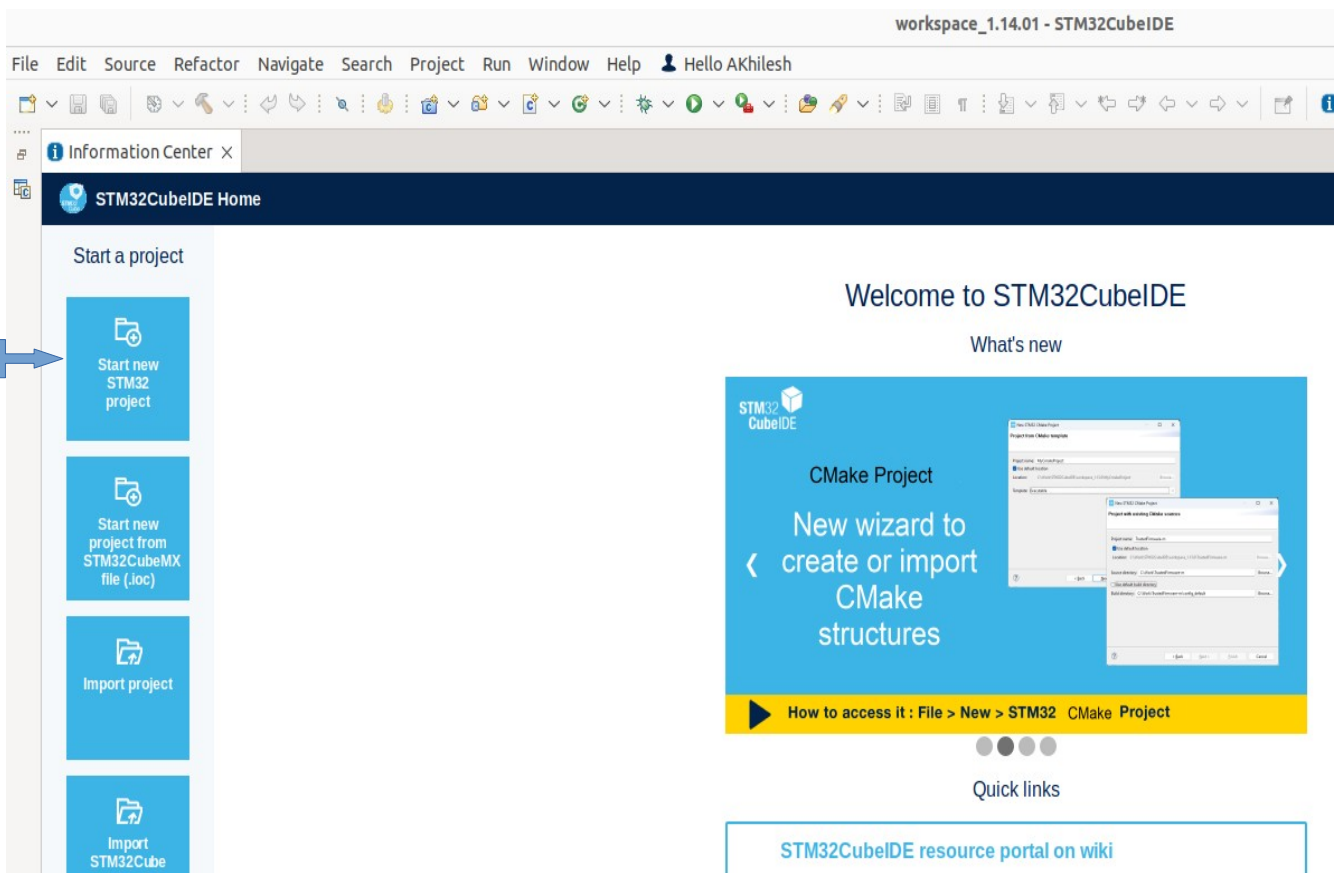
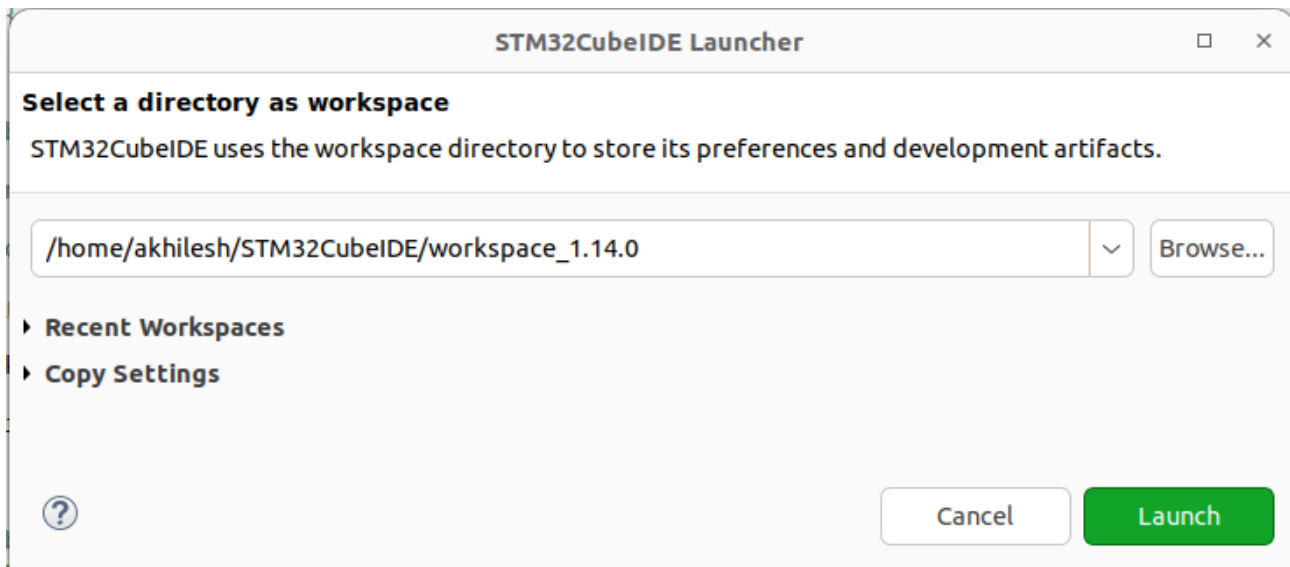


# Steps for creating Workspace for FreeRTOS in STM32cube IDE

-Akhilesh Yadav

## Step 1:-

Create your RTOS workspace.....



## Select your microcontroller name.....

### Target Selection

Select STM32 target or STM32Cube example

MCU/MPU Selector | Board Selector | Example Selector | Cross Selector

MCU/MPU Filters

Commercial Part Number

PRODUCT INFO

- Segment
- Series
- Line
- Marketing Status
- Price
- Package
- Core
- Coprocessor

MEMORY

- Flash = 1024 (kBytes)
- EEPROM = 0 (Bytes)
- RAM Total = 192 (kBytes)

STM32F4 Series

**STM32F407VGT6** High-performance foundation line, Arm Cortex-M4 core with DSP and FPU, 1 Mbyte of Flash memory, 168 MHz CPU, ART Accelerator, Ethernet, FSMC

Unit Price for 10kU (US\$) : 5.8519

Board: STM32F407G-DISC1

LQFP 100 14x14x1.4 mm

The STM32F405xx and STM32F407xx family is based on the high-performance Arm® Cortex®-M4 32-bit RISC core operating at a frequency of up to 168 MHz. The Cortex-M4 core features a Floating point unit (FPU) single precision which supports all Arm single-precision data-processing instructions and data types. It also implements a full set of DSP instructions and a memory protection unit (MPU) which enhances application security.

The STM32F405xx and STM32F407xx family incorporates high-speed embedded memories (Flash memory up to 1 Mbyte, up to 192 Kbytes of SRAM), up to 4 Kbytes of backup SRAM, and an extensive range of enhanced I/Os and peripherals connected to two APB buses, three AHB buses and a 32-bit multi-AHB bus matrix.

MCUs/MPUs List: 1 item

*	Comme...	Part No	Reference	Market...	Unit Pric...	Board	Package	Flash	RAM	I/O	Frequency
★	STM32F40...	STM32F40...	STM32F40...	Active	5.8519	STM32F407...	LQFP 100	1024 kByt...	192 kbytes	82	168 MHz

## Create a .c file.....

STM32 Project

Setup STM32 project

Project

Project Name: Rtos\_try.c

☒ Use default location

Location: /home/akhilesh/STM32CubeIDE/workspace\_1.14.0

Options

Targeted Language

☒ C ☐ C++

Targeted Binary Type

☒ Executable ☐ Static Library

Targeted Project Type

☒ STM32Cube ☐ Empty

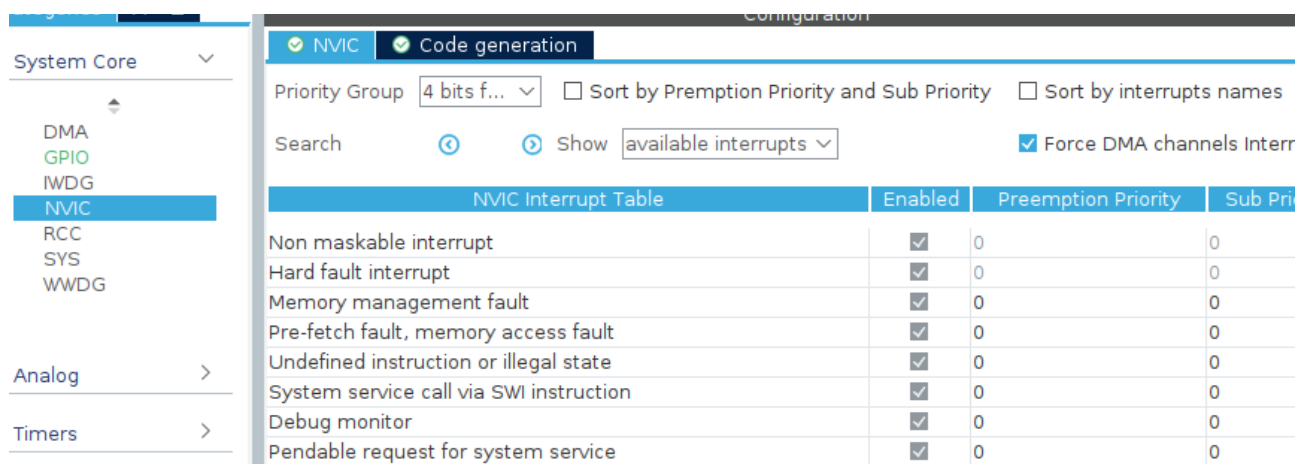
Select Finish!

Go to .ioc file and select the led pins as GPIO\_output...

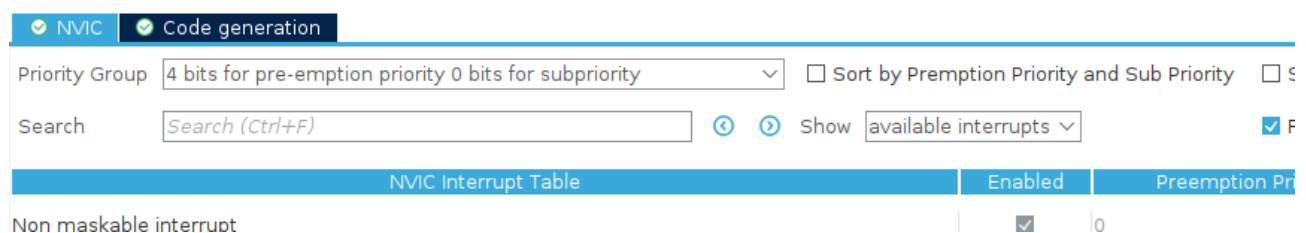


Setting up the workspace for FreeRTOS kernel will require setting of NVIC and SysTick settings.

Since FreeRTOS needs a time base source for the Sys tick counting.



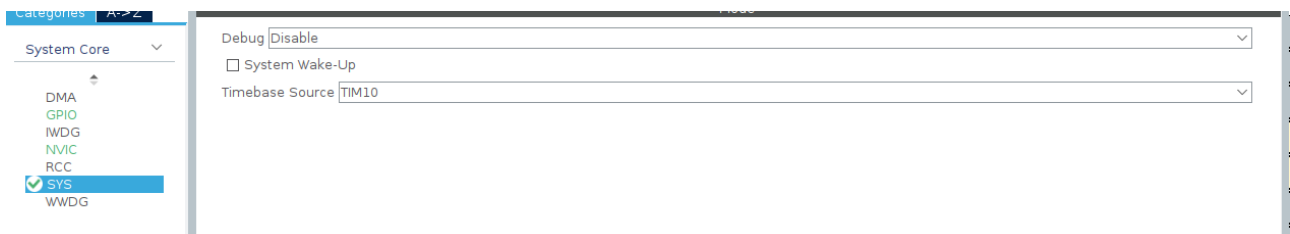
NVIC priority group setting for 4 bit preemption and 0 bit for sub-priority(RTOS critical)



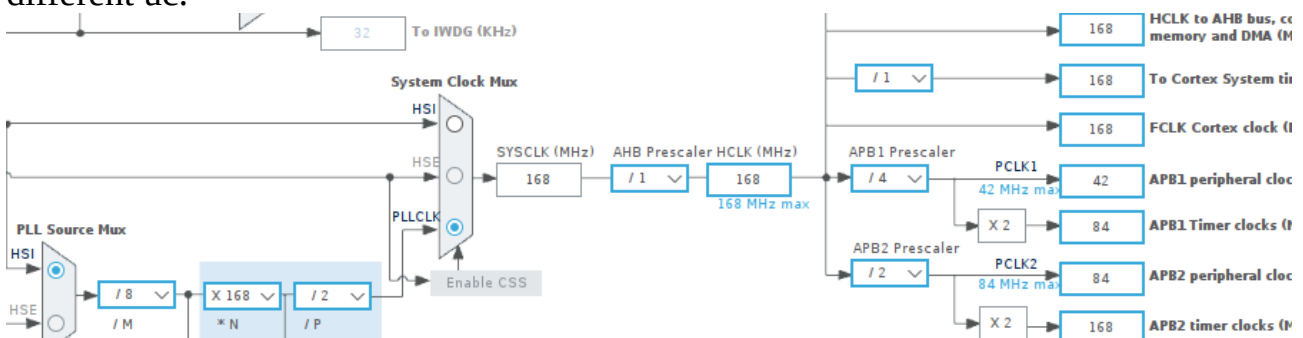
Un-check of following handlers will be needed as highlighted. Since, same interrupt handler are defined by the FreeRTOS kernel and cause duplication conflict while building.

