

3.0 One-Shot Mode Description

In one-shot mode, one pin of the ADC is selected as the input source. Once triggered, a conversion takes place on the selected pin and the result is stored in the ADC result register corresponding to the selected channel. An interrupt signifies the completion of a conversion. Figure 2 and Figure 3 are overviews of the registers that will be used in this example. These registers are detailed in the included sample code. For specific details, consult the M16C/.

A-D control register 0 (Note 1)

Symbol
ADCON0

Address
03D616

When reset
0000XXXX2

b7 b6 b5 b4 b3 b2 b1 b0

Bit symbol	Bit name	F unction	R/W
CH0	Analog input pin select bit	<small>b2 b1 b0</small> 0 0 0 : AN0 is selected 0 0 1 : AN1 is selected 0 1 0 : AN2 is selected 0 1 1 : AN3 is selected 1 0 0 : AN4 is selected 1 0 1 : AN5 is selected 1 1 0 : AN6 is selected 1 1 1 : AN7 is selected	O/O
CH1		O/O	
CH2		O/O	
MD0	A-D operation mode select bit 0	<small>b4 b3</small> 0 0 : One-shot mode 0 1 : Repeat mode 1 0 : Single sweep mode 1 1 : Repeat sweep mode 0 Repeat sweep mode 1	O/O
MD1		O/O	
TRG	Trigger select bit	0 : Software trigger 1 : ADTRG trigger	O/O
ADST	A-D conversion start flag	0 : A-D conversion disabled 1 : A-D conversion started	O/O
CKS0	Frequency select bit 0	0 : fAD/4 is selected 1 : fAD/2 is selected	O/O

Note 1: If the A-D control register is rewritten during A-D conversion, the conversion result is indeterminate.

Note 2: When changing A-D operation mode, set analog input pin again.

A-D control register 1 (Note)

Bit	Symbol	Address	When reset
b7	ADCON1	03D716	0016
b6			
b5			
b4			
b3			
b2			
b1			
b0			

Bit symbol	Bit name	Function	R/W
SCAN0	A-D sweep pin select bit	When single sweep and repeat sweep mode 0 are selected b1 b0 0 0 : AN0, AN1 (2 pins) 0 1 : AN0 to AN3 (4 pins) 1 0 : AN0 to AN5 (6 pins) 1 1 : AN0 to AN7 (8 pins)	O/O
SCAN1		When repeat sweep mode 1 is selected b1 b0 0 0 : AN0 (1 pin) 0 1 : AN0, AN1 (2 pins) 1 0 : AN0 to AN2 (3 pins) 1 1 : AN0 to AN5 (4 pins)	O/O
MD2	A-D operation mode select bit 1	0 : Any mode other than repeat sweep mode 1 1 : Repeat sweep mode 1	O/O
BITS	8/10-bit mode select bit	0 : 8-bit mode 1 : 10-bit mode	O/O
CKS1	Frequency select bit 1	0 : fAD/2 or fAD/4 is selected 1 : fAD is selected	O/O
VCUT	Vref connect bit	0 : Vref not connected 1 : Vref connected	O/O
OPA0	External op-amp connection mode bit	b7 b6 0 0 : ANEX0 and ANEX1 are not used 0 1 : ANEX0 input is A-D converted 1 0 : ANEX1 input is A-D converted 1 1 : External op-amp connection mode	O/O
OPA1			O/O

Note: If the A-D control register is rewritten during A-D conversion, the conversion result is indeterminate.

