

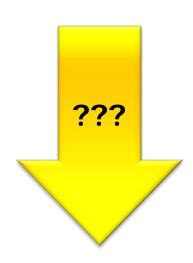
"We just have received these hardware kits. Have a look at them and see how you can use them to build up that demonstrator."

Prof. Erich Styger erich.styger@hslu.ch +41 41 349 33 01



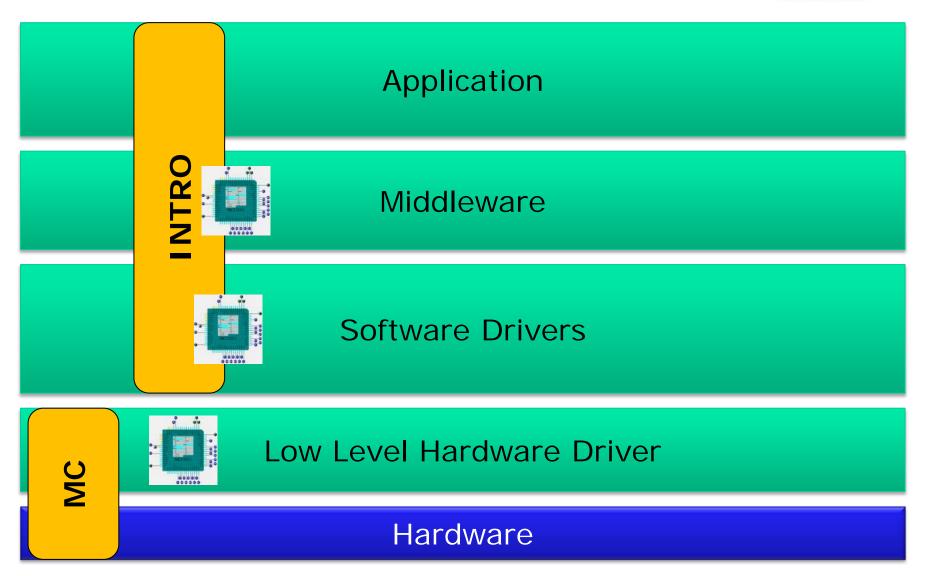
Learning Goals

- Problem: No time to deal with the very low level
- Processor Expert
 - Properties
 - Methods
 - Events
- Importing Packages
- Bit I/O, LED Component



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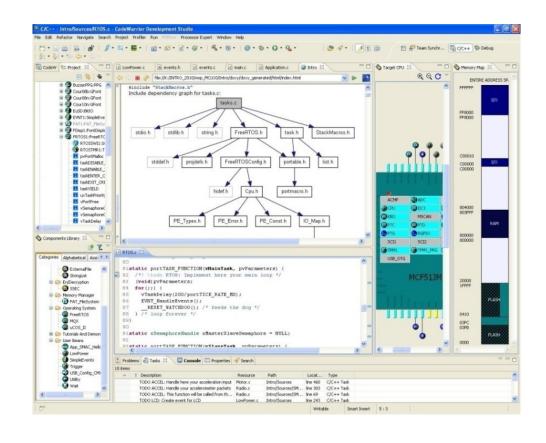
What to build on...



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Eclipse with Processor Expert

- -Rapid Application Generation Tool
- -Embedded Software Components
- -Source Code Driver
 - -Properties
 - -Methods
 - -Events
 - Inheritance





Embedded Components

- Component
 - Building block of an application
 - Implemented in a C like scripting language
 - Functionality separated into small objects
 - Components have interface (similar way classes have in objectoriented programming)

- Methods

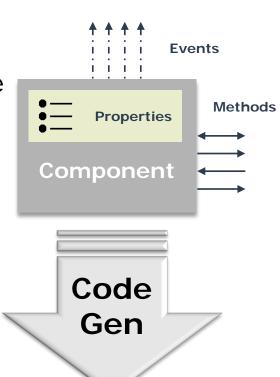
- Procedures that can be executed
- Function calls

