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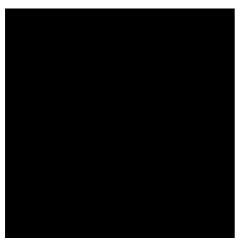
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BSP Drivers User Manual

This document contains the User Manual (UM) of the STM32746G-Discovery BSP peripheral Firmware drivers.



Document tabsheets description:

- "Modules": List the different modules.
- "Files": List all the files and globals.
- "Directories" : Firmware Directory hierarchy.

Revision History:

Date	Revision	Author	Development Platform
05/26/2017	V1.0		STM32746G-Discovery Board

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Data Fields

QSPI_Info Struct Reference

STM32746G_DISCOVERY_QSPI Exported Types

#include <stm32746q_discovery_qspi.h>

Data Fields

uint32 t FlashSize

uint32 t EraseSectorSize

uint32_t EraseSectorsNumber

uint32_t ProgPageSize

uint32_t ProgPagesNumber

Detailed Description

Definition at line 117 of file stm32746g_discovery_qspi.h.

Field Documentation

uint32_t QSPI_Info::EraseSectorSize Size of sectors for the erase operation

Definition at line 119 of file stm32746g_discovery_qspi.h.

Referenced by BSP_QSPI_GetInfo().

uint32_t QSPI_Info::EraseSectorsNumber

Number of sectors for the erase operation

Definition at line 120 of file stm32746g_discovery_qspi.h.

Referenced by BSP_QSPI_GetInfo().

uint32_t QSPI_Info::FlashSize

Size of the flash

Definition at line 118 of file stm32746g_discovery_qspi.h.

Referenced by BSP_QSPI_GetInfo().

uint32_t QSPI_Info::ProgPageSize

Size of pages for the program operation

Definition at line 121 of file stm32746g_discovery_qspi.h.

Referenced by BSP_QSPI_GetInfo().

uint32_t QSPI_Info::ProgPagesNumber

Number of pages for the program operation

Definition at line 122 of file stm32746g_discovery_qspi.h.

Referenced by BSP_QSPI_GetInfo().

The documentation for this struct was generated from the following file:

• stm32746g_discovery_qspi.h



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STM32746G_DISCOVERY_SD

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Data Fields
TS_StateTypeDef Struct Reference
STM32746G_DISCOVERY_TS Exported Types

TS_StateTypeDef Define TS State structure. More...

#include <stm32746g_discovery_ts.h>

Data Fields

```
uint8_t touchDetected
uint16_t touchX [TS_MAX_NB_TOUCH]
uint16_t touchY [TS_MAX_NB_TOUCH]
uint8_t touchWeight [TS_MAX_NB_TOUCH]
uint8_t touchEventId [TS_MAX_NB_TOUCH]
uint8_t touchArea [TS_MAX_NB_TOUCH]
uint32_t gestureId
```

Detailed Description

TS_StateTypeDef Define TS State structure.

Definition at line 89 of file stm32746g_discovery_ts.h.

Field Documentation

```
uint32_t TS_StateTypeDef::gestureId
type of gesture detected : take value of type TS_GestureIdTypeDef

Definition at line 99 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_Get_GestureId(), and BSP_TS_ResetTouchData().

uint8_t TS_StateTypeDef::touchArea[TS_MAX_NB_TOUCH]
Touch_Area[0], Touch_Area[1] : touch area of each touch

Definition at line 98 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_GetState(), and BSP_TS_ResetTouchData().

uint8_t TS_StateTypeDef::touchDetected
Total number of active touches detected at last scan

Definition at line 91 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_GetState(), and BSP_TS_ResetTouchData().

uint8_t TS_StateTypeDef::touchEventId[TS_MAX_NB_TOUCH]
Touch_EventId[0], Touch_EventId[1] : take value of type TS_TouchEventTypeDef
```

Definition at line 97 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_GetState(), and BSP_TS_ResetTouchData().

uint8_t TS_StateTypeDef::touchWeight[TS_MAX_NB_TOUCH]

Touch_Weight[0], Touch_Weight[1]: weight property of touches

Definition at line 96 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_GetState(), and BSP_TS_ResetTouchData().

uint16_t TS_StateTypeDef::touchX[TS_MAX_NB_TOUCH]

Touch X[0], X[1] coordinates on 12 bits

Definition at line 92 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_GetState(), and BSP_TS_ResetTouchData().

uint16_t TS_StateTypeDef::touchY[TS_MAX_NB_TOUCH]

Touch Y[0], Y[1] coordinates on 12 bits

Definition at line 93 of file stm32746g_discovery_ts.h.

