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STM32 – USART

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Universal Synchronous and Asynchronous Receiver-Transmitter

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type of a serial interface device that can be programmed to communicate asynchronously or synchronously.

COM ports provide a convenient way for PCs and embedded systems to exchange information.

The traditional COM port on a PC is an RS-232 serial port. Recent PCs often skip RS-232 in favor of USB.

Nevertheless a USB device can appear as a virtual COM port that applications can access using COM-port APIs or libraries.

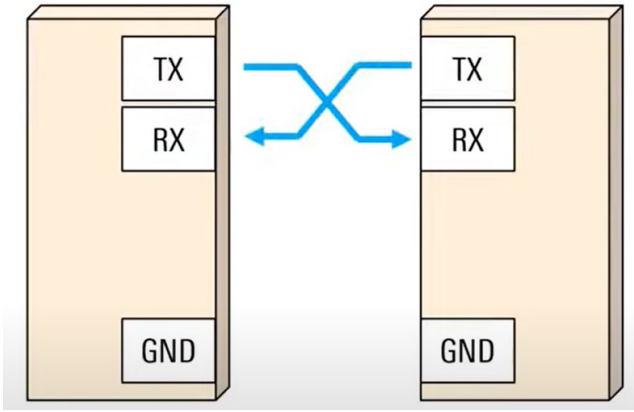
Many existing devices with asynchronous serial ports can use a USB UART to communicate with PCs as a virtual COM.

What is UART?

Protocol for **exchanging serial data between two devices**

Uses only **2 wires**: **TX → RX**, in each direction, plus a common ground

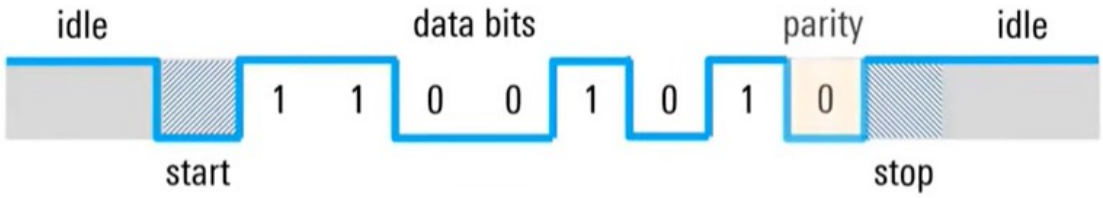
Transmitter and receiver **do not share a common clock**: they must **agree** on the speed (**Baud rate**) and **parameters** of the transmission



Data is transmitted as “frames”:

- **Start/stop** bits
- **Data** bits (5 to 9, usually 7 or 8, sent LSB first)
- **Parity** bit (optional) useful for error detection:

  Even parity: ‘1’ if number of ‘1’ is even / **Odd parity**: ‘1’ if number of ‘1’ is odd.



UART HAL functions

There are many HAL functions for UART.

Basics functions:

HAL_StatusTypeDef **HAL_UART_Receive**(UART_HandleTypeDef *huart, uint8_t *pData, uint16_t Size, uint32_t Timeout)

HAL_StatusTypeDef **HAL_UART_Transmit**(UART_HandleTypeDef *huart, uint8_t *pData, uint16_t Size, uint32_t Timeout)

Direct Memory Access functions:

HAL_StatusTypeDef **HAL_UART_Receive_DMA**(UART_HandleTypeDef *huart, uint8_t *pData, uint16_t Size)

HAL_StatusTypeDef **HAL_UART_Transmit_DMA**(UART_HandleTypeDef *huart, uint8_t *pData, uint16_t Size)

