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Library: NRF24L01/NRF24L01+

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Last modified: -/-

Description: This is an STM32 device driver library for the NRF24L01 Nordic Radio transceiver, using STM HAL libraries

References: This library was written based on the Arduino NRF24 Open-Source library by J. Coliz and the NRF24 datasheet

- https://github.com/maniacbug/RF24

- https://www.sparkfun.com/datasheets/Components/SMD/nRF24L01Pluss\_Preliminary\_Product\_Specification\_v1\_0.pdf

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\*/

#include "stm32f3xx\_hal.h"

#include "stm32f3xx\_hal\_gpio.h"

#include "stm32f3xx\_hal\_spi.h"

#include <stdlib.h>

#include <stdbool.h>

#include <string.h>

#include <stdio.h>

#include <stdint.h>

#include <ctype.h>

#include "common.h"

#define \_BV(x) (1<<(x))

/\* Memory Map \*/

#define REG\_CONFIG 0x00

#define REG\_EN\_AA 0x01

#define REG\_EN\_RXADDR 0x02

#define REG\_SETUP\_AW 0x03

#define REG\_SETUP\_RETR 0x04

#define REG\_RF\_CH 0x05

#define REG\_RF\_SETUP 0x06

#define REG\_STATUS 0x07

#define REG\_OBSERVE\_TX 0x08

#define REG\_CD 0x09

#define REG\_RX\_ADDR\_P0 0x0A

#define REG\_RX\_ADDR\_P1 0x0B

#define REG\_RX\_ADDR\_P2 0x0C

#define REG\_RX\_ADDR\_P3 0x0D

#define REG\_RX\_ADDR\_P4 0x0E

#define REG\_RX\_ADDR\_P5 0x0F

#define REG\_TX\_ADDR 0x10

#define REG\_RX\_PW\_P0 0x11

#define REG\_RX\_PW\_P1 0x12

#define REG\_RX\_PW\_P2 0x13

#define REG\_RX\_PW\_P3 0x14

#define REG\_RX\_PW\_P4 0x15

#define REG\_RX\_PW\_P5 0x16

#define REG\_FIFO\_STATUS 0x17

#define REG\_DYNPD 0x1C

#define REG\_FEATURE 0x1D

/\* Bit Mnemonics \*/

#define MASK\_RX\_DR 6

#define MASK\_TX\_DS 5

#define MASK\_MAX\_RT 4

#define BIT\_EN\_CRC 3

#define BIT\_CRCO 2

#define BIT\_PWR\_UP 1

#define BIT\_PRIM\_RX 0

#define BIT\_ENAA\_P5 5

#define BIT\_ENAA\_P4 4

#define BIT\_ENAA\_P3 3

#define BIT\_ENAA\_P2 2

#define BIT\_ENAA\_P1 1

#define BIT\_ENAA\_P0 0

#define BIT\_ERX\_P5 5

#define BIT\_ERX\_P4 4

#define BIT\_ERX\_P3 3

#define BIT\_ERX\_P2 2

#define BIT\_ERX\_P1 1

#define BIT\_ERX\_P0 0

#define BIT\_AW 0

#define BIT\_ARD 4

#define BIT\_ARC 0

#define BIT\_PLL\_LOCK 4

#define BIT\_RF\_DR 3

#define BIT\_RF\_PWR 6

#define BIT\_RX\_DR 6

#define BIT\_TX\_DS 5

#define BIT\_MAX\_RT 4

#define BIT\_RX\_P\_NO 1

#define BIT\_TX\_FULL 0

#define BIT\_PLOS\_CNT 4

#define BIT\_ARC\_CNT 0

#define BIT\_TX\_REUSE 6

#define BIT\_FIFO\_FULL 5

#define BIT\_TX\_EMPTY 4

#define BIT\_RX\_FULL 1

#define BIT\_RX\_EMPTY 0

#define BIT\_DPL\_P5 5

#define BIT\_DPL\_P4 4

#define BIT\_DPL\_P3 3

#define BIT\_DPL\_P2 2

#define BIT\_DPL\_P1 1

#define BIT\_DPL\_P0 0

#define BIT\_EN\_DPL 2

#define BIT\_EN\_ACK\_PAY 1

#define BIT\_EN\_DYN\_ACK 0

/\* Instruction Mnemonics \*/