Referenced by BSP_TS_GetState(), and BSP_TS_ResetTouchData().

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• stm32746g_discovery_ts.h



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STM32746G DISCOVERY LCD

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STM32746G_DISCOVERY_LCD

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 Data Fields

 LCD_DrawPropTypeDef Struct Reference

 STM32746G_DISCOVERY_LCD Exported Types

#include <stm32746g_discovery_lcd.h>

Data Fields

uint32_t TextColor uint32_t BackColor sFONT * pFont

Detailed Description

Definition at line 71 of file stm32746g_discovery_lcd.h.

Field Documentation

uint32_t LCD_DrawPropTypeDef::BackColor Definition at line 74 of file stm32746g_discovery_lcd.h.

Referenced by BSP_LCD_ClearStringLine(), BSP_LCD_GetBackColor(), BSP_LCD_LayerDefaultInit(), BSP_LCD_LayerRgb565Init(), and BSP_LCD_SetBackColor().

sFONT* LCD_DrawPropTypeDef::pFont
Definition at line 75 of file stm32746g_discovery_lcd.h.

Referenced by BSP_LCD_DisplayChar(), BSP_LCD_DisplayStringAt(), BSP_LCD_GetFont(), BSP_LCD_LayerDefaultInit(), BSP_LCD_LayerRgb565Init(), BSP_LCD_SetFont(), and DrawChar().

uint32_t LCD_DrawPropTypeDef::TextColor Definition at line 73 of file stm32746g_discovery_lcd.h.

Referenced by BSP_LCD_ClearStringLine(), BSP_LCD_GetTextColor(), BSP_LCD_LayerDefaultInit(), BSP_LCD_LayerRgb565Init(), and BSP_LCD_SetTextColor().

The documentation for this struct was generated from the following file:

• stm32746g_discovery_lcd.h



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 Data Fields

 Point Struct Reference

 STM32746G_DISCOVERY_LCD Exported Types

#include <stm32746g_discovery_lcd.h>

Data Fields

int16_t X

int16_t Y

Detailed Description

Definition at line 78 of file stm32746g_discovery_lcd.h.

Field Documentation

int16_t Point::X

Definition at line 80 of file stm32746g_discovery_lcd.h.

Referenced by BSP_LCD_DrawPolygon(), and BSP_LCD_FillPolygon().

int16_t Point::Y

Definition at line 81 of file stm32746g_discovery_lcd.h.

Referenced by BSP_LCD_DrawPolygon(), and BSP_LCD_FillPolygon().

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• stm32746g_discovery_lcd.h



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 - **♦ All**
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Here is a list of all struct and union fields with links to the structures/unions they belong to:

• BackColor : LCD_DrawPropTypeDef

- EraseSectorSize : QSPI_Info
- EraseSectorsNumber : QSPI_Info

• FlashSize : QSPI_Info

• gestureId : TS_StateTypeDef

• pFont : LCD_DrawPropTypeDef

• ProgPageSize : QSPI_Info

• ProgPagesNumber : QSPI_Info

• TextColor : LCD_DrawPropTypeDef

• touchArea : TS_StateTypeDef

• touchDetected : TS_StateTypeDef

• touchEventId : TS_StateTypeDef

• touchWeight : TS_StateTypeDef

• touchX : TS_StateTypeDef

• touchY : TS_StateTypeDef

X : Point Y : Point



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 $\&"el"\ href="temp0579.html\#a8de9dd9da4dec950161005d49afc523a">LCD_DrawPropTypeDef$

• EraseSectorSize : QSPI_Info

• EraseSectorsNumber : QSPI_Info

• FlashSize : **QSPI** Info

• gestureId : TS_StateTypeDef

• pFont : LCD_DrawPropTypeDef

• ProgPageSize : QSPI_Info

ProgPagesNumber : QSPI_Info

• TextColor : LCD_DrawPropTypeDef

• touchArea : TS_StateTypeDef

• touchDetected : TS_StateTypeDef

• touchEventId : TS_StateTypeDef

• touchWeight : TS_StateTypeDef

• touchX : TS_StateTypeDef

• touchY : TS_StateTypeDef

• X : Point

• Y : Point



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- COM_TypeDef: stm32746g_discovery.h
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- Command: stm32746g_discovery_sdram.c
- COMn: stm32746g_discovery.h



