

リスト1 サーボモータを制御するためのPWMパルス信号の生成

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//-----ステートマシン開始-----

    case(rState)
//---Idle & Wait Start---
    ps0://スタート信号が入力されるまでは
        モータを動かさない
    begin
        rCounter <= 0;
        rPWMDATACount <= 0;
        rPWMDATANo <= 0;

        roCTRL <= 0;
        roREFRESH <= 1;
        roFIN <= 0;

        if(iSTART)
            rState <= ps1;
        else
            rState <= ps0;
        end

//---Start & Format---
    ps1://レジスタの値を初期化
    begin
        rCounter <= 0;
        rPWMDATACount <= 0;
        rPWMDATANo <= 0;

        roCTRL <= 0;
        roREFRESH <= 0;
        roFIN <= 0;

        rState <= ps2;
    end

//---Set PWMDATA---
    ps2:
    begin
        rCounter <= 0;
//PWMDATAの値に最小幅の値112を加算して代入
        rPWMDATACount <=
            rPWMDATA[rPWMDATANo] + 112;
        rPWMDATANo <= rPWMDATANo;

        roCTRL <= 0;
        roREFRESH <= 0;
        roFIN <= 0;

        rState <= ps3;
    end

//---Count PWMPulse ---
    ps3:
    begin
        if(clk160k)
            rCounter <= rCounter + 1;
        else
            rCounter <= rCounter;
        rPWMDATANo <= rPWMDATANo;

        rCounter <= rCounter;

        rPWMDATACount <= rPWMDATACount;
        rPWMDATANo <= rPWMDATANo;

        roCTRL <= 1; //PWMパルスの出力開始
        roREFRESH <= 0;
        roFIN <= 0;

        if(rCounter >= rPWMDATACount)
//PWMDATAの示すパルス幅以上になったとき
            if(rPWMDATANo >= 7)
//8個分の制御信号が出力し終わったとき
                rState <= ps5;
            else
                rState <= ps4;
            else
                rState <= ps3;
            end
        end

//---Wait Next Pulse cycle---
    ps4:
    begin
        if(clk160k)
            rCounter <= rCounter + 1;
        else
            rCounter <= rCounter;

        rPWMDATACount <= rPWMDATACount;
        rPWMDATANo <= rPWMDATANo;

        roCTRL <= 0; //PWMパルスの出力終了
        roREFRESH <= 0;
        roFIN <= 0;

        if(rCounter >= 400)
//1個のパルス周期(2.5ms)待機
            begin
                rPWMDATANo <= rPWMDATANo + 1;
                rState <= ps2;
            end
        else
            begin
                rPWMDATANo <= rPWMDATANo;
                rState <= ps4;
            end
        end

//---Refresh Signal and Fin---
    ps5:
    begin
        if(clk160k)
            rCounter <= rCounter + 1;
        else
            rCounter <= rCounter;
        rPWMDATANo <= rPWMDATANo;

        rPWMDATACount <= rPWMDATACount;
        rPWMDATANo <= rPWMDATANo;

        roCTRL <= 0; //PWMパルスの出力終了
        roREFRESH <= 0;
        roFIN <= 0;

        if(rCounter >= 399)
//2.5msで1サイクル終了
            if(rCounter >= 399)
                begin
                    roREFRESH <= 0;
                    roFIN <= 1;
                    rState <= ps1;
                end

//2.4ms以降にリフレッシュ信号
//ディアサート
            else if(rCounter >= 390)
                begin
                    roREFRESH <= 0;
                    roFIN <= 1;
                    rState <= ps5;
                end
            end

//2.3ms以降にリフレッシュ信号
//アサート
            else if(rCounter >= 370)
                begin
                    roREFRESH <= 1;
                    roFIN <= 0;
                    rState <= ps5;
                end
            end
        else
            begin
                roREFRESH <= 0;
                roFIN <= 0;
                rState <= ps5;
            end
        end

//---Invalid State---
    default:
    begin
        rCounter <= 0;
        rPWMDATACount <= 0;
        rPWMDATANo <= 0;

        roCTRL <= 0;
        roREFRESH <= 1;
        roFIN <= 0;

        rState <= ps0;
    end

//-----ステートマシン終了-----
    endcase

```