AN2781
Application note

UART emulation software in STM8S and STM8A microcontrollers

Introduction

This application note describes how to emulate the UART behavior and functionality using routines in STM8S microcontrollers. The UART peripheral is emulated on hardware that has the capture & compare interrupt capability. Such emulation is useful in applications that require more than one UART, or when the dedicated serial communication hardware peripherals are being used in another way.

This software solution is suitable for standard full-duplex speeds of up to 57 600 Bd for the core running at 24 MHz or, of up to 19200 Bd for the core running at 16 MHz. Its main feature is that it runs in the background with a time reserve, so that the main process stream can continue and control the rest of the application processes. The higher communication speeds can be achieved when polling and controlling I/O pins in the main stream, but, as a result, the control of all other application processes is sidetracked while receiving or sending a message and the full-duplex capability might even be lost.

Standard data frame formats are supported, as well as options like parity, ninth data bit and double stop bit. Double data registers, noise detection logic, frame generation and overflow logic are implemented with minimum MCU hardware usage.

A firmware package is delivered with this document. It contains the complete C source code so that the user can compile, link or modify it as necessary. It also includes a number of precompile configurations to help optimize the compiled code.Doc ID 14762

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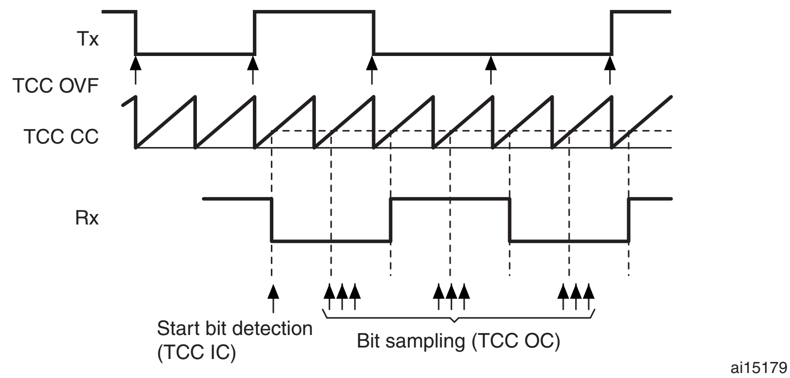
1 Principle of the software solution

All transmit and receive processes run in the background. They are all timed by a single CPU capture & compare timer. The associated input capture pin is dedicated to receiving data. Any general-purpose output pin can be used for data output. The overflow period of the timer equal to half a bit by setting the autoreload register of the timer. *Figure 1* illustrates the timing diagram.

Transmission is based on TCC overflow interrupts. After a byte is stored into the transmit buffer, an internal transmission request appears and the nearest OVF interrupt is used to start the current transmission. So the maximum latency for transmission start could be half a bit. This is because the same timer is used for independent (unsynchronized) transmit and receive processes. Every pair OVF (overflow) interrupt controls the consecutive edge changes of the transmitted signal on the dedicated output pin until the end of the frame transmission. Odd OVF interrupts are discarded. Any CPU pin with the output capability could be used as a transmit pin.

Figure 1. Capture & compare timing



The receive process uses the capture and compare feature of a single timer channel and its dedicated pin. Initially, the input capture is performed at the channel. After detecting the first falling edge, the value captured in the TCC capture registers is then used for compare purposes because the channel input capture functionality is switched to output compare (without affecting the output pin of the channel since it is not enabled). Due to the half-a-bit overflow period of the timer, the nearest output compare event must point to the middle of the first receive bit (start bit). Three consecutive samples are performed at the input pin at that moment and if, for each of them, a low level is detected, the correctly received start bit is evaluated. The receive process then continues watching every next odd output compare interrupt. The three samples are performed with noise detection logic for the other received data bits until the end of the current receive frame. All even compare interrupts are discarded. After the stop bits of the frame are sampled, the dedicated timer channel is switched back to input capture mode and waits for the next frame start condition. The detection of noise while the stop bits are being sampled always causes a frame error. If noise is detected in the start bit, the receive process is aborted and the Rx pin switches back to input capture mode and waits for the next falling edge capture.

2 User interface

2.1 Application interface

The user can control the communication flow via interface routines that check the flow status flags and call some macros in special cases. All these functions are defined in the swuart.c file.