NVIC		Code generation		
Enabled interrupt table		<input type="checkbox"/> Select for init sequence ordering	Generate Enable in Init	<input checked="" type="checkbox"/> Generate IRQ handler
Non maskable interrupt		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Hard fault interrupt		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Memory management fault		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pre-fetch fault, memory access fault		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Undefined instruction or illegal state		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
System service call via SWI instruction		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Debug monitor		<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pendable request for system service		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Time base: System tick timer		<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

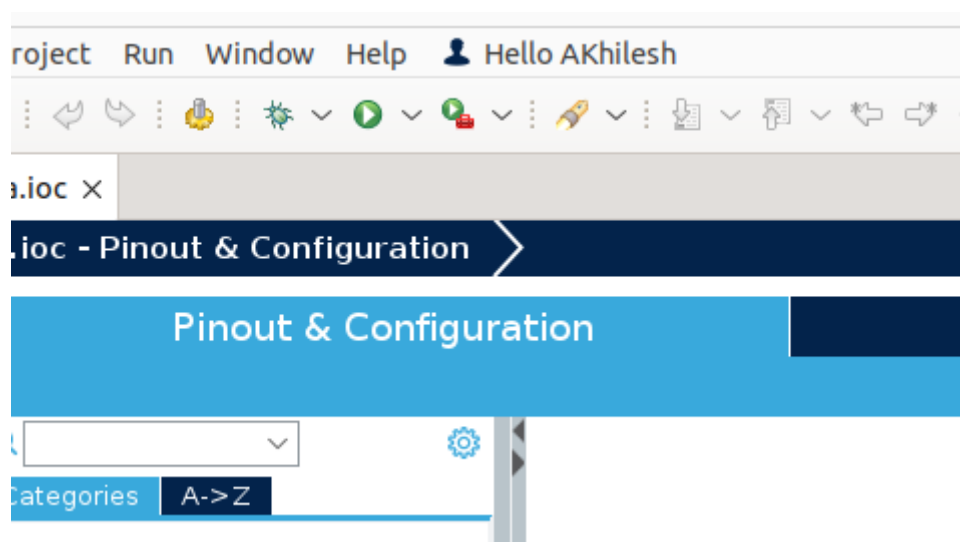
Now, the HAL driver configuration uses sysTick for its time base source. FreeRTOS also uses the same SysTick for the time base source. To resolve this conflict, we can move the time base source for HAL library as one of the timer.



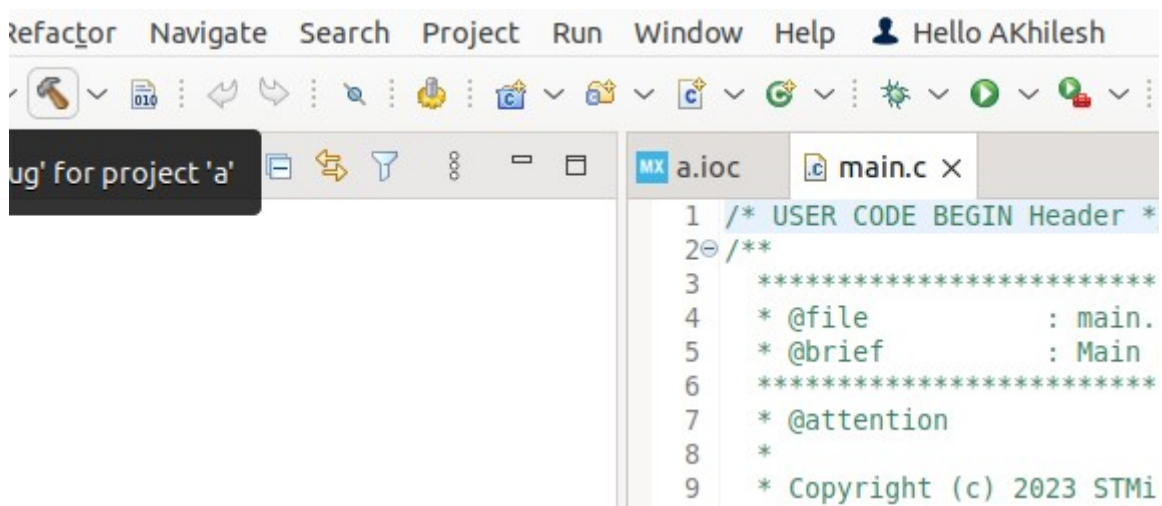
Set the HCLK(MHz) at highest value, in my case it is 168. It might be different in different uc.



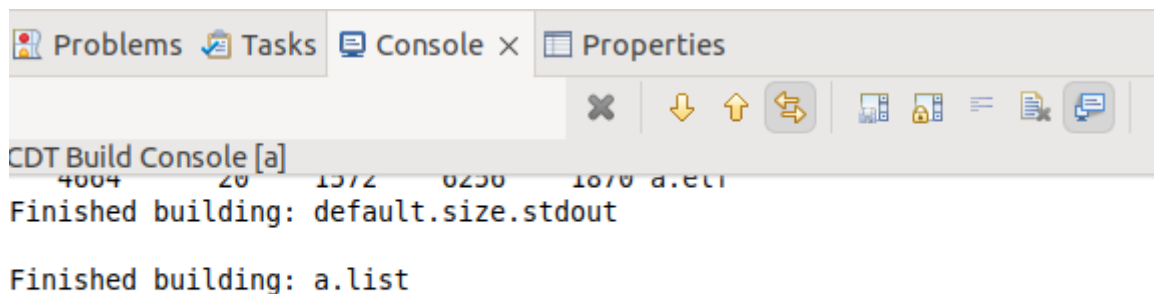
Once done, we can generate the code for our configuration, same will open the c++ perspective. Click on the gear symbol....



Build the code by clicking on the hammer



Successful build with 0 errors and 0 warnings!



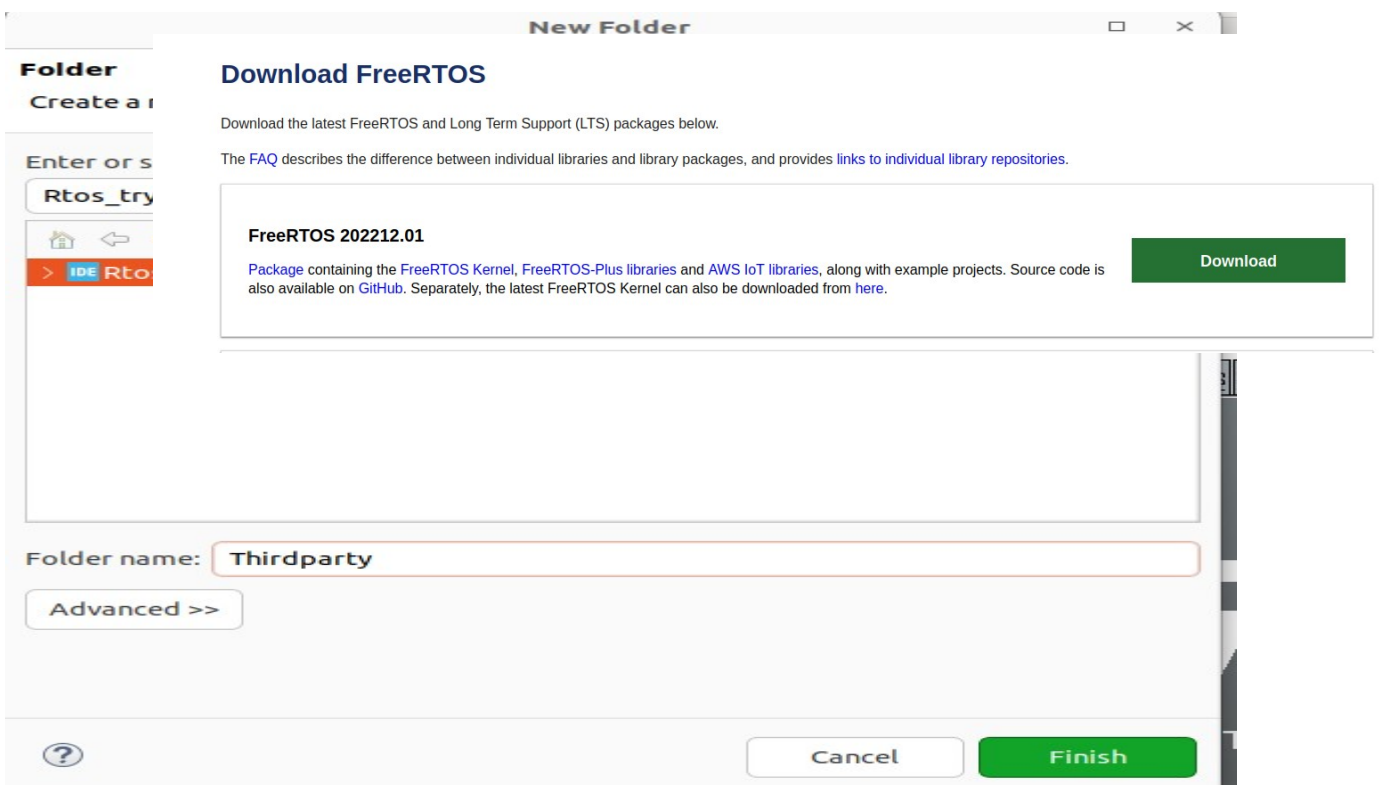
04:22:26 Build Finished. 0 errors, 0 warnings. (took 1s.844ms)

Now we need RTOS kernel source files to project

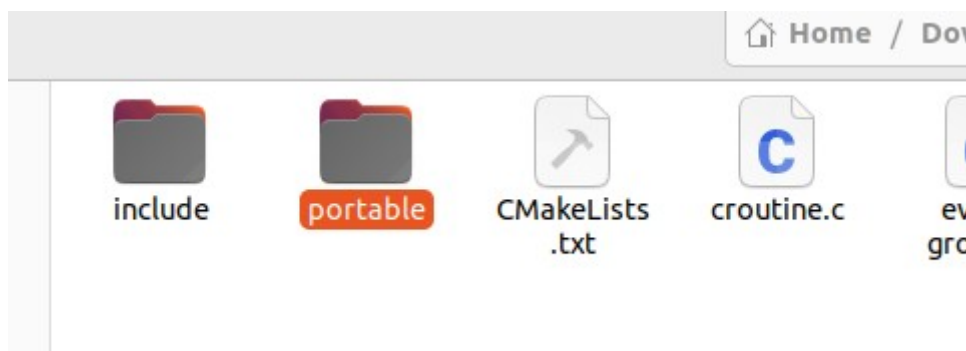
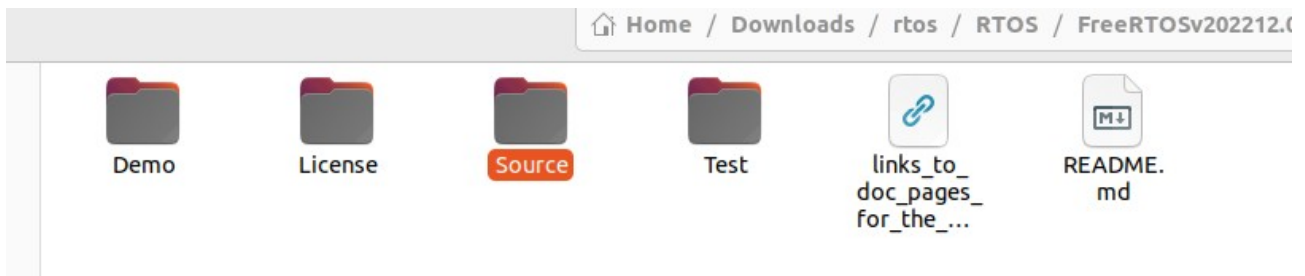
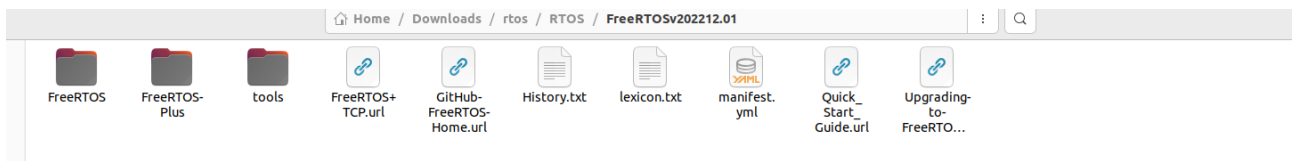
So, first create folder "Thirdparty" under project

Once done go to:- <https://freertos.org/>

and download the latest software and extract it



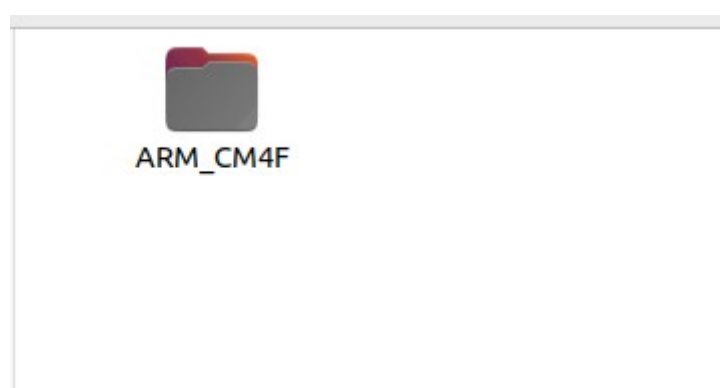
After extracting open it now it will look...



delete all the files rather than these inside the portabe

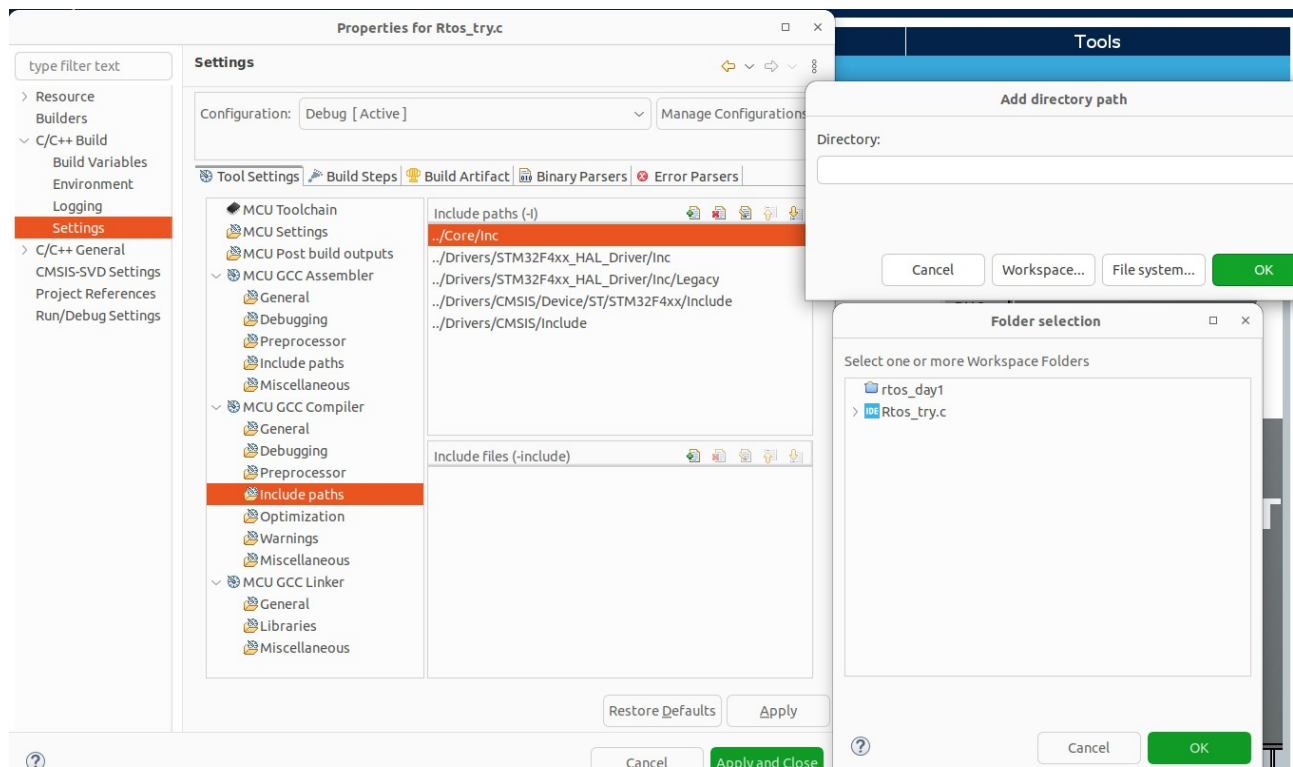


then, step into the GCC file and delete all the files other than our architecture specific in our case we are using Arm cortex-m4F



once done copy whole directory of free directory of freertos and paste on the thirdparty in our project.

