FRA222 Microcontroller interface

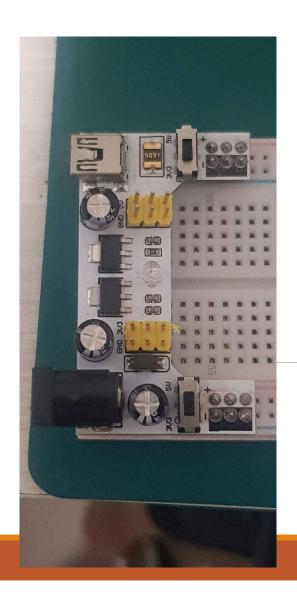
QEI

DEBUGGER TOOL

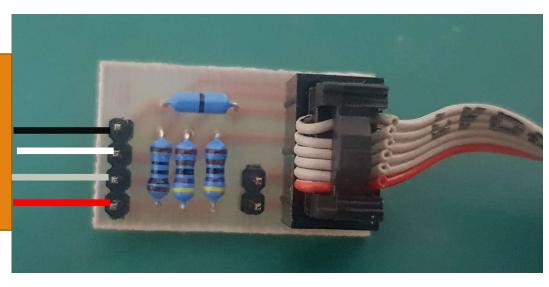
Summary

Today Plan

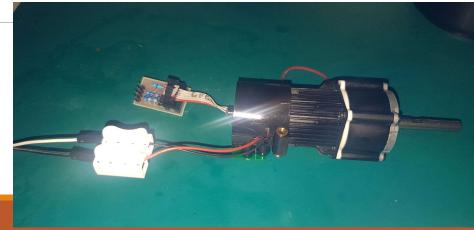
- QEI Read Position
- printf with SWD
- QEI Calculate angular velocity
- STM32 Cube Monitor



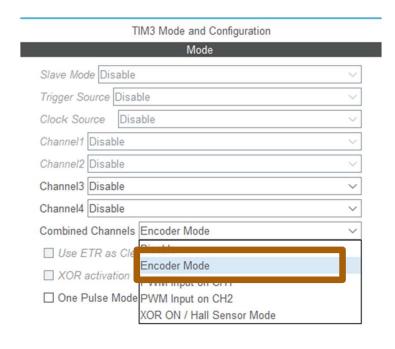
{From Nucleo} GND [A] PA6 [B] PA7 +5V

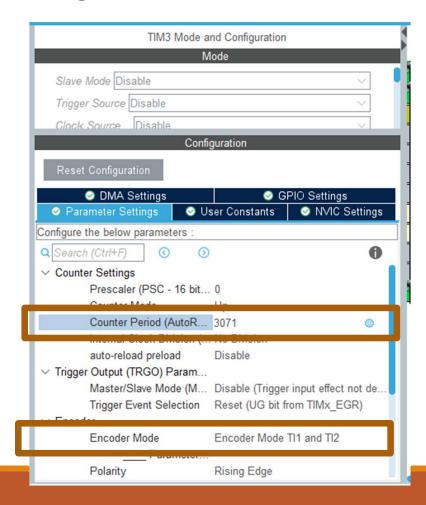


QEI 12 ใบพัด 64 gearbox



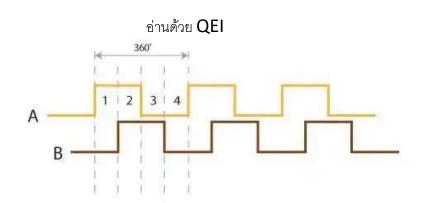
Example 1: reading encoder using QEI in Timer 3







