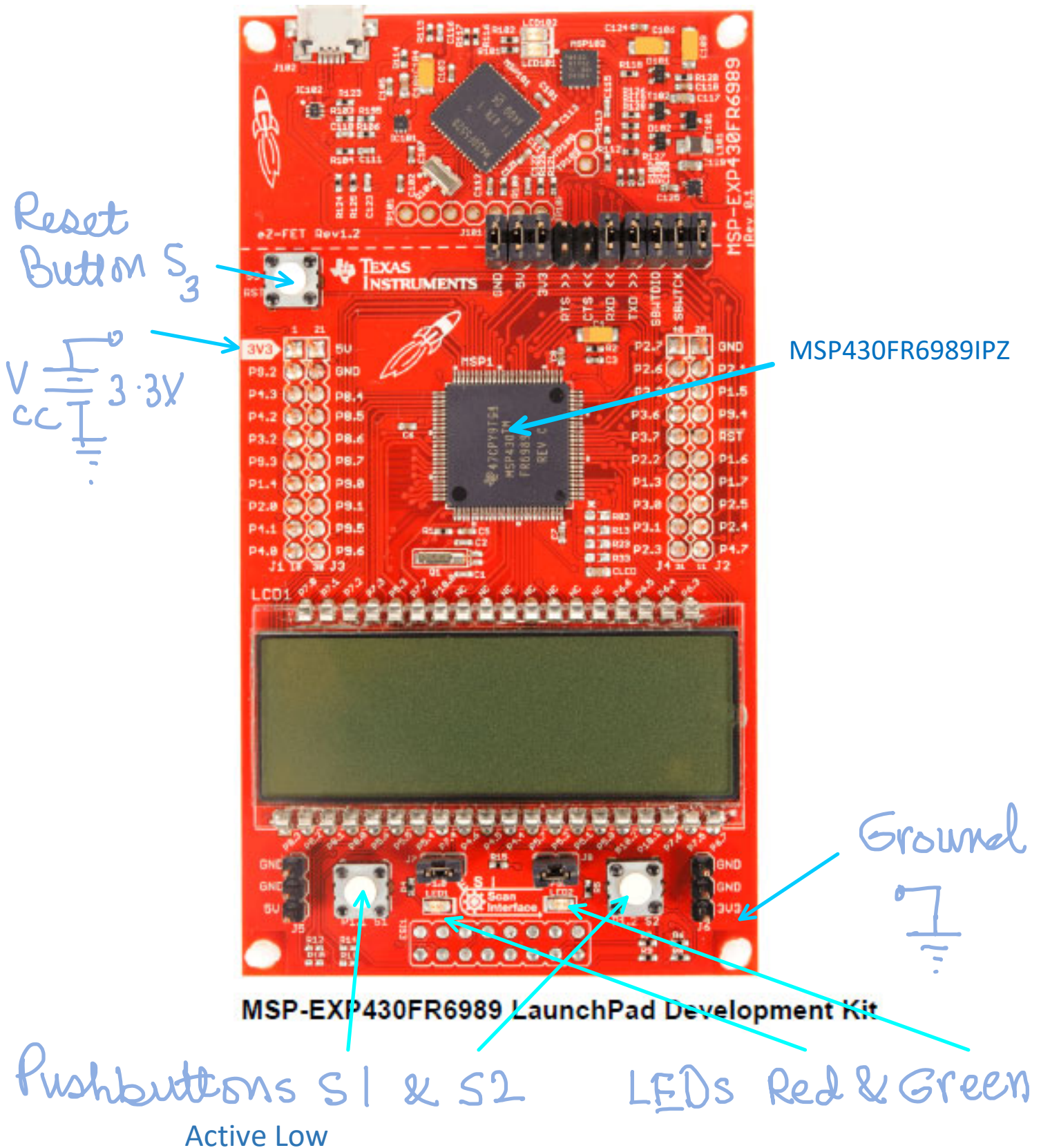


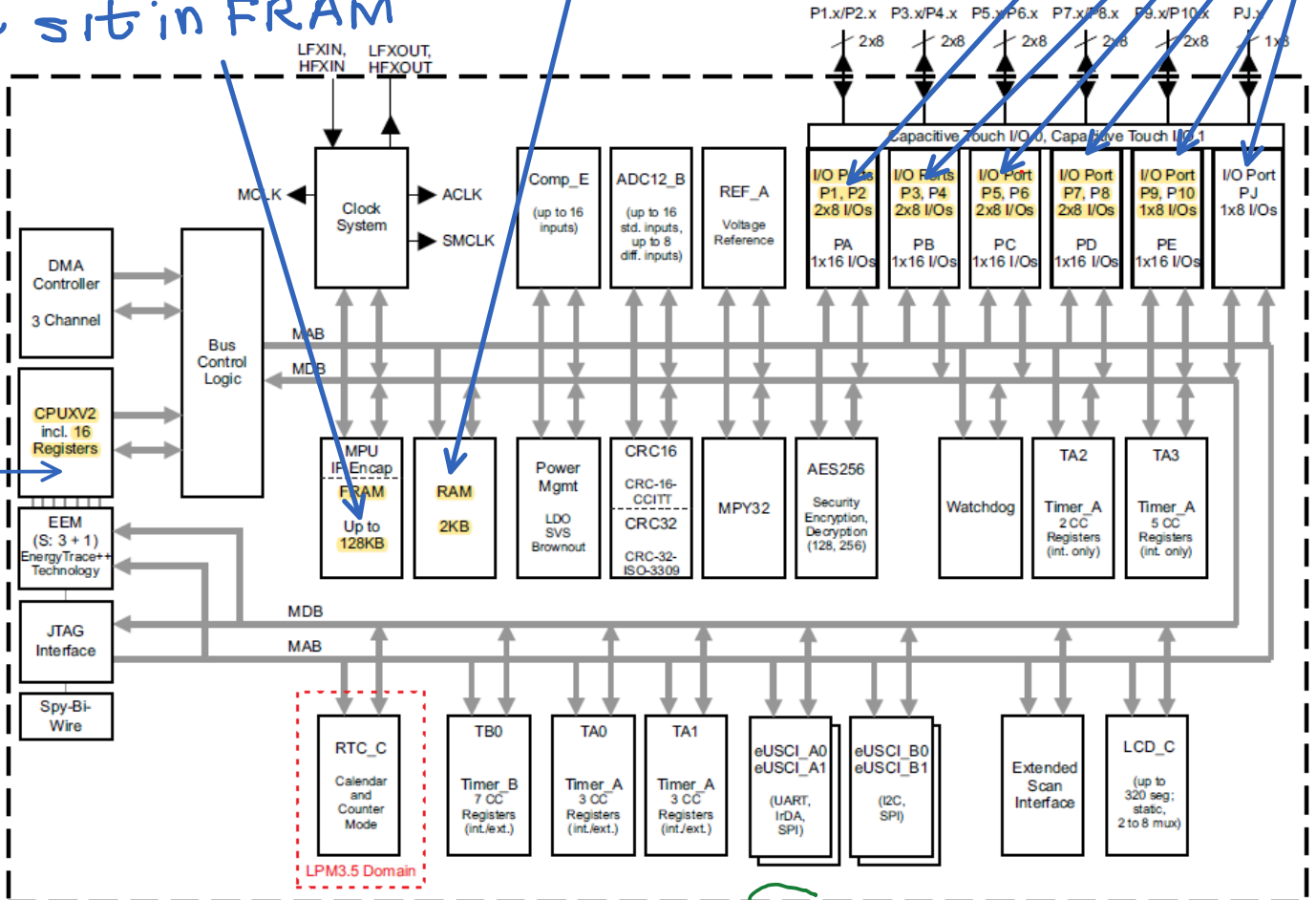


Variables and
Stack will be
in RAM

Ports for Digital
GPIO
(General Purpose
Input Output)