Project

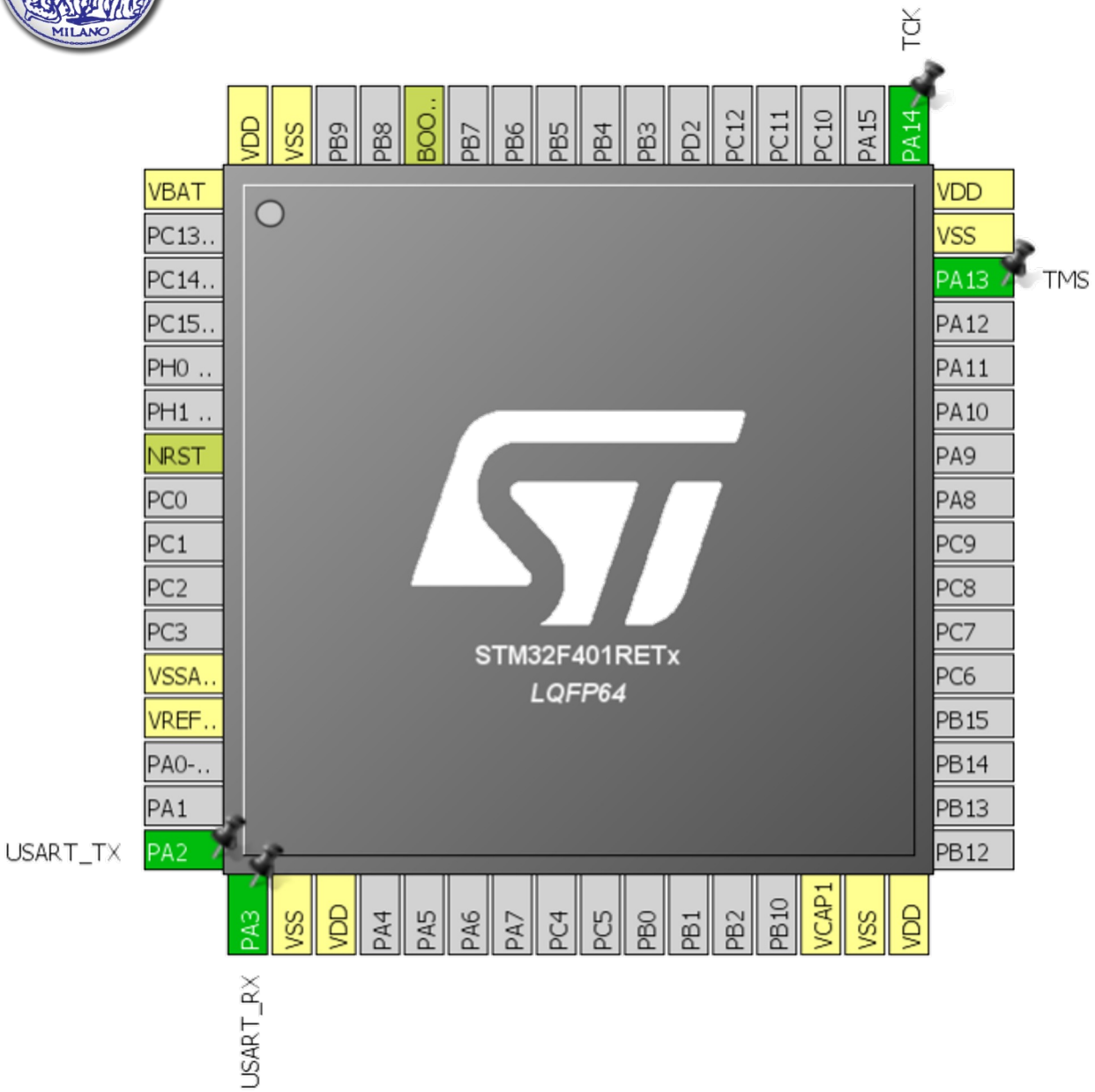
Objective of this project is
send information
from the microcontroller to the PC,
using the USART interface for the Virtual COM.

You will send a string containing your name and your year of birth followed by a new line every one second.

For receiving the string we will use a terminal emulator (PuTTY).