Figure 2 A-D Converter Related Registers

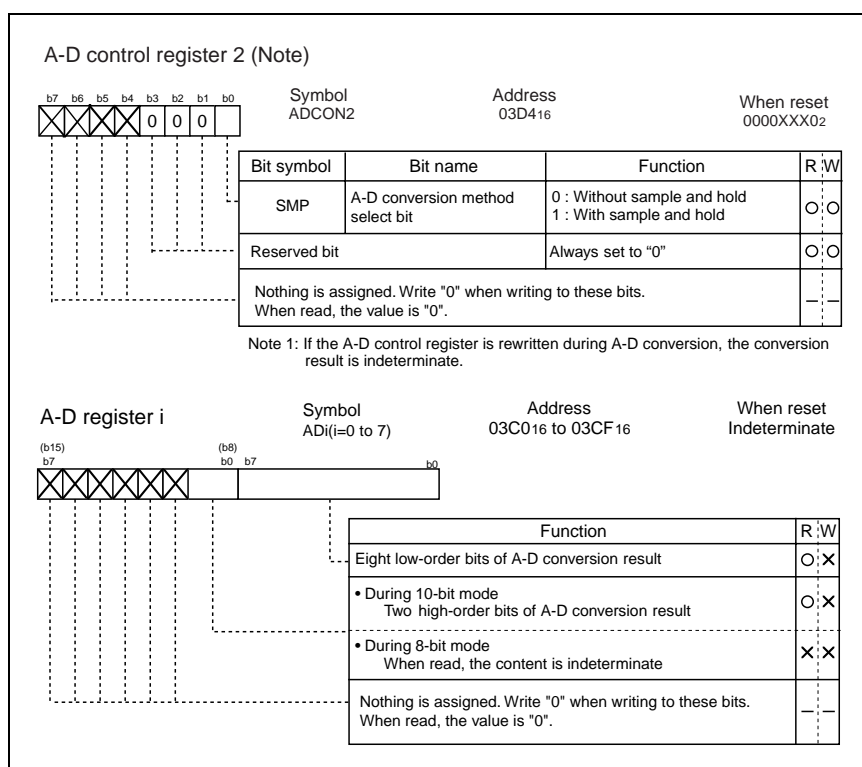


Figure 3 A-D Converter Related Registers

4.0 Example Program

This example program demonstrates how to perform a conversion using the ADC in the following environment:

Environment Setup

- One-shot conversion
- 10-bit mode
- Analog input 0 used
- Sample and hold enabled
- Vref connected
- Conversion clock used will be $f_{AD}/2$ (if $f(X_{in})$ is greater than 10 MHz, f_{AD} must be divided)
- Software conversion start

ADC Software Setup

- Set the ADCON0 register for $f_{AD}/2$, one-shot operation using AN0 (0x80)
- Set the ADCON1 register for 10 bit mode, f_{AD} divided, and connect Vref (0x28)
- Set the ADCON2 register for sample and hold (0x01)
- Enable the A/D converter by setting the ADST bit to 1
- Read current A/D channel values in the variables 'TempStore' in the AD Interrupt Service Routine

5.0 Reference

Renesas Technology Corporation Semiconductor Home Page

<http://www.renesas.com>

E-mail Support

support_apl@renesas.com

Data Sheets

- M16C/62 datasheets, 62aeds.pdf

User's Manual

- NC30 Ver. 4.0 User's Manual, NC30UE.pdf
- M16C/60 and M16C/20 C Language Programming Manual, 6020EC.pdf
- M16C/62 User's Manual, 62eum.pdf
- Application Note: Writing Interrupt Handlers in C for the M16C

