

STM32 - First Trial

Dr. Federica Villa



Introduction

Objective of this first trial is to learn:

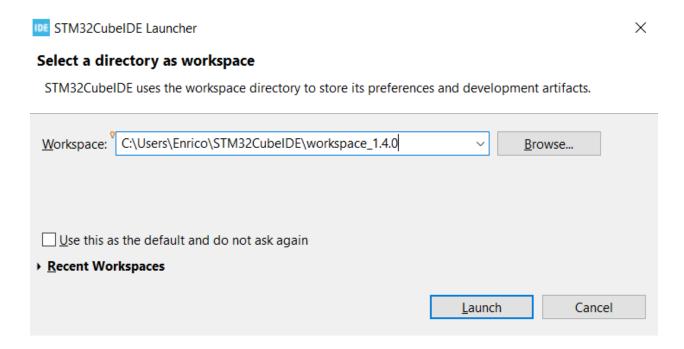
- how to create and configure a new project
- which is the structure of the Cube-generated code
- how to compile and debug a code

Last but not least it is useful to check if all the software and drivers have been correctly installed



New project with Cube

- Open STM32CubeIDE
- Select a folder for the workspace and click "Lauch"
- Accept to download any eventual new library / update
 (the first time you use the SW it might prompt you to download libraries and updates, always accept and wait, they can take some minutes)

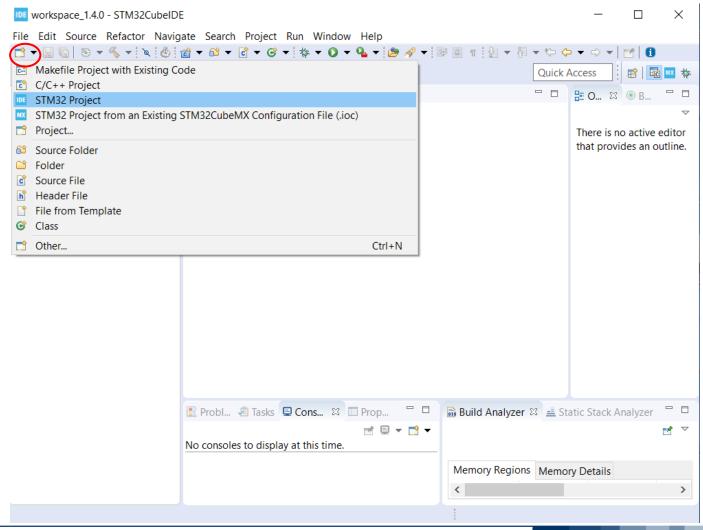


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New project with Cube

Click on the downwards arrow next to "New" → STM32 Project [Setup from existing STM32CubeMX projects can be imported by choosing "STM32 Project from an Existing STM32CubeMX Configuration file (.ioc)"]