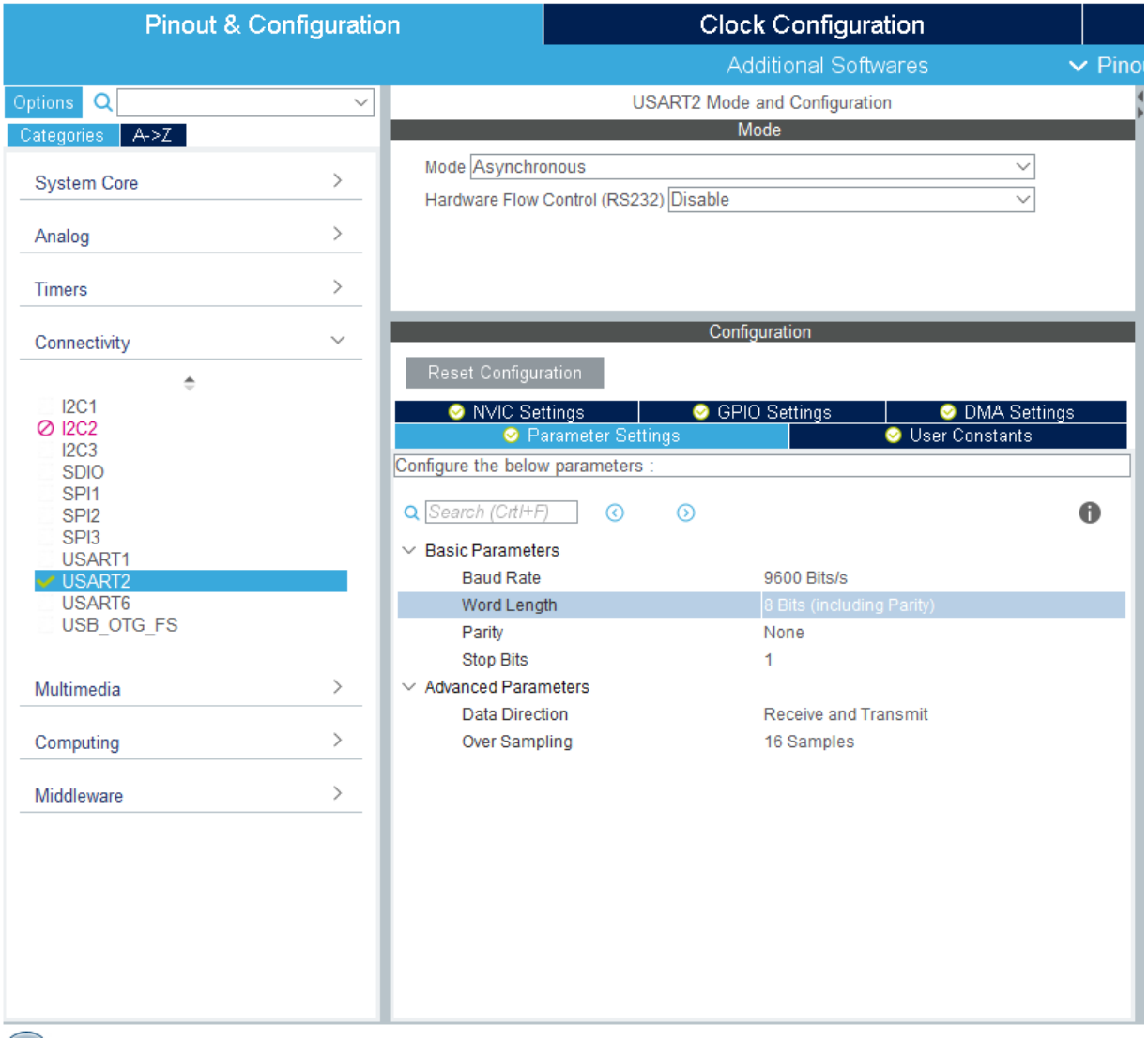
You can download PuTTY here: https://www.putty.org/

CUBE project Pinout



- Open a new project (use default)
- Check that the two pins for USART are enabled

USART configuration



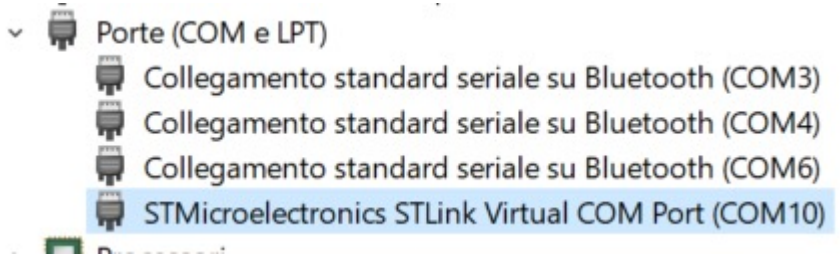
- Select a Baud Rate (e.g. 115200 Bits/s).