12 ใบพัด x อัตราทด 64:1 = 768 P/R



 $768 P/R \times 4 = 3072 P/R$

```
/* USER CODE BEGIN PV */
uint32_t QEIReadRaw;
/* USER CODE END PV */

/* USER CODE BEGIN 2 */
HAL_TIM_Encoder_Start(&htim3, TIM_CHANNEL_1|TIM_CHANNEL_2);

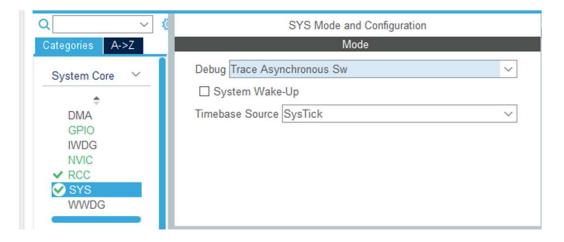
/* USER CODE END 2 */

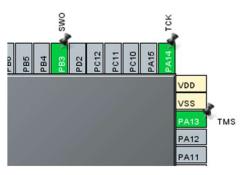
/* USER CODE BEGIN 3 */
QEIReadRaw = __HAL_TIM_GET_COUNTER(&htim3);

}
/* USER CODE END 3 */
```

Exercise : Calculate Angle

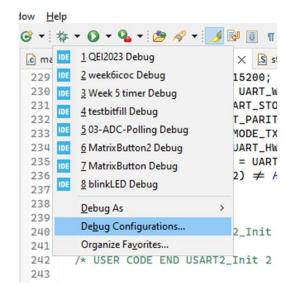
Debugger 1 : printf()

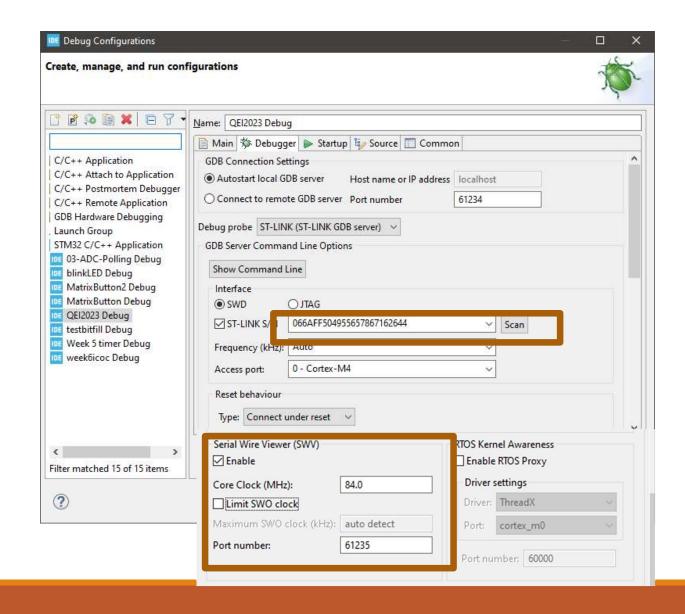


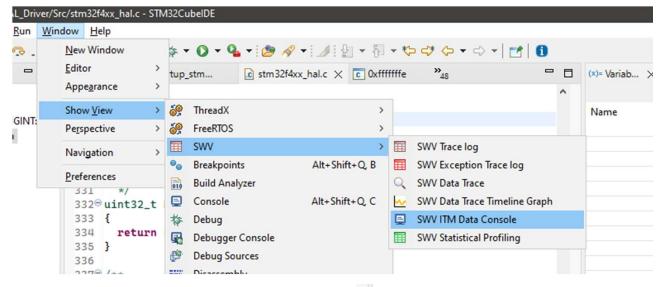


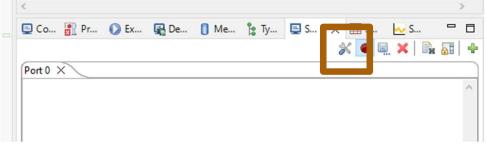
```
279⊕ /* USER CODE BEGIN 4 */
280 /*re-implement _write function of printf*/
281 int _write(int file,char *ptr,int len)
282 {
283
        int i;
284
285
        for(i = 0;i<len; i++)</pre>
286
            ITM_SendChar(*ptr++);
287
288
        return len;
289
290 }
291 /* USER CODE END 4 */
```