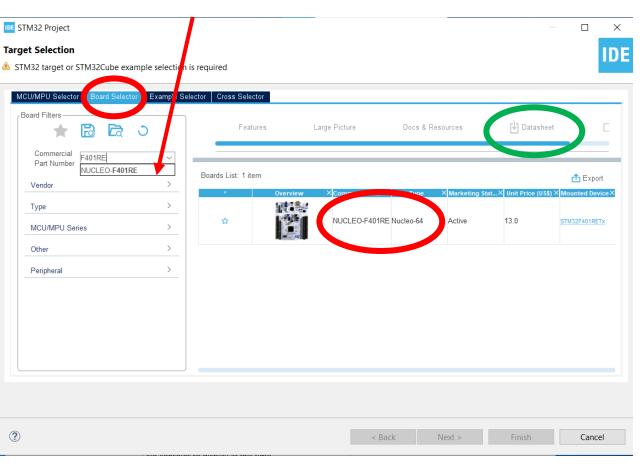


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Board Selection

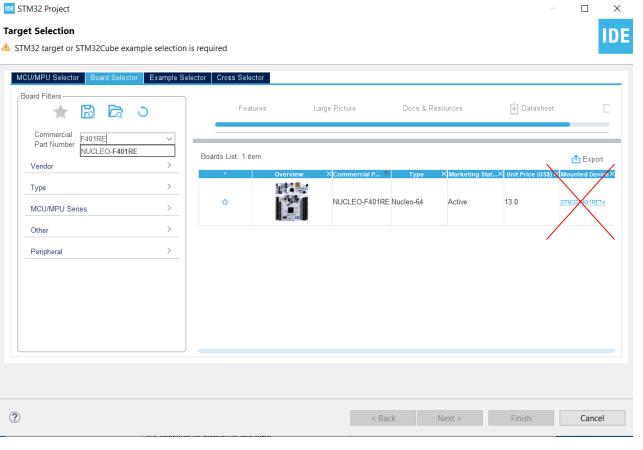
NUCLEO-F401RE



- Select NUCLEO-F401RE
- If you need, download datasheet and other documentation
- Click "Next"



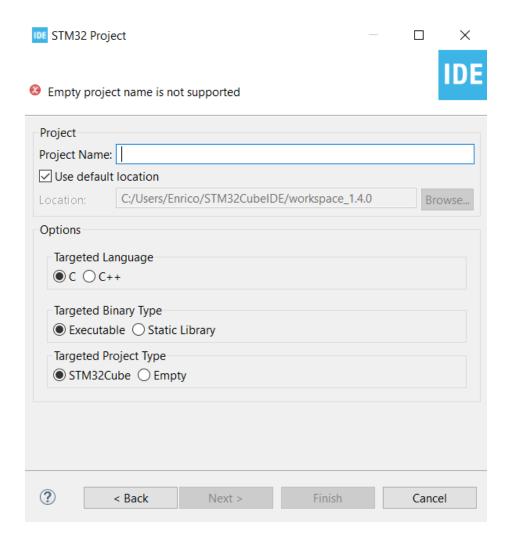
Board selection



- DO NOT SELECT THE BOARD USING THIS LINK
- Otherwise you are selecting an uninitialized version of the board which will not work.



Project generation

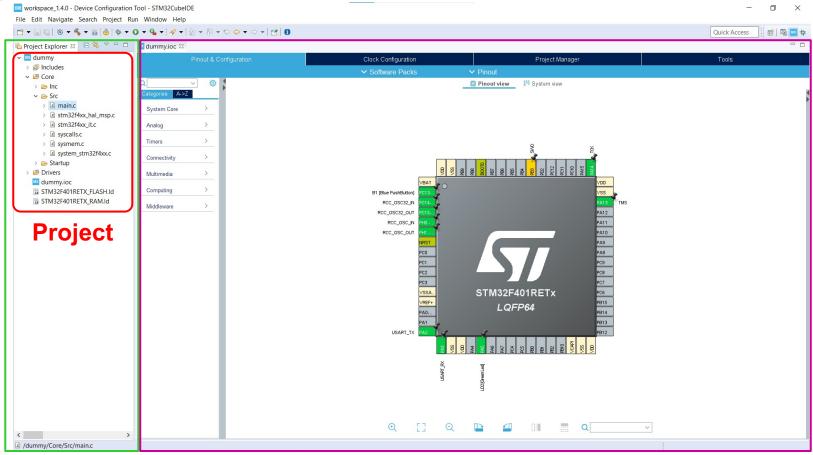


- Choose a Project Name
- Click "Finish"
- Click "Yes" on the prompt "Initialize all peripherals with their default mode?"
- Let the code generator run

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STM32CUbeIDE interface



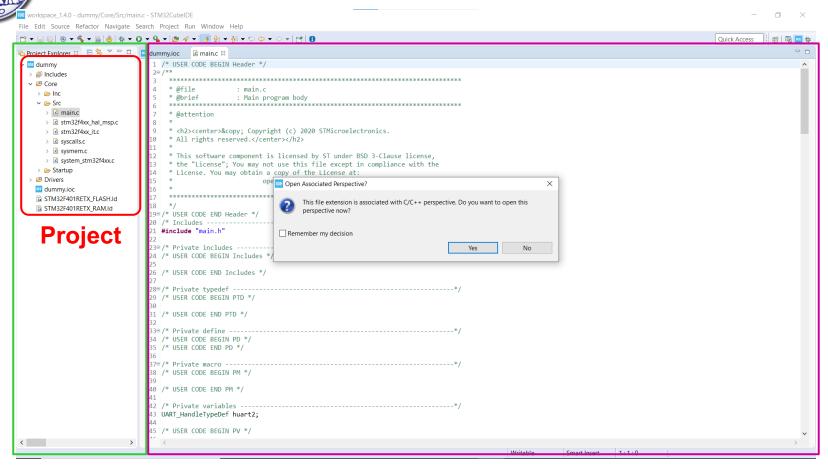
Workspace

Device configurator (STM32CubeMX)

