable 0->1: Preload of integral part Enable == 1: Activation of block

Outputs	
Out	Control value

Mask Parameters	
Ki	Integral Factor
ts_fact	Multiplication factor of base sampling time (in integer format)

### Description:

I controller:

$$G(s) = K_i/s = 1/(T_i \cdot s)$$

Each fixed point implementation uses the next higher integer datatype for the integrational value storage variable.

A rising flank at the *Enable* inport will preload the integrational part with the value present on the *Init* inport.

Transfer function (zero-order hold discretization method):

$$G(z) = K_I T_s \frac{1}{z - 1}$$

### Implementations:

<b>FiP8</b>	8 Bit Fixed Point Implementation
<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation

## Block: Negation

---



Inports	
In	Input

Outputs	
Out	Negated input value

### Description:

Negation of input signal.

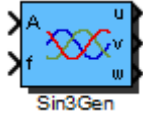
Calculation:

$$Out = -In$$

### Implementations:

<b>FiP8</b>	8 Bit Fixed Point Implementation
<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation

## Block: Sin3Gen



Inports	
A	Amplitude
f	Frequency

Outputs	
u	Sine wave output phase u
v	Sine wave output phase v
w	Sine wave output phase w

Mask Parameters	
fmax	Maximum Frequency in Hz
Offset	Offset
ts_fact	Multiplication factor of base sampling time (in integer format)

### Description:

Generation of a 3 sine waves with amplitude (A) and frequency (f).

Calculation fixed point implementation:

$$\begin{aligned}
 u_k &= A_k \cdot \sin(2f_k \cdot f_{max} \cdot kT_S) + A_{Offset} \\
 v_k &= A_k \cdot \sin(2f_k \cdot f_{max} \cdot kT_S - \frac{2\pi}{3}) + A_{Offset} \\
 w_k &= A_k \cdot \sin(2f_k \cdot f_{max} \cdot kT_S + \frac{2\pi}{3}) + A_{Offset}
 \end{aligned}$$

For sine calculation a lookup table with 256 entries is used. This results in a short computation time but with the downside of reduced accuracy for the FiP32 implementation.

Calculation floating point implementation (parameter  $f_{max}$  is ignored):

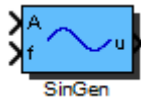
$$\begin{aligned}
 u_k &= A_k \cdot \sin(2\pi f_k \cdot kT_S) + A_{Offset} \\
 v_k &= A_k \cdot \sin(2\pi f_k \cdot kT_S - \frac{2\pi}{3}) + A_{Offset} \\
 w_k &= A_k \cdot \sin(2\pi f_k \cdot kT_S + \frac{2\pi}{3}) + A_{Offset}
 \end{aligned}$$

**Implementations:**

<b>FiP8</b>	8 Bit Fixed Point Implementation
<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation

## Block: SinGen

---



Inports	
A	Amplitude
f	Frequency

Outports	
u	Sine wave output

Mask Parameters	
fmax	Maximum Frequency in Hz
Offset	Offset
Phase	Phase [-Pi..Pi]
ts_fact	Multiplication factor of base sampling time (in integer format)

### Description:

Generation of a sine wave with amplitude (A) and frequency (f).

Calculation fixed point implementation:

$$u_k = A_k \cdot \sin(2f_k \cdot f_{max} \cdot kT_S + \phi_{Phase}) + A_{Offset}$$

For sine calculation a lookup table with 256 entries is used. This results in a short computation time but with the downside of reduced accuracy for the FiP32 implementation.

Calculation floating point implementation (parameter  $f_{max}$  is ignored):

$$u_k = A_k \cdot \sin(2\pi f_k \cdot kT_S + \phi_{Phase}) + A_{Offset}$$

### Implementations:

<b>FiP8</b>	8 Bit Fixed Point Implementation
<b>FiP16</b>	16 Bit Fixed Point Implementation
<b>FiP32</b>	32 Bit Fixed Point Implementation
<b>Float32</b>	32 Bit Floating Point Implementation
<b>Float64</b>	64 Bit Floating Point Implementation