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- DEFAULT_AUDIO_IN_BIT_RESOLUTION: stm32746g_discovery_audio.h
- DEFAULT_AUDIO_IN_CHANNEL_NBR: stm32746g_discovery_audio.h
- DEFAULT_AUDIO_IN_FREQ : stm32746g_discovery_audio.h
- DEFAULT_AUDIO_IN_VOLUME: stm32746g_discovery_audio.h
- DISCOVERY_AUDIO_DMAx_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY AUDIO I2Cx: stm32746g discovery.h
- DISCOVERY_AUDIO_I2Cx_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_ER_IRQn: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_EV_IRQn: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_FORCE_RESET: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_RELEASE_RESET: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_PIN: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_SDA_AF: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_SDA_GPIO_CLK_ENABLE: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_SDA_GPIO_PORT: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SDA_PIN: stm32746g_discovery.h
- DISCOVERY_COM1 : stm32746g_discovery.h
- DISCOVERY_COM1_CLK_DISABLE: stm32746g_discovery.h
- DISCOVERY_COM1_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY_COM1_IRQn: stm32746g_discovery.h
- DISCOVERY_COM1_RX_AF: stm32746g_discovery.h
- DISCOVERY COM1 RX GPIO CLK DISABLE: stm32746g discovery.h
- DISCOVERY COM1 RX GPIO CLK ENABLE: stm32746g discovery.h
- DISCOVERY_COM1_RX_GPIO_PORT : stm32746g_discovery.h
- DISCOVERY COM1 RX PIN: stm32746g discovery.h
- DISCOVERY_COM1_TX_AF: stm32746g_discovery.h
- DISCOVERY_COM1_TX_GPIO_CLK_DISABLE: stm32746g_discovery.h
- DISCOVERY_COM1_TX_GPIO_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY_COM1_TX_GPIO_PORT: stm32746g_discovery.h
- DISCOVERY COM1 TX PIN: stm32746g discovery.h
- DISCOVERY_COMx_CLK_DISABLE: stm32746g_discovery.h
- DISCOVERY_COMx_CLK_ENABLE: stm32746g_discovery.h
- DISCOVERY COMx RX GPIO CLK DISABLE: stm32746g discovery.h
- DISCOVERY_COMx_RX_GPIO_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY COMX TX GPIO CLK DISABLE: stm32746g discovery.h
- DISCOVERY_COMx_TX_GPIO_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY_EXT_DMAx_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx : stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY EXT I2Cx ER IRQn: stm32746g discovery.h
- DISCOVERY_EXT_I2Cx_EV_IRQn: stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_FORCE_RESET : stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_RELEASE_RESET: stm32746g_discovery.h

- DISCOVERY_EXT_I2Cx_SCL_PIN: stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_SCL_SDA_AF: stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_SCL_SDA_GPIO_CLK_ENABLE: stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_SCL_SDA_GPIO_PORT : stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_SDA_PIN: stm32746g_discovery.h
- DMA_MAX : stm32746g_discovery_audio.h
- DMA_MAX_SZE: stm32746g_discovery_audio.h
- DrawChar(): stm32746g_discovery_lcd.c
- DrawProp: stm32746g_discovery_lcd.c



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- EEPROM FAIL: stm32746g discovery eeprom.h
- EEPROM_I2C_ADDRESS_A01 : stm32746g_discovery.h
- EEPROM_I2C_ADDRESS_A02 : stm32746g_discovery.h
- EEPROM_IO_Init(): stm32746g_discovery.c , stm32746g_discovery_eeprom.h
- EEPROM_IO_IsDeviceReady(): stm32746g_discovery.c , stm32746g_discovery_eeprom.h
- EEPROM_IO_ReadData(): stm32746g_discovery.c, stm32746g_discovery_eeprom.h
- EEPROM_IO_WriteData(): stm32746g_discovery.c , stm32746g_discovery_eeprom.h
- EEPROM_MAX_SIZE : stm32746g_discovery_eeprom.h
- EEPROM_MAX_TRIALS: stm32746g_discovery_eeprom.h
- EEPROM_OK: stm32746g_discovery_eeprom.h
- EEPROM PAGESIZE: stm32746g discovery eeprom.h
- EEPROM_TIMEOUT: stm32746g_discovery_eeprom.h
- EEPROMAddress : stm32746g_discovery_eeprom.c
- EEPROMDataRead : stm32746g_discovery_eeprom.c
- EEPROMDataWrite: stm32746g_discovery_eeprom.c



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• FillTriangle(): stm32746g_discovery_lcd.c