Double click "main.c"

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STM32CUbeIDE interface



Workspace

The IDE layout dynamically changes depending on the action being performed (coding, debugging, etc...)

Answer "Yes" when prompted to change perspective



Project code

Build All workspace_1.4.0 - dummy/Corg Src/main.c - STM32CubeIDE File Edit Source Refactor Project Run Window Help Build All (Ctrl+B) **№ Ou...** 🖾 🐵 Bu... dummy.ioc i main.c ⊠ 1 /* USER CODE BEGIN Header */ main.h ✓ IDE dummy huart2: UART Handle > 🐉 Binaries > 🛍 Includes SystemClock_Config(v) * @brief : Main program body ⊕ ^S MX GPIO Init(void): v 🕮 Core ⊕ ^S MX USART2 UART Ini > 🗁 Inc 8 main(void): int > 🖟 main.c * <h2><center>© Copyright (c) 2020 STMicroelectron SystemClock_Config(v * All rights reserved.</center></h2> S MX USART2 UART Ini > @ stm32f4xx h 11 S MX GPIO Init(void): > @ stm32f4xx it * This software component is licensed by ST under BSD 3 > @ syscalls.c Error Handler(void): * the "License"; You may not use this file except in co > 🖻 sysmem.c assert failed(uint8 t*, * License. You may obtain a copy of the License at: > system stm3 15 opensource.org/licenses/BSD-3-> 🗁 Startup 16 Drivers 17 18 > 🗁 Debua 199 /* USER CODE END Header */ dummy.ioc STM32F401RETX F STM32F401RETX F Proble... √a Tasks □ Console □ Proper... CDT Build Coper dummy.elf - /dummy/Debug - Sep 13, 2020 9:58:52 AM Build Finished. 0 errors. 0 warn: Memory Regions Memory Details > <

- Some parts of the code are already written (based on user settings selected with Cube)
- Between /*USER CODE BEGIN and /*USER CODE END it is possible to add code, which will be not modified even in case the settings in Cube are modified and code is generated again.
- Click **Build All**
- Check in the Console if the code has been built with **"0 Error(s)"**

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Start debug session

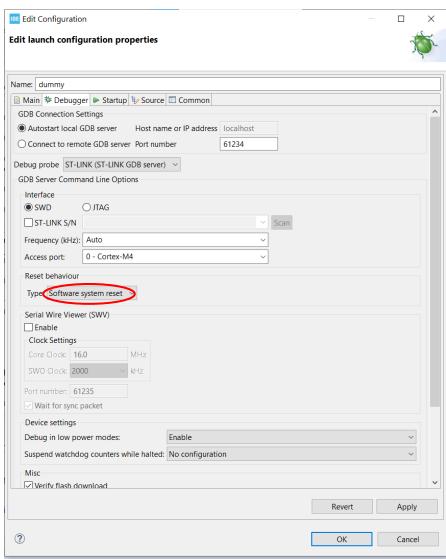
```
Debug ct_name>
workspace_1.4.0 - dummy/Core/Src/main.c - STM32CubeIDE
Eile Edit Source Refactor Navigate Search Project Run Window Help
                                               bebug dummy
  dummy
                                            /* Reset of all peripherals, Initializes the Flash interface and the Systick. */
                                           HAL Init();
  > 🔊 Includes
  v 🐸 Core
                                            /* USER CODE BEGIN Init */
    ⇒ lnc
    ⇒ Brc
                                           /* USER CODE END Init */
    > 🇁 Startup
                                            /* Configure the system clock */
   > 🐸 Drivers
                                            SystemClock_Config();
   > 🗁 Debug
    dummv.ioc
                                           /* USER CODE BEGIN SysInit */
    dummy.launch
    3 STM32F401RETX_FLASH.Id
                                           /* USER CODE END SysInit */
    STM32F401RETX_RAM.Id
                                        89
                                            /* Initialize all configured peripherals */
                                           MX GPIO Init();
                                           MX_USART2_UART_Init();
                                            /* USER CODE BEGIN 2 */
                                            /* USER CODE END 2 */
                                            /* Infinite loop */
                                           /* USER CODE BEGIN WHILE */
                                              /* USER CODE END WHILE */
                                              /* USER CODE BEGIN 3 */
                                                variabile++;
                                                HAL_Delay(500);
                                           /* USER CODE END 3 */
                                      <terminated> dummy [STM32 Cortex-M C/C++ Application] ST-LINK (ST-LINK GDB server)
                                                                                                                     dummy.elf - /dummy/Debug - Sep 14, 2020 10:52:29
                                                                                                                    Memory Regions Memory Details
                                     Download vanified successfully
```