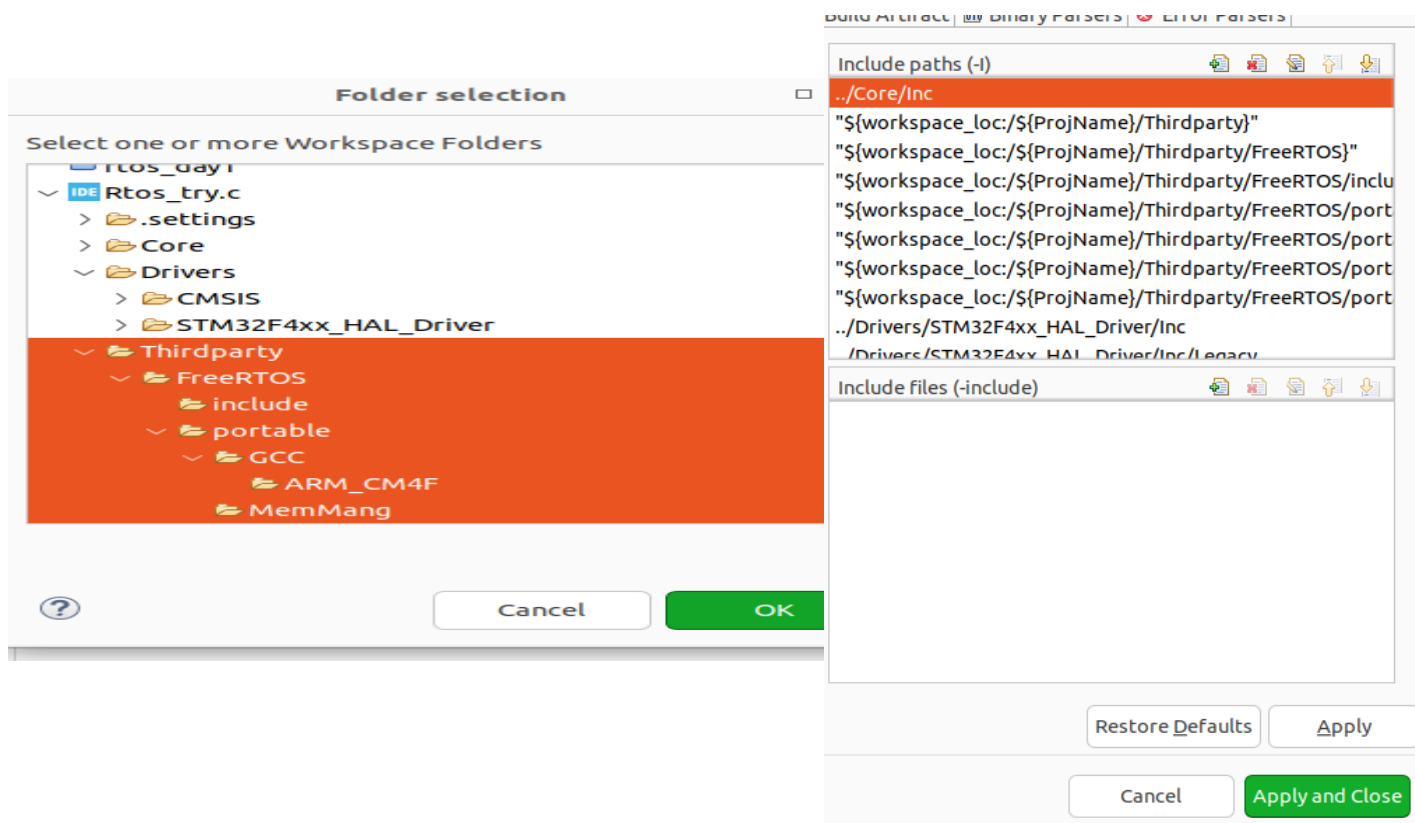
Once done Right click on the project folder and select properties the go according to arrow instructions.....



We have to add the paths of the kernel source files....

Append all the folder in th Thirdparty and select evreone like in next page....





Apply and close.....

To test is it working or not we need to make some task using FreeRTOS and run it!

```

1  #include "main.h"
2
3  /* Private includes -----*/
4  /* USER CODE BEGIN Includes */
5  #include "FreeRTOS.h"
6  #include "task.h"
7  /* USER CODE END Includes */
8
9  /* Private typedef -----*/
10 /* USER CODE BEGIN PTD */
11 void Task1(void *tmp)
12 {
13     for(;;)
14     {
15         HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_12 | GPIO_PIN_14);
16         HAL_Delay(1000);
17     }
18 }
19 void Task2(void *tmp)
20 {
21     for(;;)
22     {
23         HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_13 | GPIO_PIN_15);
24         HAL_DELAY(2000);
25     }
26 }
27
28 /* USER CODE BEGIN 2 */
29 xTaskCreate(Task1, "task1", 200, NULL, 1, NULL);
30 xTaskCreate(Task2, "task12", 200, NULL, 1, NULL);
31 /* USER CODE END 2 */
32
33 /* Infinite loop */
34 /* USER CODE BEGIN WHILE */

```



Now try to build it.....

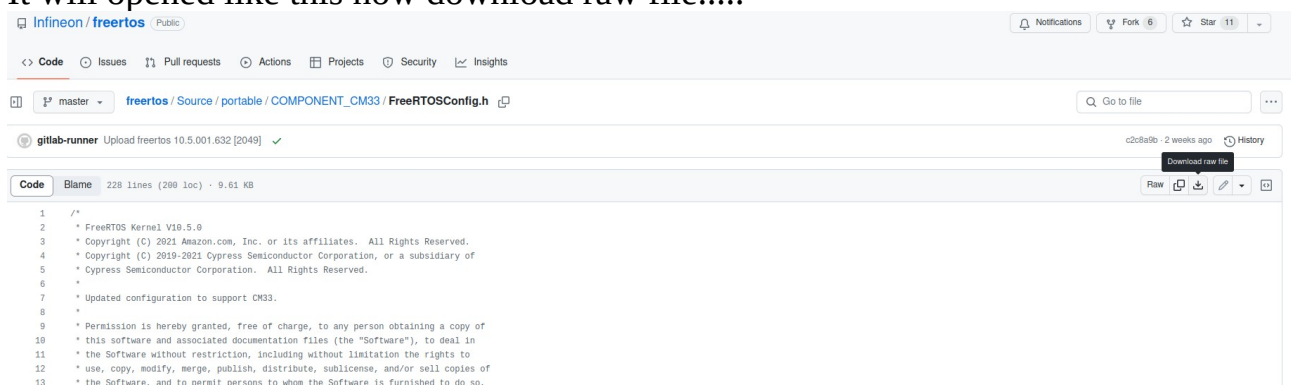
```
CDT Build Console [Rtos_try.c]
21:43:04 **** Incremental Build of configuration Debug for project Rtos_try.c ****
make -j8 all
arm-none-eabi-gcc "../Core/Src/main.c" -mcpu=cortex-m4 -std=gnu11 -g3 -DDEBUG -DUSE_H
In file included from ../Core/Src/main.c:24:
/home/akhilesh/STM32CubeIDE/workspace_1.14.0/Rtos_try.c/Thirdparty/FreeRTOS/include/F
59 | #include "FreeRTOSConfig.h"
    | ^~~~~~
compilation terminated.
make: *** [Core/Src/subdir.mk:37: Core/Src/main.o] Error 1
"make -j8 all" terminated with exit code 2. Build might be incomplete.

21:43:04 Build Failed. 2 errors, 0 warnings. (took 223ms)
```

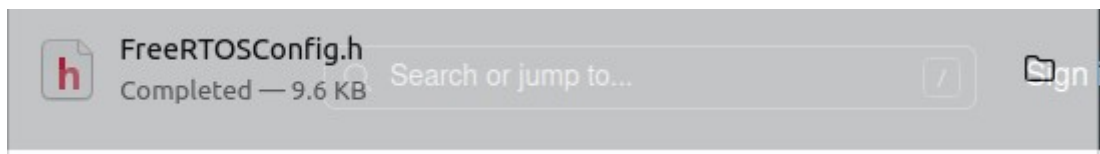
so we got some error because we are not included configuration file of FreeRTOS  
To download it :-

[https://github.com/Infineon/freertos/blob/master/Source/portable/COMPONENT\\_CM33/FreeRTOSConfig.h](https://github.com/Infineon/freertos/blob/master/Source/portable/COMPONENT_CM33/FreeRTOSConfig.h)

It will opened like this now download raw file.....

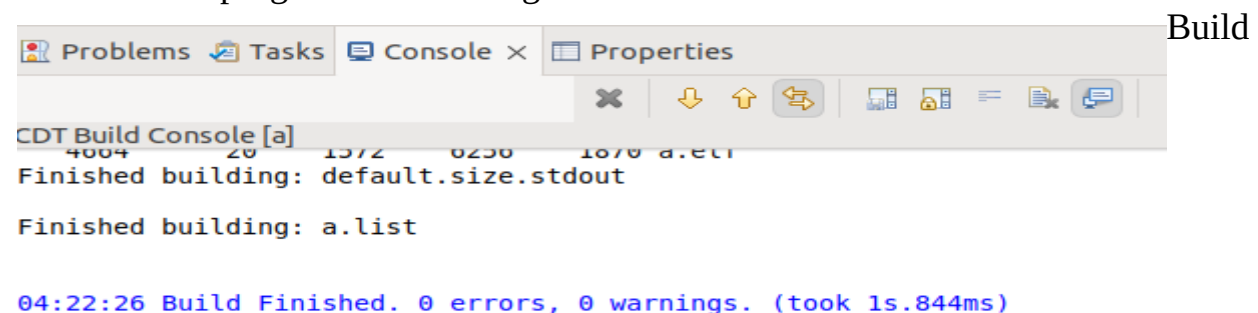


Now  
copy  
this



file and paste it into the FreeRTOS inside the Thirdpart in your project.

Now save the program and build again....

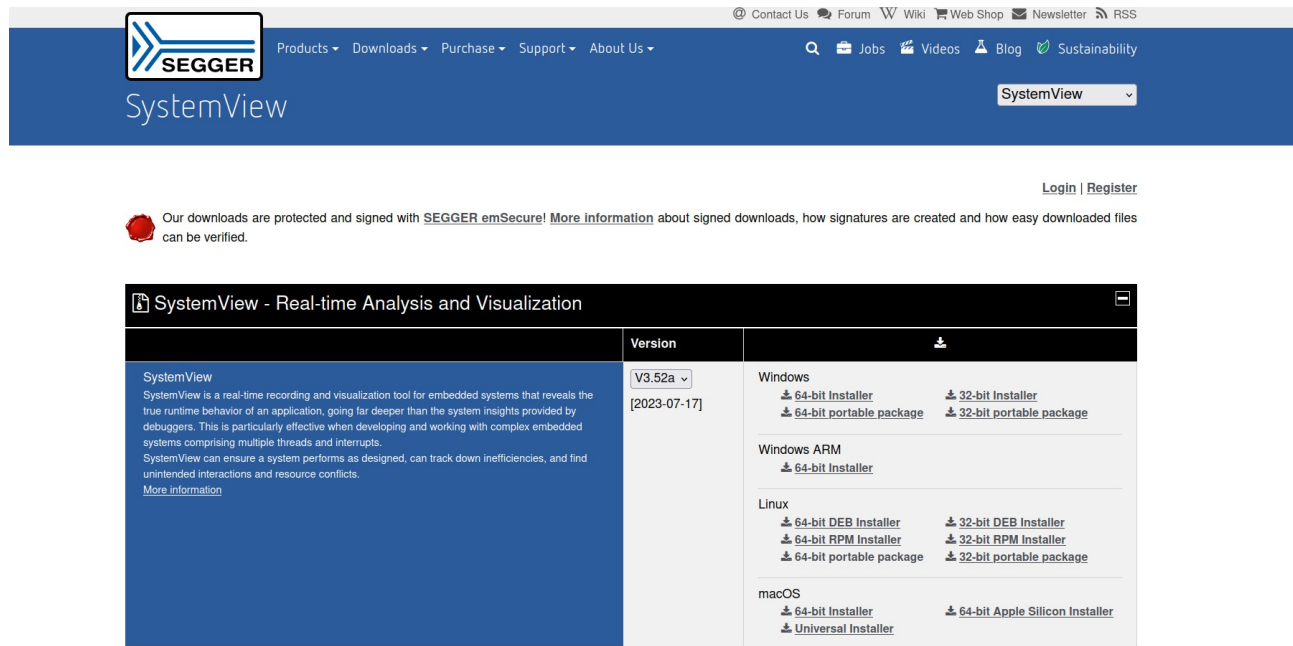


successfully!!!!

**Steps for creating for SEGGER Systemview in STM32Cube IDE**

First we need to download the source file of SEGGER Systemview..  
Download link:- <https://www.segger.com/downloads/systemview/>

Now screen will be look like this..

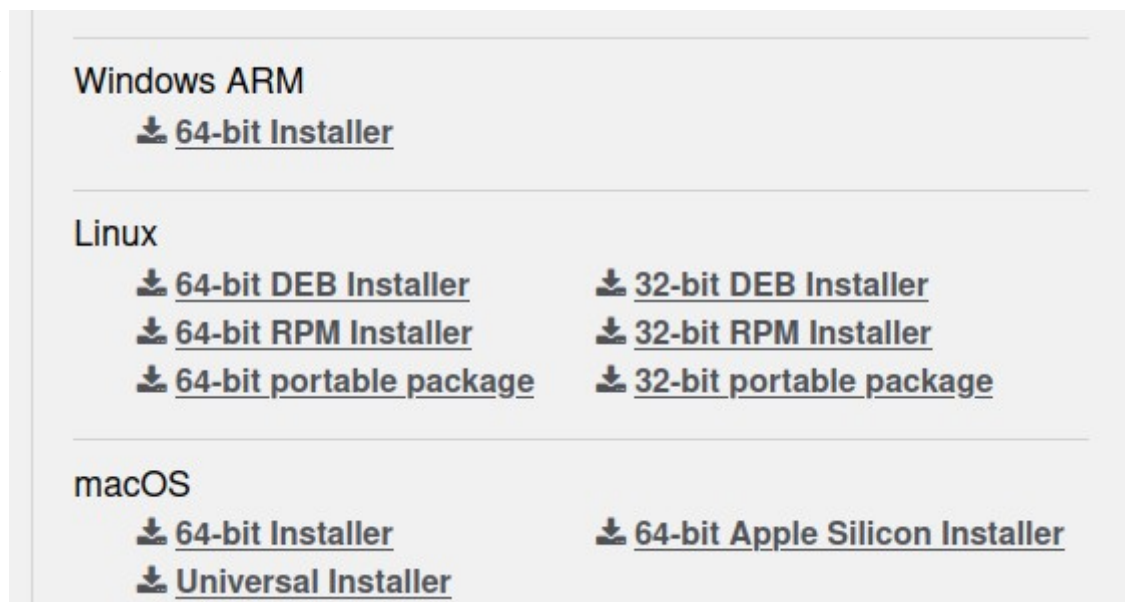


Our downloads are protected and signed with SEGGER emSecure! [More information](#) about signed downloads, how signatures are created and how easy downloaded files can be verified.

