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#include "DSP28_Device.h"

/*定义 DAC 通道控制接口的地址为 0x80000-0x80003/
volatile unsigned int* DAC_A=(volatile unsigned int *)0x080000;
volatile unsigned int* DAC_B=(volatile unsigned int *)0x080001;
volatile unsigned int* DAC_C=(volatile unsigned int *)0x080002;
volatile unsigned int* DAC_D=(volatile unsigned int *)0x080003;
/*定义输出电压/
#define A 1*2^14/10 //-4v
#define B 5*2^14/10 //0v
#define C 7*2^14/10 //2v
#define D 9*2^14/10 //4v

void InitGpio(void);

void main(void)
{

    /*初始化系统*/
    InitSysCtrl();

    /*初始化 GPIO*/
    InitGpio();
    * DAC_A=A;
    * DAC_B=B;
    * DAC_C=C;
    * DAC_D=D;
    GpioDataRegs.GPADATA.bit.GPIOA1=1; //A1 为高 ( CLR ) , 输出不固定 ;
    GpioDataRegs.GPADATA.bit.GPIOA2=0; //A2 为低 , ( LDAC ) , 同步输出信号
        for(;;);

}

void InitGpio(void)
{

    EALLOW;
    GpioMuxRegs.GPAMUX.all=0x0000; //配置 GPIO A 为数字 I/O 引脚
    GpioMuxRegs.GPADIR.bit.GPIOA1=1; //配置 GPIO A1 为数字输出引脚
    GpioMuxRegs.GPADIR.bit.GPIOA2=1; //配置 GPIO A2 为数字输出引脚
    GpioDataRegs.GPADATA.bit.GPIOA1=0; //A1 为低 ( CLR ) , 初始化输出为 0 ;
    GpioDataRegs.GPADATA.bit.GPIOA2=1; //A2 为高 , ( LDAC ) , 不输出信号

}

```