- Connect the Nucleo board to the PC through the USB link
- Select the project name on the left panel
- Click on "Debug project name>"
- If prompted, update the ST-Link firmware, wait for completion, reconnect the USB port and re-launch the debug session

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Debug session

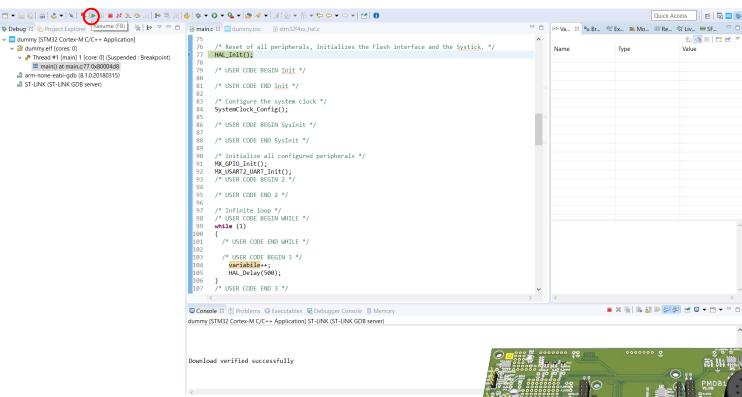


- Configure the debugger as shown on the left
- Most configuration are at their default value, except "Reset behaviour"

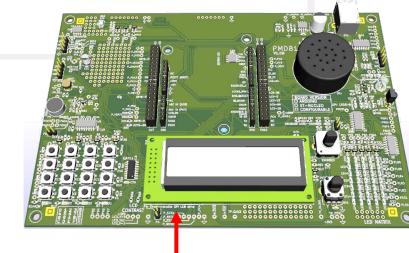
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Debug software execution



- Start code execution by pressing "Resume" [F8]
- Global variables can be monitored in real time by adding them to the "Live expression" pane on the right



Red LED

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Congratulations!

Your tools have been correctly installed!

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STM32CubeMX + Keil workflow

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Introduction

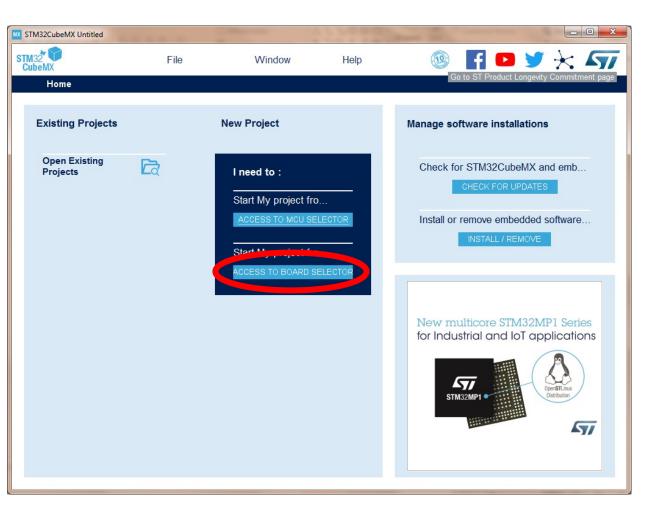
Objective of this first trial is to learn:

- how to create a new project with Cube
- how to generate a code for Keil
- which is the structure of the Cube-generated Keil code
- how to compile and debug a code

Last but not least it is useful to check if all the software and drivers have been correctly installed



New project with Cube



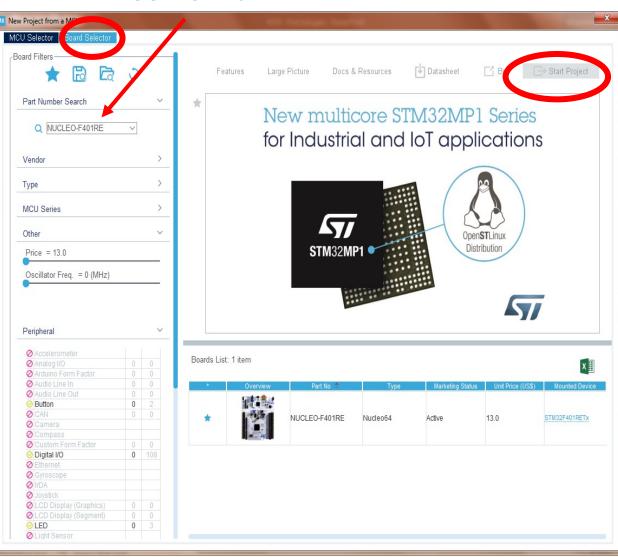
- Open STM32CubeMX
- **New Project**, select "ACCESS TO BOARD **SELECTOR"**
- Accept to download any eventual new library / update (the first time you use Cube it will prompt you to download libraries and updates, always accept and wait, they can take some minutes)

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Board Selection

NUCLEO-F401RE



- Select NUCLEO-F401RE
- If you need, download datasheet and other documentation
- **Start Project**
- Initialize peripherals with their default Mode? YES

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Code Generation

Help







Tools



Home

STM32F401RETx - NUCLEO-F401RE

Untitled

- Project Manager

GENERATE CODE

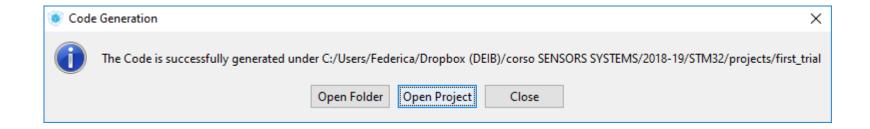
Clock Configuration **Project Manager** Pinout & Configuration Project Settings Project Name first trial C:\Users\MiSPIA\Dropbox (DEIB) Brow Application Structure Do not generate the ma... Basic Toolchain Folder Location Code Generator C:\Users\MiSPIA\Dropbox (DEIB)\first trial\ archain / IDE MDK-ARM V5 Generate Under Root Linker Settings Minimum Heap Size 0x200 dvanced Settings Minimum Stack Size 0x400 Mcu and Firmware Package Mcu Reference STM32F401RETx Firmware Package Name and Version STM32Cube FW F4 V1.23.0 Use latest available version

Use Default Firmware Location

- In the Project manager tab:
 - project name
 - project location
 - MDK-ARM V5
- **GENERATE CODE**, the code will be generated (the first time you generate it requires to install libraries through Pack-Installer).



Open Keil project



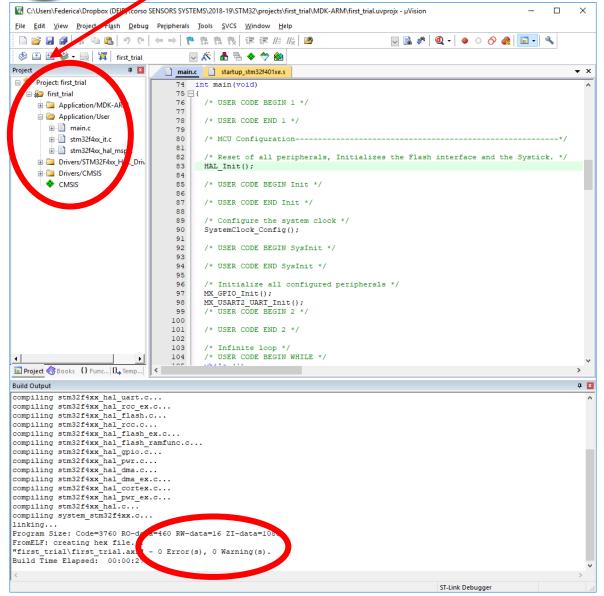
- Select Open Project
- In the future if you need to generate the code again and you already have the project open in Keil, select **Close**, and in Keil accept to reload the project