SystemView - Real-time Analysis and Visualization	Version	
<p>SystemView</p> <p>SystemView is a real-time recording and visualization tool for embedded systems that reveals the true runtime behavior of an application, going far deeper than the system insights provided by debuggers. This is particularly effective when developing and working with complex embedded systems comprising multiple threads and interrupts. SystemView can ensure a system performs as designed, can track down inefficiencies, and find unintended interactions and resource conflicts.</p> <p><a href="#">More information</a></p>	V3.52a [2023-07-17]	<p>Windows</p> <p><a href="#">64-bit Installer</a> <a href="#">32-bit Installer</a></p> <p><a href="#">64-bit portable package</a> <a href="#">32-bit portable package</a></p> <p>Windows ARM</p> <p><a href="#">64-bit Installer</a></p> <p>Linux</p> <p><a href="#">64-bit DEB Installer</a> <a href="#">32-bit DEB Installer</a></p> <p><a href="#">64-bit RPM Installer</a> <a href="#">32-bit RPM Installer</a></p> <p><a href="#">64-bit portable package</a> <a href="#">32-bit portable package</a></p> <p>macOS</p> <p><a href="#">64-bit Installer</a> <a href="#">64-bit Apple Silicon Installer</a></p> <p><a href="#">Universal Installer</a></p>

In my case i am using linux and 64-bit architecture.  
Therefore, i downloaded the linux--> 64-bit portable package

Now  
we  
need  
the



Windows ARM

[64-bit Installer](#)

Linux

[64-bit DEB Installer](#) [32-bit DEB Installer](#)

[64-bit RPM Installer](#) [32-bit RPM Installer](#)

[64-bit portable package](#) [32-bit portable package](#)

macOS

[64-bit Installer](#) [64-bit Apple Silicon Installer](#)

[Universal Installer](#)

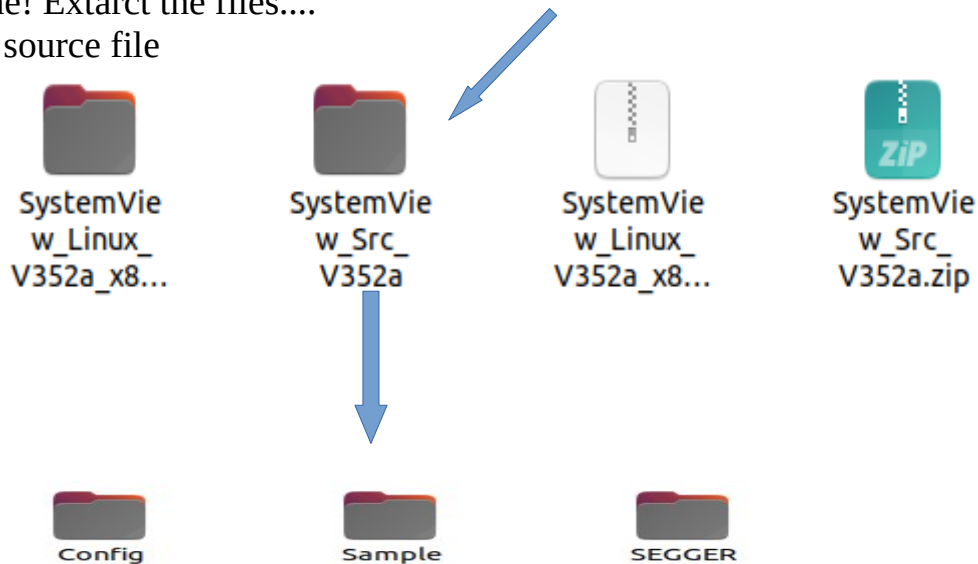
target source...

	Version	Date	File size	
SystemView, Target Sources	V3.52a	[2023-07-17]	290 KB	DOWNLOAD

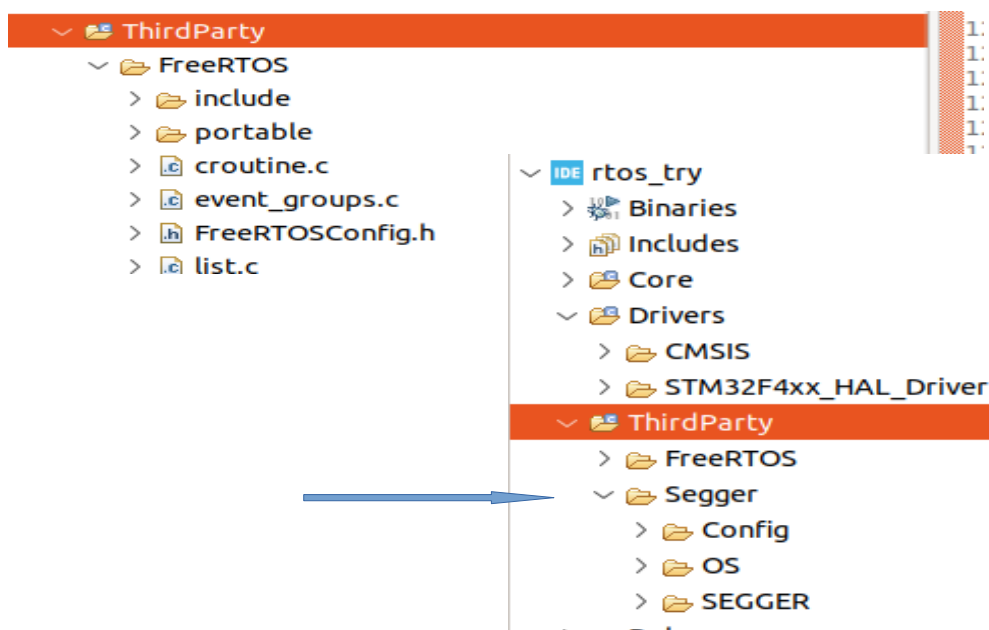
Optional, you can download User manual for SystemView....

Manuals				
	Version	Date	File size	
SystemView User Manual (UM08027)	V3.52a	[2023-07-17]	1,796 KB	<a href="#">DOWNLOAD</a>

Once done! Extarct the files....  
Step into source file

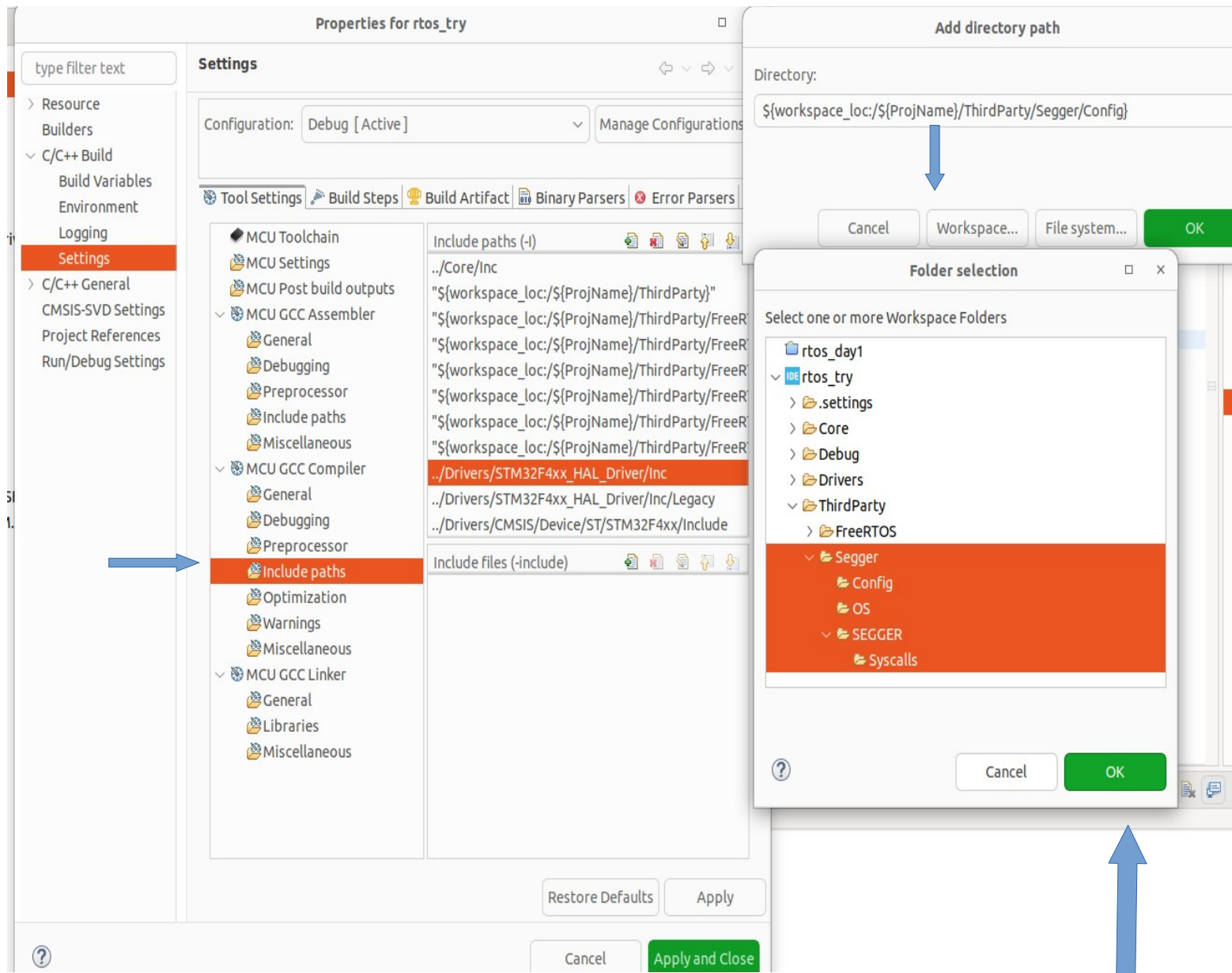


Create a folder “segger” into Thirdparty in your project parallel to FreeRTOS file .  
Now copy all the files(Config,Sample and Segger) and paste into thirdparty folder in your project...



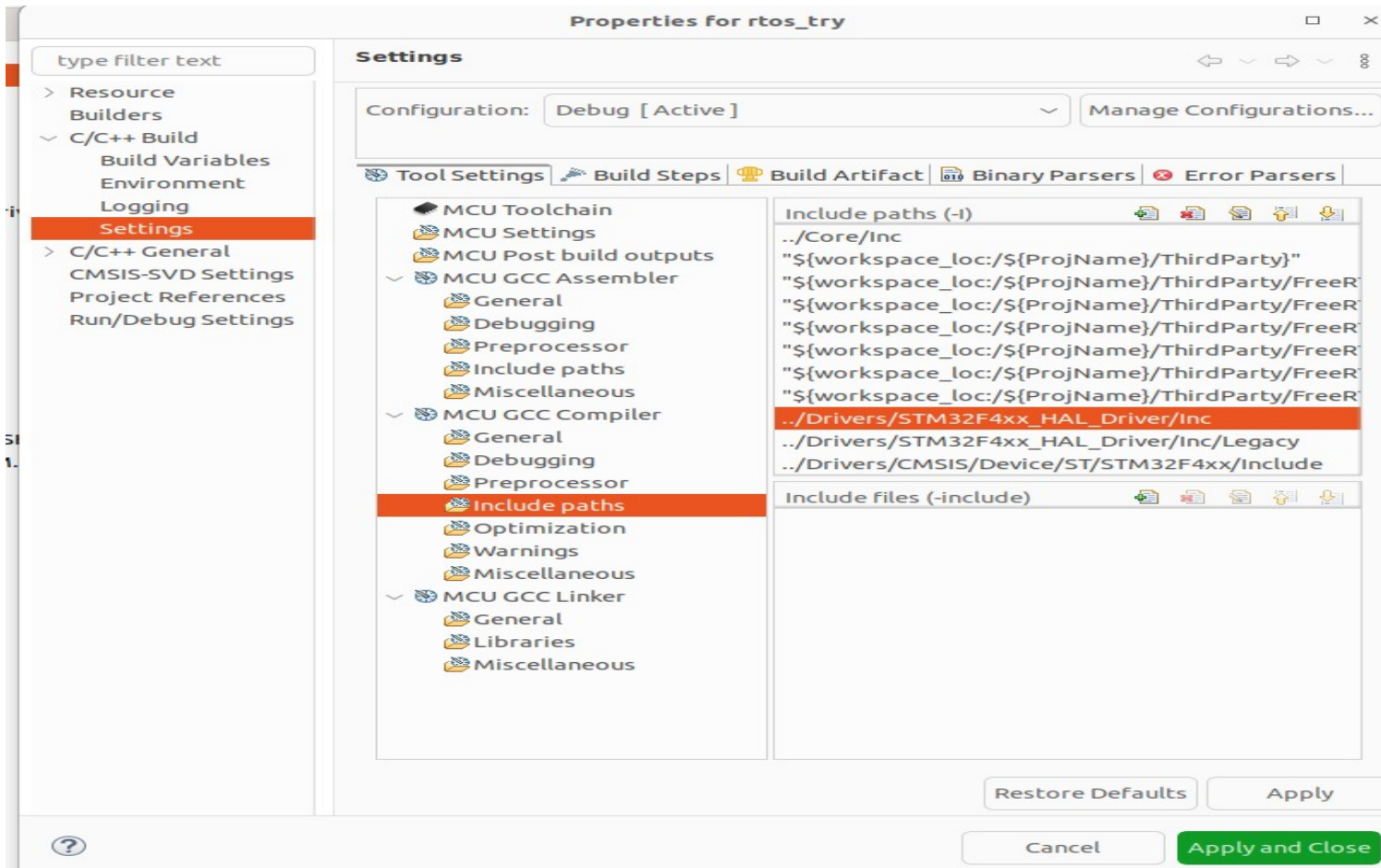
Once done we need to include paths on the top of the project as we done previous for FreeRTOS in our project.