- Events

- Indication of state changing
- Usually implementation of ISRs

- Properties

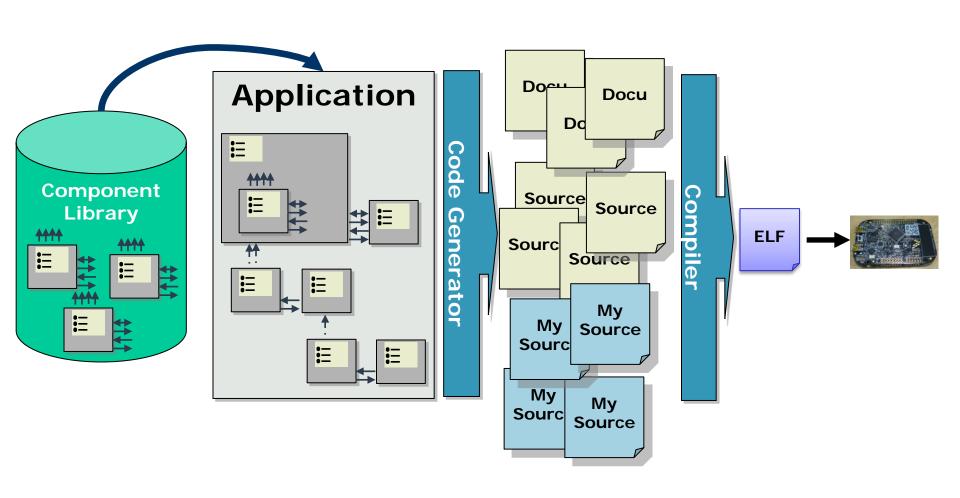
- Modify/Customize object behavior
- Set during design-time





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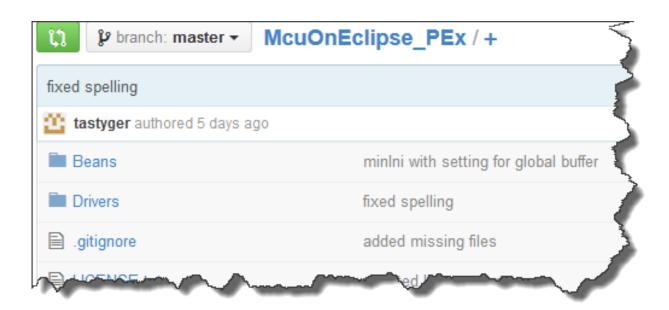
Component Model Development Flow





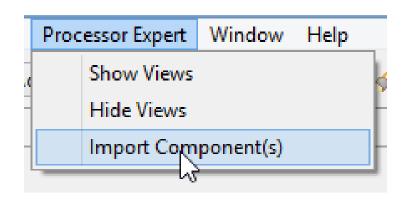
Public GitHub Repository

- Git Repository:
 - https://github.com/ErichStyger/McuOnEclipse_PEx
 - Open source/public components
- http://mcuoneclipse.com/2014/11/16/mcuoneclipsecomponent-sources-in-dedicated-github-repository/



Importing Components

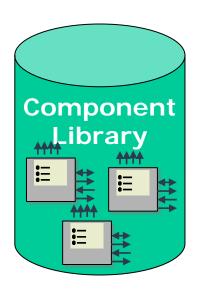
- As *.PEupd file(s)
- https://sourceforge.net/projects/mcuoneclipse/files/PEx %20Components/
- Packages (special archive files)
- Import the *.PEupd files