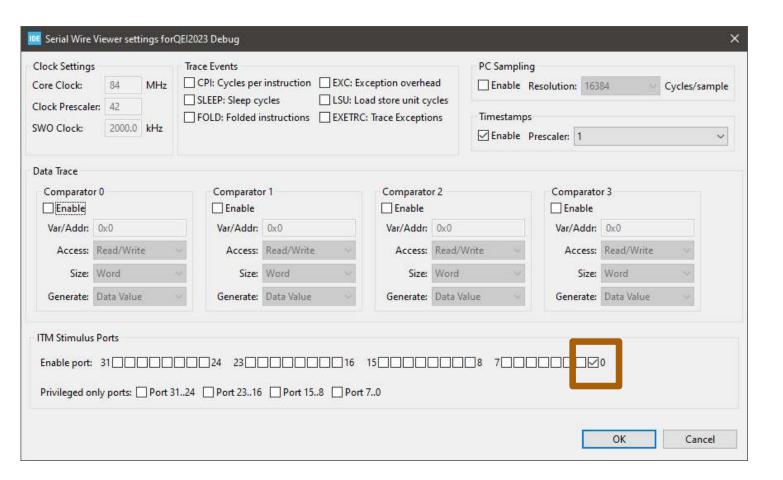
```
/* USER CODE BEGIN 3 */
static uint32_t timestamp =0;
if(HAL_GetTick()>timestamp)
{
    timestamp = HAL_GetTick() + 500;
    QEIReadRaw = __HAL_TIM_GET_COUNTER(&htim3);
    printf("Position = %ld\n",QEIReadRaw);
}
/* USER CODE END 3 */
```