Select properties of your prjoect

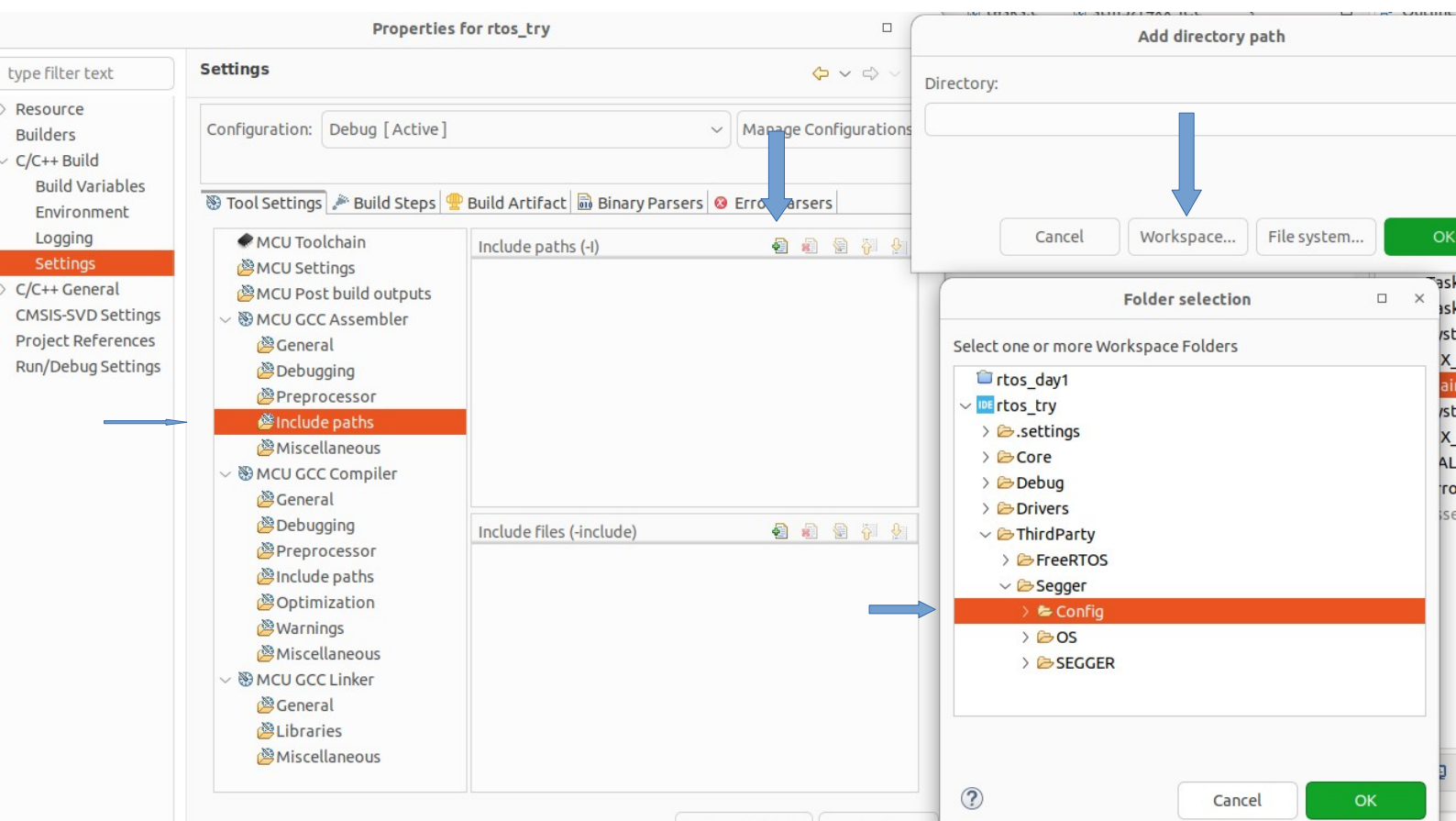




Once done it will look like this....P.T.O



Now we have to add path for config file of segger in assembler...



->Need to add one patch one more patch that is setup configuration of SystemView with FreeRTOS.Download link:-

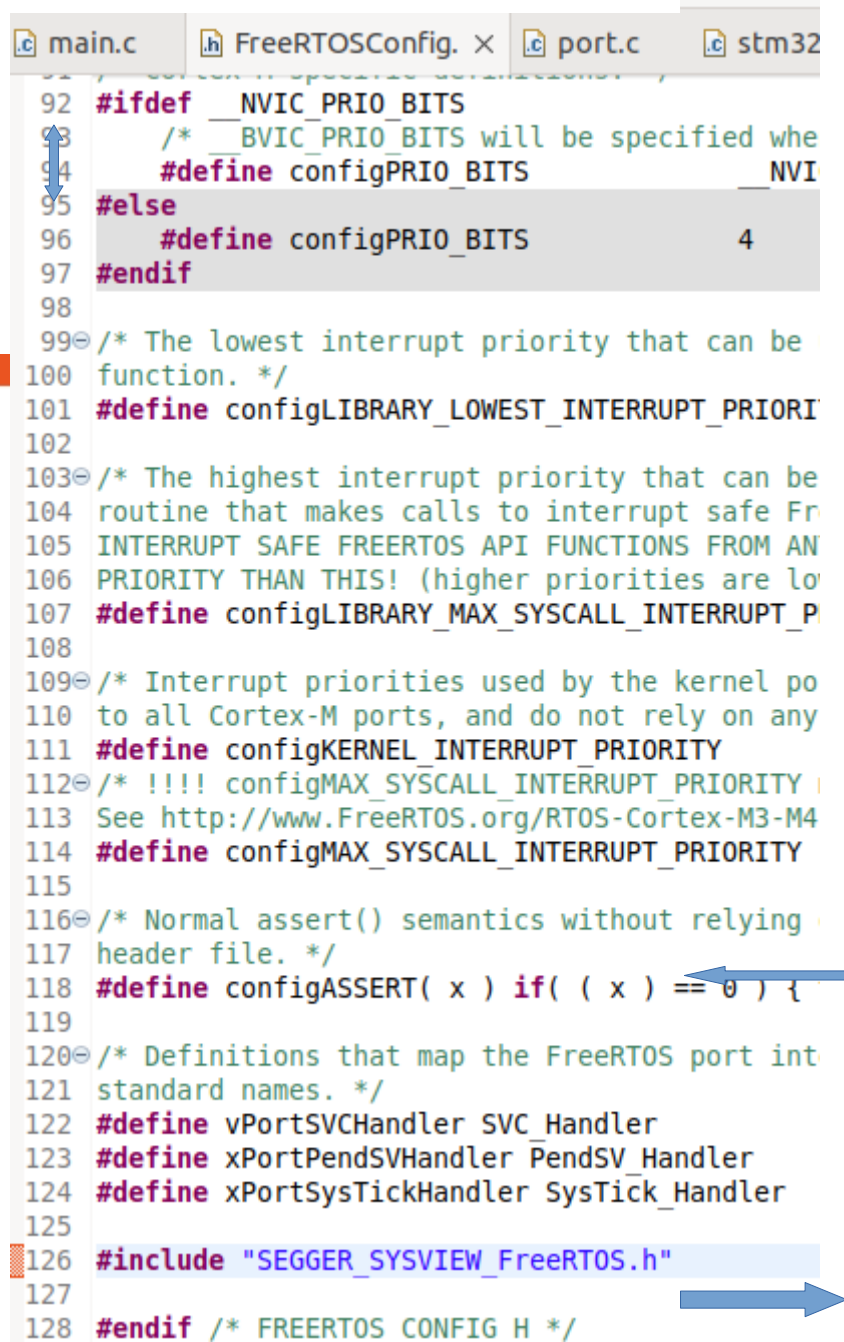
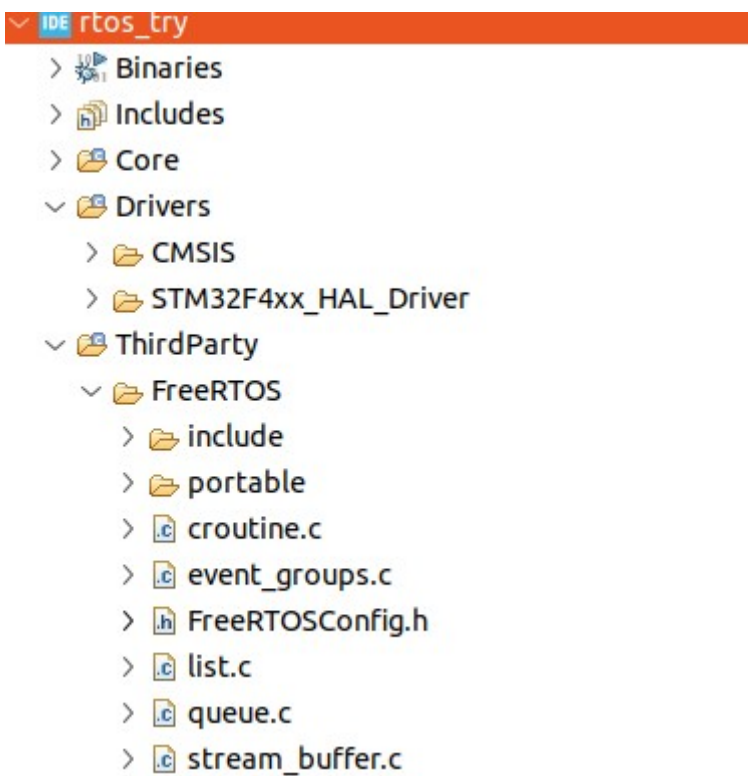
[https://github.com/adafruit/Adafruit\\_nRF52\\_Arduino/blob/master/cores/nRF5/sysview/Config/SEGGER\\_SYSVIEW\\_Config\\_FreeRTOS.c](https://github.com/adafruit/Adafruit_nRF52_Arduino/blob/master/cores/nRF5/sysview/Config/SEGGER_SYSVIEW_Config_FreeRTOS.c)

-> and copy it into the config file of segger of Thirdparty in project.

Once done need to add below three lines.

```
0  /*_USER_CODE BEGIN 2 */
1
2  *DWT_CYCCNT = *DWT_CYCCNT | (1 << 0);
3  SEGGER_SYSVIEW_Conf();
4  SEGGER_SYSVIEW_Start();
5  xTaskCreate(Task1,"led1",200, NULL,1,NULL);
6  xTaskCreate(Task2,"led2",200, NULL,1,NULL);
7  xTaskCreate(Task3,"led3",200, NULL,1,NULL);
8  xTaskCreate(Task4,"led4",200, NULL,1,NULL);
9  vTaskStartScheduler();
0  /*_USER_CODE END 2 */
1
```

Include header file of  
SEGGER\_SYSVIEW\_FreeRTOS.h  
in FreeRTOSConfig.h file



In "FreeRTOSConfig.h" include the following macro switches

```
#define INCLUDE_xTaskGetIdleTaskHandle 1
```

```
#define INCLUDE_pxTaskGetStackStart
```

```
80
87 /* Added by Akhilesh*/
88 #define INCLUDE_xTaskGetIdleTaskHandle 1
89 #define INCLUDE_pxTaskGetStackStart 1
90
```

Application specific information in the "SEGGER\_SYSVIEW\_Config\_FreeRTOS.c"

```
65 // The application name to be displayed in SystemViewer
66 #define SYSVIEW_APP_NAME "My FreeRTOS Application"
67
68 // The target device name
```

Once done, we need to enable the time stamp information to be dumped by our RTOS application the same is needed for monitoring of the events at specific time frames.

Which then shows what event was configured at what stage.

In order for our STM32 board to monitor the time stamp information, we need to

enable the same at the hardware level using the "Cycle Counter" of ARM M4F

For more information refer to ARM website.

<https://developer.arm.com/documentation/ka001406/latest>

## Summary

Can the Cortex-M3 or Cortex-M4 processor measure the cycle count of its own activity?

## Answer

If the Data Watchpoint Trigger (DWT) is implemented, the Cortex-M3 or Cortex-M4 processor can measure elapsed cycles by reading the DWT\_CYCCNT register at the start and at the end of the time interval of interest, and calculating the difference in their values.

Alternatively, the processor can use its SysTick function to measure elapsed cycle counts.

DWT\_CYCCNT register of the ARM Cortex M3/4/4F processor will store the number of clock cycles since the processor was POR or started after reset.

For ARM Cortex M3/4 based controllers, the given register is available at location 0xE0001000. This register addresses are managed by the ARM and the CMSIS is configuring the same.

<https://developer.arm.com/documentation/ddi0439/b/Data-Watchpoint-and-Trace-Unit/DWT-Programmers-Model>

## DWT Programmers Model

Table 9.1 lists the DWT registers. Depending on the implementation of your processor, some of these registers might not be present. Any register that is configured as not present reads as zero.

Table 9.1. DWT register summary

Address	Name	Type	Reset	Description
0xE0001000	DWT_CTRL	RW	See [a]	Control Register
0xE0001004	DWT_CYCCNT	RW	0x00000000	Cycle Count Register


These are mainly used for the tracing functionality, when it is enabled in the system/build.



Now, we can easily set the required bit in register "DWT\_CYCCNT" by performing a simple pointer operation. Control register, DWT\_CTRL, we need to set the bit...

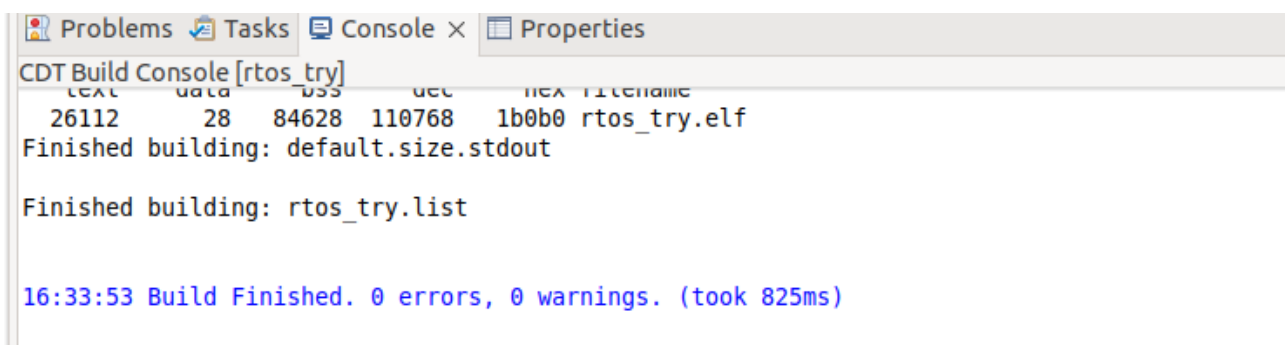
`*DWT_CYCCNT |= (1 << 0);`

Add `#define DWT_CYCCNT ((volatile..... on top of the task`



```
1 /* Private typedef -----*/
2 /* USER CODE BEGIN PTD */
3 #define DWT_CYCCNT ((volatile uint32_t *) 0xE0001000)
4 void Task1(void *tmp)
5 {
6     for(;;)
7     {
8         HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_12);
9         HAL_Delay(2);
10    }
11 }
12 void Task2(void *tmp)
13 {
14     for(;;)
15     {
16         HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_13);
17         HAL_Delay(3);
18    }
19 }
20 void Task3(void *tmp)
21 {
22     for(;;)
23     {
24         HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_14);
25         HAL_Delay(4);
26    }
27 }
28 void Task4(void *tmp)
29 {
30     for(;;)
31     {
32         HAL_GPIO_TogglePin(GPIOD, GPIO_PIN_15);
33         HAL_Delay(5);
34    }
35 }
36 /* Private define -----*/
```

Once done! Now build the program....