The interface is initialized prior to use by calling the init procedure. This ensures the initial settings of all needed hardware and software.

```
void uart_init(void)
```

In addition, after the interface initialization, the receive flow has to be enabled. This can be done by calling the macro below:

```
uart_receive_enable
```

Also, for an immediate interrupt, and to disable the receive process, the following complementary macro can be used whenever required:

```
uart_receive_disable
```

All transmit and receive processes are self-operated and run in the background. For this reason, the user must make sure to call the appropriate routines at the right time. There are two basic procedures:

```
void uart_Tx_timing(void)
```

and

```
void uart_Rx_timing(void)
```

The first one controls the transmit timing and has to be called at equidistant periods of half a bit. Here, the TCC overflow interrupt is used with the proper prescaler and autoreload register setting in accordance with the requested baud rate.

The second one controls the receive timing and has to be called in case either the capture or the compare event on the input pin is generated.

The following functions can be called to control the data flow:

```
u8 uart_send(u8 b)
```

and

```
u8 uart_read(u8 *b)
```

The first function (send) tries to store a byte *b* into the internal transmit data buffer and returns the TRUE code if the storage operation and the start of transmission are successful. It returns FALSE if the byte could not be temporarily stored into the buffer. The transmit data buffer is doubled, so that the next data byte to transmit can be written while the previous byte transmission is still in progress.

The second function (read) copies the received byte stored in the internal receive buffer to the address given in the parameter field, and returns a copy of the lower nibble of the internal status register. The read operation should be done before the next data byte is received, otherwise an overflow error is signaled. If the nine data bit format is used, the value of the 9^{th} bit is also given at status register bit 5, unless this bit is forced to zero. Calling the `uart_read()` function clears all associated error flags in the status register.

The contents of this status register can be checked anytime by calling a macro with some predefined status masks as shown below:

`test_status(u8 status mask)`

Calling this macro does not affect the contents of the status register. *Table 1* gives the list of all the masks defined for the status register.

Table 1. Status register bit definition

Bit number	Hexadecimal mask	Mask definition
0	0x01	receive_buffer_full
1	0x02	receive_noise_error
2	0x04	receive_frame_error (1)
3	0x08	receive_buffer_overflow
4	0x10	receive_in_progress
5	0x20	receive_9th_data_bit
6	0x40	transmit_data_reg_empty
7	0x80	transmit_in_progress

1. The same bit is used to indicate a receive parity error.

In case of the nine bit data format, the **set_Tx_bit9** and **clr_Tx_bit9** macros are defined to control the transmission of the 9th data bit. These macros have to be called just prior to calling the `uart_send()` routine. As the internal variable keeping the value of the 9th bit to be transmitted is not buffered, it is necessary to toggle the transmit_in_progress flag to check the progress of the operation. Once the previous byte has been completely transmitted, the **set_Tx_bit9** or **clr_Tx_bit9** macro is called to change the bit value for the next byte to be transmitted. The received 9th data bit is read while calling the `uart_read()` routine.

2.2 Precompile interface

It is possible to set and configure the interface in the precompiling phase by setting a number of parameters in the “swuart.h” header file provided in the firmware package. In this way, the code execution time is reduced to a minimum.

The definitions of the two basic parameters (**SWUART_TRANSMIT_USED** and **SWUART_RECEIVE_USED**) involve both main transmit and receive flows at the start of the user definition section in the header file.

Then, the user has to define the settings of the hardware and registers that correspond to the associated timer and IO pins. This could be done in the next part of the section. Here, the TIM3 timer is used with PD0 as the input CC pin. PD2 is used as the output pin. *Table 2* gives settings for different communication speeds and CPU frequencies with relative errors.

Table 2. Auto reload register settings (TIM3_PSCR=0)

Nominal speed [Bd]	TIM OVF interrupt rate [µs]	ARR setting (16 MHz)	Error	ARR setting (24 MHz)	Error
57600	8.68	-	-	208	0.16%
19200	26.04	417	0.08%	625	0
9600	52.08	833	0.04%	1250	0
4800	104.17	1667	0.02%	2500	0

The number of data bits may be between 1 and 9. One or two stop bits may be defined. The MSB bit may be used as an even parity bit if the PARITY flag is defined as TRUE. The proper data format is set by using the following variables at the end of the user setting section: **DATA_LENGTH, STOP_BITS** and **PARITY**.

3 Firmware package

A complete project is included in the firmware package. This project is designed for the ST Visual Develop (STVD) development environment and the Cosmic compiler, and has been tested using the STM8S/128-EVAL evaluation board. To run the project example, you must have installed STVD (at least version 3.5.0) and the Cosmic compiler for the STM8S family. Both tools are free for download from the STMicroelectronics and Cosmic websites. *Table 3* gives the list of the files included in the package.