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- g -

- GEST_ID_MOVE_DOWN: stm32746g_discovery_ts.h
- GEST_ID_MOVE_LEFT: stm32746g_discovery_ts.h
- GEST_ID_MOVE_RIGHT : stm32746g_discovery_ts.h
- GEST_ID_MOVE_UP : stm32746g_discovery_ts.h
- GEST_ID_NB_MAX : stm32746g_discovery_ts.h
- GEST_ID_NO_GESTURE : stm32746g_discovery_ts.h
- GEST_ID_ZOOM_IN: stm32746g_discovery_ts.h
- GEST_ID_ZOOM_OUT: stm32746g_discovery_ts.h
- GetSize(): stm32746g_discovery_camera.c
- GPIO_PIN: stm32746g_discovery.c



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- h -

- HAL_DCMI_ErrorCallback(): stm32746g_discovery_camera.c
- HAL_DCMI_FrameEventCallback(): stm32746g_discovery_camera.c
- HAL_DCMI_LineEventCallback(): stm32746g_discovery_camera.c
- HAL_DCMI_VsyncEventCallback(): stm32746g_discovery_camera.c
- HAL_SAI_ErrorCallback(): stm32746g_discovery_audio.c
- HAL_SAI_RxCpltCallback(): stm32746g_discovery_audio.c
- HAL_SAI_RxHalfCpltCallback(): stm32746g_discovery_audio.c
- HAL_SAI_TxCpltCallback(): stm32746g_discovery_audio.c
- HAL_SAI_TxHalfCpltCallback(): stm32746g_discovery_audio.c
- HAL_SD_AbortCallback(): stm32746g_discovery_sd.c
- HAL_SD_RxCpltCallback(): stm32746g_discovery_sd.c
- HAL_SD_TxCpltCallback() : stm32746g_discovery_sd.c
- haudio_in_sai : stm32746g_discovery_audio.c
- haudio_out_sai : stm32746g_discovery_audio.c
- haudio_tim : stm32746g_discovery_audio.c
- hDcmiHandler : stm32746g_discovery_camera.c
- hDma2dHandler: stm32746g_discovery_lcd.c
- hI2cAudioHandler: stm32746g_discovery.c
- hI2cExtHandler : stm32746g_discovery.c
- hLtdcHandler : stm32746g_discovery_lcd.c



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- I2cAddress : stm32746g_discovery_ts.c
- I2Cx_Error(): stm32746g_discovery.c
- I2Cx_Init(): stm32746g_discovery.c
- I2Cx_IsDeviceReady(): stm32746g_discovery.c
- I2Cx_MspInit(): stm32746g_discovery.c
- I2Cx_ReadMultiple(): stm32746g_discovery.c
- I2Cx_WriteMultiple(): stm32746g_discovery.c



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- KEY_BUTTON_EXTI_IRQn : stm32746g_discovery.h
- KEY_BUTTON_GPIO_CLK_DISABLE : stm32746g_discovery.h
- KEY_BUTTON_GPIO_CLK_ENABLE : stm32746g_discovery.h
- KEY_BUTTON_GPIO_PORT : stm32746g_discovery.h
- KEY_BUTTON_PIN: stm32746g_discovery.h



