

Implementing Auto Baud on dsPIC30F Devices

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INTRODUCTION

All current dsPIC30F devices have a UART peripheral with Auto Baud capability. The signal on the UART receive pin (RX pin) can be internally routed to an Input Capture module to time the edges of the incoming signal. From that timing the software can set up the UART at the correct baud rate.

Auto Baud is useful when the baud rate of the incoming data is unknown and when the oscillator frequency of the processor is unknown. RC oscillators are often inaccurate and drift over time so systems with RC oscillators are ideal candidates for using Auto Baud.

METHOD

The method for doing Auto Baud relies on known data being received. It is usually possible to use a communications protocol that sends data specifically for Auto Baud. The timing of the received data can be used to calculate the value for the U1BRG or U2BRG registers that set the UART baud rates.

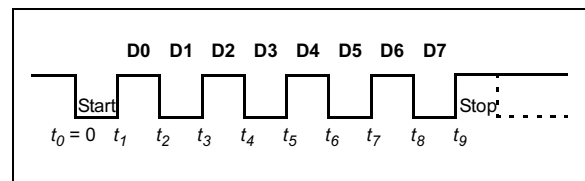
The two examples in this application note use incoming data of 0x55 (ASCII 'U') to calculate the baud rate generator value. This particular data byte provides the maximum number of edges and therefore the greatest accuracy. Any data byte can be used and the calculations adapted to suit the data. In general, the more edges (bit state changes) in the data, the more accurate the result.

Signals

UART signals are sent least significant bit first, preceded by a start bit (zero) and followed by a stop bit (one). There are usually eight bits of data, but other sizes are possible, and a parity bit can follow the data. All of this will impact the Auto Baud calculation, but the data should always be known in advance.

There will always be at least two edges because of the start and stop bits, but there could be ten or more. In our example of 0x55 there are ten edges, as shown in Figure 1.

FIGURE 1: UART SIGNAL FOR 0x55



Timing And Sampling

Equation 1 can be used to calculate the value for UxBRG after recording the times of the edges and removing the offset of t_0 . This equation is derived in Appendix A using linear regression. The calculation is performed after the last edge has been recorded and should be completed before the start bit of the next byte to ensure that no data is lost. This sets a time limit for the calculation that should be checked. In some cases it will be necessary to use a less complex calculation that can be performed more quickly. Similarly, the time taken for error checking must also be considered.

EQUATION 1: UxBRG LINEAR REGRESSION CALCULATION

$$UxBRG = \frac{2(t_1 + 2t_2 + 3t_3 + \dots + 9t_9) - 9(t_1 + t_2 + t_3 + \dots + t_9)}{2640} - 1$$

Errors

It is always good programming practice to check for errors. It is possible that the incoming signal does not contain the expected data of 0x55. The error might be apparent because of a long time period between the edges and a simple time-out can detect this problem. If all the edges occur within the acceptable time-out period, it is still possible that they do not match the expected sequence. There are several statistical methods that can show the degree to which the measured signal deviates from the expected signal.

The mean absolute error has been used in the example code in Appendix B. If the average of all the deviations from the expected time measurements is more than 5% of the bit time, then the data is discarded.

Alternatives

The linear regression method provides excellent accuracy because it uses all the input capture measurements. It may be too slow and computationally intensive for some applications. A simplified method, also derived in Appendix A, is to take the time difference between two edges and divide by the number of bit times to calculate a single bit time.

EQUATION 2: UxBRG SIMPLIFIED CALCULATION

$$UxBRG = \frac{(t_8 - t_0)}{128} - 1$$

The code in appendix C uses this alternate method. Equation 2 uses eight bit times to simplify the calculation because a simple and efficient right shift can be used to divide by a power of two. The example in Appendix C also eliminates some of the error checking for greater speed at the expense of reliability.

CODE EXAMPLES

The code in Appendix B and Appendix C implements Auto Baud on an incoming byte of 0x55 (ASCII 'U'). The code was developed with the MPLAB® C30 compiler.

Structure

The software has three main parts: the main loop, the initialization and the interrupt routines.

MAIN LOOP

The `main()` function has an endless loop to demonstrate the functioning of the Auto Baud code. It starts by calling `SetupAutoBaud()` to initialize all the peripherals and interrupts used by the Auto Baud procedure. The code then waits until U1BRG has a non-zero value, indicating that the Auto Baud procedure has completed successfully.

