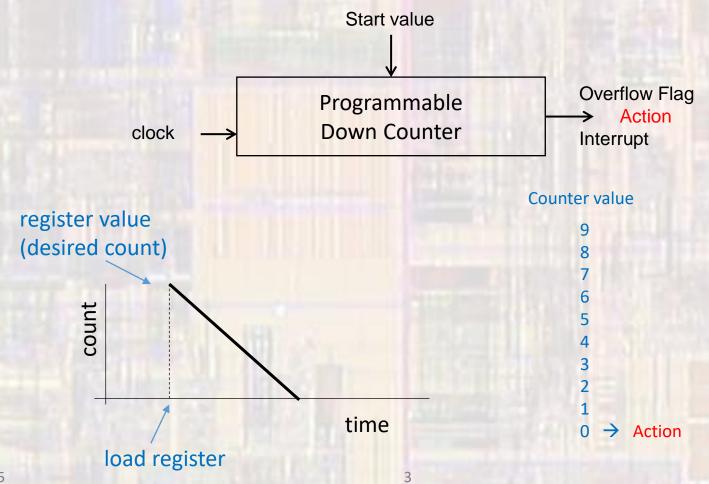
Last updated 6/14/21

- Basic Timer Function
  - Delay Counter
    - Load a value into a counter register
    - The counter counts
      - Down to zero (count down timer)
      - Up from zero (count up timer)
    - An action is triggered when complete
  - Delay is a function of
    - Clock frequency
    - Count value
  - 1ms delay with a 12Mhz clock
    - 1ms \* 12M cycles/s = 12000 cycles → set count value to 12,000

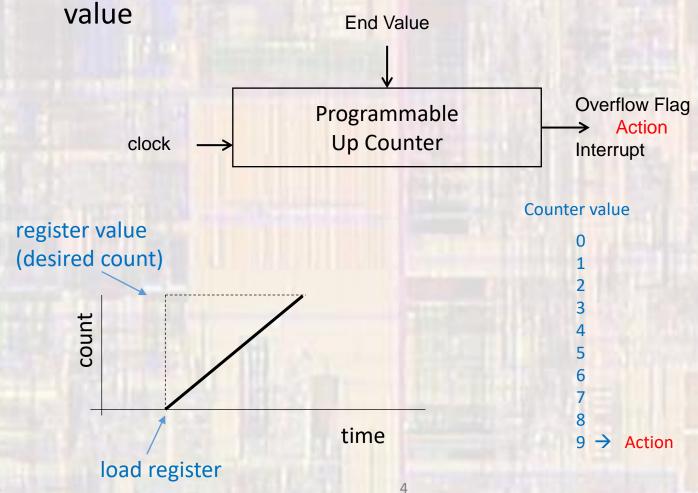
- Basic Timer Function Count Down
  - Some action occurs when counter reaches 0



EE 2905

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- Basic Timer Function Count Up
  - Some action occurs when the counter reaches the desired

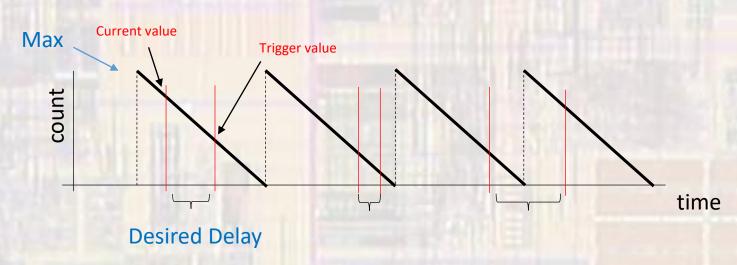


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#### Configuration

- 32 bit mode
  - Max count value is 2<sup>32</sup>
  - 4G counts
  - 4,294,967,296 counts
- 64 bit mode
  - Max count value is 2<sup>64</sup>
  - ~18x10<sup>18</sup> counts
- 1us tick and  $2^{64}$  counts  $\rightarrow$  18x10<sup>12</sup> sec  $\rightarrow$  570K years

- Free Running
  - Counter wraps around to the maximum value after counting down to 0
    - Check the current value
    - Calculate the desired new value (amount of delay)
    - Set the new value as the trigger value
  - Can set any number of trigger events



#### Timer Functions

- Output Compare
  - Free running mode
  - Sets a flag and/or creates an interrupt when the counter value matches a value programmed into a separate register
- Input Capture
  - Captures the counter value when a trigger event occurs
  - Sets a flag and/or creates an interrupt
  - Not supported in Mbed
- Pulse Width Modulation (PWM)
  - Creates an automated PWM signal