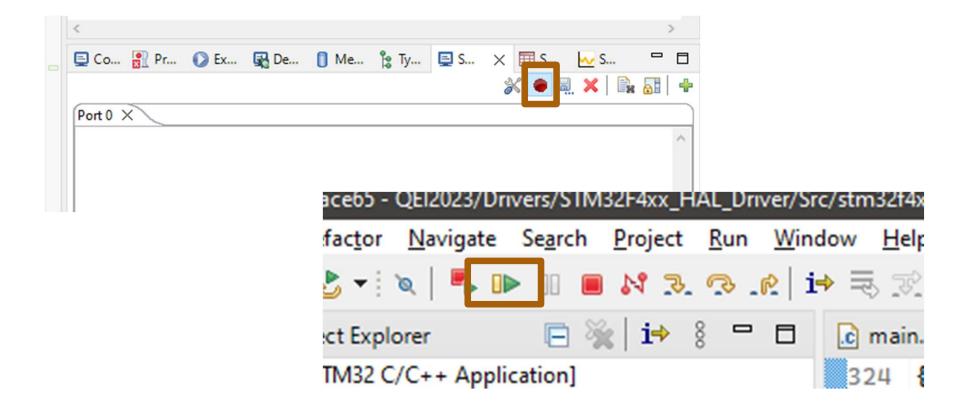


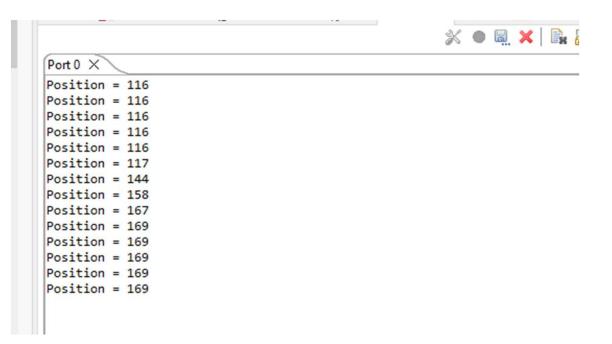




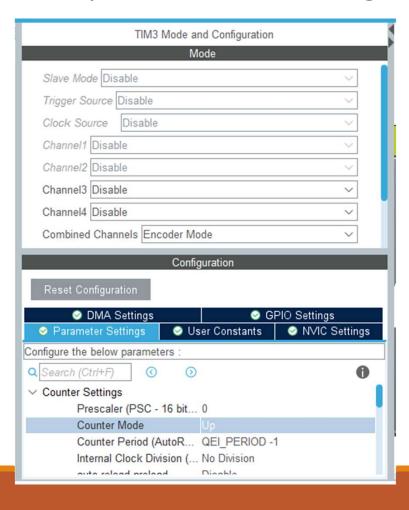


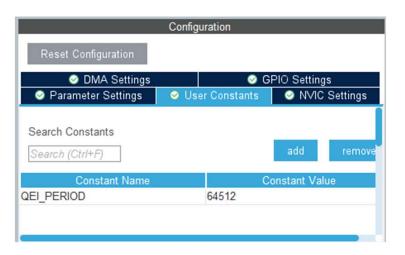




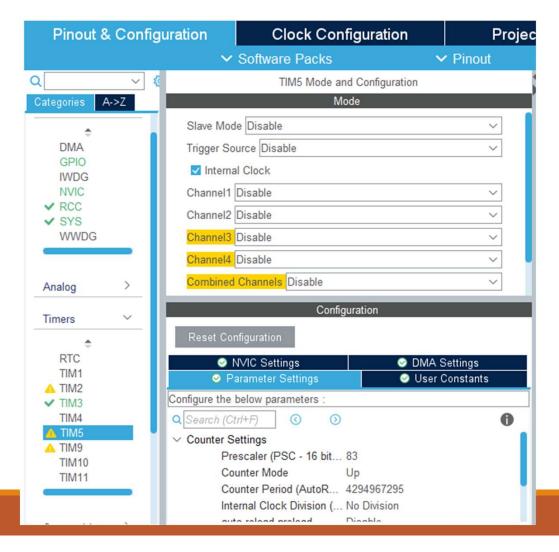


Example 2: calculate angular velocity with QEI





Create microsecond timer

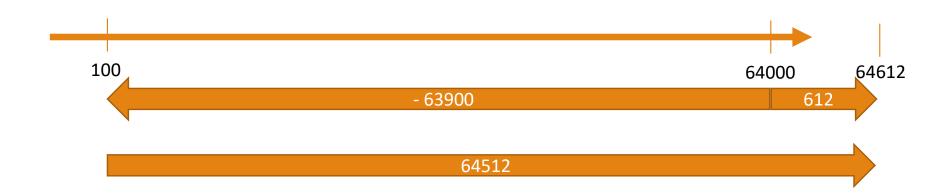




```
/* USER CODE BEGIN PV */
                                                                     E BEGIN 4 */
typedef struct _QEIStructure
      uint32_t data[2];
                            //Position data contenter
      uint64_t timestamp[2];
     float QEIPosition; //step
     float QEIVelocity; //step/sec
 }QEIStructureTypedef;
 QEIStructureTypedef QEIData = {0};
 uint64_t _micros = 0;
 /* USER CODE END PV */
1 /* USER CODE BEGIN PFP */
                                                       //microsec timer implement
2 inline uint64_t micros();
                                                      void HAL_TIM_PeriodElapsedCallback(TIM_HandleTypeDef *htim)
3 void QEIEncoderPositionVelocity_Update();
4 /* USER CODE END PFP */
                                                          if(htim == &htim5)
                                                              _micros += UINT32_MAX;
                                                       }
                                                      uint64_t micros()
                                                          return __HAL_TIM_GET_COUNTER(&htim5)+_micros;
```

```
1 /* USER CODE BEGIN 4 */
2 void QEIEncoderPositionVelocity_Update()
3 {
      //collect data
     QEIData.timestamp[0] = micros();
     uint32_t couterPosition = __HAL_TIM_GET_COUNTER(&htim3);
7
     QEIData.data[0] = couterPosition ;
9
      //calculation
Э
     QEIData.QEIPosition = couterPosition % 3072;
      int32_t diffPosition = QEIData.data[0] - QEIData.data[1];
     float difftime = (QEIData.timestamp[0]-QEIData.timestamp[1]);
      //handle wrap-around
      if(diffPosition > QEI_PERIOD>>1) diffPosition -= QEI_PERIOD;
      if(diffPosition < -(QEI_PERIOD>>1)) diffPosition += QEI_PERIOD;
9
Э
      //calculate angular velocity in pulse per sec
     QEIData.QEIVelocity = (diffPosition * 1000000)/difftime;
2
     QEIData.data[1] = QEIData.data[0];
     QEIData.timestamp[1] = QEIData.timestamp[0];
```