your program
will sit in FRAM

Central Processing Unit



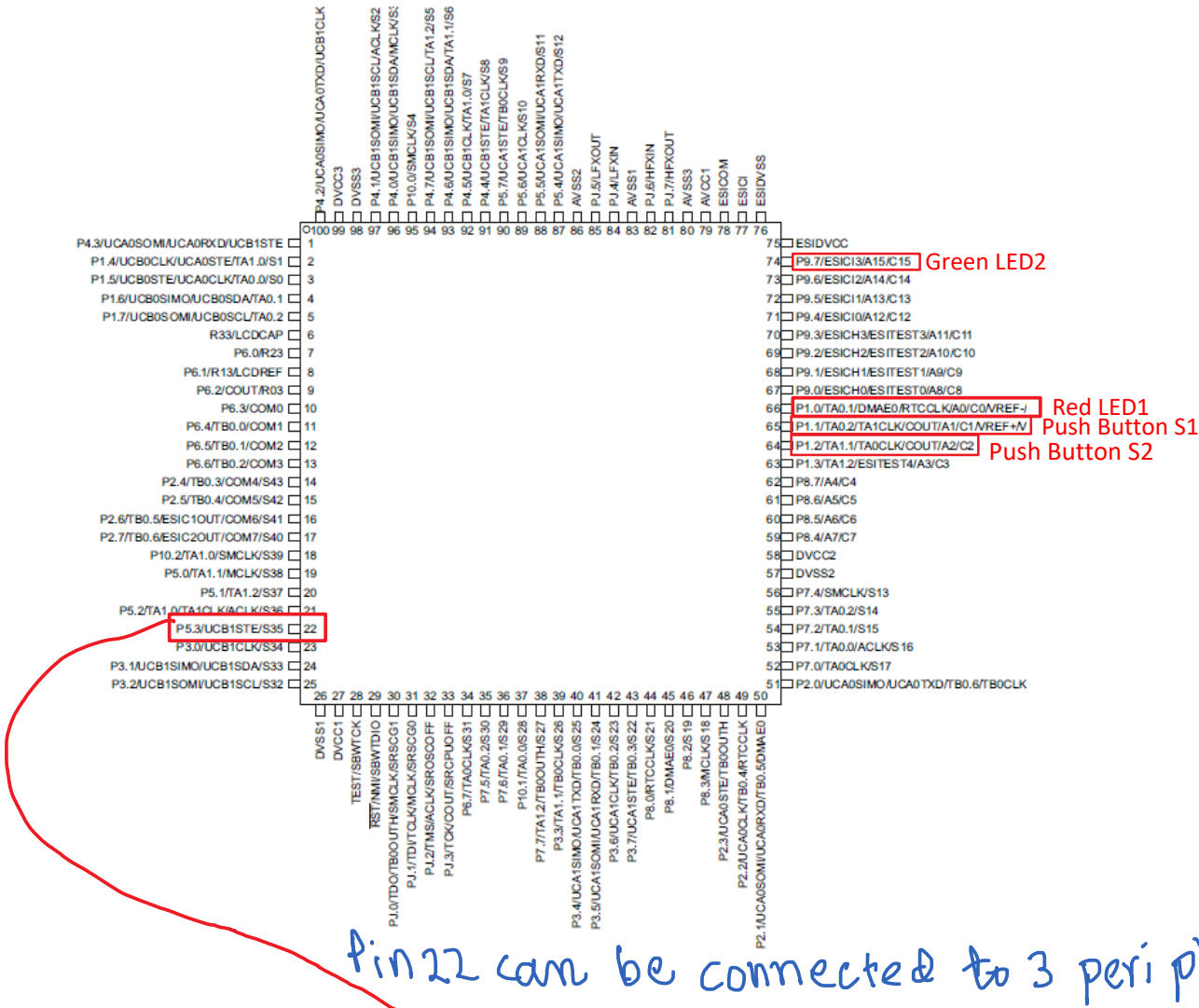
P1.7
P1.6
P1.5
P1.4
P1.3
P1.2 - Push Button 2
P1.1 - Push Button 1
P1.0 - LED1 (Red)

Port 1

P9.7
P9.6
P9.5
P9.4
P9.3
P9.2
P9.1
P9.0

Port 9

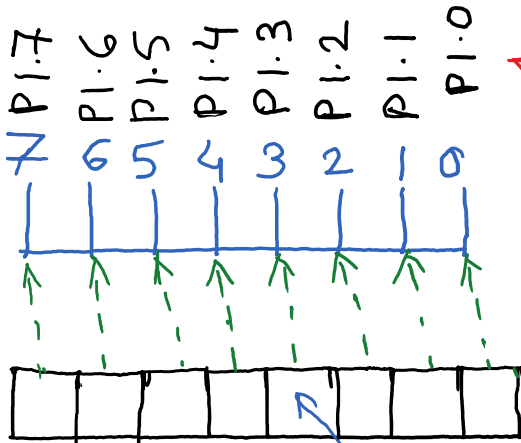
PART NUMBER	PACKAGE	BODY SIZE ⁽²⁾
MSP430FR6989IPZ	LQFP (100)	14 mm × 14 mm
MSP430FR6989IPN	LQFP (80)	12 mm × 12 mm
MSP430FR5989IPM	LQFP (64)	10 mm × 10 mm
MSP430FR5989IRGC	VQFN (64)	9 mm × 9 mm