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- LCD_BL_CTRL_GPIO_CLK_DISABLE: stm32746g_discovery_lcd.h
- LCD_BL_CTRL_GPIO_CLK_ENABLE : stm32746g_discovery_lcd.h
- LCD_BL_CTRL_GPIO_PORT : stm32746g_discovery_lcd.h
- LCD_BL_CTRL_PIN: stm32746g_discovery_lcd.h
- LCD_COLOR_BLACK: stm32746g_discovery_lcd.h
- LCD_COLOR_BLUE: stm32746g_discovery_lcd.h
- LCD_COLOR_BROWN: stm32746g_discovery_lcd.h
- LCD_COLOR_CYAN : stm32746g_discovery_lcd.h
- LCD_COLOR_DARKBLUE: stm32746g_discovery_lcd.h
- LCD COLOR DARKCYAN: stm32746g discovery lcd.h
- LCD_COLOR_DARKGRAY: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKGREEN: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKMAGENTA: stm32746g_discovery_lcd.h
- LCD COLOR DARKRED: stm32746g discovery lcd.h
- LCD_COLOR_DARKYELLOW: stm32746g_discovery_lcd.h
- LCD_COLOR_GRAY: stm32746g_discovery_lcd.h
- LCD_COLOR_GREEN: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTBLUE: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTCYAN: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTGRAY: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTGREEN: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTMAGENTA: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTRED: stm32746g_discovery_lcd.h
- LCD COLOR LIGHTYELLOW: stm32746g discovery lcd.h
- LCD_COLOR_MAGENTA: stm32746g_discovery_lcd.h
- LCD_COLOR_ORANGE : stm32746g_discovery_lcd.h
- LCD_COLOR_RED: stm32746g_discovery_lcd.h
- LCD_COLOR_TRANSPARENT : stm32746g_discovery_lcd.h
- LCD_COLOR_WHITE: stm32746g_discovery_lcd.h
- LCD_COLOR_YELLOW: stm32746g_discovery_lcd.h
- LCD DEFAULT FONT: stm32746g discovery lcd.h
- LCD_DISP_GPIO_CLK_DISABLE : stm32746g_discovery_lcd.h
- LCD DISP GPIO CLK ENABLE: stm32746g discovery lcd.h
- LCD_DISP_GPIO_PORT: stm32746g_discovery_lcd.h
- LCD_DISP_PIN: stm32746g_discovery_lcd.h
- LCD_ERROR: stm32746g_discovery_lcd.h
- LCD_FB_START_ADDRESS: stm32746g_discovery_lcd.h
- LCD I2C ADDRESS: stm32746g discovery.h
- LCD_LayerCfgTypeDef: stm32746g_discovery_lcd.h
- LCD_OK: stm32746g_discovery_lcd.h
- LCD RELOAD IMMEDIATE: stm32746g discovery lcd.h
- LCD_RELOAD_VERTICAL_BLANKING: stm32746g_discovery_lcd.h
- LCD_TIMEOUT: stm32746g_discovery_lcd.h
- LED1: stm32746g_discovery.h
- LED1_GPIO_CLK_DISABLE: stm32746g_discovery.h
- LED1_GPIO_CLK_ENABLE : stm32746g_discovery.h
- LED1_GPIO_PORT : stm32746g_discovery.h
- LED1 PIN: stm32746g discovery.h
- LED_GREEN: stm32746g_discovery.h
- Led_TypeDef: stm32746g_discovery.h
- LEDn: stm32746g_discovery.h

- LEFT_MODE : stm32746g_discovery_lcd.h
- LL_ConvertLineToARGB8888(): stm32746g_discovery_lcd.c
- LL_FillBuffer(): stm32746g_discovery_lcd.c
- LTDC_ACTIVE_LAYER: stm32746g_discovery_lcd.h



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 - MAX_LAYER_NUMBER : stm32746g_discovery_lcd.h
 - MSD_ERROR: stm32746g_discovery_sd.h
 - MSD_ERROR_SD_NOT_PRESENT: stm32746g_discovery_sd.h
 - MSD_OK: stm32746g_discovery_sd.h

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 - OUTPUT_DEVICE_HEADPHONE1 : stm32746g_discovery_audio.h
 - OUTPUT_DEVICE_HEADPHONE2 : stm32746g_discovery_audio.h

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- POLY_X: stm32746g_discovery_lcd.cPOLY_Y: stm32746g_discovery_lcd.c
- pPoint : stm32746g_discovery_lcd.h



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- QSPI_AutoPollingMemReady(): stm32746g_discovery_qspi.c
- QSPI_BUSY: stm32746g_discovery_qspi.h
- QSPI_CLK_DISABLE : stm32746g_discovery_qspi.h
- QSPI_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_CLK_GPIO_CLK_ENABLE: stm32746g_discovery_qspi.h
- QSPI_CLK_GPIO_PORT : stm32746g_discovery_qspi.h
- QSPI_CLK_PIN: stm32746g_discovery_qspi.h
- QSPI CS GPIO CLK ENABLE: stm32746g discovery qspi.h
- QSPI_CS_GPIO_PORT: stm32746g_discovery_qspi.h
- QSPI_CS_PIN: stm32746g_discovery_qspi.h
- QSPI_D0_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_D0_GPIO_PORT : stm32746g_discovery_qspi.h
- QSPI_D0_PIN: stm32746g_discovery_qspi.h
- QSPI_D1_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_D1_GPIO_PORT: stm32746g_discovery_qspi.h
- QSPI_D1_PIN : stm32746g_discovery_qspi.h
- QSPI_D2_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_D2_GPIO_PORT : stm32746g_discovery_qspi.h
- QSPI_D2_PIN : stm32746g_discovery_qspi.h
- QSPI_D3_GPIO_CLK_ENABLE: stm32746g_discovery_qspi.h
- QSPI_D3_GPIO_PORT: stm32746g_discovery_qspi.h
- QSPI_D3_PIN: stm32746g_discovery_qspi.h
- QSPI DummyCyclesCfg(): stm32746g discovery qspi.c
- QSPI_ERROR: stm32746g_discovery_qspi.h
- QSPI_FLASH_SIZE : stm32746g_discovery_qspi.h
- QSPI_FORCE_RESET : stm32746g_discovery_qspi.h