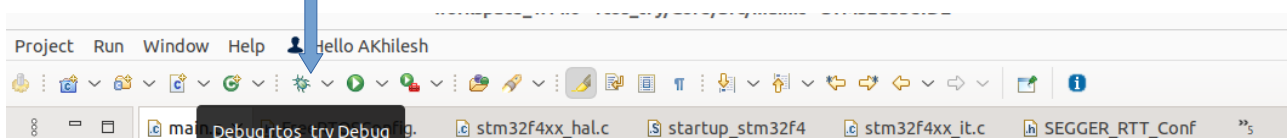
```
CDT Build Console [rtos_try]
Text      data      bss      dec      hex      filename
26112     28      84628   110768   1b0b0   rtos_try.elf
Finished building: default.size.stdout

Finished building: rtos_try.list

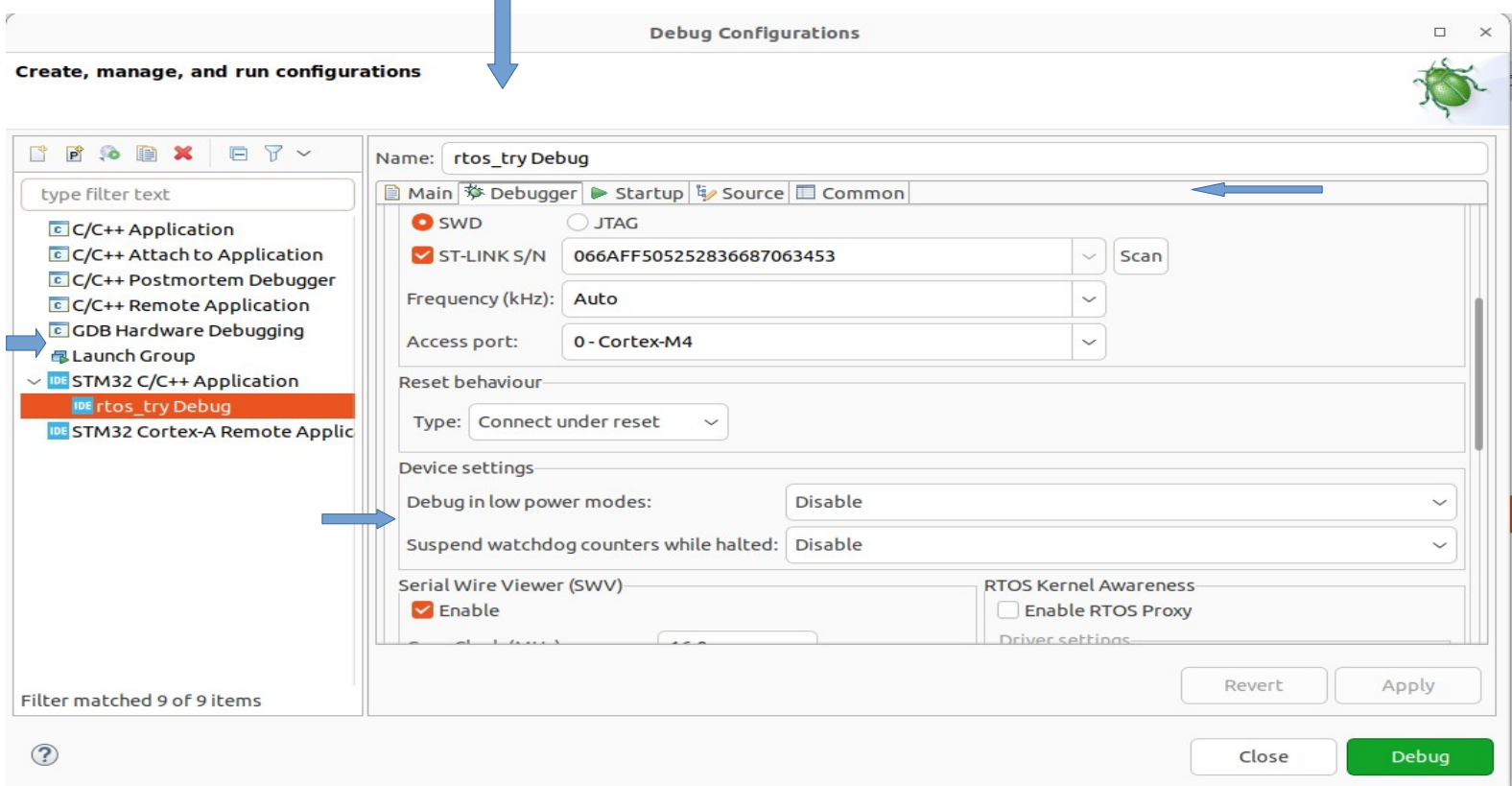
16:33:53 Build Finished. 0 errors, 0 warnings. (took 825ms)
```

Successfully build!

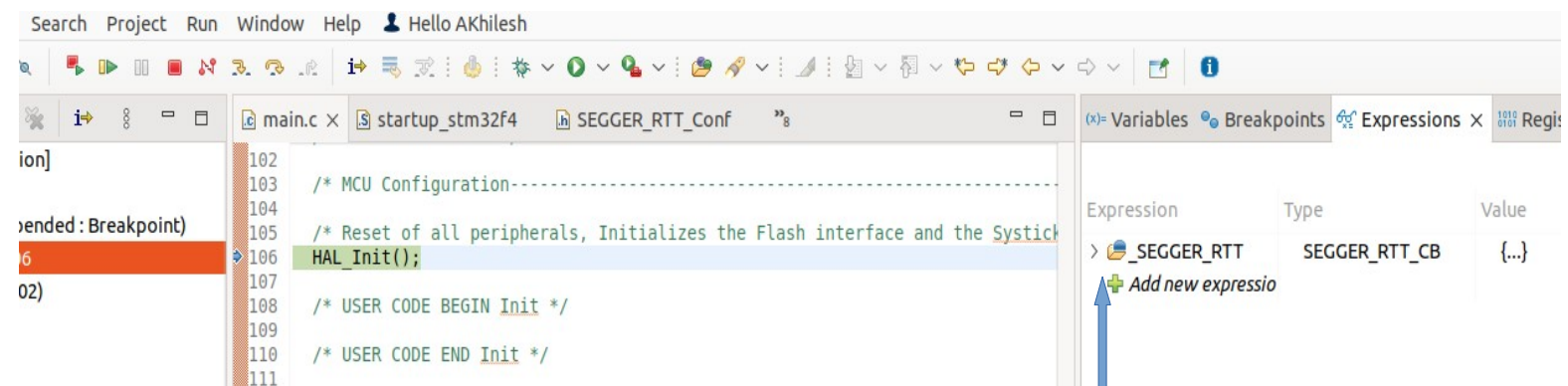
Now we need to debug the code.,now follow the steps for serial wire debug...



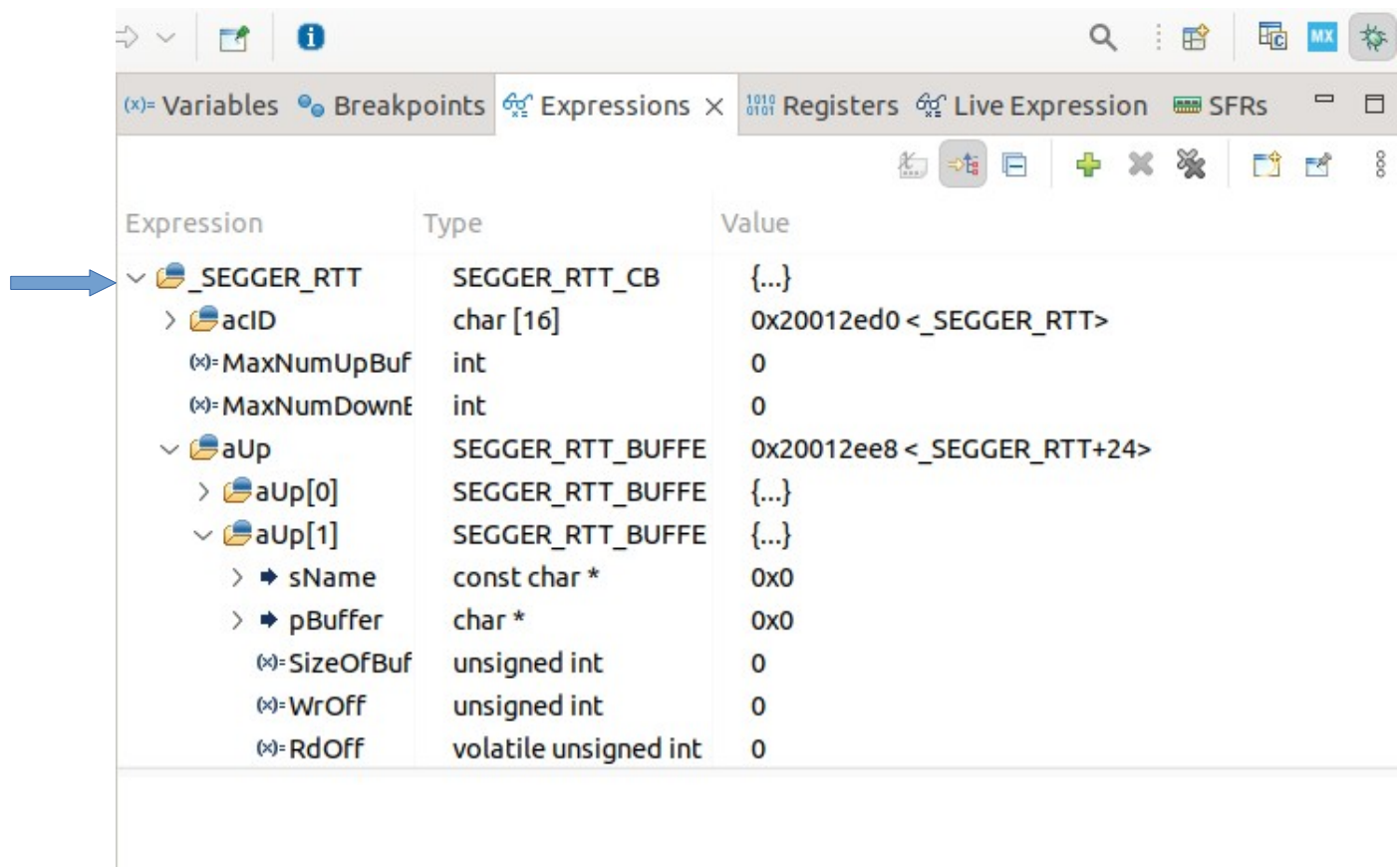
Once done! Select apply and debug...



Add \_SEGGER\_RTT in the Expression view...



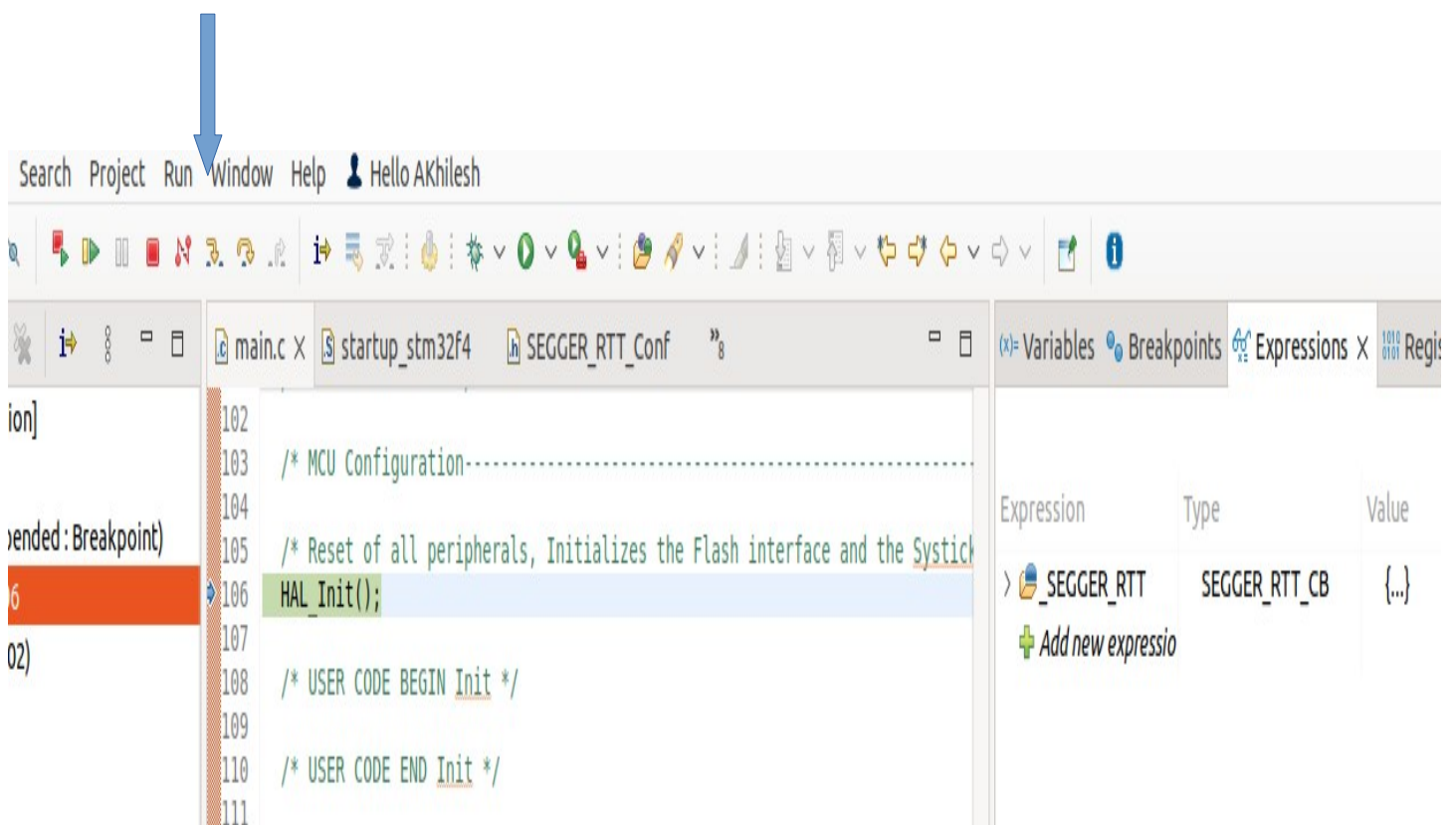
Append SEGGER\_RTT like that



The screenshot shows the 'Expressions' window in an IDE. A blue arrow points to the expanded `_SEGGER_RTT` variable. The window displays a tree view of the structure's members, including `acID`, `MaxNumUpBuf`, `MaxNumDownBuf`, `aUp` (an array of `SEGGER_RTT_BUFFER`), and various control flags like `sName`, `pBuffer`, `SizeOfBuf`, `WrOff`, and `RdOff`.