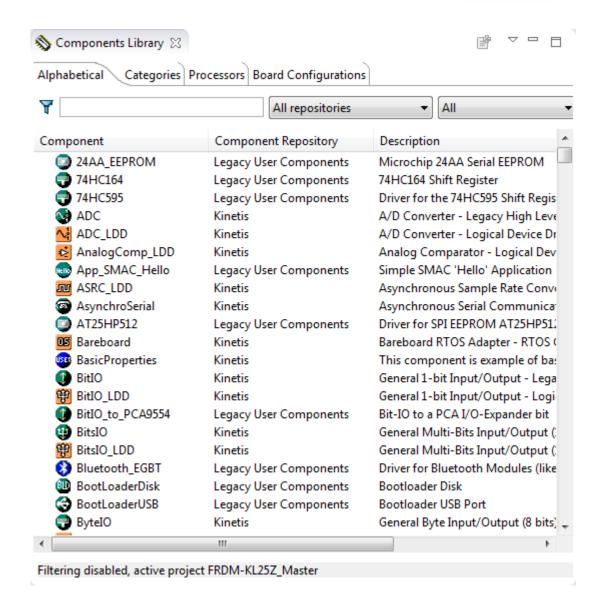


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Component Library

- Add to project
 - Double Click
 - Context menu
 - Drag&Drop

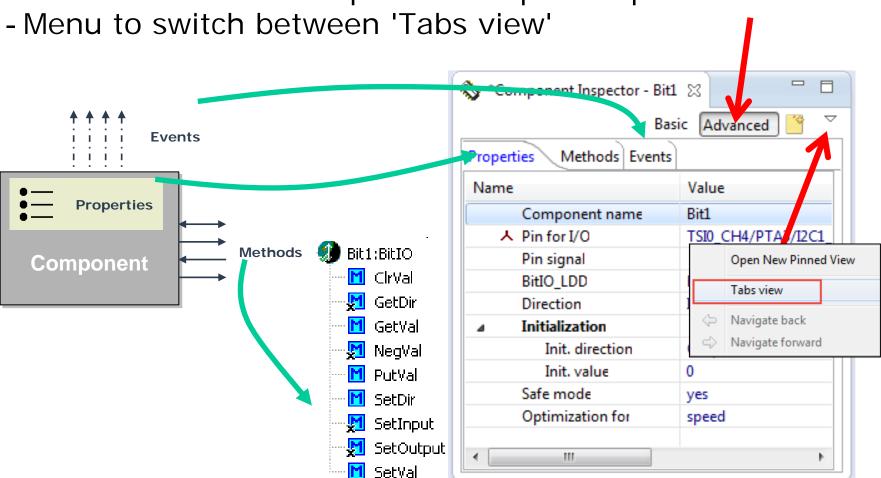




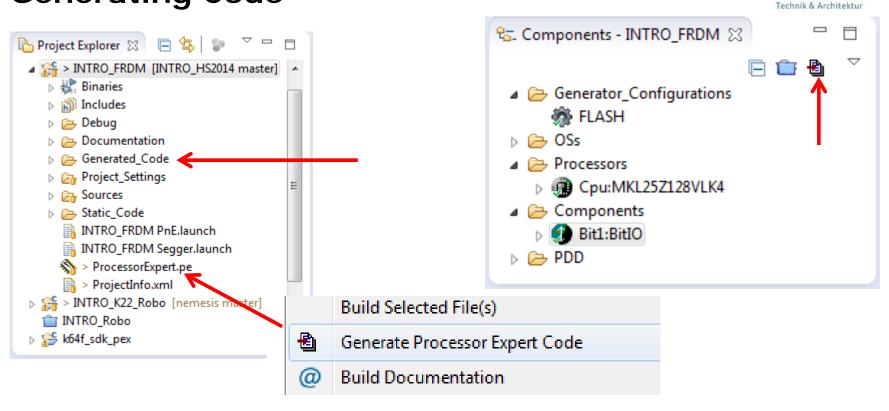


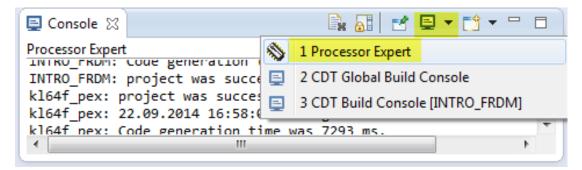
Component Inspector

- Context menu on component to open Inspector



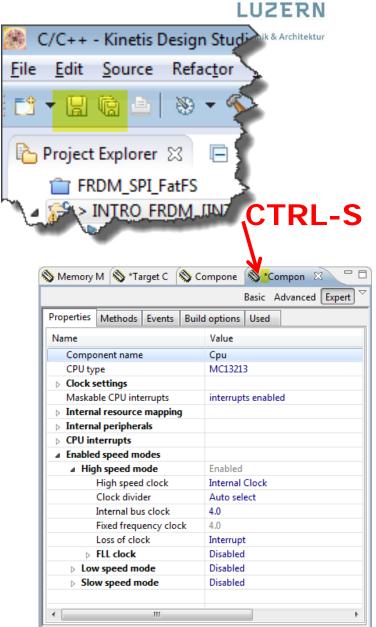
Generating Code





Saving Component Settings

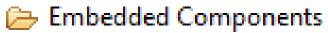
- * indicates settings not saved yet
- CTRL-S/Save all
- XML file: ProcessorExpert.pe
- IMPORTANT VCS NOTE
 - Agree on group change in advance!
 - User A: Commit/Push
 - User B: Closes project, (removes *.pe file), then pulls file
 - Otherwise: merge ⊗

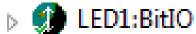


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Bit10 Component

- BitIO:
 - Input
 - Output
 - Input/Output
- Name signals!





DED2:BitIO

▶ M LED3:BitIO

DED4:BitIO

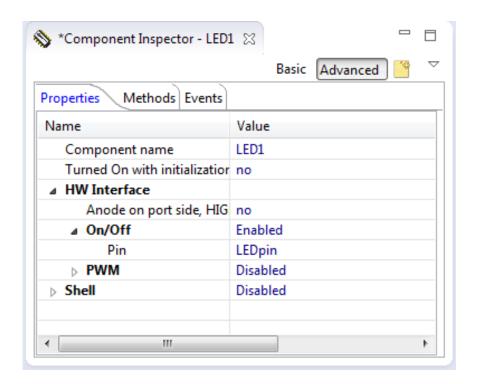
DED5:BitIC

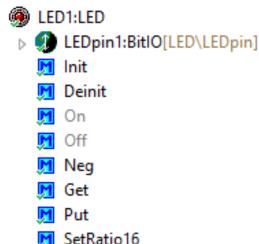
Properties Methods Events	
Name	Value
Component name	LED1
Pin for I/O	PTD4_TPM2CH1
Pin signal	LED1
Pull resistor	autoselected pull
Open drain	push-pull
Slew rate control for PTD4	no
Direction	Output
Initialization	
Init. direction	Output
Init. value	1
Safe mode	yes
Optimization for	speed

