

port_config_FS01.h

```
// port_config_FS01.h
//
// FreeStar PCB Rev B and Rev C Freescale SMAC Rev 4.1 Port Definition File
//
// Revision 1.0
```

```
#define HCS08G
```

```
#define MC13192_CE          PTED_PTED2
#define MC13192_CE_PORT    PTEDD_PTEDD2
#define MC13192_ATTEN      PTCDD_PTCDD2
#define MC13192_ATTEN_PORT PTCDD_PTCDD2
#define MC13192_RTXEN      PTCDD_PTCDD3
#define MC13192_RTXEN_PORT PTCDD_PTCDD3
#define MC13192_RESET      PTCDD_PTCDD4
#define MC13192_RESET_PORT PTCDD_PTCDD4
#define MC13192_RESET_PULLUP PTCPE_PTCPE4
#define MC13192_IRQ_SOURCE IRQSC
#define MC13192_IRQ_INTERRUPT IRQSC_IRQIE
```

```
#define ANTENNA_SWITCH
#define PA
```

```
#ifndef ANTENNA_SWITCH
#define MC13192_ANT_CTRL    PTDD_PTDD0 /* TX antenna enable */
#define MC13192_ANT_CTRL2  PTDD_PTDD1 /* RX antenna enable */
#define MC13192_ANT_CTRL_PORT PTDDD_PTDDD0
#define MC13192_ANT_CTRL2_PORT PTDDD_PTDDD1

#define ANT_CTRL_OFF       0 /* Logic low is off */
#define ANT_CTRL_ON        1 /* Logic high is on */
#endif
```

```
#ifndef PA
#define MC13192_PA_CTRL    PTDD_PTDD2
#define MC13192_PA_CTRL_PORT PTDDD_PTDDD2

#define PA_OFF             0 /* Logic low is off */
#define PA_ON              1 /* Logic high is on */
#endif
```

```
#define LED_PORT          PTCDD
#define LED1_PIN          (1<<6) // LED2 on PCB
#define LED2_PIN          (1<<7) // LED3 on PCB
#define LED_MASK          (LED1_PIN | LED2_PIN)
```

```
// #define DISABLE_LEDS
```

```
#ifndef DISABLE_LEDS
#define LED1ON
#define LED1OFF
#define LED1TOGGLE
```

```
#define LED2ON
#define LED2OFF
#define LED2TOGGLE
```

```
else
#define LED1ON          LED_PORT &= ~LED1_PIN;
#define LED1OFF         LED_PORT |= LED1_PIN;
#define LED1TOGGLE     LED_PORT ^= LED1_PIN;
```

```
#define LED2ON          LED_PORT &= ~LED2_PIN;
#define LED2OFF         LED_PORT |= LED2_PIN;
```

```

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#define LED2TOGGLE                LED_PORT ^= LED2_PIN;
#endif

// match FreeStar PCB LED numbers for anyone who wants to reference them
#define FS_LED2ON                  LED1ON           // red
#define FS_LED2OFF                 LED1OFF
#define FS_LED2TOGGLE              LED1TOGGLE
#define FS_LED3ON                  LED2ON
#define FS_LED3OFF                 LED2OFF
#define FS_LED3TOGGLE              LED2TOGGLE

#define LED3ON
#define LED3OFF
#define LED3TOGGLE

#define LED4ON
#define LED4OFF
#define LED4TOGGLE

#define INIT_LED_PORT             PTCDD |= LED_MASK;

// PCB switches definitions
#define SWITCH_PORT                PTGD
#define mSWITCH1_MASK             (1<<3)
#define mSWITCH2_MASK             0
#define mSWITCH3_MASK             0
#define mSWITCH4_MASK             0
#define mSWITCH_MASK              (mSWITCH1_MASK | mSWITCH2_MASK | mSWITCH3_MASK |
mSWITCH4_MASK)

#define SWITCH_PORT_GET           ((SWITCH_PORT & mSWITCH_MASK) ^ mSWITCH_MASK)

#define INIT_SWITCH_PORT          {   PTGD  &= ~mSWITCH_MASK; \
                                     PTGPE |=  mSWITCH_MASK; \
                                     PTGDD &= ~mSWITCH_MASK; }

#define SWITCH1_PUSHED            (SWITCH_PORT_GET & mSWITCH1_MASK)
#define SWITCH2_PUSHED            0
#define SWITCH3_PUSHED            0
#define SWITCH4_PUSHED            0

//
// other FreeStar I/O
//

// ADC enable, Port A.0 (start out disabled)
#define FREESTAR_DISABLE_ADC_VOLTAGE_REF { PTAD  &= ~(1 << 0); }
#define FREESTAR_ENABLE_ADC_VOLTAGE_REF { PTAD  |=  (1 << 0); }
#define FREESTAR_INIT_ADC_VREF          { \
FREESTAR_DISABLE_ADC_VOLTAGE_REF \
PTAPE &= ~(1 << 0); \
PTADD |=  (1 << 0); }

// disable any unused I/O
//
// we don't have access to Port F, so disable it to save power
// other internal pins: Port G.4->7, Port E.6->7, Port D.5->7
//
// unconnected pins: Port B.2->3, 6, Port G.1
#define FREESTAR_DISABLE_UNUSED_IO      { \
PTFDD = 0xFF; \
PTFPE = 0x00; \

```

```
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```
PTFD = 0x00; \
PTGDD |= 0xF2; \
PTGPE &= 0x0D; \
PTGD &= 0x0D; \
PTEDD |= 0xC0; \
PTEPE &= 0x3F; \
PTED &= 0x3F; \
PTDDD |= 0xE0; \
PTDPE &= 0x1F; \
PTDD &= 0x1F; \
PTBDD |= 0x4C; \
PTBPE &= 0xB3; \
PTBD &= 0xB3; }
```

```
// end file port_conf_i g_FS01. h
```