Expression	Type	Value
<code>_SEGGER_RTT</code>	<code>SEGGER_RTT_CB</code>	<code>{...}</code>
<code>&gt; acID</code>	<code>char [16]</code>	<code>0x20012ed0 &lt;_SEGGER_RTT&gt;</code>
<code>(x)=MaxNumUpBuf</code>	<code>int</code>	<code>0</code>
<code>(x)=MaxNumDownBuf</code>	<code>int</code>	<code>0</code>
<code>&gt; aUp</code>	<code>SEGGER_RTT_BUFFER</code>	<code>0x20012ee8 &lt;_SEGGER_RTT+24&gt;</code>
<code>&gt; aUp[0]</code>	<code>SEGGER_RTT_BUFFER</code>	<code>{...}</code>
<code>&gt; aUp[1]</code>	<code>SEGGER_RTT_BUFFER</code>	<code>{...}</code>
<code>&gt; sName</code>	<code>const char *</code>	<code>0x0</code>
<code>&gt; pBuffer</code>	<code>char *</code>	<code>0x0</code>
<code>(x)=SizeOfBuf</code>	<code>unsigned int</code>	<code>0</code>
<code>(x)=WrOff</code>	<code>unsigned int</code>	<code>0</code>
<code>(x)=RdOff</code>	<code>volatile unsigned int</code>	<code>0</code>

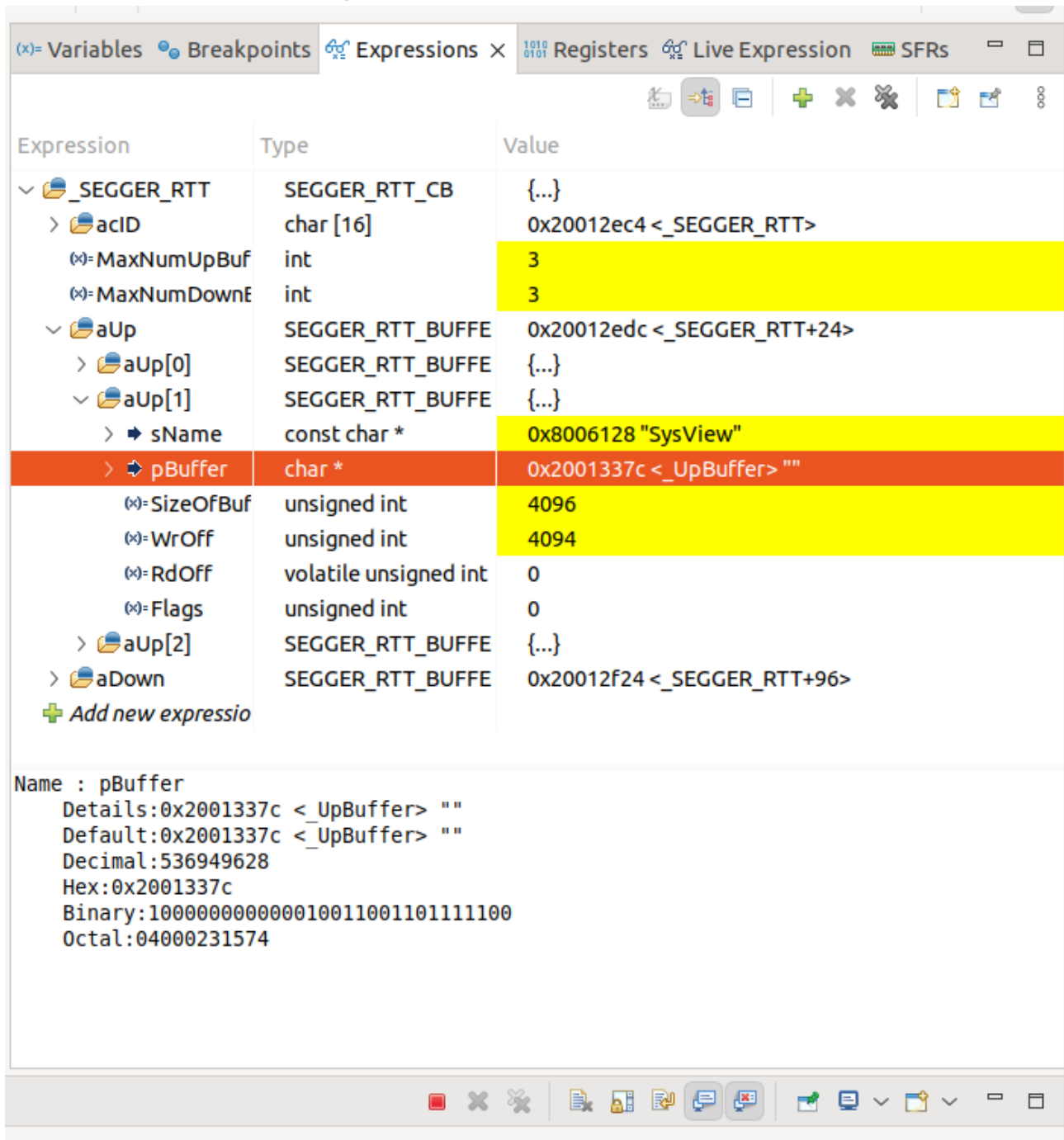
now resume the program for 3 second and then suspend it ....



The screenshot shows the IDE's main editor with `main.c` open. A blue arrow points to a breakpoint set at line 106, `HAL_Init();`. The 'Expressions' window on the right shows the `_SEGGER_RTT` structure. The code in the editor includes comments for MCU configuration, peripheral reset, and user code initialization.

```
102
103 /* MCU Configuration-----*/
104
105 /* Reset of all peripherals, Initializes the Flash interface and the Systick timer. */
106 HAL_Init();
107
108 /* USER CODE BEGIN Init */
109
110 /* USER CODE END Init */
111
```

now the values are changed like that....

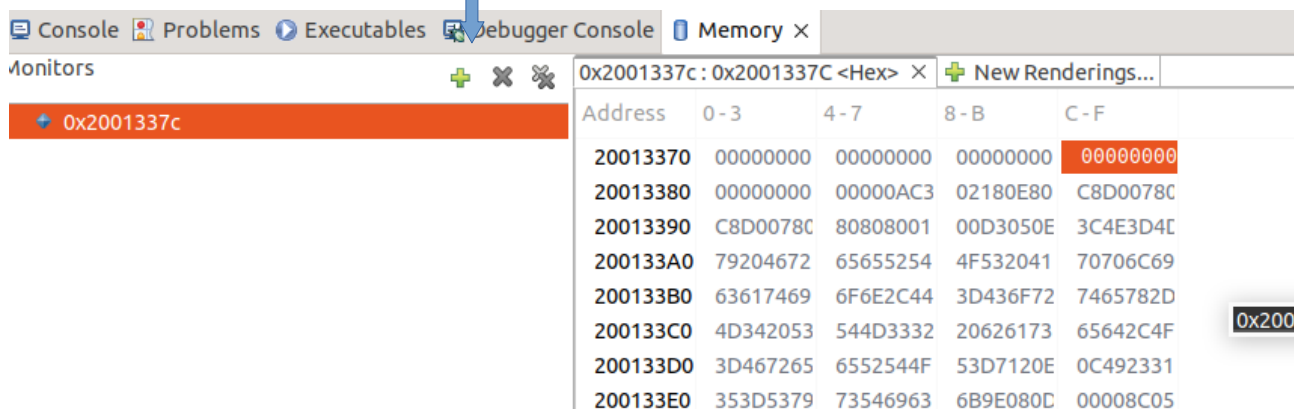


Expression	Type	Value
✓ _SEGGER_RTT	SEGGER_RTT_CB	{...}
> acID	char [16]	0x20012ec4 <_SEGGER_RTT>
(x) MaxNumUpBuf	int	3
(x) MaxNumDownBuf	int	3
✓ aUp	SEGGER_RTT_BUF	0x20012edc <_SEGGER_RTT+24>
> aUp[0]	SEGGER_RTT_BUF	{...}
✓ aUp[1]	SEGGER_RTT_BUF	{...}
> sName	const char *	0x8006128 "SysView"
> pBuffer	char *	0x2001337c <_UpBuffer> ""
(x) SizeOfBuf	unsigned int	4096
(x) WrOff	unsigned int	4094
(x) RdOff	volatile unsigned int	0
(x) Flags	unsigned int	0
> aUp[2]	SEGGER_RTT_BUF	{...}
> aDown	SEGGER_RTT_BUF	0x20012f24 <_SEGGER_RTT+96>
+ Add new expression		

Name : pBuffer  
Details: 0x2001337c <\_UpBuffer> ""  
Default: 0x2001337c <\_UpBuffer> ""  
Decimal: 536949628  
Hex: 0x2001337c  
Binary: 100000000000010011001101111100  
Octal: 04000231574

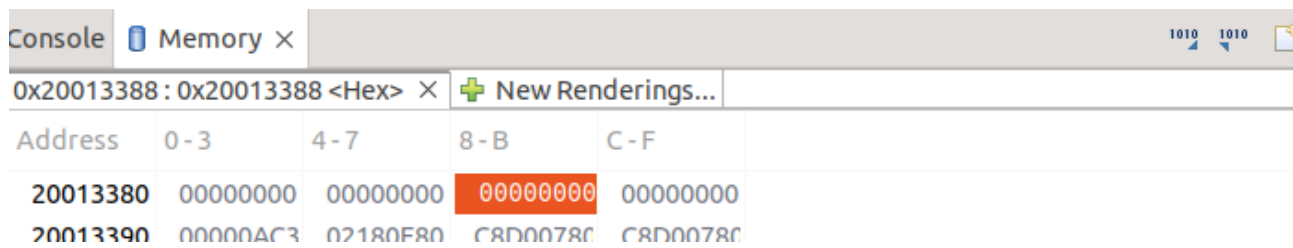
now copy the values of pBuffer as "0X2001337c"

and add into the memory



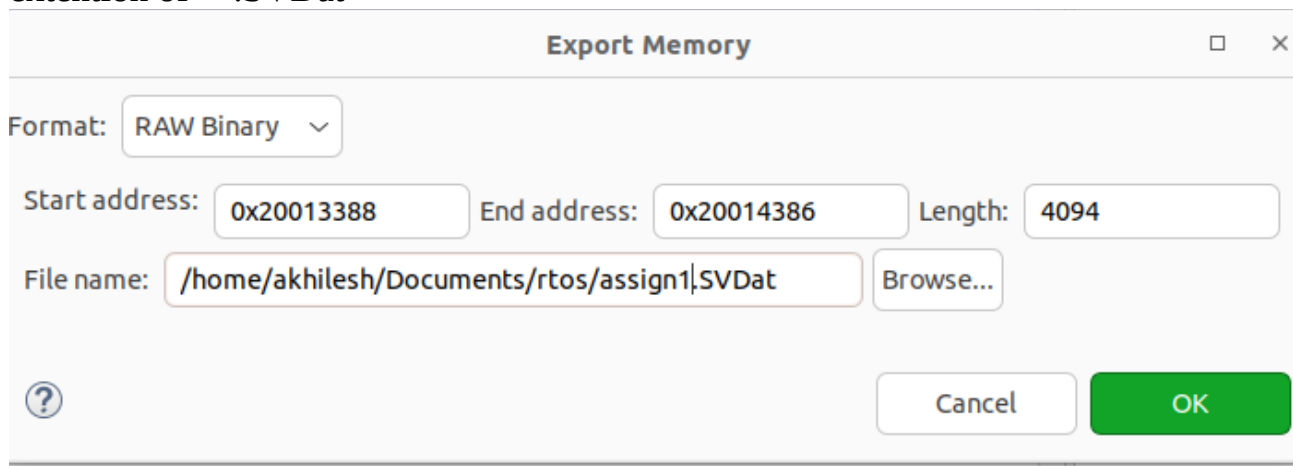
Address	0 - 3	4 - 7	8 - B	C - F
20013370	00000000	00000000	00000000	00000000
20013380	00000000	0000AC3	02180E80	C8D0078C
20013390	C8D0078C	80808001	00D3050E	3C4E3D4C
200133A0	79204672	65655254	4F532041	70706C69
200133B0	63617469	6F6E2C44	3D436F72	7465782D
200133C0	4D342053	544D3332	20626173	65642C4F
200133D0	3D467265	6552544F	53D7120E	0C492331
200133E0	353D5379	73546963	6B9E080C	00008C05

After that export that it by select...



Address	0 - 3	4 - 7	8 - B	C - F
20013380	00000000	00000000	00000000	00000000
20013390	00000000	00000000	00000000	00000000

Select format as Raw binary and length as we got 4094 and file name with extension of “.SVDat ”



**Export Memory**

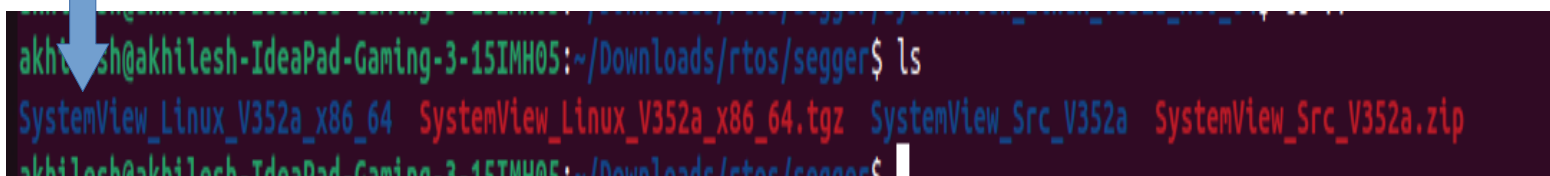
Format: **RAW Binary**

Start address: **0x20013388** End address: **0x20014386** Length: **4094**

File name: **/home/akhilesh/Documents/rtos/assign1.SVDat** **Browse...**

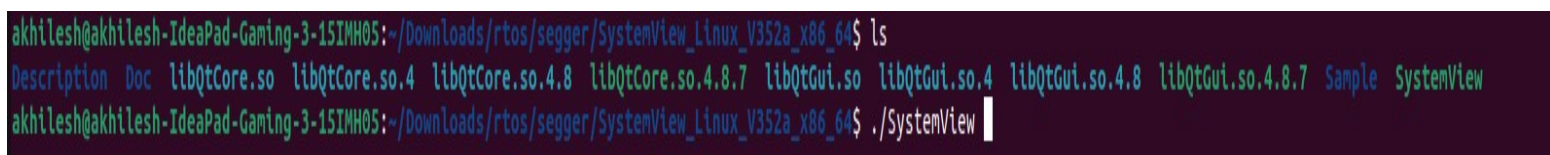
**Cancel** **OK**

Now open your terminal where segger is whole folder is present..



```
akht@akhilesh-IdeaPad-Gaming-3-15IMH05:~/Downloads/rtos/segger$ ls
SystemView_Linux_V352a_x86_64 SystemView_Linux_V352a_x86_64.tgz SystemView_Src_V352a SystemView_Src_V352a.zip
```

now step into the directory that one marked in uper image.




```
akhilesh@akhilesh-IdeaPad-Gaming-3-15IMH05:~/Downloads/rtos/segger/SystemView_Linux_V352a_x86_64$ cd SystemView
```

Now type on the terminal...

\$ ./SystemView



After that pop up comes like this...  
Select Accept

 Thank you for using SystemView!

A license for commercial use could not be found.

**Do you want to use SystemView for non-commercial or educational purposes?**  
Please click "Accept" to use the software under the terms of SEGGER's Friendly License for educational purposes (teaching yourself or as part of a university course) or for non-commercial projects.

