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*Comparison Between
the M68332 TPU1 and
the MPC500-Family
TPU3*

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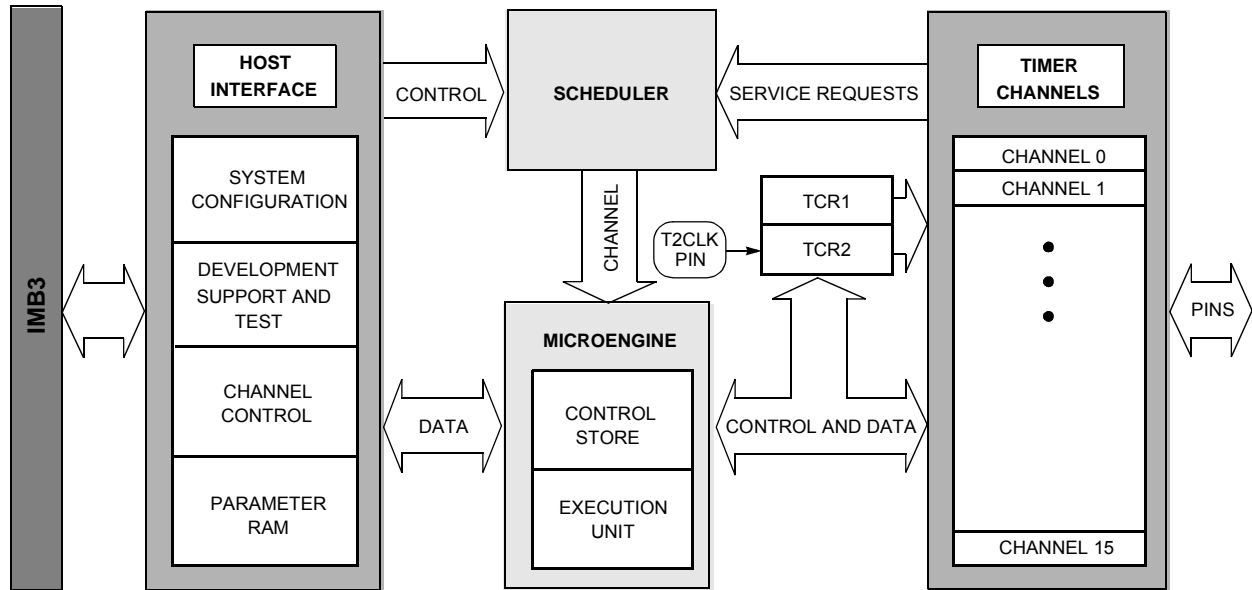
This application note was written to provide design engineers with a comparison between the Time Processor Unit 1 (TPU1) on the M68332 and the Time Processor Unit 3 (TPU3) on the MPC500 family. It highlights the key TPU issues that arise when migrating from the MC68332 to the MPC500 family, discusses the similarities and differences between the two TPU modules, and details the standard functions that allow for easy migration.

1 TPU Overview

The TPU is an intelligent, semi-autonomous microcontroller designed for timing control. Operating simultaneously with the CPU, the TPU module processes micro-instructions, schedules and processes real-time hardware events, performs input and output, and accesses shared data without CPU intervention. Consequently, for each timer event, the CPU setup and service times are minimized or eliminated.

2 Similarities

The TPU1 and the TPU3 functionality and user interface are identical in many ways because the TPU3 is an enhancement of the TPU1. The following block diagram, Figure 1, shows the basic functionality of both the TPU1 on the MC68332 and the TPU3 on the MPC500 family devices.



Note: For the MC68332 read IMB instead of IMB3.

Figure 1. TPU3 Block Diagram

The TPU1 and TPU3 modules have the same core sections; the microengine, scheduler, 16-bit counters, interfacing and channel circuitry, which means that the TPU1 micro-instructions are completely object code compatible. New subcommands added to the TPU3 were implemented using bits that were previously reserved or bit combinations. To support the larger memory configurations for the TPU3, bank switching technique was added allowing access up to four 2K banks. This was accomplished by utilizing a 2-bit field in each entry point. These two bits were reserved in TPU1 entry point table.

The TPU3 module on the MPC500 family devices has a compatibility mode that allows micro code written for the TPU1 module to be run unchanged. The TPU3 bit in TPUMCR is a write once after reset bit that allows the programmer to run the TPU3 in TPU1 mode. In TPU1 mode (TPU3 bit = 0) the TPU3 will function as a TPU1 without utilizing its own enhanced features. In this mode the micro code should not be greater than 2 Kbytes. In TPU3 mode (TPU3 bit = 1) the module functions as a TPU3, fully utilizing all the enhancements and new subcommands available. This is the default setting for the TPUMCR register TPU3 bit. To take advantage of the new TPU3 features the original TPU1 micro code must be reassembled.

