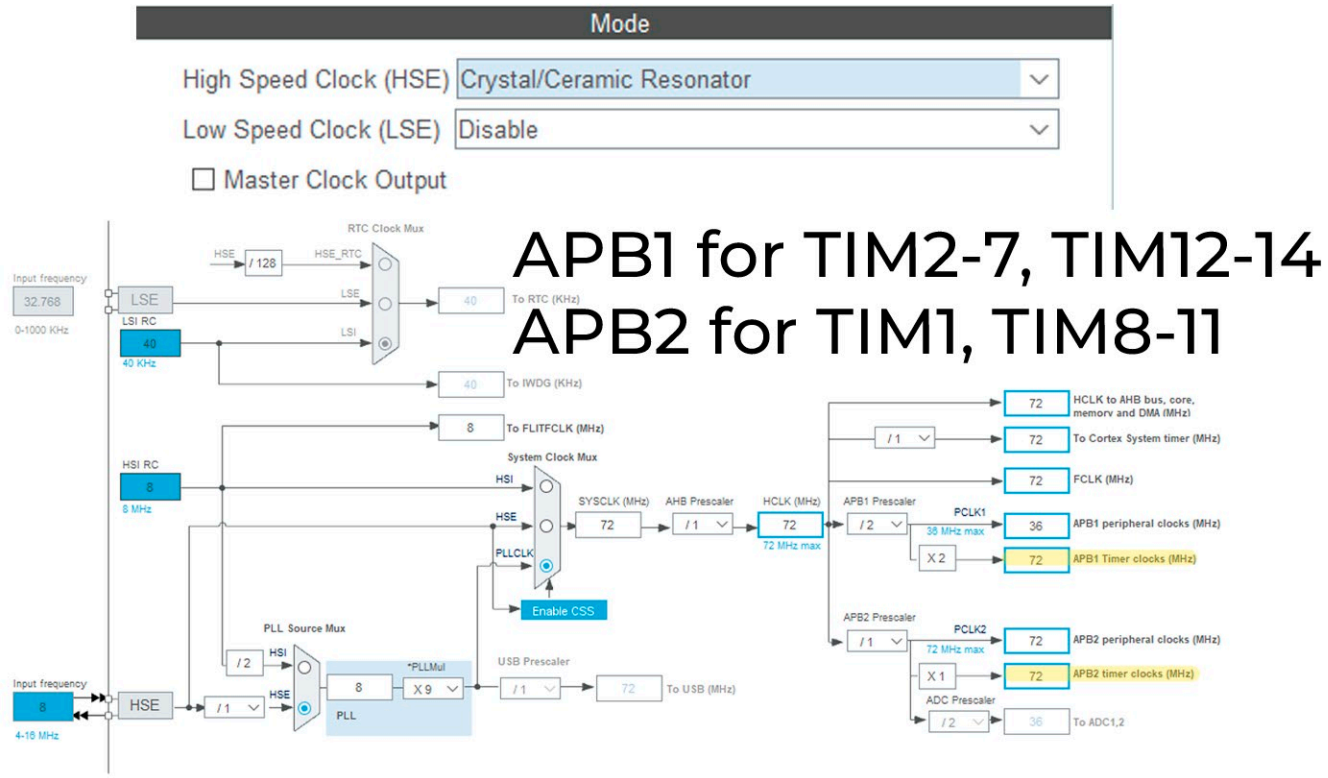
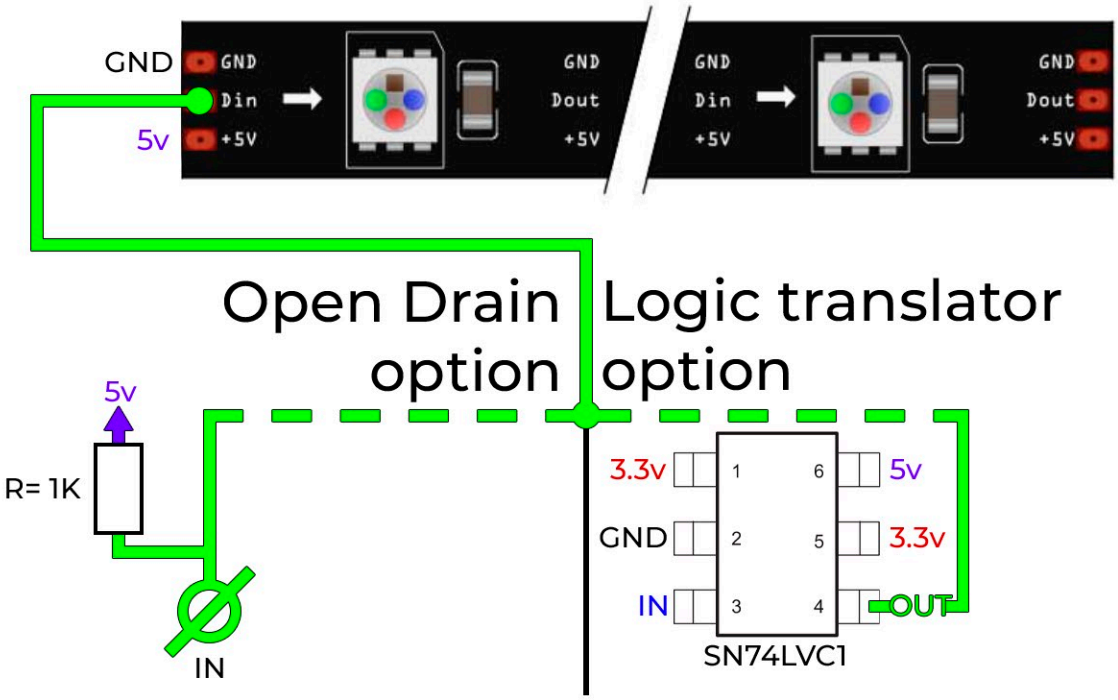
Installing of ARGB library