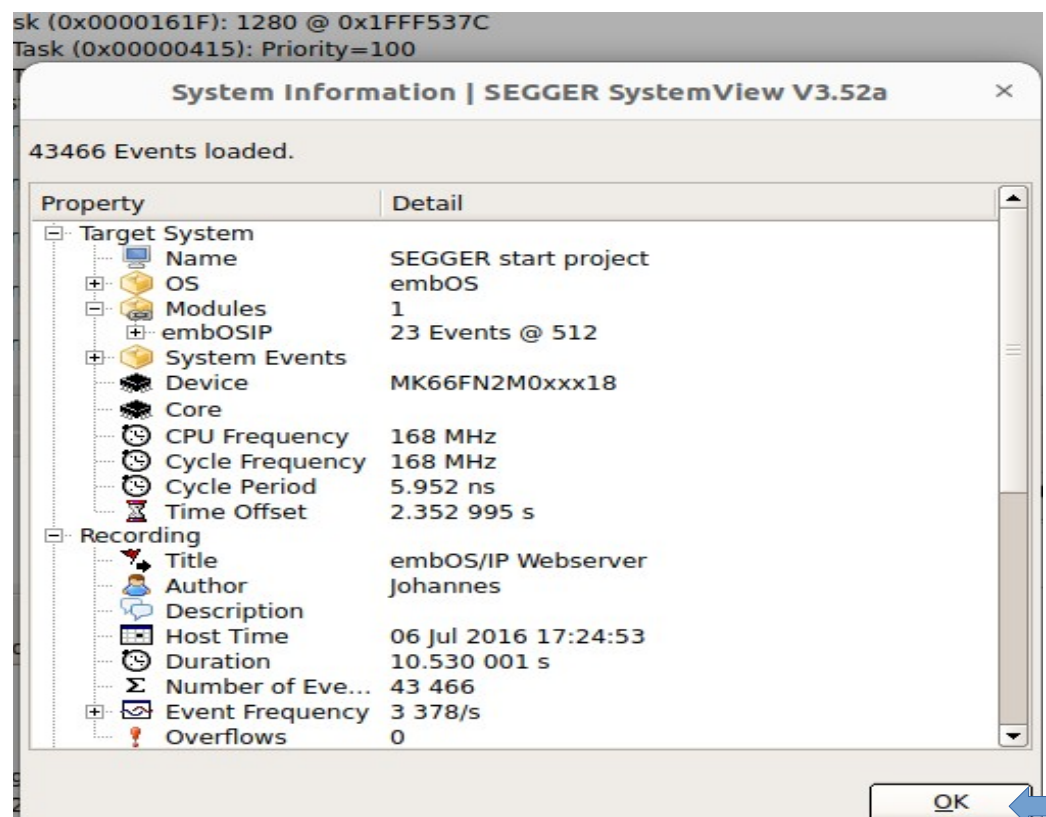
**Do you have a commercial-use license?**  
If you do have a commercial-use license, but that license is temporarily unavailable, please click "Accept" and continue to use SystemView as if it were present.

**Would you like to use SystemView for commercial purposes?**  
Evaluate SystemView for as long as you feel it is necessary using SEGGER's Friendly License terms by clicking "Accept".  
Please respect the trust that we extend to you through this offer.

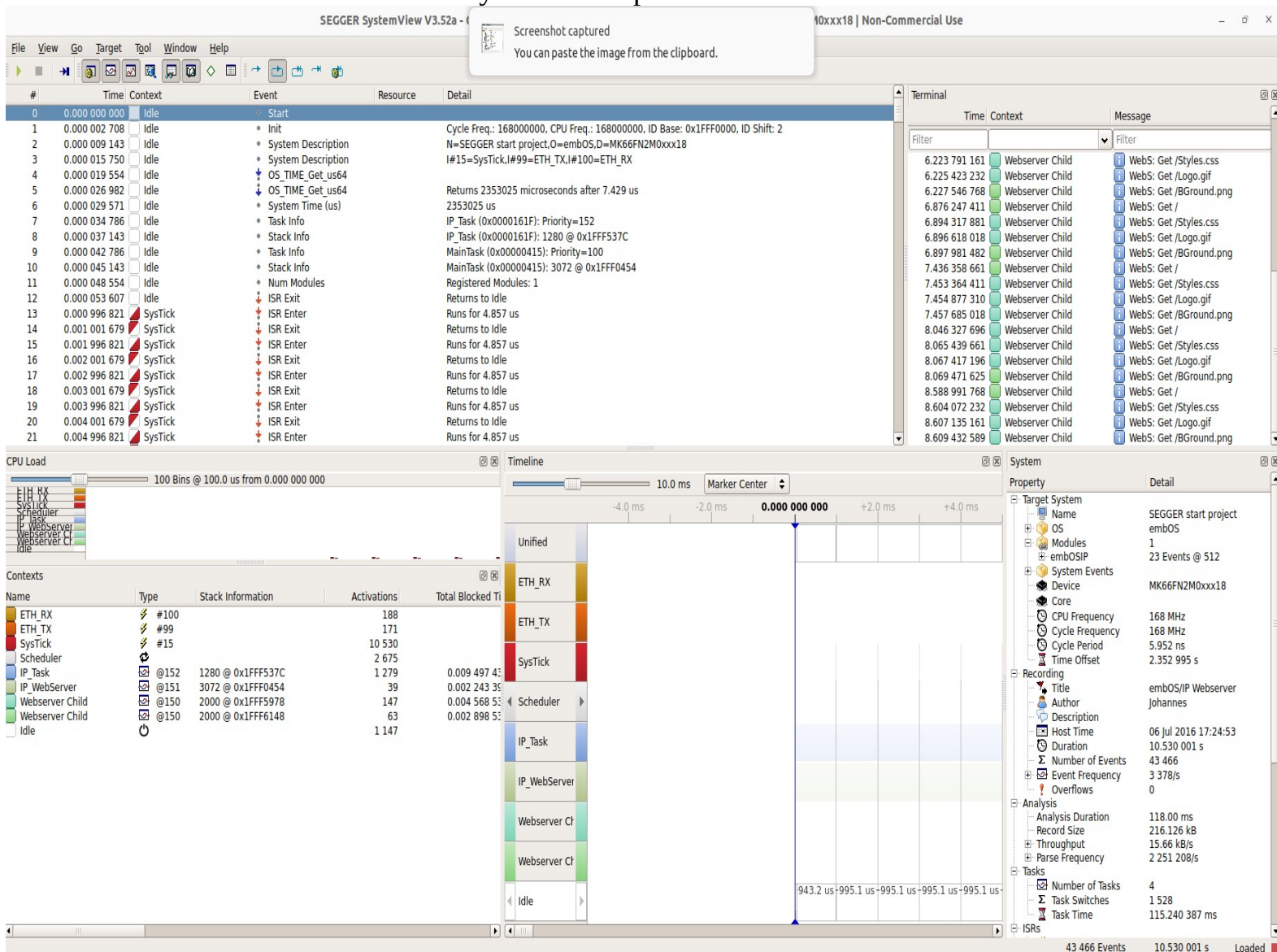
Once you complete your evaluation and decide to use SystemView for your commercial purposes, you must obtain a commercial-use license.

**None of the above apply or you are not sure?**  
Please press "Decline" to close Embedded Studio. Feel free to contact SEGGER for clarification.

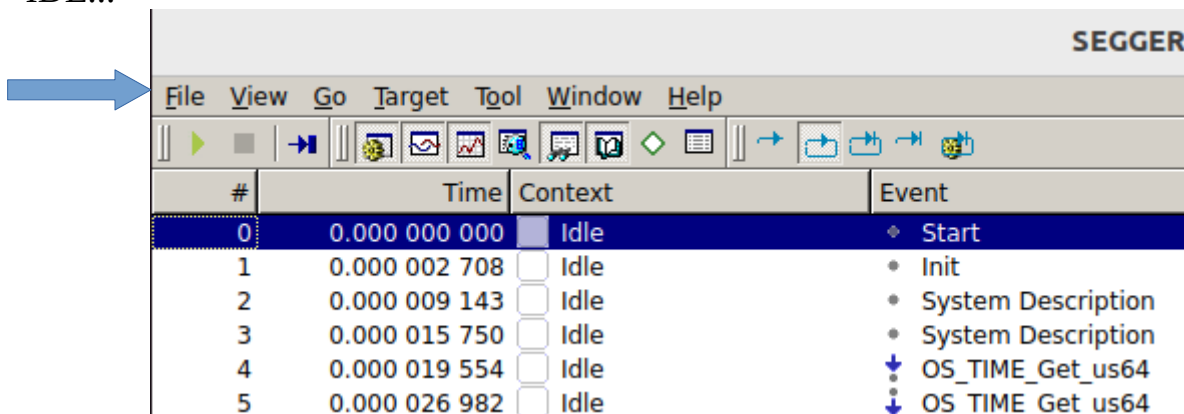
[Read our License Agreements](#)  
[Obtain a License](#)



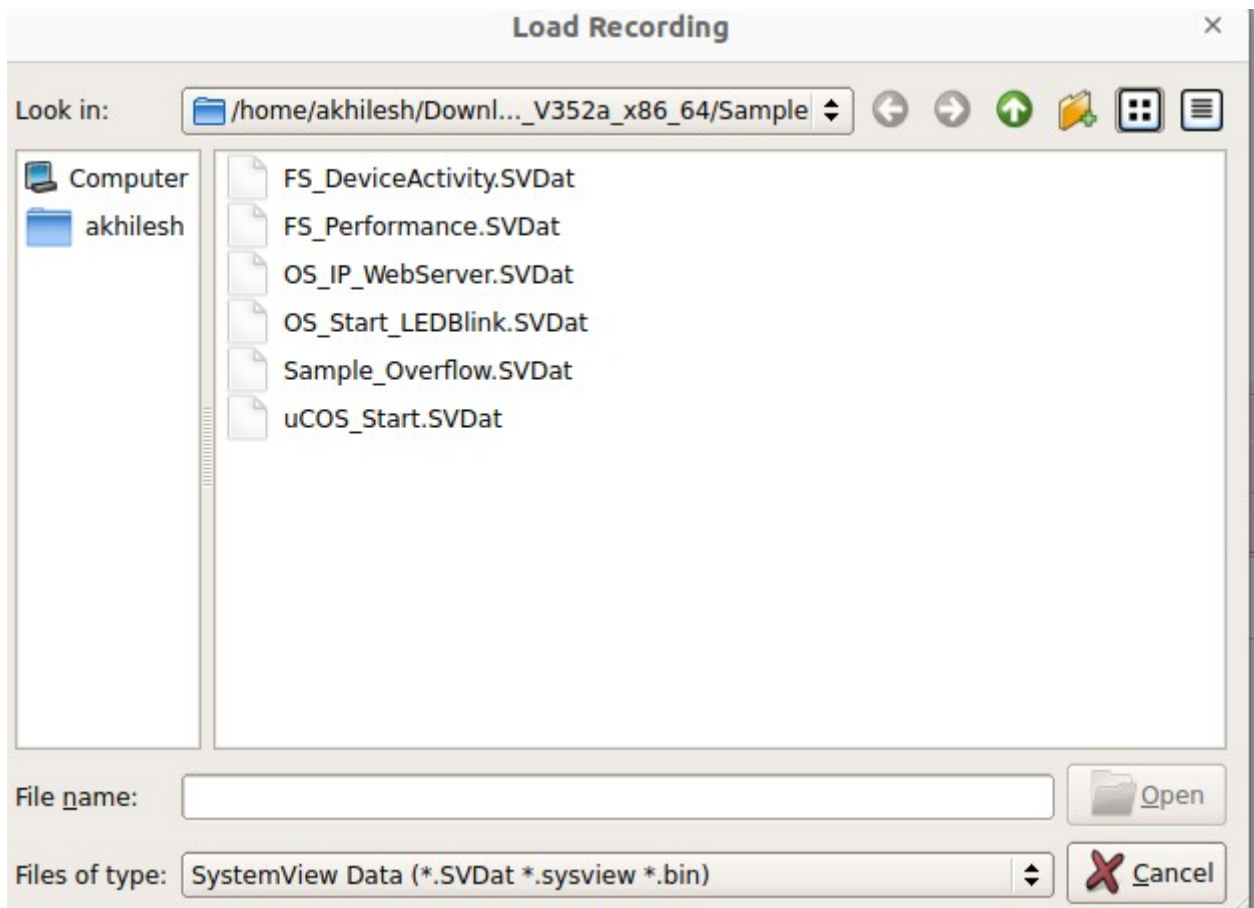
Once done ! The SEGGER Systemview open like that...



Now open your raw binary file(.SVDat) file that we are generated in the STMCube32 IDE...

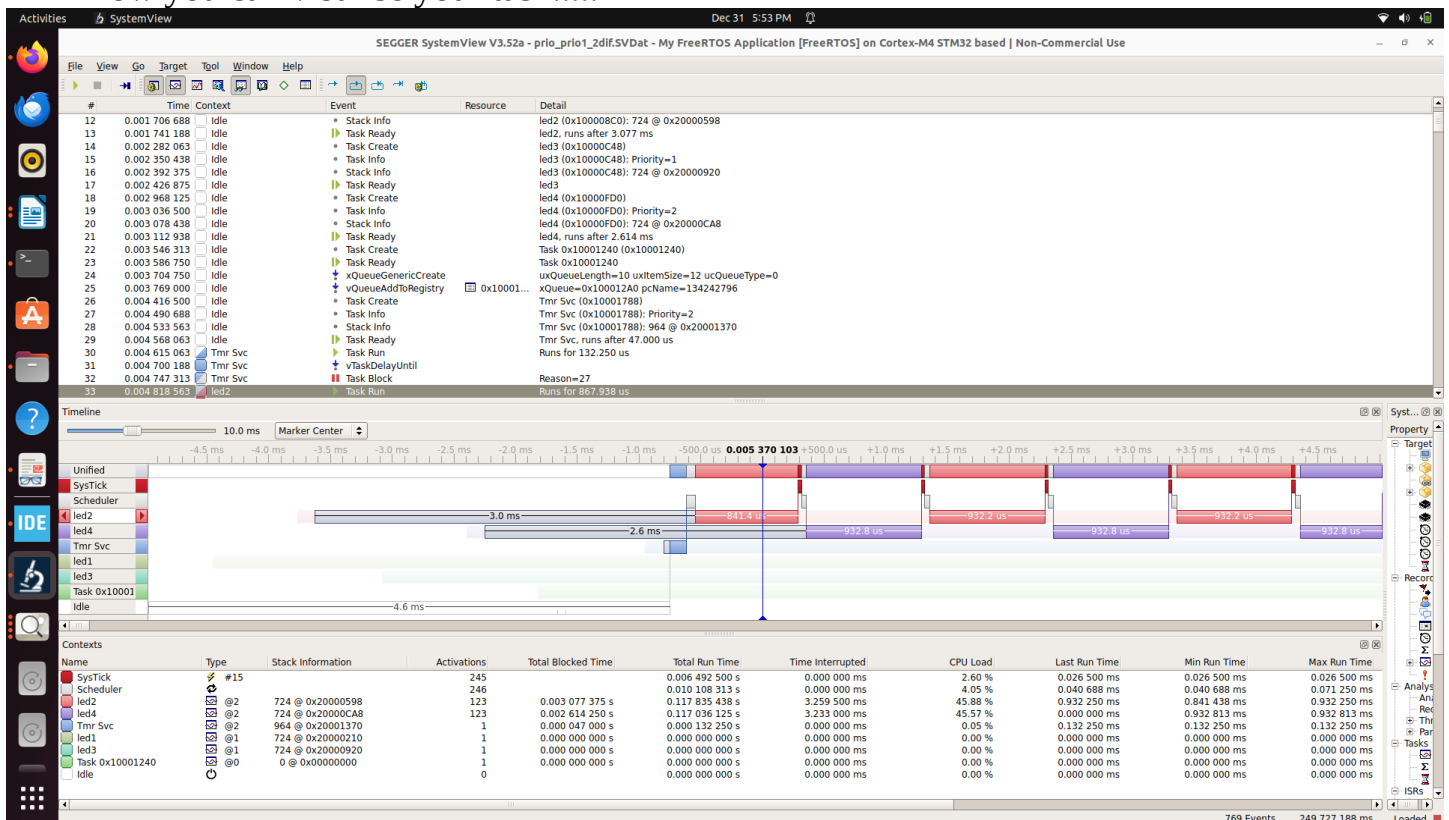






Select your file and select the open!

Now you can visualise your task.....



All done!!