The code calculates the actual baud rate from the U1BRG value and sends a message out the UART to show the baud rate. It is not necessary to calculate the baud rate for Auto Baud to work, but it is done for demonstration purposes.

After waiting for the text to be transmitted, the code loops back and starts doing the Auto Baud procedure over again.

INITIALIZATION

The `SetupAutoBaud()` function initializes the UART1 peripheral, Input Capture 1 module and Timer 3 to do Auto Baud on the incoming data.

UART1 is turned on and the Auto Baud feature is enabled. This internally routes the incoming serial data signal on the U1RX pin to be an input to the Input Capture 1 module.

Timer 3 is set up to increment on every instruction cycle for maximum resolution. The period is set to the maximum value so that the timer rolls over after a full 16-bit count.

The Input Capture 1 module is set up to capture Timer 3 and interrupt on every edge of the incoming signal. The Input Capture 1 interrupt is turned on.

INTERRUPT ROUTINES

There are two interrupt routines, one for Timer 3 and one for Input Capture 1.

The Timer 3 interrupt routine counts timer rollover interrupts since the last input capture event. If there is more than one rollover between the edges then the Auto Baud has failed and the procedure starts over. This happens if there is a large gap between the edges of the incoming signal.

The Input Capture 1 interrupt routine is at the heart of the Auto baud procedure. It differs depending on whether the simple calculation or the more complex regression calculation is being done.

The interrupt routine starts by saving the time recorded for the previous edge and reading the new time for the current edge that has been detected. The timer rollover count is reset to zero to start a new time out period.

The first capture interrupt enables the Timer 3 interrupt to check for a time out and initializes the Auto Baud calculation variables.

Each subsequent capture interrupt is used to subtract the current capture time from the previous time to get the time for the current bit. This is done with unsigned integers so that it does not matter whether the timer rolled over between captures.

For the simple calculation the bit time is added to a subtotal until eight bit times have been added together.

For the regression calculation, the bit time is added to the previously recorded time and stored as the next element in an array of times. This provides the points for the regression calculation and the error check later. The two sums needed for regression are also done in the interrupt routine.

When the last (tenth) capture interrupt occurs then the interrupt service routine disables both interrupts, finishes the Auto Baud calculation and enables the UART with the new baud rate.

For the simple calculation there is no error checking, except for the time-outs, and the U1BRG value is determined directly from the sum of eight bit times. The number is rounded off by adding 64 before dividing by 128. This effectively adds $\frac{1}{2}$ before truncating. The division by 128 is done by a seven bit shift

For the regression calculation, the slope and Y intercept of the regression line is calculated. This is then used to calculate the expected times that are subtracted from the actual time measurements for error checking. If the error is more than 5% then the Auto Baud procedure is started over. This threshold can be changed if more or less accuracy is acceptable. Finally, the U1BRG value is calculated from the slope of the regression line.

Using The Code

The example code was developed and tested on a dsPICDEM™ 1.1 board using a dsPIC30F6014 part running at 29.5 MIPS. The timing allows it to be used with any standard baud rate down to 600 baud. The following steps can be used to try out the example code:

- Connect a standard RS232 cable between a COM port on a PC and the connector marked "PORT B" on the dsPICDEM 1.1 board.
- Run a terminal program such as HyperTerminal on the PC. Ensure that the terminal program is using the correct COM port.
- Compile, program and run the code on the dsPIC® device.
- Type "U" in the terminal program.
- The dsPICDEM 1.1 board will respond with the text "Baud rate: xxxx" where xxxx is the baud rate being used.
- Change the baud rate and type "U" in the terminal program again.
- The dsPICDEM 1.1 board will respond with the new baud rate.

Resources Used

The Auto Baud code uses program and data memory, one input capture module and one timer in addition to the UART. Very little RAM is used and the timer and input capture modules can be reused for other purposes after Auto Baud is complete. Program memory usage depends on the sophistication of the calculation. The memory usage shown in Table 1 is the additional memory used by adding the Auto Baud code into the application. All MPLAB C30 applications have a minimum amount of code to handle start-up, initialization, etc. and this has not been included in the figures.