1. Start your CubeMX Project, enable debug and set APBx clocks to f **>32** MHz



3. Choose your connection type



Installing of ARGB library

3. Choose timer and channel.
*be shure that you've chosen **FT** pin, if you use **OD**

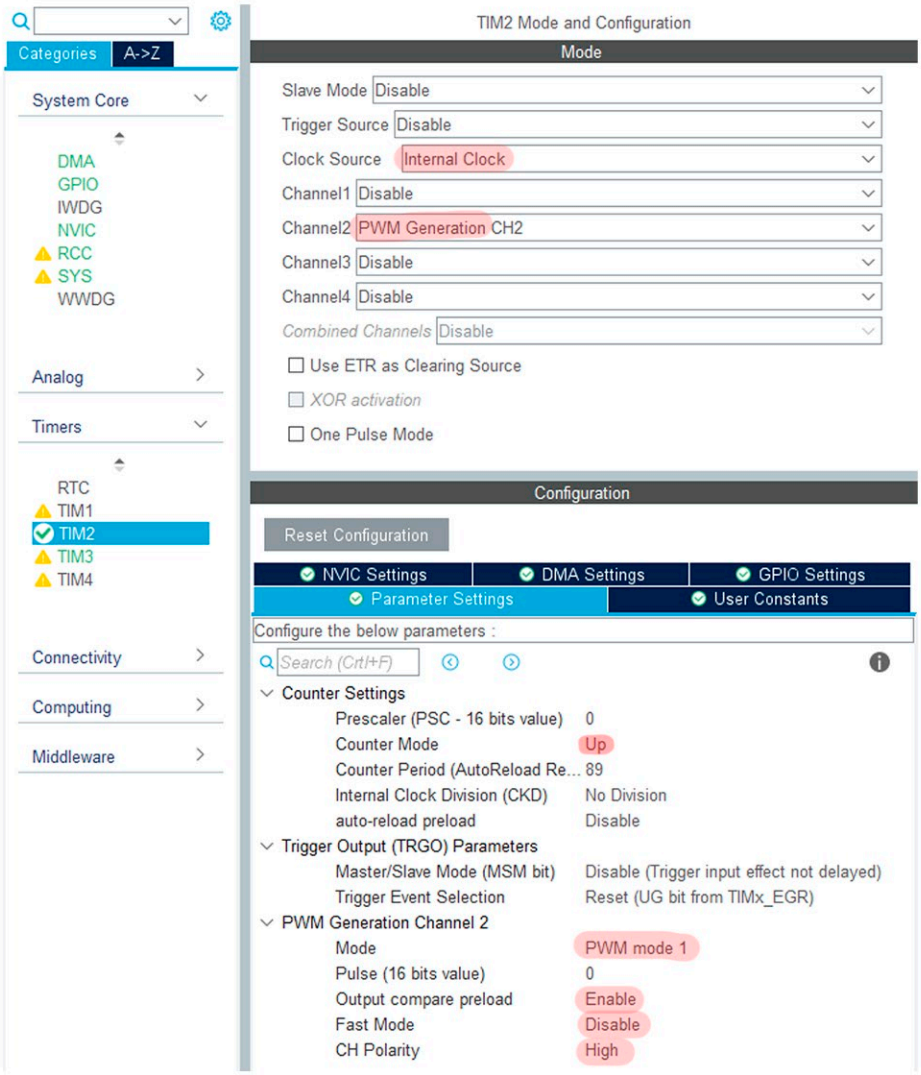
Table 5. Medium-density STM32F103xx pin definitions (continued)