Table 3. List of the files included in the firmware package

File name	File contents
main.c	Example of how to handle SWUART, testing routines.
swuart.c	All functions.
swuart.h	All user and system definitions of SWUART.
stm8s_it.c	User interrupt services
stm8_interrupt_vector.c	STM8S interrupt vector table.
stm8s_gpio.c	Included library peripheral file
stm8s_clk.c	Included library peripheral file
stm8s_tim3.c	Included library peripheral file
stm8s_gpio.h	Peripheral library header file
stm8s_clk.h	Peripheral library header file
stm8s_tim3.h	Peripheral library header file
stm8s_config.h	STM8S hardware configure header
stm8s_map.h	STM8S hardware mapping header.
stm8s_type.h	Common data type header.
stm8s_it.h	Interrupt declaration header
stm8s_lib.h	Library peripheral header files
mods0.h	Memory model control header

4 Test environments

The functionality of the interface was tested on the STM8S/128-EVAL evaluation board. The main.c file of the included project contains a simple example of how to handle this software UART interface in pooling mode. Tx being connected to the Rx pin, the byte transmission and reception processes are simultaneous. Every received byte is then tested for correctness after each transmission-reception cycle. Transmission speed is 57600 Bd. A delay of 45 ms is inserted after each byte transmission-receive cycle. Under normal operating conditions, the LEDs on the board should be constantly lit with no visible blinking. The HSE system clock at maximum speed (24 MHz) is activated after initialization.

For testing purposes, the user can awake a test pin service by defining the TEST_PIN_USED switch in the user setting section of the “swuart.h” header file, and by selecting the suitable output pin in the file. This pin signals the sampling moment of the receive service routine, and could be used for other user purposes.

5 CPU workload

The interrupt service latency could be critical for both transmit and receive processes, especially while using a higher communication speed. The user has to handle both processes by interrupt services of higher priority to prevent significant service latency due to another interrupt request service. When other interrupts with the same or higher priority are used while receiving or transmitting, the user has to make sure that these interrupts – chained in the worst case – would not postpone the transmit and receive services by more than 10% of the bit rate.

Table 4 and *Table 5* give indicative values concerning CPU usage and latency time for other interrupts. In *Table 4* the communication speed is 57.6 kBd for the CPU running at the 24 MHz HSE (high-speed external) frequency, whereas in *Table 5* the communication speed is 19.2 KBd for the CPU running at the maximum HSI (high-speed internal) frequency of 16 MHz. The CPU usage depends on whether the transmit or receive process is active, the worst case being when transmit and receive processes take place simultaneously. Then the two percentages of CPU usage must be added up. The latency time is the maximum time the CPU spends servicing interrupts during transmit or receive.

When the line is idle, the load is lower on the transmit side but transmission services are still called at a rate of half a bit to check for the presence of byte transmit requests. So CPU usage can be saved by simply disabling the corresponding interrupt when no transmission is needed. The CPU load can also be reduced by 1/3, approximately, on the transmit side if two separate timers are used to control the transmit and receive processes independently. Then every bit can be controlled by one interrupt service only instead of the two currently used. CPU usage on the receive side is zero when the line is idle because the process waits for the interrupt generated by the falling edge of the start bit.

Table 4. CPU usage and maximum latency times for a speed of 57.6 KBd when the core runs at the maximum HSE frequency

57600 Bd 24 MHz	Data byte on Rx / Tx pin		Idle on Rx / Tx pin	
	CPU usage	Latency (max)	CPU usage	Latency (max)
Transmit	~25%	3 µs	~15%	2 µs
Receive	~35%	5 µs	0%	0 µs

Table 5. CPU usage and maximum latency times for a speed of 19.2 KBd when the core runs at the maximum HSI frequency

19200 Bd 16 MHz	Data byte on Rx / Tx pin		Idle on Rx / Tx pin	
	CPU usage	Latency (max)	CPU usage	Latency (max)
Transmit	~12%	5 µs	~7%	4 µs
Receive	~17%	9 µs	0%	0 µs

6 Other solutions

In this application note, emulation is implemented using the Rx pin with the input capture capability. For lower speeds, however, any other pin with the interrupt capability can be used as the Rx pin. If the second solution is adopted, the user then has to copy the contents of the timer registers to the compare registers on the falling edge of the incoming start bit. The user should also enable or disable the interrupts depending on whether a receive operation is in progress.

Even though the code is executed and tested for the STM8S core, any other device with similar capture and compare capability may be used. It is possible to use two separate timers to control the receive and transmit processes independently, too. It is especially useful when different speeds are used for transmission and reception, when immediate transmission start with no delay is critical, or in case the CPU usage should be decreased.

7 Revision history

Table 6. Document revision history

Date	Revision	Changes
12-Sep-2008	1	Initial release.
25-Aug-2011	2	Updated to refer to STM8S and STM8A products