P5.3/UCB1STE/Sx	22	S35		General-purpose digital I/O USCI_B1: Slave transmit enable (SPI mode) LCD segment output (segment number is package specific)
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GPIO Registers

Port1

 $Px.y$

pins
each
pin
is
individually
controlled

P1SEL sets this bit

Example

 $\text{bis.b } * \text{BIT3, \&P1SEL}$

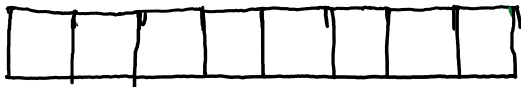

P1DIR



P1OUT



P1IN



P1REN



P1IFG

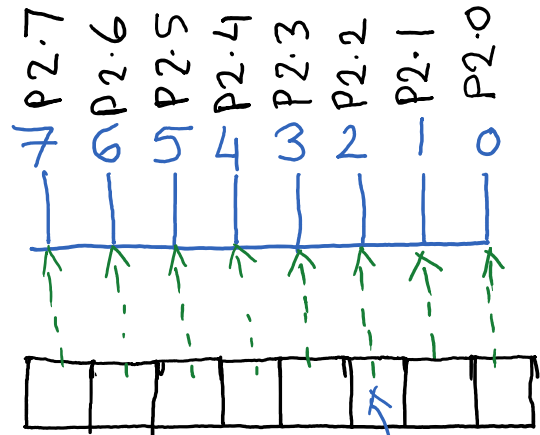


P1IE

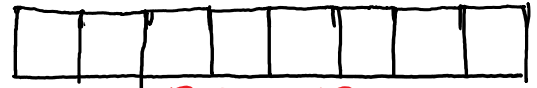


P1IES

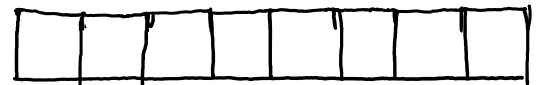
Port2



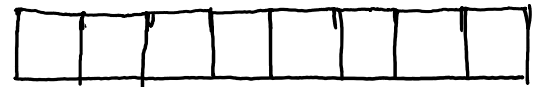
P2SEL clears this bit

 $\text{bic.b } * \text{BIT2, \&P2SEL}$


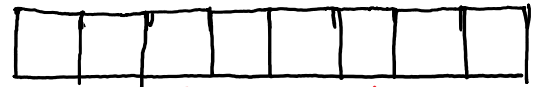
P2DIR



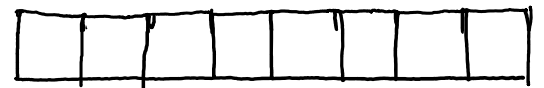
P2OUT



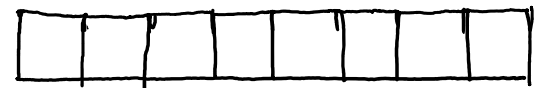
P2IN



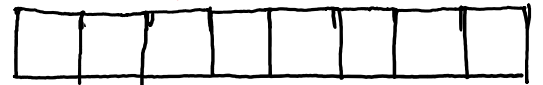
P2REN



P2IFG



P2IE



P2IES

Configuring Px.y

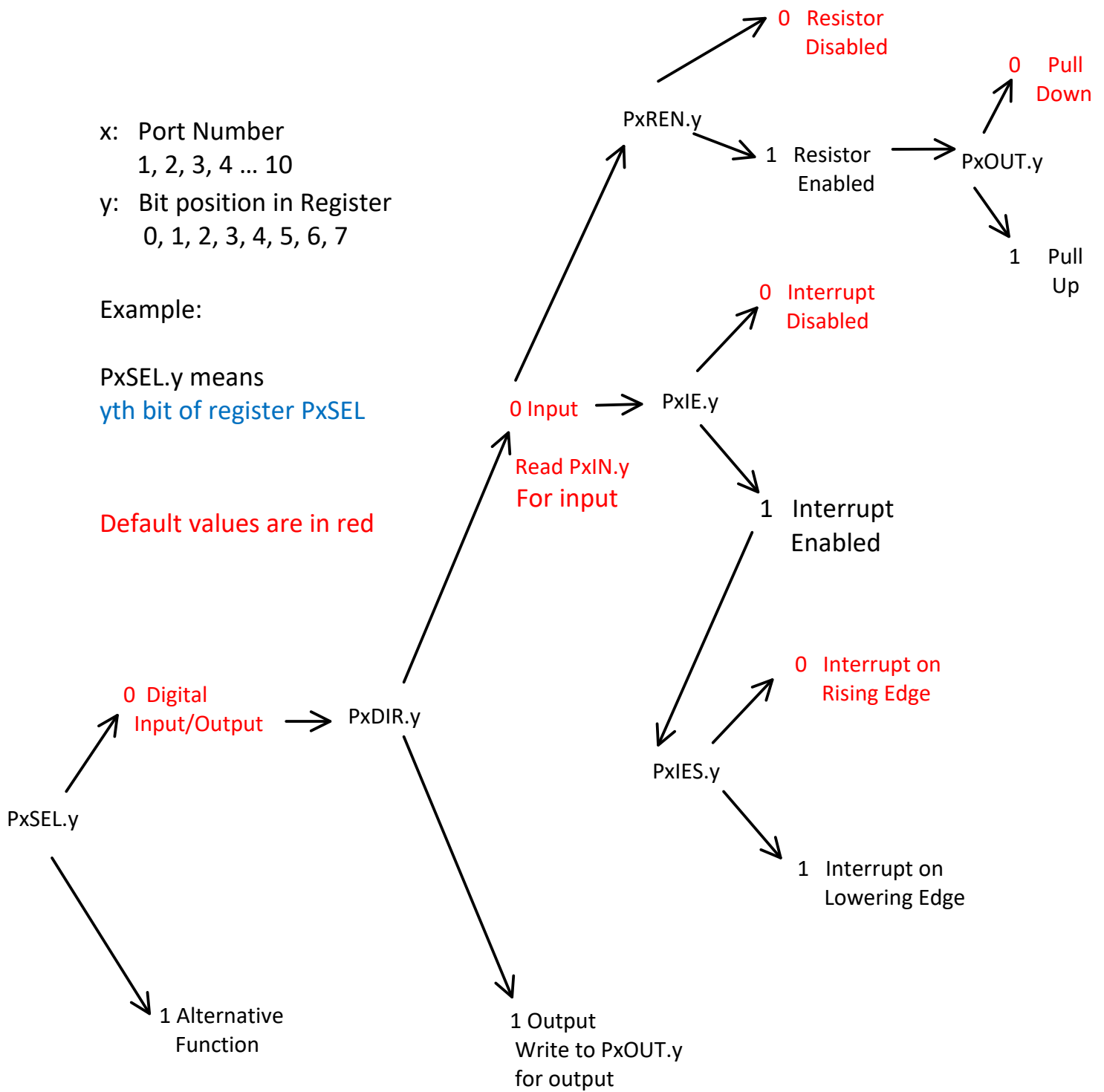
x: Port Number