MODIFICATIONS AND IMPROVEMENTS

The code examples provided show two ways to do Auto Baud on an incoming data byte of 0x55 (ASCII 'U'). These methods can be adapted to any known incoming data. All the methods determine a single bit period by timing the incoming edges. Various degrees of analysis and error checking can be used to improve the reliability or the speed.

It is possible to use Auto Baud on unknown data but it can be difficult to determine a single bit time and to distinguish the start and stop bits from the data bits. Ideally the Auto Baud procedure should use some knowledge of the data in order to simplify the calculations.

The Auto Baud procedure is done in the background by interrupts. The flexible interrupt priority structure of the dsPIC allows the Auto Baud interrupts to be configured to have minimal impact on the rest of the application. The timer and input capture resources used for Auto Baud can be used by the rest of the application after completion of the Auto Baud calculation.

The alternate interrupt vector table can be used for the Auto Baud interrupts, allowing the main application to have its own separate input capture and timer interrupts.

Both UARTs have Auto Baud capability. Note that UART1 uses Input Capture 1 and UART2 uses Input Capture 2 so both UARTs can do Auto Baud at the same time.

CONCLUSION

The built-in Auto Baud feature makes it simple to configure the UART for an unknown baud rate. The process can be done under interrupt control in the background so it has very little impact on the rest of the application. The code can be adapted to user requirements by using a simple calculation for high speed or a complex calculation with sophisticated error checking for better reliability.

REFERENCES

dsPIC30F Family Reference Manual (DS70046)

dsPICDEM™ 1.1 Development Board User's Guide (DS70099)

MPLAB® C30 C Compiler User's Guide (DS51284)

TABLE 1: RESOURCES USED BY THE AUTO BAUD CODE

Resource	Simple Calculation	Regression Calculation
Program memory	321 bytes	834 bytes
Data memory	14 bytes	58 bytes
I/O pins	No additional I/O	No additional I/O
Peripherals	Input Capture 1, Timer 3	Input Capture 1, Timer 3
Maximum interrupt execution time	49 Tcy	1486 Tcy*

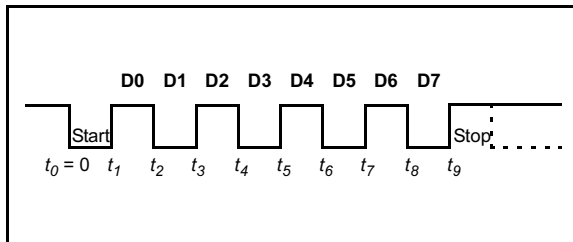
* 618 Tcy without mean absolute error calculation

APPENDIX A: CALCULATIONS

REGRESSION CALCULATION

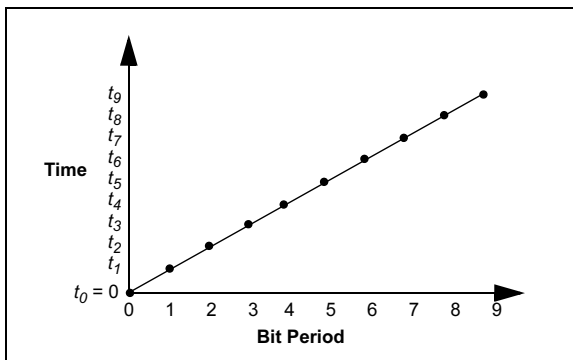
The Input Capture module is used to time the edges of the incoming signal shown in Figure A-1. For a data byte of 0x55, ten times $t_0, t_1, t_2 \dots t_9$ are collected starting with $t_0 = 0$ as shown in Figure A-1.

FIGURE A-1: UART SIGNAL FOR 0x55



If the incoming signal is correct, the times will each be spaced one bit period apart resulting in the straight line graph in Figure A-2.

FIGURE A-2: GRAPH OF TIME MEASUREMENTS



EQUATION A-2: TIME PER BIT PERIOD

$$m = \frac{10(t_1 + 2t_2 + 3t_3 + \dots + 9t_9) - 45(t_1 + t_2 + t_3 + \dots + t_9)}{825}$$

$$= \frac{2(t_1 + 2t_2 + 3t_3 + \dots + 9t_9) - 9(t_1 + t_2 + t_3 + \dots + t_9)}{165}$$

The slope of the graph is the measured time period per bit. The slope can be calculated by subtracting any two adjacent times. For more accuracy, the first time t_0 can be subtracted from the last time t_9 and divided by the number of bit periods, nine. This will probably be sufficiently accurate for most application but still only uses two of the time measurements.