6.0 Software Code

The sample software provided was written using the NC30 compiler. The program performs one conversion on reset. This code could be simply modified to use a timer for the trigger of the ADC to provide multiple conversions at specific intervals.

```
/*
 *
 * DESCRIPTION: single_shot.c
 *
 * AUTHOR: Renesas Technology Corporation (June 2003)
 *
 * PURPOSE:      Outlines how to use the M16C/62 ADC in single shot mode.
 *               On reset, program stores the result of the conversion
 *               in a variable that can be examined using KD30 and the MSV1632-62
 *               Starter Kit
 *
 */
*****/

#include "sfr62.h"

unsigned int TempStore = 0x0000;    // Location where ADC result is stored

#pragma INTERRUPT ADCInt            // compiler directive telling where
                                   // the ADC interrupt is located

void ADCInt(void);

/*
```

```

** main
*
* PARAMETERS: None
*
* DESCRIPTION: Main function. Where program execution starts. Sets
*               up the ADC then waits for interrupt to occur.
*
* RETURNS: Nothing
*/
void main (void){

    adcon0 = 0x80; 00000000 AN0 input, fAD/2, 1 shot mode, software trigger
                   |||||_____analog input select bit 0
                   |||||_____analog input select bit 1
                   |||||_____analog input select bit 2
                   ||||_____A/D operation mode select bit 0
                   |||_____A/D operation mode select bit 1
                   ||_____trigger select bit
                   ||_____A/D conversion start flag
                   |_____frequency select bit */

    adcon1 = 0x28; 00101000; /* 10 bit mode, fADdivided, Vref connected
                   |||||_____A/D sweep pin select bit 0
                   |||||_____A/D sweep pin select bit 1
                   |||||_____A/D operation mode select bit 1
                   ||||_____8/10 bit mode select bit
                   |||_____frequency select bit 1
                   ||_____Vref connect bit
                   ||_____external op-amp connection bit 0
                   |_____external op-amp connection bit 1 */

    adcon2 = 0x01; 00000001; /* Sample and hold enabled
                   |||||_____sample and hold select bit
                   |||||_____reserved
                   |||||_____reserved
                   ||||_____reserved
                   |||_____reserved
                   ||_____reserved
                   ||_____reserved
                   |_____reserved */

    adic = 0x01; 00000001; /* Enable the ADC interrupt
                   |||||_____interrupt priority select bit 0
                   |||||_____interrupt priority select bit 1
                   |||||_____interrupt priority select bit 2
                   ||||_____interrupt request bit
                   |||_____reserved
                   ||_____reserved
                   ||_____reserved
                   |_____reserved */

    _asm (" fset i") ; /* globally enable interrupts

    adst = 1; /* Start a conversion here

```

```

    while (1){}                // Program waits here forever
}

/*
** ADCInt
*
* PARAMETERS: None
*
* DESCRIPTION: Interrupt routine of the ADC. Here the converted value is
*               loaded into a variable and masked off to show the result.
*
* RETURNS: Nothing
*
*/

void ADCInt(void) {

    TempStore = ad0 & 0x03ff;    // Mask off the upper 6 bits of the
                                // variable leaving only the result
                                // in the variable itself
}

```

In order for this program to run properly, the ADC interrupt vector needs to point to the function. The interrupt vector table is near the end of the startup file "sect30.inc". Insert the function label "_ADCInt" into the interrupt vector table at vector 14 as shown below.

```

:
:
:

;-----
; variable vector section
;-----

.section      vector          ; variable vector table
.org    VECTOR_ADR

.lword        dummy_int          ; BRK (vector 0)
.org    (VECTOR_ADR+16)
.lword        dummy_int          ; int3(for user)(vector 4)
.lword        dummy_int          ; timerB5(for user)(vector 5)
.lword        dummy_int          ; timerB4(for user)(vector 6)
.lword        dummy_int          ; timerB3(for user)(vector 7)
.lword        dummy_int          ; si/o4 /int5(for user)(vector 8)
.lword        dummy_int          ; si/o3 /int4(for user)(vector 9)
.lword        dummy_int          ; Bus collision detection(for user)(v10)
.lword        dummy_int          ; DMA0(for user)(vector 11)
.lword        dummy_int          ; DMA1(for user)(vector 12)
.lword        dummy_int          ; Key input interrupt(for user)(vect 14)
.glob         _ADCInt
.lword        _ADCInt            ; A-D(for user)(vector 14)

```

```
.lword    dummy_int    ; uart2 transmit(for user) (vector 15)
.lword    dummy_int    ; uart2 receive(for user) (vector 16)
.lword    dummy_int    ; uart0 transmit(for user) (vector 17)

:
:
:
```

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