#define CMD\_R\_REGISTER 0x00

#define CMD\_W\_REGISTER 0x20

#define CMD\_REGISTER\_MASK 0x1F

#define CMD\_ACTIVATE 0x50

#define CMD\_R\_RX\_PL\_WID 0x60

#define CMD\_R\_RX\_PAYLOAD 0x61

#define CMD\_W\_TX\_PAYLOAD 0xA0

#define CMD\_W\_ACK\_PAYLOAD 0xA8

#define CMD\_FLUSH\_TX 0xE1

#define CMD\_FLUSH\_RX 0xE2

#define CMD\_REUSE\_TX\_PL 0xE3

#define CMD\_NOP 0xFF

/\* Non-P omissions \*/

#define LNA\_HCURR 0

/\* P model memory Map \*/

#define REG\_RPD 0x09

/\* P model bit Mnemonics \*/

#define RF\_DR\_LOW 5

#define RF\_DR\_HIGH 3

#define RF\_PWR\_LOW 1

#define RF\_PWR\_HIGH 2

#define CSNpin\_Pin GPIO\_PIN\_0

#define CEpin\_Pin GPIO\_PIN\_1

SPI\_HandleTypeDef hspi1;

UART\_HandleTypeDef huart2;

typedef enum {

RF24\_PA\_m18dB = 0,

RF24\_PA\_m12dB,

RF24\_PA\_m6dB,

RF24\_PA\_0dB,

RF24\_PA\_ERROR

}rf24\_pa\_dbm\_e ;

//2. NRF24\_setDataRate() input

typedef enum {

RF24\_1MBPS = 0,

RF24\_2MBPS,

RF24\_250KBPS

}rf24\_datarate\_e;

//3. NRF24\_setCRCLength() input

typedef enum {

RF24\_CRC\_DISABLED = 0,

RF24\_CRC\_8,

RF24\_CRC\_16

}rf24\_crclength\_e;

void NRF24\_DelayMicroSeconds(uint32\_t uSec);

//1. Chip Select function

void NRF24\_csn(int mode);

//2. Chip Enable

void NRF24\_ce(int level);

//3. Read single byte from a register

uint8\_t NRF24\_read\_register(uint8\_t reg);

//4. Read multiple bytes register

void NRF24\_read\_registerN(uint8\_t reg, uint8\_t \*buf, uint8\_t len);

//5. Write single byte register

void NRF24\_write\_register(uint8\_t reg, uint8\_t value);

//6. Write multipl bytes register

void NRF24\_write\_registerN(uint8\_t reg, const uint8\_t\* buf, uint8\_t len);

//7. Write transmit payload

void NRF24\_write\_payload(const void\* buf, uint8\_t len);

//8. Read receive payload

void NRF24\_read\_payload(void\* buf, uint8\_t len);

//9. Flush Tx buffer

void NRF24\_flush\_tx(void);

//10. Flush Rx buffer

void NRF24\_flush\_rx(void);

//11. Get status register value

uint8\_t NRF24\_get\_status(void);

//12. Begin function

void NRF24\_begin(GPIO\_TypeDef \*nrf24PORT, uint16\_t nrfCSN\_Pin, uint16\_t nrfCE\_Pin, SPI\_HandleTypeDef nrfSPI);

//13. Listen on open pipes for reading (Must call NRF24\_openReadingPipe() first)

void NRF24\_startListening(void);

//14. Stop listening (essential before any write operation)

void NRF24\_stopListening(void);

//15. Write(Transmit data), returns true if successfully sent

bool NRF24\_write( const void\* buf, uint8\_t len );

//16. Check for available data to read

bool NRF24\_available(void);

//17. Read received data

bool NRF24\_read( void\* buf, uint8\_t len );

//18. Open Tx pipe for writing (Cannot perform this while Listenning, has to call NRF24\_stopListening)

void NRF24\_openWritingPipe(uint64\_t address);

//19. Open reading pipe

void NRF24\_openReadingPipe(uint8\_t number, uint64\_t address);

