

1. Description

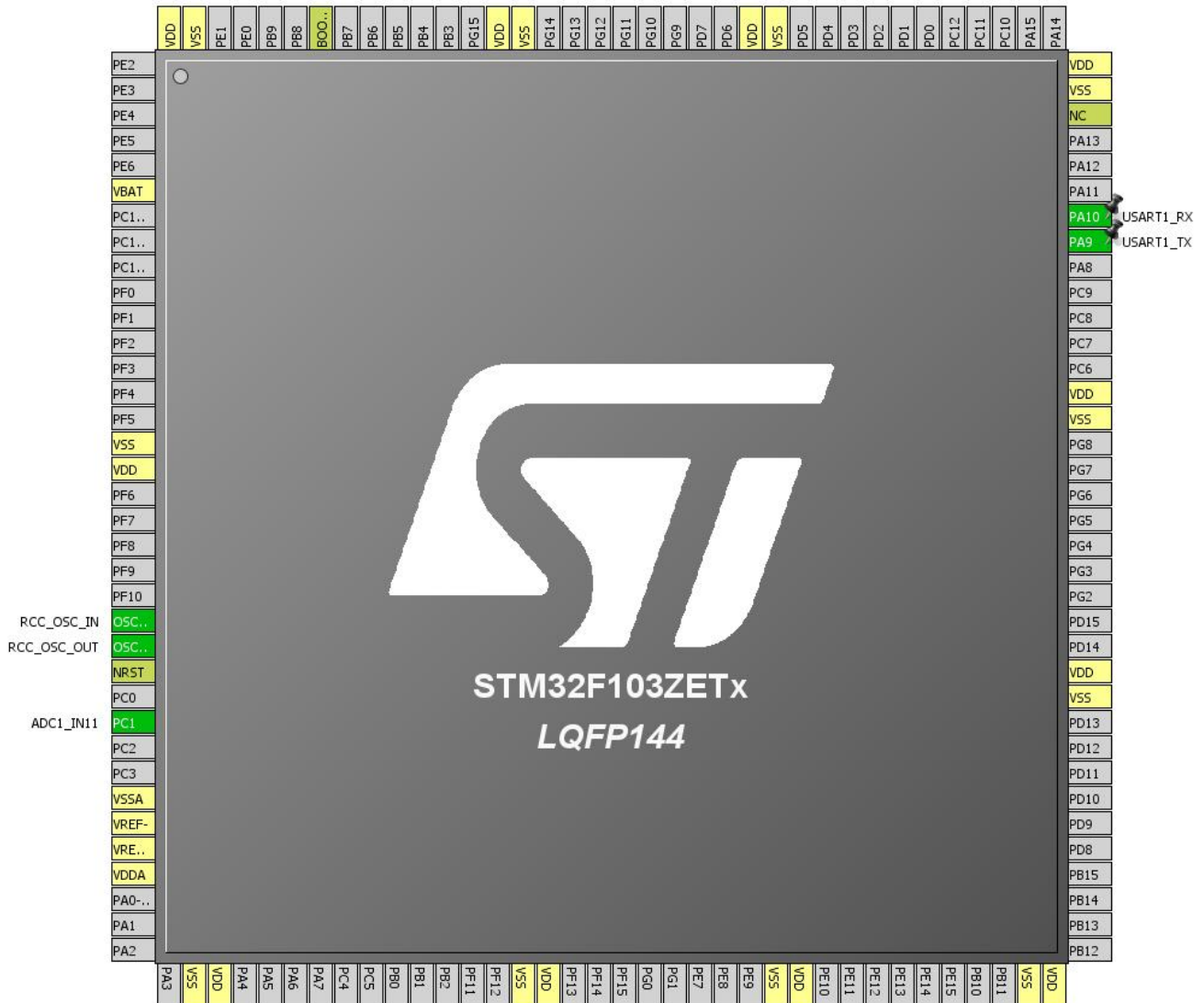
1.1. Project

Project Name	YS-F1Pro
Board Name	YS-F1Pro
Generated with:	STM32CubeMX 4.14.0
Date	05/12/2016

1.2. MCU

MCU Series	STM32F1
MCU Line	STM32F103
MCU name	STM32F103ZETx
MCU Package	LQFP144
MCU Pin number	144