1, 2, 3, 4 ... 10

y: Bit position in Register
0, 1, 2, 3, 4, 5, 6, 7

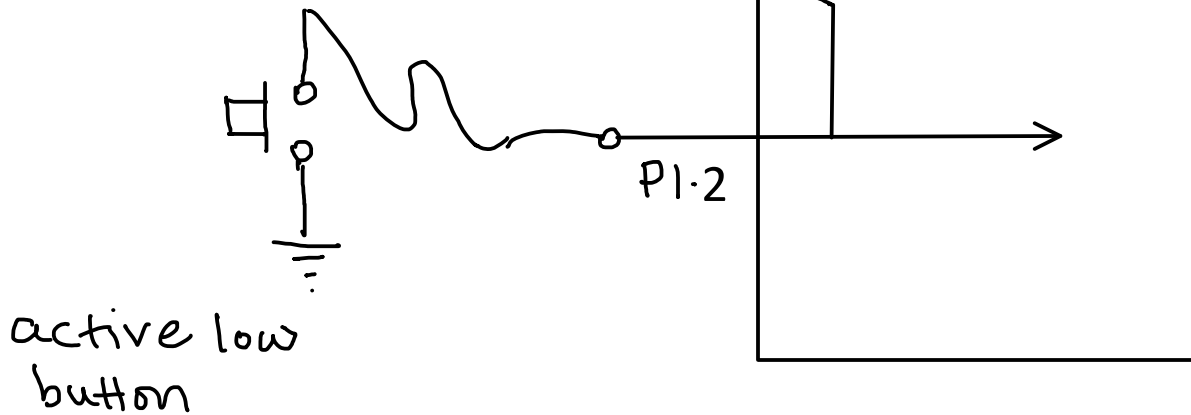
Example:

PxSEL.y means
yth bit of register PxSEL

Default values are in red



configuring P1.2
as GPIO input
to read the
push button



bic.b	* BIT2, &P1SEL	default	(digital GPIO)
bic.b	* BIT2, &P1DIR	default	(input)
bis.b	* BIT2, &P1REN	(resistor enable)	
bis.b	* BIT2, &P1OUT	(pull up resistor)	
bic.b	* BIT2, &P1IE	default	(disable interrupt)

read input value

bit.b ~~*~~BIT2, &P1IN → use in a conditional statement

Notes

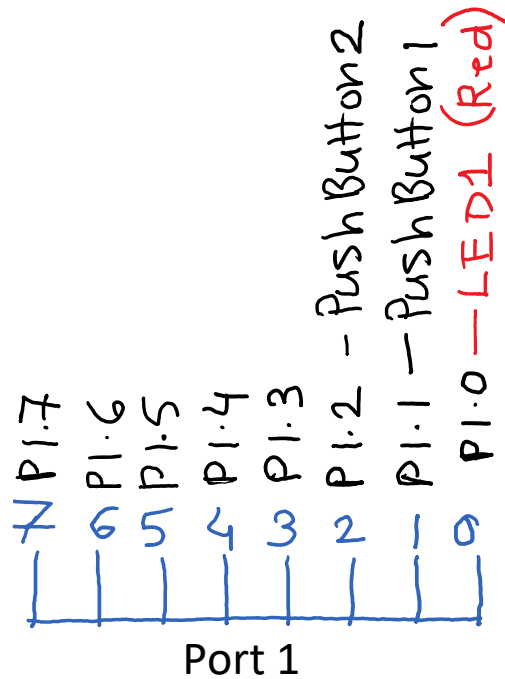
By default $PX.y$ is configured for:

digital general purpose input
no resistor enable
no interrupt enable

Good practice for writing to output

$\swarrow$ or $bic.b$
 $bis.b \quad \&BIT3, \&P1OUT \rightarrow$ write output to $P1.3$
 $bis.b \quad \&BIT3, \&P1DIR \rightarrow$ set $P1.3$ as output pin

Working with LEDs



Example Red LED (P1.0)

```
bis.b 0x00000001, &P1OUT
```

```
bis.b 0x00000001, &P1DIR
```

→ LED turns on

```
xor.b 0x00000001, &P1OUT
```

← Set P1.0 for output

← toggle P1.0

a	b	XOR
0	0	0
0	1	1
1	0	1
1	1	0

1 XOR 0 = 1 toggle
1 XOR 1 = 0

Program: Blinky

```

                                ; Main loop here

                                bis.b #BIT0, &P1OUT
                                bis.b #BIT0, &P1DIR      ; Set P1.0 as output pin
                                                         ; Note P1.0 is connected to the red LED
                                bic.w #LOCKLPM5,&PM5CTL0 ; Disable the GPIO power-on default
                                                         ; high-impedance mode
loop:                            xor.b #BIT0, &P1OUT      ; Toggle P1.0

                                mov.w #65535, R15        ; Put delay value in R15
sub_loop: dec.w R15          ; Decrease R15
                                jnz sub_loop              ; Delay over?
                                jmp loop                  ; Repeat

```

} delay by wasting time