Linear regression can be used to get the most accurate representation of the slope of the graph. This is a statistical technique that finds the best fit of a line through a set of points. Equation A-1 is the linear regression calculation for the slope m of a line through n points $(x_0, y_0), (x_1, y_1), (x_2, y_2) \dots (x_n, y_n)$.

EQUATION A-1: LINEAR REGRESSION EQUATION

$$m = \frac{n \sum (xy) - \sum x \sum y}{n \sum x^2 - (\sum x)^2}$$

Substitute 0, 1, 2... 9 for x and $t_0, t_1, t_2 \dots t_9$ for y in this equation. All the values of x are known, $t_0 = 0$ and $n = 10$ so the equation reduces to Equation A-2.

The simplified equation requires ten multiplications and one division which are easily done on the dsPIC30F devices.

UxBRG CALCULATION

The slope m of the line is the number of timer counts per bit period p . If we set up the timer to count instruction cycles Tcy ($Tcy = 1/Fcy$) then the bit period p is expressed in Equation A-3. The reciprocal of the bit period is the baud rate as shown in Equation A-4.

EQUATION A-3: BIT PERIOD

$$p = m \times Tcy$$

EQUATION A-4: MEASURED BAUD RATE

$$baud = \frac{1}{p} = \frac{1}{m \times Tcy} = \frac{Fcy}{m}$$

The baud rate of the UART is controlled by setting the UxBRG register. Equation A-5 shows the baud rate in terms of UxBRG, as expressed in the *dsPIC30F Family Reference Manual*.

EQUATION A-7: COMPLETE CALCULATION

$$UxBRG = \frac{2(t_1 + 2t_2 + 3t_3 + \dots + 9t_9) - 9(t_1 + t_2 + t_3 + \dots + t_9)}{2640} - 1$$

EQUATION A-5: SPECIFIED BAUD RATE

$$baud = \frac{Fcy}{16(UxBRG + 1)}$$

Combining Equation A-4 and Equation A-5 gives the UxBRG value in terms of the slope m that is calculated from the input capture times $t_0, t_1, t_2 \dots t_9$.

Equation A-6 results:

EQUATION A-6: UxBRG VALUE

$$UxBRG = \frac{m}{16} - 1$$

Equation A-2 and Equation A-6 combine to provide a single calculation for the UxBRG register value that corresponds to the incoming baud rate. This is shown in Equation A-7.

Simple UxBRG Calculation

Where speed is critical the bit time, which is the slope m of the signal, can be calculated very quickly from two time measurements as shown in Equation A-8 below.

EQUATION A-8: BIT TIME SIMPLIFIED CALCULATION

$$m = \frac{(t_8 - t_0)}{8}$$

This equation uses the times of two falling edges in order to cancel out differences in rise and fall times and propagation delays. Averaging eight bit periods also makes the division easier because a simple right shift can be used to divide. Combining Equation A-6 and Equation A-8 results in the final simplified calculation for UxBRG given in Equation A-9 below.

EQUATION A-9: UxBRG SIMPLIFIED CALCULATION

$$UxBRG = \frac{(t_8 - t_0)}{128} - 1$$

Error Calculation

There are several statistical techniques to express the deviation of measured results from their expected values. The correlation r or the standard deviation δ can be calculated but this is computationally intensive and time consuming because there are several square functions and a square root. A simpler method is the mean absolute error, an average of the absolute values of the errors as shown in Equation A-10.

EQUATION A-10: MEAN ABSOLUTE ERROR

$$MAE = \frac{1}{n} \sum |x - \bar{x}|$$

The symbol \bar{x} is the expected value of the measured signal. We can determine the expected values of all the times $t_0, t_1, t_2 \dots t_9$ from the graph in Figure A-2. The slope m of the graph has been calculated in Equation A-2 and the y intercept b can be calculated from Equation A-11.

EQUATION A-11: Y INTERCEPT

$$b = \frac{\sum y - m \sum x}{n}$$

Substitute 0, 1, 2... 9 for x and $t_0, t_1, t_2 \dots t_9$ for y in this equation. All the values of x are known, $t_0 = 0$ and $n = 10$ so the equation reduces to Equation A-12. In this case the y intercept is actually the expected value of t_0 .