3 Additional Functionality

The TPU3 has all the features of the TPU1 with additional functionality as follows:

- Increased ROM and RAM memory size:
 - The parameter RAM has increased from 200 bytes on the TPU1 to 256 bytes on the TPU3, providing 8 parameters for every channel. TPU1 has 6 parameters for channels 0 – 13 and 8 for channels 14 and 15; TPU3 has 8 parameters for channels 0 – 15.
 - The internal ROM storing the micro code for each factory-masked time function has increased from 2K to 4K.
 - The emulation RAM used for storing non-standard TPU functions has increased from 2K on the MC68332 to 4K, 6K, 8K or 10K depending on the specific device chosen from the MPC500 family.

- Added programmable digital filters:
 - These allow the control of the ratio between the IMB3 clock and the minimum detectable pulses. This is programmed through the FPSCK bits in TPUMCR2.
- Increased resolution on TCR1
 - The MC68332 TPU1 TCR1 resolution has a maximum of 4 clocks (250ns at 16MHz).
 - The MPC5xx TPU3 TCR1 resolution has a maximum of 2 clocks (35.7ns at 56MHz).
- Added support for IMB3 and the MPC500 family interrupt structure.
To move the TPU onto the MPC500 family, support was added to interface to the RCPU.
- Added modulus prescaler to TCR1 which has an additional /2 to compensate for high clock speeds.
 - On the MC68332 the TCR1 prescaler input is the TPU system clock divided by 4 or 32 via the PSCK bit. The prescaler divides this input by 1, 2, 4 or 8 depending on the value of TCR1P.
 - On the MPC500 family devices the EPSCKE bit determines standard or enhanced prescaler operation. With EPSCKE = 0 (standard mode) the prescaler works as per the TPU1 prescaler.
 - With EPSCKE = 1 (enhanced mode) the prescaler input is the IMB3 clock divided by a value set by the EPSCCK bits, ranging between 2 and 64 in increments of 2. The prescaler divides this input by 1, 2, 4 or 8 depending on the value of TCR1P.
- Added soft reset.
 - The SOFTRST bit in TPUMCR2 will cause the TPU3 to perform an internal reset if the STOP bit in TPUMCR is also set. To reset the TPU1 you have to reset the MC68332, with this soft reset facility the TPU3 can be reset independently of all the other modules on the MPC500 family device, allowing the TPU3 to recover from infinite loops and other serious software errors.
- Added master disable pin.
 - TP15 can be configured as an input disable pin by setting DTPU in TPUMCR2. This provides a quick way to disable the TPU3 outputs directly from hardware.
- Added filter and transition options to T2CLK.
 - The T2CLK pin can be programmed via the T2CG and T2CSL bits to gate the IMB3 Div8 clock, to block it or to directly clock the TCR2 counter from the pin. The T2CLK input on the MC68332 TPU1 module only detects rising edges. The T2CLK input on the MPC500 family TPU3 module now detects rising, falling or any edge.
- Emulation memory is now dual-port RAM (DPTRAM) and can be shared by 2 TPU3s.
 - MPC555 and MPC556 have 6K that can be shared between the 2 TPU3 modules.
 - MPC561, MPC562, MPC563 and MPC564 have 8K that can be shared between the 2 TPU3 modules.
 - MPC565 and MPC566 have 2 DPTRAM modules. A 6K array shared between 2 TPU3 modules (A and B), and a 4K array for the third TPU3 module (C).

4 Programmer's Interface

There are 4 control registers added to the programmer's interface of the MC68332 TPU1 that are used for the MPC500 family TPU3 enhancements, making a total of 24 registers. The other 20 registers are either identical, have had bits removed, or have had reserved bits used to provide extra functionality.

Note that the MC68332 uses LSB = 0 and the MPC500 family of devices use MSB = 0, so all register bit numbering is reversed. The descriptions below use the MPC500 family TPU3 bit numbering with the MC68332 TPU1 numbering in brackets.

Out of the original registers the following have bit changes:

- TPUMCR: Bit 10 (5) is now TPU3, bit 11 (4) is now T2SCL and bits 12-15 (3-0) are now reserved (used to be IARB[3:0]). Figure 2 shows the TPUMCR register for the TPU1 and the TPU3.

TPUMCR - TPU Module Configuration Register **\$YFFE00**

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
STOP	TCR1P	TCR2P	EMU	T2CG	STF	SUPV	PSCK	0	0	IARB					

RESET:

0 0 0 0 0 0 0 0 1 0 0 0 0 0 0 0

TPUMCR – TPU3 Module Configuration Register **0x30 4000**

0x30 4400

MSB															LSB
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
STOP	TCR1P	TCR2P	EMU	T2CG	STF	SUPV	PSCK	TPU3	T2CSL	RESERVED					

RESET:

0 0 0 0 0 0 0 0 1 0 1 0

Figure 2. Module Configuration Register — TPUMCR

- TICR: Bits 8-9 are now ILBS (used to be CIBV[3:2]), and bits 10-11 are now reserved (used to be CIBV[1:0]).