//20 set transmit retries (rf24\_Retries\_e) and delay

void NRF24\_setRetries(uint8\_t delay, uint8\_t count);

//21. Set RF channel frequency

void NRF24\_setChannel(uint8\_t channel);

//22. Set payload size

void NRF24\_setPayloadSize(uint8\_t size);

//23. Get payload size

uint8\_t NRF24\_getPayloadSize(void);

//24. Get dynamic payload size, of latest packet received

uint8\_t NRF24\_getDynamicPayloadSize(void);

//25. Enable payload on Ackknowledge packet

void NRF24\_enableAckPayload(void);

//26. Enable dynamic payloads

void NRF24\_enableDynamicPayloads(void);

void NRF24\_disableDynamicPayloads(void);

//27. Check if module is NRF24L01+ or normal module

bool NRF24\_isNRF\_Plus(void) ;

//28. Set Auto Ack for all

void NRF24\_setAutoAck(bool enable);

//29. Set Auto Ack for certain pipe

void NRF24\_setAutoAckPipe( uint8\_t pipe, bool enable ) ;

//30. Set transmit power level

void NRF24\_setPALevel( rf24\_pa\_dbm\_e level ) ;

//31. Get transmit power level

rf24\_pa\_dbm\_e NRF24\_getPALevel( void ) ;

//32. Set data rate (250 Kbps, 1Mbps, 2Mbps)

bool NRF24\_setDataRate(rf24\_datarate\_e speed);

//33. Get data rate

rf24\_datarate\_e NRF24\_getDataRate( void );

//34. Set crc length (disable, 8-bits or 16-bits)

void NRF24\_setCRCLength(rf24\_crclength\_e length);

//35. Get CRC length

rf24\_crclength\_e NRF24\_getCRCLength(void);

//36. Disable CRC

void NRF24\_disableCRC( void ) ;

//37. power up

void NRF24\_powerUp(void) ;

//38. power down

void NRF24\_powerDown(void);

//39. Check if data are available and on which pipe (Use this for multiple rx pipes)

bool NRF24\_availablePipe(uint8\_t\* pipe\_num);

//40. Start write (for IRQ mode)

void NRF24\_startWrite( const void\* buf, uint8\_t len );

//41. Write acknowledge payload

void NRF24\_writeAckPayload(uint8\_t pipe, const void\* buf, uint8\_t len);

//42. Check if an Ack payload is available

bool NRF24\_isAckPayloadAvailable(void);

//43. Check interrupt flags

void NRF24\_whatHappened(bool \*tx\_ok,bool \*tx\_fail,bool \*rx\_ready);

//44. Test if there is a carrier on the previous listenning period (useful to check for intereference)

bool NRF24\_testCarrier(void);

//45. Test if a signal carrier exists (=> -64dB), only for NRF24L01+

bool NRF24\_testRPD(void) ;

//46. Reset Status

void NRF24\_resetStatus(void);

//47. ACTIVATE cmd

void NRF24\_ACTIVATE\_cmd(void);

//48. Get AckPayload Size

uint8\_t NRF24\_GetAckPayloadSize(void);

//\*\*\*\*\*\*\*\*\*\* DEBUG Functions \*\*\*\*\*\*\*\*\*\*//

//1. Print radio settings

void printRadioSettings(void);

//2. Print Status

void printStatusReg(void);

//3. Print Config

void printConfigReg(void);

//4. Init Variables

void nrf24\_DebugUART\_Init(UART\_HandleTypeDef nrf24Uart);

//5. FIFO Status

void printFIFOstatus(void);

static void MX\_GPIO\_Init(void);

static void MX\_SPI1\_Init(void);

static void MX\_USART2\_UART\_Init(void);

uint64\_t TxpipeAddrs = 0x11223344AA;

char myTxData[32] = "Hello World!";

char AckPayload[32];

int original(void)

{

MX\_GPIO\_Init();

MX\_SPI1\_Init();

MX\_USART2\_UART\_Init();

/\* USER CODE BEGIN 2 \*/

NRF24\_begin(GPIOB, CSNpin\_Pin, GPIO\_PIN\_9, hspi1);

nrf24\_DebugUART\_Init(huart2);

printRadioSettings();