EQUATION A-12: EXPECTED VALUE OF Y INTERCEPT

$$i_0 = \frac{(t_1 + t_2 + t_3 + \dots + t_9) - 45m}{10}$$

This calculation is very easy to perform because it only uses one multiplication and division and $(t_1 + t_2 + \dots + t_9)$ has already been calculated in Equation A-2 to get the slope.

Once the slope and intercept are known, all the expected values can be calculated from the equation of the line, Equation A-13.

EQUATION A-13: EXPECTED TIMES

$$\hat{t}_i = mx_i + i_0$$

Substituting 0, 1, 2... 9 for $x_0, x_1, x_2 \dots x_9$ provides all the expected values. In software it is easier to add the slope m to each result to get the next value because the values of x_i increment by one.

APPENDIX B: SOURCE CODE USING REGRESSION CALCULATION

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```

/*****
*
*          dsPIC30F Auto Baud Source Code
*
*****
* FileName:      UART Auto Baud by Regression.c
* Dependencies:   p30F6014.h
*                math.h
* Date:          10/08/2004
* Processor:      dsPIC30F6014
* Compiler:       MPLAB C30 1.20.02
* Company:        Microchip Technology, Inc.
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*
* Author          Date          Comment
* ~~~~~
* Mike Garbutt    10/8/2004    Original          (Rev 1.0)
*
*****/

#include "p30F6014.h"          //Standard header file
#include "math.h"              //Math library
#define Fcy 29491200           //To allow calculation of baud rate for display

//-----
//Prototypes

void SetupAutoBaud(void);      //Function to set up UART1, IC1 and TMR3
void CalculateBaud(void);      //Function to calculate the U1BRG value

```



```

//-----
//Variables

unsigned int ICCount = 0;           //Count the number of Capture events
unsigned int T3Count = 0;          //Count the number of Timer 3 interrupts
unsigned int CurrentCapture;       //Record time of UART edge
unsigned int PreviousCapture;      //Store previous edge time measurement
unsigned int CaptureDifference;    //Difference between times of UART edges
long SumXY, SumY;                  //Intermediate value for regression calculation
long RegressionData[10];           //Data to do linear regression
unsigned long BaudRate;            //Calculate the baud rate

//-----
//Main routine
//Loops forever detecting the baud rate from incoming UART data of 0x55
//and outputting a message each time the baud rate is calculated.

int main(void)
{
    while(1)                       //Loop forever
    {
        SetupAutoBaud();           //Set up UART1, IC1 and TMR3 for autobaud
        while(U1BRG == 0) {}       //Wait for autobaud to complete
        BaudRate = (Fcy / 16) / (U1BRG + 1); //See what baud rate is being used
        printf("Baud rate: %ld\r", BaudRate); //Output text with the baud rate
        while(U1STAbits.TRMT == 0) {} //Wait for transmission to complete
    }
}                                   //End of main()

//-----
//Set up the peripherals and interrupts to do baud rate detection

void SetupAutoBaud(void)
{
    U1BRG = 0;                     //U1BRG initially unknown
    U1MODE = 0x8020;               //Enable auto baud detection in UART
    U1STA = 0x0000;                //Set up rest of UART to default state

    ICCount = 0;                   //Initialize the number of Capture events
    IC1CON = 0x0000;               //Reset Input Capture 1 module
    IC1CON = 0x0001;               //Enable Input Capture 1 module
    IFS0bits.IC1IF = 0;            //Clear Capture 1 interrupt flag
    IEC0bits.IC1IE = 1;            //Enable Capture 1 interrupt

    T3CON = 0x0000;                //Timer 3 off
    IEC0bits.T3IE = 0;             //Clear Timer 3 interrupt enable
    T3Count = 0;                   //Initialize the number of Timer 3 interrupts
    PR3 = 0xffff;                  //Timer 3 period is maximum
    T3CON = 0x8000;                //Timer 3 on with 1:1 prescaler and internal clock
}

//-----
//Calculate value for U1BRG baud rate generator

void CalculateBaud(void)
{
    int i;                         //Index to sum the errors
    long Slope;                     //Slope (bit time) of regression
    long Yintercept;                //Expected (calculated) time of first edge
    long PlotLine;                  //Expected (calculated) time of each edge
    long SumOfErrors = 0;           //Sum of all the errors |Measured-Expected|

    Slope = (2 * SumXY - 9 * SumY) / 165; //Calculate slope = one bit time
    Yintercept = (SumY - Slope * 45) / 10; //Calculate expected time of first edge
}