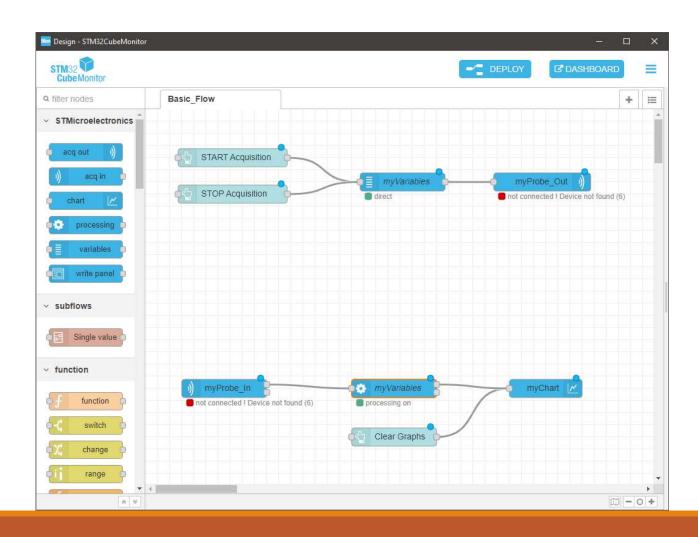


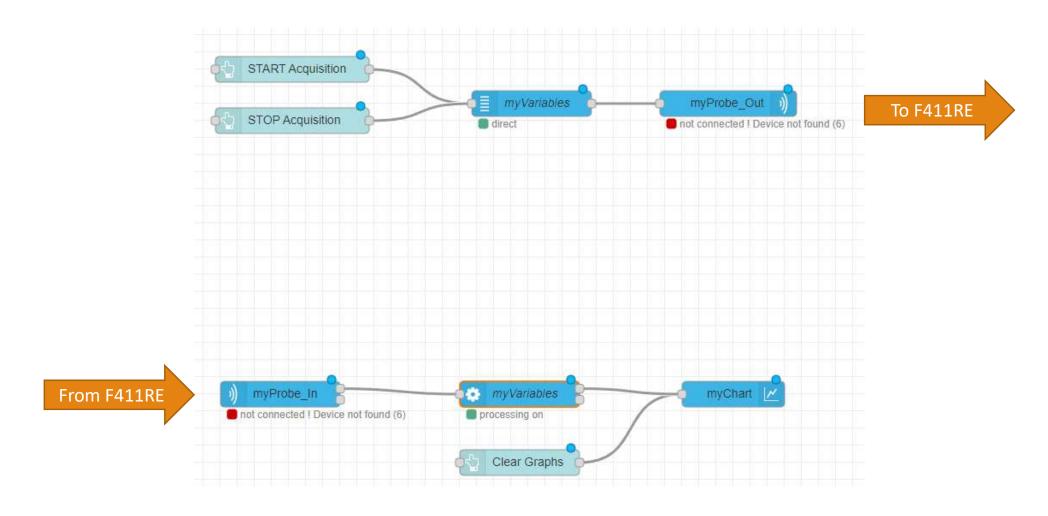


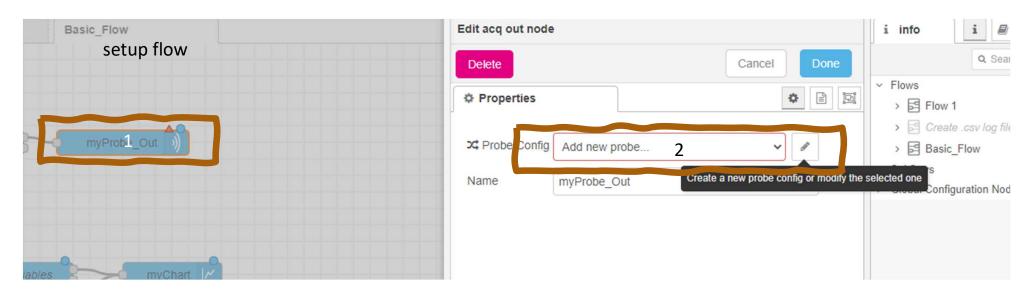
```
/* USER CODE BEGIN WHILE */
while (1)
{
    /* USER CODE END WHILE */

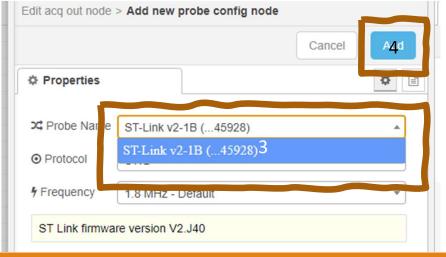
    /* USER CODE BEGIN 3 */
    static uint64_t timestamp =0;
    int64_t currentTime = micros();
    if(currentTime>timestamp) // 10 Hz
    {
