PWM_Buzzer_1 PWM controlled melody on Buzzer

AURIX[™] TC2xx Microcontroller Training V1.0.0



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The GTM unit is used to play a PWM-controlled song with a piezo buzzer.

The generated PWM (Pulse-Width Modulation) signal is controlled by timer TOM1 of the GTM block. The signal drives the piezo buzzer via the pin 0 of the port 33.



Introduction

- The Generic Timer Module (GTM) is a modular timer unit designed to accommodate many timer applications.
- The Timer Output Module (TOM), which is part of the GTM, offers sixteen independent channels to generate output signals.
- The Clock Management Unit (CMU) is responsible for clock generation of the GTM. The Fixed Clock Generation (FXU), subunit of the CMU, provides five predefined non-configurable clocks for the TOM submodules.



Hardware setup

This code example has been developed for the board KIT_AURIX_TC297_TFT_BC-Step.

The piezo buzzer (1) is used for this example.





Initialization of PWM Buzzer

The initialization of the PWM Buzzer is done once in the setup phase by calling the function *initPWMBuzzer()*, which contains the following steps:

- Initialize the time constants by calling the service function *initTime()* from iLLD header file *Bsp.h*
- > Enable the GTM by calling the function *lfxGtm_enable()*
- > Enable the FXU clocks by calling the function *lfxGtm_Cmu_enableClocks()*
- Initialize the timer configuration with default values by calling the function IfxGtm_Tom_Timer_initConfig()
- > Set the timer configuration variable *timerCfg* with the user defined values
- > Initialize the timer through the iLLD function *lfxGtm_Tom_Timer_init()*
- Enable the GTM TOM channel 4 by calling the iLLD function *lfxGtm_Tom_Tgc_enableChannelsUpdate()*

All the functions used for the configuration of the PWM Buzzer are provided by the iLLD header *lfxGtm_Tom_Pwm.h*.



Implementation

Configuration of the variable timerCfg

Setting of the *timerCfg* variable is done once in the setup phase in the function *initPWMBuzzer()* with the following steps:

- Set TOM1 as the timer for generating the PWM signal timerCfg.tom = lfxGtm_Tom_1
- Set the channel 4 of TOM1 as the channel used for the timer timerCfg.timerChannel = lfxGtm_Tom_Ch_4
- Select the clock source timerCfg.clock = lfxGtm_Tom_Ch_ClkSrc_cmuFxclk2
- Set port and pin for PWM output timerCfg.triggerOut = &IfxGtm_TOM1_4_TOUT22_P33_0_OUT
- Enable TOM channel timerCfg.base.trigger.enabled = TRUE
- Enable TOM channel output
 timerCfg.base.trigger.outputEnabled = *TRUE*
- Starting PWM with rising edge
 timerCfg.base.trigger.risingEdgeAtPeriod = TRUE



Implementation

Playing song

The song is played by repeatedly calling the function *playTone()* for each note, which contains the following steps:

- 1. Set the PWM frequency (in Hz) through the iLLD function *lfxGtm Tom Timer setFrequency()*
- 2. Set the volume level by calling the function **setVolume()**. This is done by setting the PWM duty cycle with the function **IfxGtm_Tom_Timer_setTrigger()**
- 3. Start the timer with the iLLD function *lfxGtm_Tom_Timer_run()*
- 4. Wait until the end of the note through the service function waitTime()
- 5. Stop the timer with the iLLD function *lfxGtm_Tom_Timer_stop()*





Run and Test

After code compilation and flashing the device, listen to the Buzzer (1) which should play the sound from the game Super Mario.



References





- → AURIX[™] Development Studio is available online:
- https://www.infineon.com/aurixdevelopmentstudio
- > Use the *"Import…"* function to get access to more code examples.
- > More code examples can be found on the GIT repository:
- https://github.com/Infineon/AURIX_code_examples
- > For additional trainings, visit our webpage:
- https://www.infineon.com/aurix-expert-training
- → For questions and support, use the AURIX[™] Forum:
- https://www.infineonforums.com/forums/13-Aurix-Forum

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