```

```
PlotLine = Yintercept; //Initialize expected time of each edge
for(i=0; i<10; i++) //Loop to add all the absolute errors
{
    SumOfErrors += abs(RegressionData[i] - PlotLine); //Calculate and add next error
    PlotLine += Slope; //Calculate expected time of next edge
}

if((SumOfErrors * 2) < Slope) //Check if mean absolute error < 5%
{
    //((is twice sum of 10 errors < one bit time?)
    U1BRG = ((Slope + 8) >> 4) - 1; //Calculate UxBRG (rounding by adding one half)
    U1MODE = 0x8000; //Enable UART and disable auto baud detection
    U1STA = 0x0400; //Enable transmission
}
else
{
    SetupAutoBaud(); //Error too large so start over
}
}
//-----
//Input Capture 1 ISR
//Gets time measurements and adds to the sums needed for regression

void _ISR_IC1Interrupt(void)
{
    IFS0bits.IC1IF = 0; //Clear Capture 1 interrupt flag
    PreviousCapture = CurrentCapture; //Store previous time measurement
    CurrentCapture = IC1BUF; //Get new time measurement
    T3Count = 0; //Reset the timeout counter
    if(ICCount == 0) //Check if first edge
    {
        IFS0bits.T3IF = 0; //Clear Timer 3 interrupt flag
        IEC0bits.T3IE = 1; //Enable Timer 3 interrupt for timeout check
        RegressionData[0] = 0; //Initial value for time of first edge
        SumY = 0; //Initial value for sum of time measurements
        SumXY = 0; //Initial value for sum of bit number x time
    }
    else //Check if not first edge
    {
        CaptureDifference = CurrentCapture - PreviousCapture; //Get time difference
        RegressionData[ICCount] = RegressionData[ICCount-1] + CaptureDifference;
        //Add time difference to previous time measurement

        SumY += RegressionData[ICCount]; //Sum the time measurements
        SumXY += RegressionData[ICCount] * ICCount; //Sum the bit number x time measurement
    }
    ICCount++; //Increment count of edges
    if(ICCount == 10) //Check if last edge
    {
        IEC0bits.IC1IE = 0; //Clear Capture 1 interrupt enable
        IEC0bits.T3IE = 0; //Clear Timer 3 interrupt enable
        CalculateBaud(); //Calculate the U1BRG value and enable the UART
    }
}
//-----
//Timer 3 ISR
//Check for timeout indicated by two rollovers since previous input capture

void _ISR_T3Interrupt(void)
{
    IFS0bits.T3IF = 0; //Clear Timer 3 interrupt flag
    T3Count++; //Increment count of interrupts since last capture
    if(T3Count == 2) //Check for too many timer rollovers since last capture
    {
        SetupAutoBaud(); //Timeout so start over
    }
}
```

APPENDIX C: SOURCE CODE USING SIMPLE CALCULATION

```

/*****
*
*          dsPIC30F Auto Baud Source Code
*
*****/
* FileName:      UART Auto Baud by Simple Calculation.c
* Dependencies:  p30F6014.h
*               math.h
* Date:         10/08/2004
* Processor:    dsPIC30F6014
* Compiler:     MPLAB C30 1.20.02
* Company:      Microchip Technology, Inc.
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*
* Author          Date          Comment
* ~~~~~
* Mike Garbutt    10/8/2004      Original          (Rev 1.0)
*
*****/

#include "p30F6014.h"          //Standard header file
#include "math.h"              //Math library
#define Fcy 29491200           //To allow calculation of baud rate for display

//-----
//Prototypes

void SetupAutoBaud(void);      //Function to set up UART1, IC1 and TMR3
void CalculateBaud(void);      //Function to calculate the U1BRG value