  The same BR should be set in PuTTY, since it is an asynchronous communication!

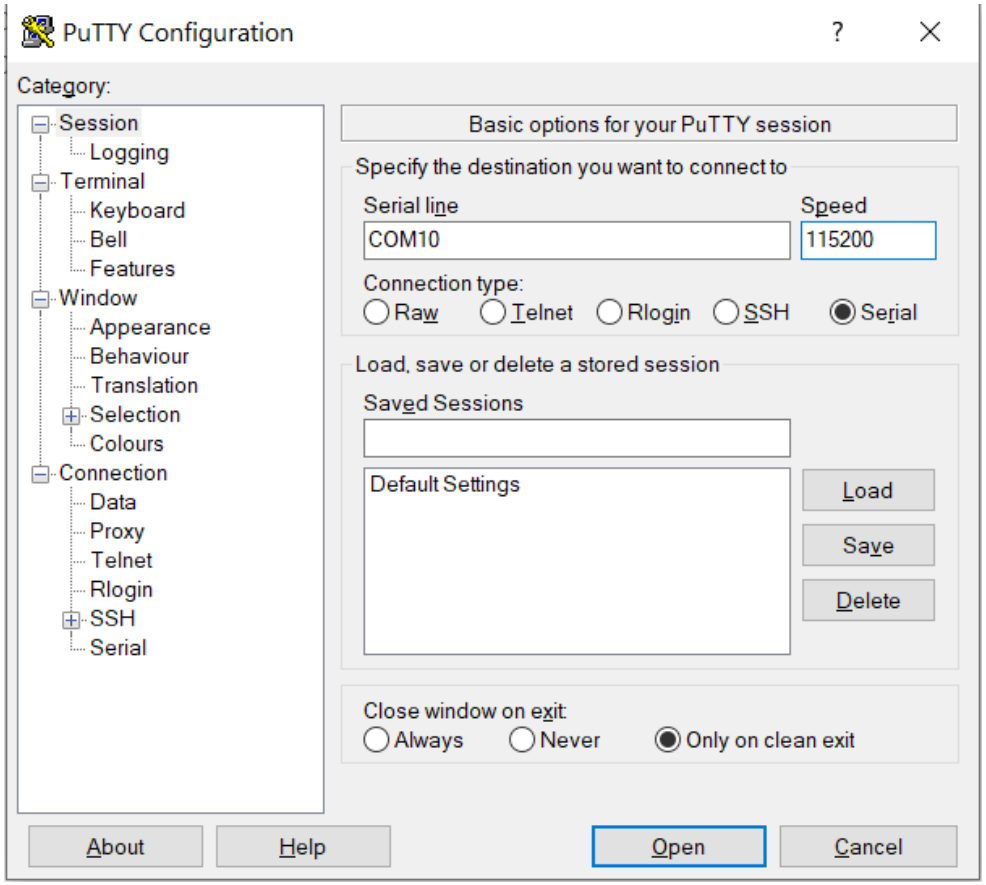
Identify the COM port on your PC

Open “Device Manager” (Gestione dispositivi) by right-clicking on the start menu, and selecting “Device Manager”

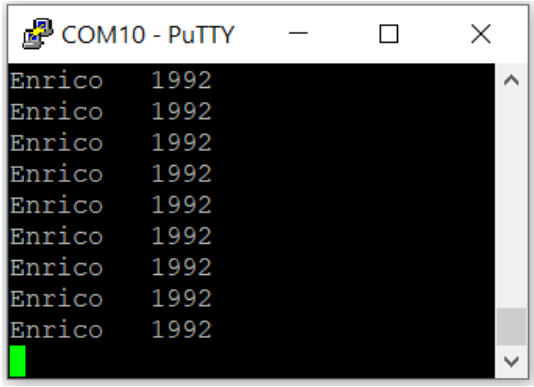
Scroll down until “Ports (COM and LPT)” and open the submenu. The COM port we need should be identified by the name “STMicroelectronics STLink Virtual COM Port (COM__)”



Debug



- Start PuTTY to receive data, use it as “Serial” and type the COM reserved on your pc to the STM32. Select the same speed you used for the UART.
- Compile and debug you code.
- This is the output you should see:

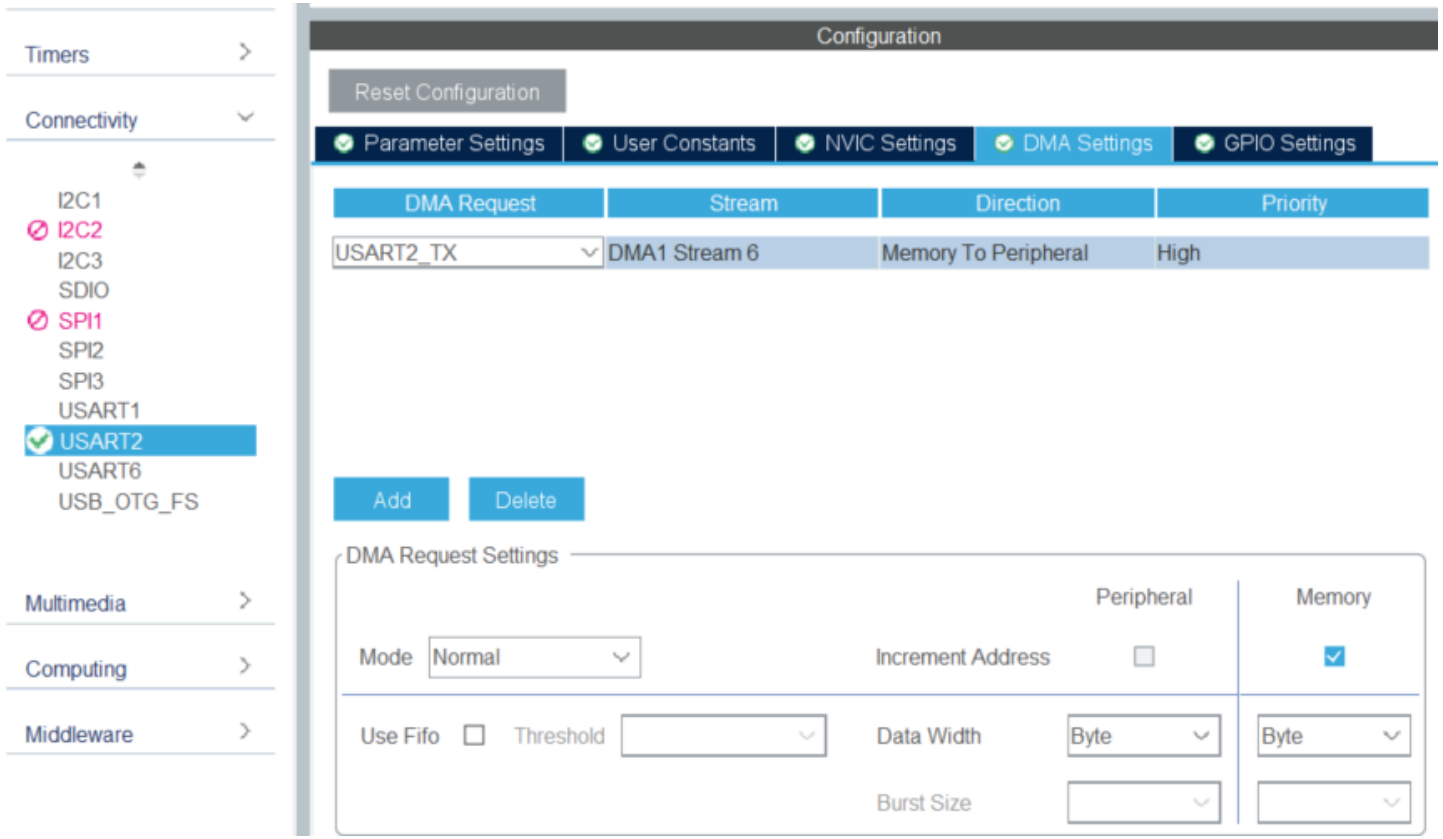


Project - DMA

Repeat the previous project, using DMA functions

Project – DMA: Setup

Enable DMA in the USART2 peripheral with USART2_TX requests, in normal mode



Conclusion

We will reuse the same code in the next project in which we will send the ADC result through the Virtual COM and display it to PuTTY terminal.

The output of an ADC conversion is a uint32_t variable.