K210 module-Serial communication (USART)

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Software code

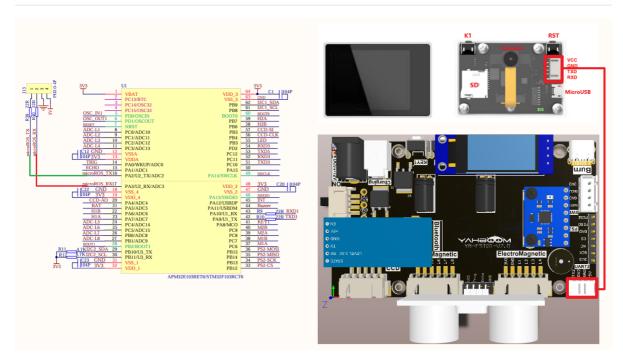
Control function

Experimental phenomenon

The tutorial controls the RGB light color of the K210 visual module through buttons.

The tutorial only introduces the standard library project code

Hardware connection



Since we have configured a special connection line, we only need to install it to the corresponding interface:

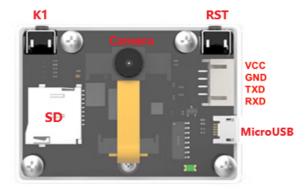
Peripherals	Development board
K210 visual module: VCC	5V
K210 visual module: TXD	PA2
K210 visual module: RXD	PA3
K210 visual module: GND	GND

Control principle

• K210 visual module

The K210 visual module itself is a development board. For detailed use, please refer to the module supporting tutorial.





Download program

Connect the SD card of the K210 visual module to the computer through a card reader, rename the program file to main.py and copy it to the SD card, then reinstall the SD card into the SD card slot of the K210 visual module.

The K210 visual module and development board case codes are in the same folder: the folder name will distinguish the development board to which the code belongs

Communication protocol

The development board program controls serial port 2 to send different data through the onboard KEY button;

The K210 visual module program will parse the data sent by the development board serial port 2 and control the color of the RGB light on the K210 visual module board according to the data.

Number of key presses	Content sent by serial port 2	K210 visual module RGB light status
0	\$blue#	Blue
1	\$red#	Red
2	\$green#	Green
3	\$yellow#	Yellow
4	\$purper#	Purple
5	\$lake#	Cyan
6	\$close#	Close

Software configuration

Pin definition

Main control chip	Pin	Main function (after reset)	Default multiplexing function	Redefine function
STM32F103RCT6	PA2	PA2	USART2_RTS/ADC123_IN1/TIM5_CH2/TIM2_CH2	
STM32F103RCT6	PA3	PA3	USART2_TX/TIM5_CH3 ADC123_IN2/TIM2_CH3	

Software code

Since the default pin function is the normal IO pin function, we need to use the default multiplexing function.

```
Product supporting materials source code path: Attachment \rightarrow Source code summary \rightarrow 2.Extended_Course \rightarrow 11.k210
```

Control function

The tutorial only briefly introduces the code, you can open the project source code to read it in detail.

USART2_init

```
void USART2_init(u32 baudrate)
    GPIO_InitTypeDef GPIO_InitStructure;
    USART_InitTypeDef USART_InitStructure;
    NVIC_InitTypeDef NVIC_InitStructure;
    RCC_APB1PeriphClockCmd(RCC_APB1Periph_USART2, ENABLE);
    RCC_APB2PeriphClockCmd(RCC_APB2Periph_GPIOA , ENABLE);
    GPIO_InitStructure.GPIO_Pin = GPIO_Pin_2;
    GPIO_InitStructure.GPIO_Mode = GPIO_Mode_AF_PP;
    GPIO_InitStructure.GPIO_Speed = GPIO_Speed_50MHz;
    GPIO_Init(GPIOA, &GPIO_InitStructure);
    GPIO_InitStructure.GPIO_Pin = GPIO_Pin_3;
    GPIO_InitStructure.GPIO_Mode = GPIO_Mode_IN_FLOATING;
    GPIO_Init(GPIOA, &GPIO_InitStructure);
    NVIC_InitStructure.NVIC_IRQChannel = USART2_IRQn;
    NVIC_InitStructure.NVIC_IRQChannelPreemptionPriority = 1;
    NVIC_InitStructure.NVIC_IRQChannelSubPriority = 1;
    NVIC_InitStructure.NVIC_IRQChannelCmd = ENABLE;
    NVIC_Init(&NVIC_InitStructure);
    USART_InitStructure.USART_BaudRate = baudrate;
    USART_InitStructure.USART_WordLength = USART_WordLength_8b;
    USART_InitStructure.USART_StopBits = USART_StopBits_1;
    USART_InitStructure.USART_Parity = USART_Parity_No ;
```

```
USART_InitStructure.USART_HardwareFlowControl =
USART_HardwareFlowControl_None;
USART_InitStructure.USART_Mode = USART_Mode_Rx | USART_Mode_Tx;
USART_Init(USART2, &USART_InitStructure);

USART_ITConfig(USART2, USART_IT_RXNE, ENABLE);
//USART_ClearFlag(USART2,USART_FLAG_TC);
USART_Cmd(USART2, ENABLE);
}
```

USART2_Send_U8

```
void USART2_Send_U8(uint8_t ch)
{
   while (USART_GetFlagStatus(USART2, USART_FLAG_TXE) == RESET)
   ;
   USART_SendData(USART2, ch);
}
```

USART2_Send_ArrayU8

```
void USART2_Send_ArrayU8(uint8_t *BufferPtr, uint16_t Length)
{
    while (Length--)
    {
        USART2_Send_U8(*BufferPtr);
        BufferPtr++;
    }
}
```

USART2_IRQHandler

```
void USART2_IRQHandler(void)
{
    uint8_t Rx2_Temp;
    if (USART_GetITStatus(USART2, USART_IT_RXNE) != RESET)
    {
        USART_ClearITPendingBit(USART2, USART_IT_RXNE);
        Rx2_Temp = USART_ReceiveData(USART2);

        Deal_K210(Rx2_Temp);
    }
}
```

Experimental phenomenon

The K210.hex file generated by the project compilation is located in the OBJ folder of the K210 project. Find the K210.hex file corresponding to the project and use the FlyMcu software to download the program to the development board.

The corresponding functions can only be realized when both the K210 visual module and the development board have downloaded the program

ter the program is successfully downloaded: press the KEY button to switch the RGB light colo the K210 visual module.	r