//-----
//Variables

unsigned int ICount = 0;       //Count the number of Capture events
unsigned int T3Count = 0;      //Count the number of Timer 3 interrupts
unsigned int CurrentCapture;    //Record time of UART edge
unsigned int PreviousCapture;   //Store previous edge time measurement
unsigned int CaptureDifference; //Difference between times of UART edges
unsigned long SumOfBitTimes;    //
unsigned long BaudRate;         //Calculate the baud rate

```

```
//-----  
//Main routine  
//Loops forever detecting the baud rate from incoming UART data of 0x55  
//and outputting a message each time the baud rate is calculated.  
  
int main(void)  
{  
    while(1)                                //Loop forever  
    {  
        SetupAutoBaud();                    //Set up UART1, IC1 and TMR3 for autobaud  
        while(U1BRG == 0) {}                //Wait for autobaud to complete  
        BaudRate = (Fcy / 16) / (U1BRG + 1); //See what baud rate is being used  
        printf("Baud rate: %ld\r", BaudRate); //Output text with the baud rate  
        while(U1STAbits.TRMT == 0) {}       //Wait for transmission to complete  
    }  
}                                             //End of main()  
//-----  
//Set up the peripherals and interrupts to do baud rate detection  
  
void SetupAutoBaud(void)  
{  
    U1BRG = 0;                               //U1BRG initially unknown  
    U1MODE = 0x8020;                         //Enable auto baud detection in UART  
    U1STA = 0x0000;                         //Set up rest of UART to default state  
  
    ICCount = 0;                             //Initialize the number of Capture events  
    IC1CON = 0x0000;                         //Reset Input Capture 1 module  
    IC1CON = 0x0001;                         //Enable Input Capture 1 module  
    IFS0bits.IC1IF = 0;                     //Clear Capture 1 interrupt flag  
    IEC0bits.IC1IE = 1;                     //Enable Capture 1 interrupt  
  
    T3CON = 0x0000;                         //Timer 3 off  
    IEC0bits.T3IE = 0;                     //Clear Timer 3 interrupt enable  
    T3Count = 0;                           //Initialize the number of Timer 3 interrupts  
    PR3 = 0xffff;                          //Timer 3 period is maximum  
    T3CON = 0x8000;                         //Timer 3 on with 1:1 prescaler and internal clock  
}  
//-----  
//Input Capture 1 ISR  
//Gets time measurements and adds to the sum of the bit times  
//Calculates U1BRG value after summing eight bit times  
  
void _ISR_IC1Interrupt(void)  
{  
    IFS0bits.IC1IF = 0;                     //Clear Capture 1 interrupt flag  
    PreviousCapture = CurrentCapture;       //Store previous time measurement  
    CurrentCapture = IC1BUF;                //Get new time measurement  
    T3Count = 0;                           //Reset the timeout counter  
    if(ICCount == 0)                       //Check if first edge  
    {  
        IFS0bits.T3IF = 0;                 //Clear Timer 3 interrupt flag  
        IEC0bits.T3IE = 1;                 //Enable Timer 3 interrupt for timeout check  
        SumOfBitTimes = 0;                 //Initial value for sum of the bit times  
    }  
    else                                   //Check if not first edge  
    {  
        if(ICCount != 9)                   //Check if not last edge  
        {  
            CaptureDifference = CurrentCapture - PreviousCapture; //Get time difference  
            SumOfBitTimes += CaptureDifference; //Add time difference to sum of times  
        }  
        else                               //Check if last edge  
        {  
            IEC0bits.IC1IE = 0;             //Clear Capture 1 interrupt enable  
            IEC0bits.T3IE = 0;             //Clear Timer 3 interrupt enable  
        }  
    }  
}
```

```
        U1BRG = ((SumOfBitTimes + 64) >> 7) - 1; //Calculate UxBRG (with rounding)
        U1MODE = 0x8000;                        //Enable UART and disable auto baud detection
        U1STA = 0x0400;                        //Enable transmission
    }
}
ICCount++;                                     //Increment count of edges
}
//-----
//Timer 3 ISR
//Check for timeout indicated by two rollovers since previous input capture

void _ISR _T3Interrupt(void)
{
    IFS0bits.T3IF = 0;                        //Clear Timer 3 interrupt flag
    T3Count++;                                //Increment count of interrupts since last capture
    if(T3Count == 2)                          //Check for too many timer rollovers since last capture
    {
        SetupAutoBaud();                     //Timeout so start over
    }
}
```

NOTES:

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