Pins							Pin name	Type(1)	I / O Level(2)	Main function(3) (after reset)	Alternate functions(4)	
LFBGA100	UFBG100	LQFP48/UFQFPN48	TFBGA64	LQFP64	LQFP100	VFQFPN36					Default	Remap
B4	A3	45	B3	61	95	-	PB8	I/O	FT	PB8	TIM4_CH3(9)	I2C1_SCL / CANRX
A4	B3	46	A3	62	96	-	PB9	I/O	FT	PB9	TIM4_CH4(9)	I2C1_SDA/ CANTX
D4	C3	-	-	-	97	-	PE0	I/O	FT	PE0	TIM4_ETR	-
C4	A2	-	-	-	98	-	PE1	I/O	FT	PE1	-	-
E5	D3	47	D4	63	99	36	V_{SS_3}	S	-	V_{SS_3}	-	-
F5	C4	48	E4	64	100	1	V_{DD_3}	S	-	V_{DD_3}	-	-

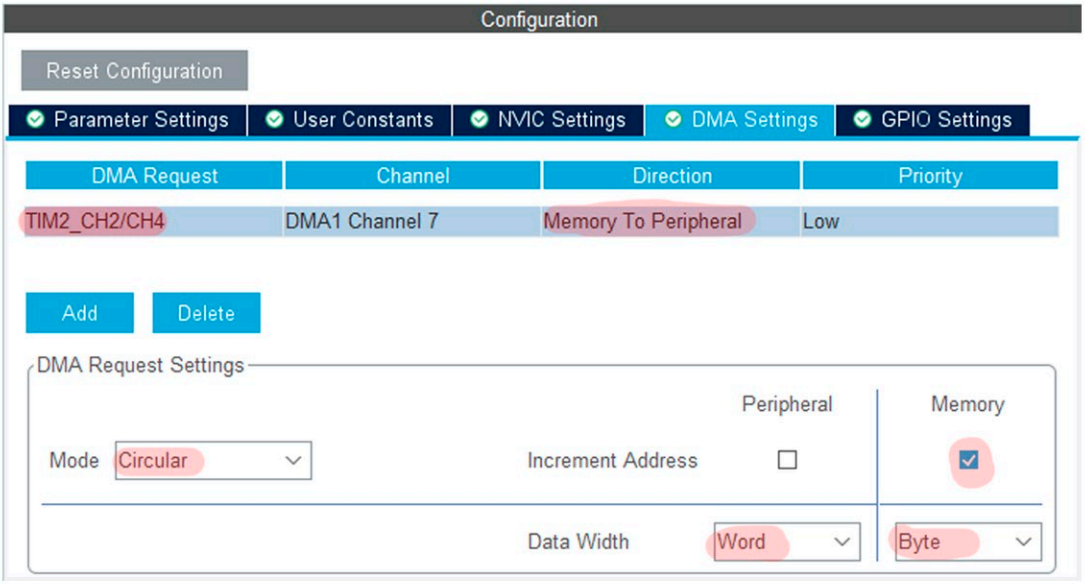
1. I = input, O = output, S = supply.
2. FT = 5 V tolerant.

