

Main.c

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/*
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*/

#include "Initialisierung.h"

//***** Globale Funktionen *****
void IRQ_Hdlr_9 (void) {CH0_TxInterruptCall();} //Aufruf bei IRQ 9);
void CH0_TxInterruptCall() {
Register (&USIC0_CH0->TCSR,0xFFFFF3FF,0x400); // TDEN=1
};
//***** Globale Funktionen Ende *****

void IRQ_Hdlr_10 (void) {CH1_TxInterruptCall();} //Aufruf bei IRQ 10);

void CH1_TxInterruptCall() {
Register (&USIC0_CH1->TCSR,0xFFFFF3FF,0x400); // TDEN=1
};

int main(void)
{

// Channel 0
//Interrupt
Register (&USIC0_CH0->INPR,0xFFFFF0CF,0x00); // TBINP=0; Int 9 -> SRO
NVIC_SetPriority((IRQn_Type)9,3); // Interrupt Priority = 3
NVIC_EnableIRQ((IRQn_Type)9); // Enable Interrupt

//USIC Parameter
SSC_Init(0, 50200, 0, 0, 0); // Channel, Bitrate, MSB, StopBits, Parity
Register (&PORT1->IOCR0, 0xFFFFF00, 0xB8); // Tx: P1.0
Register(&USIC0_CH0->DXOCR, 0xFFFFF000, 3); //: DSEL=DX0D
Register (&PORT1->IOCR0, 0xFFFF00FF, 0x1800); // Rx: P1.1
Register (&PORT0->IOCR4, 0xFFFFF, 0xB0000000); // Clk: P0.7
Register (&PORT0->IOCR0, 0xFFFFF00, 0xB0); // CS: P0.0

//FIFO
Register (&USIC0_CH0->TBCTR,0xFFFFFC0,0x00); // DPTR=0
Register (&USIC0_CH0->TBCTR,0xFFFFC0FF,0x200); // LIMIT=2
Register (&USIC0_CH0->TBCTR,0xF8FFFFFF,0x2000000); // SIZE=2
Register (&USIC0_CH0->TBCTR,0xFFFFFFFF,0x10000000); // LOF=1
Register (&USIC0_CH0->TBCTR,0xBFFFFFFF,0x40000000); // STBIEN=1
Register (&USIC0_CH0->TCSR,0xFFFFF7FF,0x00); // TDEN=0
Register (&USIC0_CH0->TCSR,0xFFFFFEFF,0x100); // TDSSM=1

// Channel 1

//USIC Parameter
ASC_Init(1, 50200, 0, 1, 0); // Channel, Bitrate, MSB, StopBits, Parity
Register (&PORT1->IOCR0, 0xFF00FFFF, 0xB80000); // Tx: P1.2
Register(&USIC0_CH1->DXOCR, 0xFFFFF000, 0); //: DSEL=DX1A
Register (&PORT1->IOCR0, 0xFFFFF, 0x18000000); // Rx: P1.3

//FIFO
Register (&USIC0_CH1->TBCTR,0xFFFFFC0,0x08); // DPTR=8
Register (&USIC0_CH1->TBCTR,0xFFFFC0FF,0x00); // LIMIT=0
Register (&USIC0_CH1->TBCTR,0xF8FFFFFF,0x1000000); // SIZE=1
Register (&USIC0_CH1->TBCTR,0xEFFFFFFF,0x10000000); // LOF=1
Register (&USIC0_CH1->TBCTR,0xBFFFFFFF,0x40000000); // STBIEN=1
Register (&USIC0_CH1->TCSR,0xFFFFF7FF,0x400); // TDEN=1
Register (&USIC0_CH1->TCSR,0xFFFFFEFF,0x100); // TDSSM=1

// ----- Programm -----

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uint16_t data = 0x0;
while(1)
{
    USIC0_CH0->IN[0]=0x0;//ASC Tx: P1.0 Rx: P1.1
    USIC0_CH0->IN[0]=0x2;//ASC Tx: P1.0 Rx: P1.1
    USIC0_CH0->IN[0]=0x4;//ASC Tx: P1.0 Rx: P1.1
    USIC0_CH0->IN[0]=0x9;//ASC Tx: P1.0 Rx: P1.1
    Register (&USIC0_CH0->TCSR,0xFFFFF7FF,0x00); // TDEN=0

    USIC0_CH1->IN[0]=data;//ASC Tx: P1.2 Rx: P1.3
    for (uint32_t i=500; i>0;i--);
}
}
```