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Project code

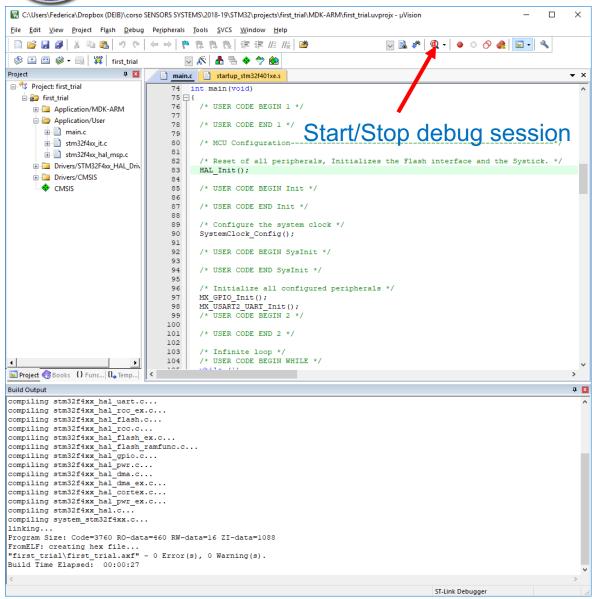
Rebuild



- Open **main.c** from the *Project window* (on the left)
- Some parts of the code are already written (based on user settings selected with Cube)
- Between /*USER CODE
 BEGIN and /*USER CODE
 END it is possible to add
 code, which will be not
 modified even in case the
 settings in Cube are
 modified and code is
 generated again.
- Click Rebuild
- Check in the Build Output window if the code has been build with 0 –Error(s)



Start debug session

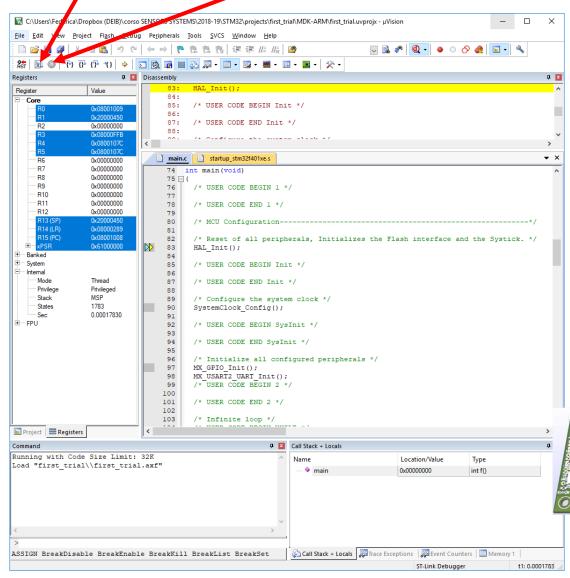


- Connect the Nucleo board to the PC through the USB link
- Click Start/Stop debug session
- If asked, update the ST-link drivers
- Evaluation Mode → OK

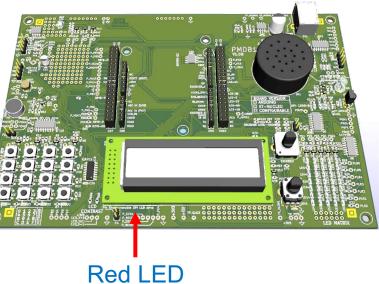


Debug session

Run (F5) Stop



- Click **Run (F5)** to run the code
- In this first trial a red LED on the Sensors Board should switch on
- Stop and click on Start/Stop debug session to come back to the code.





Congratulations!

Your tools have been correctly installed!

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