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LED Component

- Inherits Bit10 Component
- Implements Cathode/Anode setting
- Additionally
 - PWM
 - Shell/Console

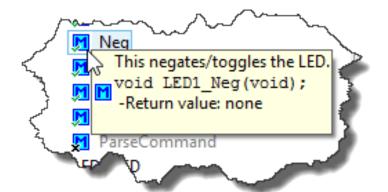


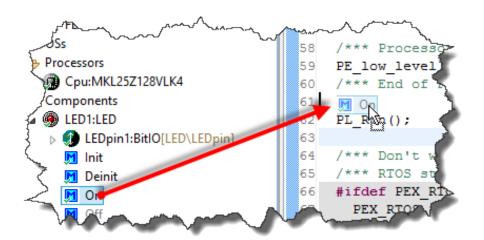


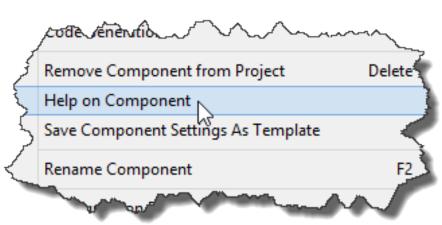
ParseCommand

Tips: Using Components

- Tool Tip
- Help on Component context menu
- Drag&Drop of methods

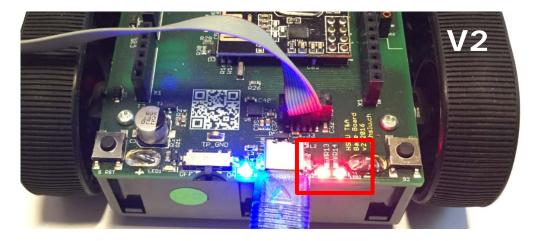


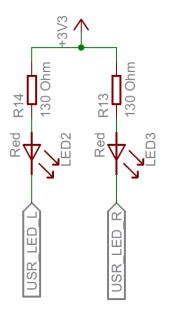


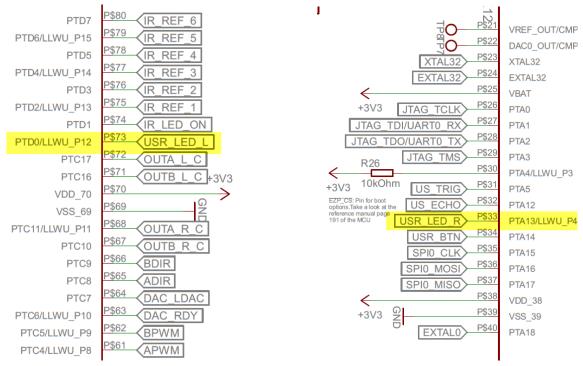


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Robot LED

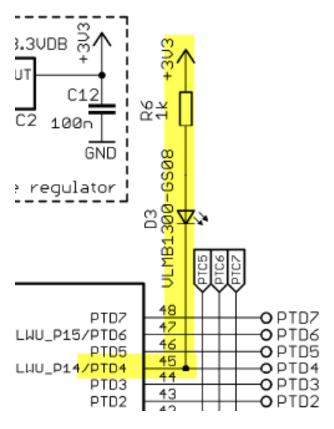


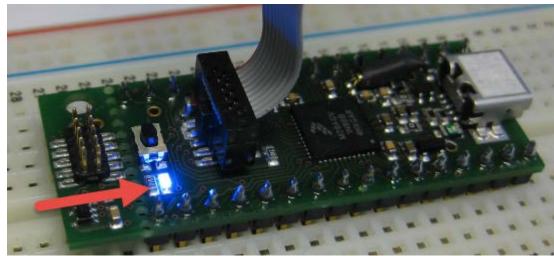




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tinyK20 LED: Remote

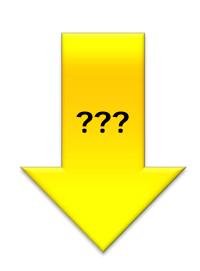






Summary

- Problem: No time to deal with the very low level
- Processor Expert
 - Properties
 - Methods
 - Events
- Bit I/O, LED
- Adding components
- Be careful with PEx Files and VCS



Lab: Processor Expert

- Import Processor Expert Components from SourceForge
- Explore user interface
- Addint BitIO component
 - Robot: PTD0, PTA13
 - Remote/tinyK20: PTD4
- Practice sharing PE project settings