        timestamp = currentTime + 100000;
        QEIEncoderPositionVelocity_Update(currentTime);
    }
}
/* USER CODE END 3 */
```

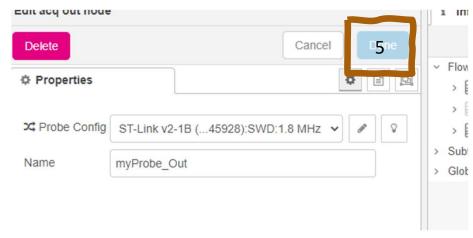
STM32CubeMonitor

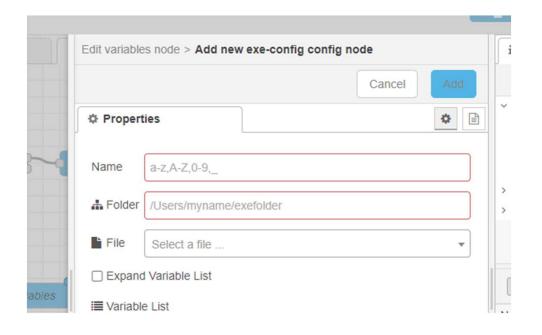


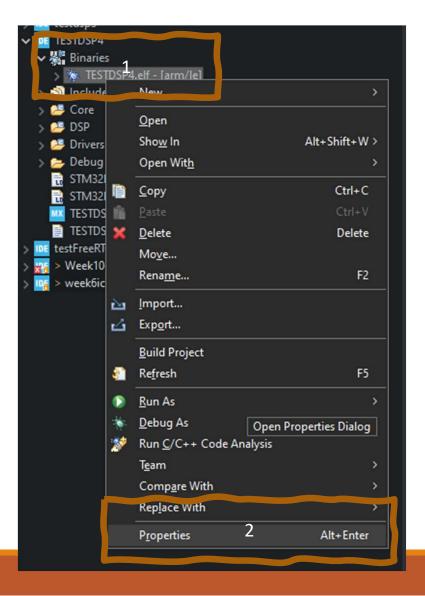


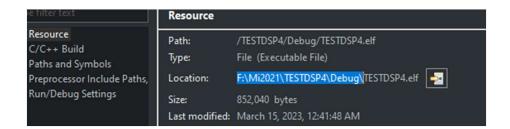












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