Installing of ARGB library

4. Set up your Timer.

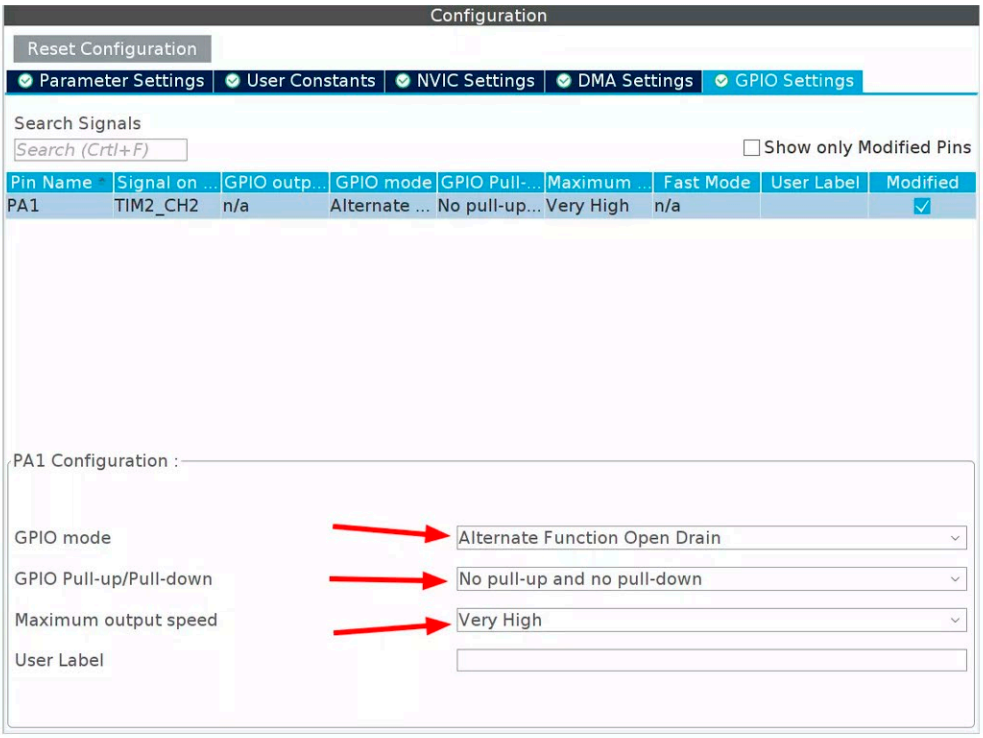


5. Set up DMA.

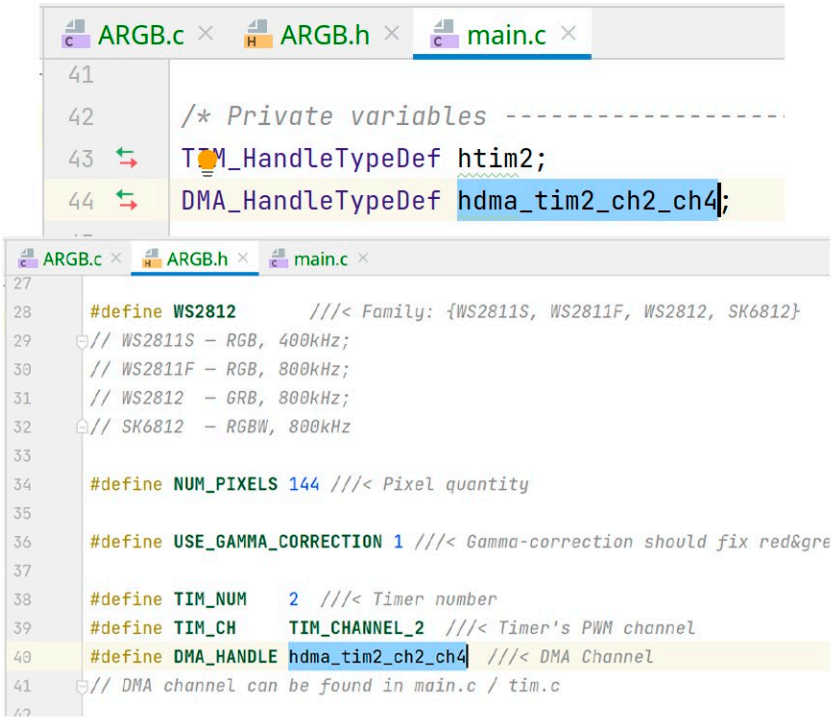


Installing of ARGB library

6. Set up GPIO. Set maximum speed and OD mode if you use Open Drain.



7. Search for your DMA Handler and add it to the lib.



8. Set your params, and now it's ready!