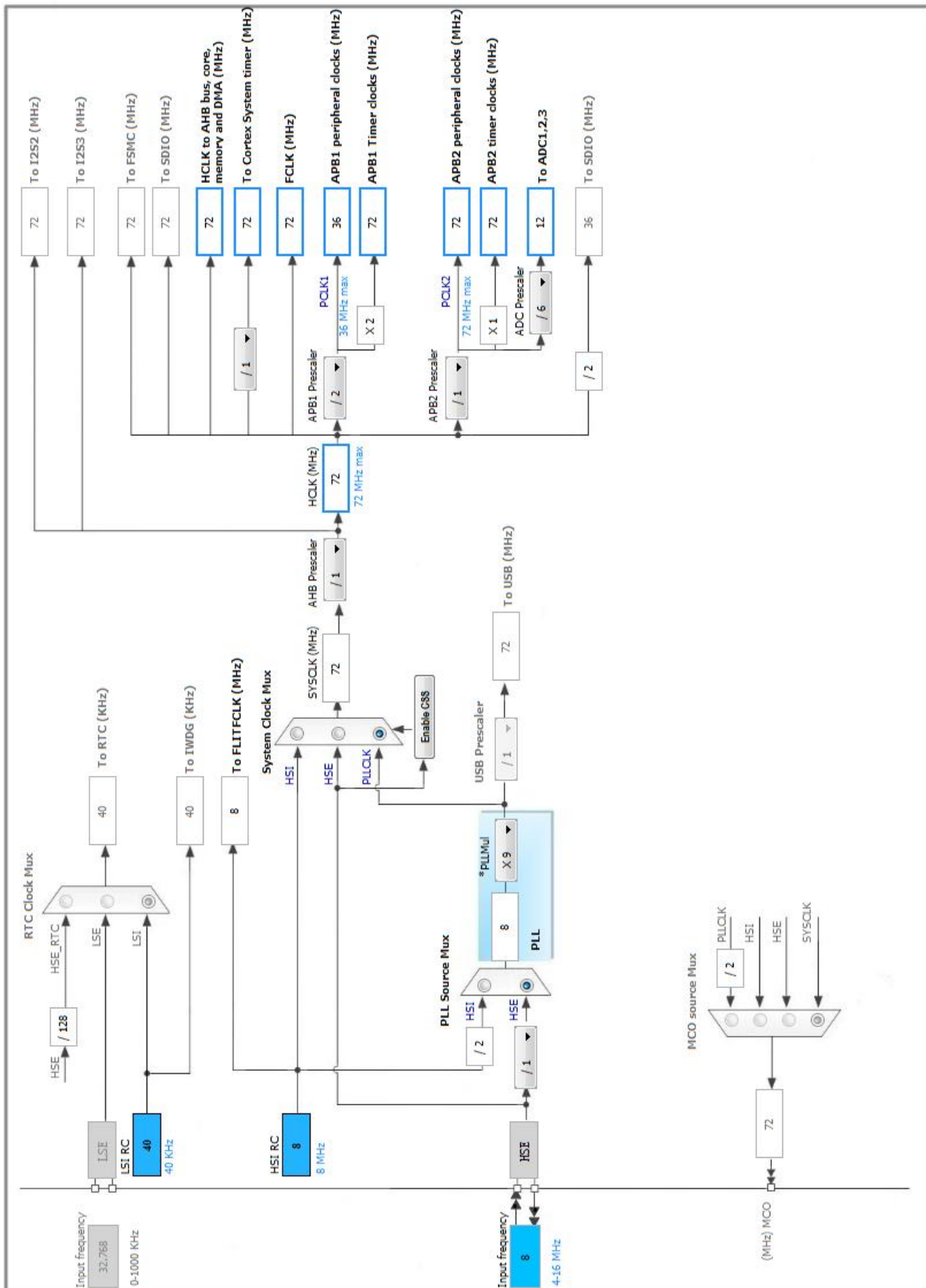
2. Pinout Configuration



3. Pins Configuration

Pin Number LQFP144	Pin Name (function after reset)	Pin Type	Alternate Function(s)	Label
6	VBAT	Power		
16	VSS	Power		
17	VDD	Power		
23	OSC_IN	I/O	RCC_OSC_IN	
24	OSC_OUT	I/O	RCC_OSC_OUT	
25	NRST	Reset		
27	PC1	I/O	ADC1_IN11	
30	VSSA	Power		
31	VREF-	Power		
32	VREF+	Power		
33	VDDA	Power		
38	VSS	Power		
39	VDD	Power		
51	VSS	Power		
52	VDD	Power		
61	VSS	Power		
62	VDD	Power		
71	VSS	Power		
72	VDD	Power		
83	VSS	Power		
84	VDD	Power		
94	VSS	Power		
95	VDD	Power		
101	PA9	I/O	USART1_TX	
102	PA10	I/O	USART1_RX	
106	NC	NC		
107	VSS	Power		
108	VDD	Power		
120	VSS	Power		
121	VDD	Power		
130	VSS	Power		
131	VDD	Power		
138	BOOT0	Boot		
143	VSS	Power		
144	VDD	Power		