//\*\*\*\* TRANSMIT - ACK \*\*\*\*//

NRF24\_stopListening();

NRF24\_openWritingPipe(TxpipeAddrs);

NRF24\_setAutoAck(true);

NRF24\_setChannel(52);

NRF24\_setPayloadSize(32);

NRF24\_enableDynamicPayloads();

NRF24\_enableAckPayload();

/\* USER CODE END 2 \*/

/\* Infinite loop \*/

/\* USER CODE BEGIN WHILE \*/

while (1)

{

/\* USER CODE END WHILE \*/

/\* USER CODE BEGIN 3 \*/

if(NRF24\_write(myTxData, 32))

{

NRF24\_read(AckPayload, 32);

HAL\_UART\_Transmit(&huart2, (uint8\_t \*)"Transmitted Successfully\r\n", strlen("Transmitted Successfully\r\n"), 10);

char myDataack[80];

sprintf(myDataack, "AckPayload: %s \r\n", AckPayload);

HAL\_UART\_Transmit(&huart2, (uint8\_t \*)myDataack, strlen(myDataack), 10);

}

HAL\_Delay(1000);

}

/\* USER CODE END 3 \*/

}

/\* SPI1 init function \*/

static void MX\_SPI1\_Init(void)

{

hspi1.Instance = SPI1;

hspi1.Init.Mode = SPI\_MODE\_MASTER;

hspi1.Init.Direction = SPI\_DIRECTION\_2LINES;

hspi1.Init.DataSize = SPI\_DATASIZE\_8BIT;

hspi1.Init.CLKPolarity = SPI\_POLARITY\_LOW;

hspi1.Init.CLKPhase = SPI\_PHASE\_1EDGE;

hspi1.Init.NSS = SPI\_NSS\_SOFT;

hspi1.Init.BaudRatePrescaler = SPI\_BAUDRATEPRESCALER\_32;

hspi1.Init.FirstBit = SPI\_FIRSTBIT\_MSB;

hspi1.Init.TIMode = SPI\_TIMODE\_DISABLE;

hspi1.Init.CRCCalculation = SPI\_CRCCALCULATION\_DISABLE;

hspi1.Init.CRCPolynomial = 10;

if (HAL\_SPI\_Init(&hspi1) != HAL\_OK)

{

\_Error\_Handler(\_\_FILE\_\_, \_\_LINE\_\_);

}

}

/\* USART2 init function \*/

static void MX\_USART2\_UART\_Init(void)

{

huart2.Instance = USART2;

huart2.Init.BaudRate = 115200;

huart2.Init.WordLength = UART\_WORDLENGTH\_8B;

huart2.Init.StopBits = UART\_STOPBITS\_1;

huart2.Init.Parity = UART\_PARITY\_NONE;

huart2.Init.Mode = UART\_MODE\_TX\_RX;

huart2.Init.HwFlowCtl = UART\_HWCONTROL\_NONE;

huart2.Init.OverSampling = UART\_OVERSAMPLING\_16;

if (HAL\_UART\_Init(&huart2) != HAL\_OK)

{

\_Error\_Handler(\_\_FILE\_\_, \_\_LINE\_\_);

}

}

static void MX\_GPIO\_Init(void)

{

GPIO\_InitTypeDef GPIO\_InitStruct;

/\* GPIO Ports Clock Enable \*/

\_\_HAL\_RCC\_GPIOA\_CLK\_ENABLE();

\_\_HAL\_RCC\_GPIOB\_CLK\_ENABLE();

/\*Configure GPIO pin Output Level \*/

/\*Configure GPIO pins : CSNpin\_Pin CEpin\_Pin \*/

GPIO\_InitStruct.Pin = CSNpin\_Pin|CEpin\_Pin;

GPIO\_InitStruct.Mode = GPIO\_MODE\_OUTPUT\_PP;

GPIO\_InitStruct.Pull = GPIO\_NOPULL;

GPIO\_InitStruct.Speed = GPIO\_SPEED\_FREQ\_LOW;

HAL\_GPIO\_Init(GPIOB, &GPIO\_InitStruct);

HAL\_GPIO\_WritePin(GPIOB, CSNpin\_Pin|CEpin\_Pin, GPIO\_PIN\_RESET);

}