TICR - TPU Interrupt Configuration Register **\$YFFE08**

15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0	0	0	0	0	CIRL			CIBV			0	0	0	0	

RESET:

0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0

TICR – TPU3 Interrupt Configuration Register **0x30 4008**

0x30 4408

MSB															LSB
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
RESERVED					CIRL			ILBS			RESERVED				

RESET:

0 0 0 0 0

Figure 3. TPU Interrupt Configuration Register — TICR

The 4 new registers are TPUMCR2, TPUMCR3, ISDR and ISCR. TPUMCR2 and TPUMCR3 provide control over some of the extra functionality, while ISDR and ISCR are factory test registers.

5 Standard Functions

Table 1 shows the various functions available for the TPU modules on the MC68332 and the MPC500 family parts. As can be seen from the table, most of the functions included on the MC68332 are also standard on the MPC500 family devices, with several more available for the MPC500 family if required.

Table 1. MC68332 and MPC500-Family TPU Functions

Function	TPU1		TPU3	
	MC68332A	MC68332G	MPC55X	MPC56X
Queued Output Match (QOM) ¹	D	R	R	R
Fast Quadrature Decode (FQD) ¹	D	R	R	R
Frequency Measurement FQM ¹	D	R	R	R
Table Stepper Motor (TSM) ¹	D	R	R	R
Multichannel PWM (MCPWM)	D	R	R	R
Programmable Time Accumulator (PTA) ¹	D	R	R	R
Asynchronous Serial Interface (UART) ¹	D	R	R	R
New Input Capture/Input Transition Counter (NITC) ¹	D	R	R	R
Multiphase Motor Commutation (COMM) ¹	D	R	R	R
Hall Effect Decode (HALLD) ¹	D	R	R	R
Period/Pulse-Width Accumulator (PPWA) ¹	R	D	R	R
Output Compare (OC) ¹	R	D	R	R
Stepper Motor (SM) ¹	R	D	D	D
Position-Synchronized Pulse Generator (PSP) ¹	R	D	D	D
Period Measurement with Additional Transition Detection (PMA) ¹	R	D	D	D
Period Measurement with Missing Transition Detection (PMM) ¹	R	D	D	D
Input Capture/Input Transition Counter (ITC) ¹	R	D	D	D
Pulse-Width Modulation (PWM) ¹	R	D	R	R
Discrete Inpt/Output (DIO) ¹	R	D	R	R
Synchronized Pulse-Width Modulation (SPWM) ¹	R	D	R	R
Quadrature Decode (QDEC) ¹	R	D	D	D
Serial Input/Output Port (SIOP)	D	D	R	R
Identification (ID)	D	D	R	R
Read/Write Timers and Pin (RWTPIN)	D	D	R	R
Degree Clock with Period Measurement (DCPM)	D	D	D	D
Square Wave (SQW)	D	D	D	D
Rectangular Wave (RECTW)	D	D	D	D

Comparison Between the M68332 TPU1 and the MPC500-Family TPU3

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Table 1. MC68332 and MPC500-Family TPU Functions (continued)

Function	TPU1		TPU3	
	MC68332A	MC68332G	MPC55X	MPC56X
Rectangular Wave 2 (RECTW2)	D	D	D	D
Measure High Time (MHT)	D	D	D	D
Measure High Time 2 (MHT2)	D	D	D	D

Synchronous Serial Stream Decoder ²	\$	\$	\$	\$
UART with CTS Control ²	\$	\$	\$	\$
UART with Dead Time Detection ²	\$	\$	\$	\$
Min/Max/Average Signal Timing ²	\$	\$	\$	\$
I2C Serial Bus Master ²	\$	\$	\$	\$
Sampled Input Frequency Measurement ²	\$	\$	\$	\$
Super Fast Quadrature Decode ²	\$	\$	\$	\$
Precision Long Term Timer ²	\$	\$	\$	\$
Microstepping Motor Controller ²	\$	\$	\$	\$
MW Engine Position ³			\$	\$
MW Spark and Dwell Time Shutdown ³			\$	\$
MW Fuel ³			\$	\$
MW Angle Toggle ³			\$	\$
MW QADC Trigger ³			\$	\$
MW Knock Window ³			\$	\$
MW DIO ³			\$	\$
MW Speed Measurement ³			\$	\$
MW Synchronous PWM ³			\$	\$
MW 24-bit PWM ³			\$	\$
MW Synchronous Output ³			\$	\$
MW J1850 ³			\$	\$

Note: R = ROM, D = Available for Download, \$ = Available for Money, MW =Metrowerks

- ¹ Information available at www.freescale.com.
- ² Information available at www.elmi.com.
- ³ Information available at www.metrowerks.com.

6 References

A TPU simulator is available from Ash Ware, Inc.

Glenair, Inc.
2610 NW 147th Place
Beaverton, OR 97006
Phone: 503-533-0271
Fax: 503-533-0547
<www.ashware.com>

A TPU debugger is available as part of the TRACE32 debugger from Lauterbach.

Lauterbach
<www.lauterbach.com>



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