4. Clock Tree Configuration



5. IPs and Middleware Configuration

5.1. ADC1

mode: IN11

5.1.1. Parameter Settings:

ADCs_Common_Settings:

Mode Independent mode

ADC_Settings:

Data Alignment Right alignment

Scan Conversion Mode Disabled

Continuous Conversion Mode **Enabled ***

Discontinuous Conversion Mode Disabled

ADC_Regular_ConversionMode:

Enable Regular Conversions Enable

Number Of Conversion 1

External Trigger Conversion Edge None

Rank 1

Channel Channel 11

Sampling Time **55.5 Cycles ***

ADC_Injected_ConversionMode:

Number Of Conversions 0

WatchDog:

Enable Analog WatchDog Mode false

5.2. RCC

High Speed Clock (HSE): Crystal/Ceramic Resonator

5.2.1. Parameter Settings:

System Parameters:

VDD voltage (V) 3.3

Prefetch Buffer Enabled

Flash Latency(WS) 2 WS (3 CPU cycle)

RCC Parameters:

HSI Calibration Value

16

5.3. SYS

Timebase Source: SysTick

5.4. USART1

Mode: Asynchronous

5.4.1. Parameter Settings:

Basic Parameters:

Baud Rate	115200
Word Length	8 Bits (including Parity)
Parity	None
Stop Bits	1

Advanced Parameters:

Data Direction	Receive and Transmit
Over Sampling	16 Samples

* User modified value

6. System Configuration

6.1. GPIO configuration

IP	Pin	Signal	GPIO mode	GPIO pull/up pull down	Max Speed	User Label
ADC1	PC1	ADC1_IN11	Analog mode	n/a	n/a	
RCC	OSC_IN	RCC_OSC_IN	n/a	n/a	n/a	
	OSC_OUT	RCC_OSC_OUT	n/a	n/a	n/a	
USART1	PA9	USART1_TX	Alternate Function Push Pull	n/a	High *	
	PA10	USART1_RX	Input mode	No pull-up and no pull-down	n/a	

6.2. DMA configuration

DMA request	Stream	Direction	Priority
ADC1	DMA1_Channel1	Peripheral To Memory	High *

ADC1: DMA1_Channel1 DMA request Settings:

Mode: **Circular ***
Peripheral Increment: Disable
Memory Increment: **Enable ***
Peripheral Data Width: Half Word
Memory Data Width: Half Word

6.3. NVIC configuration

Interrupt Table	Enable	Preenmption Priority	SubPriority
Non maskable interrupt	true	0	0
Hard fault interrupt	true	0	0
Memory management fault	true	0	0
Prefetch fault, memory access fault	true	0	0
Undefined instruction or illegal state	true	0	0
Debug monitor	true	0	0
System tick timer	true	0	0
DMA1 channel1 global interrupt	true	0	0
PVD interrupt through EXTI line 16	unused		
Flash global interrupt	unused		
RCC global interrupt	unused		
ADC1 and ADC2 global interrupts	unused		
USART1 global interrupt	unused		

* User modified value

7. Power Plugin report

7.1. Microcontroller Selection

Series	STM32F1
Line	STM32F103
MCU	STM32F103ZETx
Datasheet	14611_Rev11

7.2. Parameter Selection

Temperature	25
Vdd	3.3

8. Software Project

8.1. Project Settings

Name	Value
Project Name	YS-F1Pro
Project Folder	E:\2. (HAL)\1. (HAL)\YSF1_HAL-022. ADC-(DMA)
Toolchain / IDE	MDK-ARM V5
Firmware Package Name and Version	STM32Cube FW_F1 V1.3.1

8.2. Code Generation Settings

Name	Value
STM32Cube Firmware Library Package	Copy all used libraries into the project folder
Generate peripheral initialization as a pair of '.c/.h' files	Yes
Backup previously generated files when re-generating	No
Delete previously generated files when not re-generated	Yes
Set all free pins as analog (to optimize the power consumption)	No