- QSPI_NOT_SUPPORTED: stm32746g_discovery_qspi.h
- QSPI_OK: stm32746g_discovery_qspi.h
- QSPI_PAGE_SIZE : stm32746g_discovery_qspi.h
- QSPI_RELEASE_RESET: stm32746g_discovery_qspi.h
- QSPI_ResetMemory(): stm32746g_discovery_qspi.c
- QSPI_SUSPENDED: stm32746g_discovery_qspi.h
- QSPI_WriteEnable(): stm32746g_discovery_qspi.c
- QSPIHandle : stm32746g_discovery_qspi.c



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- r -
- REFRESH_COUNT: stm32746g_discovery_sdram.h
- RESOLUTION_R160x120 : stm32746g_discovery_camera.h

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- RESOLUTION_R320x240 : stm32746g_discovery_camera.h
- RESOLUTION_R480x272 : stm32746g_discovery_camera.h
- RESOLUTION_R640x480 : stm32746g_discovery_camera.h
- RIGHT_MODE: stm32746g_discovery_lcd.h



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- S -

- SAIx_In_DeInit(): stm32746g_discovery_audio.c
- SAIx_In_Init(): stm32746g_discovery_audio.c
- SAIx_Out_DeInit(): stm32746g_discovery_audio.c
- SAIx_Out_Init(): stm32746g_discovery_audio.c
- SD_DATATIMEOUT : stm32746g_discovery_sd.h
- SD_DETECT_EXTI_IRQn : stm32746g_discovery.h

- SD_DETECT_GPIO_CLK_DISABLE : stm32746g_discovery.h
- SD_DETECT_GPIO_CLK_ENABLE : stm32746g_discovery.h
- SD_DETECT_GPIO_PORT : stm32746g_discovery.h
- SD_DETECT_PIN: stm32746g_discovery.h
- SD_DetectIRQHandler : stm32746g_discovery_sd.h
- SD_DMAx_Rx_CHANNEL : stm32746g_discovery_sd.h
- SD_DMAx_Rx_IRQn : stm32746g_discovery_sd.h
- SD_DMAx_Rx_STREAM: stm32746g_discovery_sd.h
- SD DMAx Tx CHANNEL: stm32746g discovery sd.h
- SD_DMAx_Tx_IRQn: stm32746g_discovery_sd.h
- SD_DMAx_Tx_STREAM : stm32746g_discovery_sd.h
- SD_NOT_PRESENT: stm32746g_discovery_sd.h
- SD_PRESENT: stm32746g_discovery_sd.h
- SD_TRANSFER_BUSY: stm32746g_discovery_sd.h
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- SDRAM_DEVICE_ADDR: stm32746g_discovery_sdram.h
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- SDRAM_DMAx_IRQn: stm32746g_discovery_sdram.h
- SDRAM_DMAx_STREAM: stm32746g_discovery_sdram.h
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- SDRAM_MEMORY_WIDTH: stm32746g_discovery_sdram.h
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- TAMPER BUTTON EXTI IRQn: stm32746g discovery.h
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- TS_IO_Init(): stm32746g_discovery.c
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- TS_IRQ_PENDING: stm32746g_discovery_ts.h
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- TS_NO_IRQ_PENDING: stm32746g_discovery_ts.h
- TS_OK: stm32746g_discovery_ts.h
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- TS_SWAP_NONE : stm32746g_discovery_ts.h
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- TS_TouchEventTypeDef : stm32746g_discovery_ts.h
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• uSdHandle : stm32746g_discovery_sd.c



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- WAKEUP_BUTTON_EXTI_IRQn: stm32746g_discovery.h
- WAKEUP_BUTTON_GPIO_CLK_DISABLE: stm32746g_discovery.h
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- AUDIO_IO_DeInit(): stm32746g_discovery.c
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- BSP_AUDIO_IN_DeInit(): stm32746g_discovery_audio.c , stm32746g_discovery_audio.h
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- BSP AUDIO IN Pause(): stm32746g discovery audio.c, stm32746g discovery audio.h
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- BSP AUDIO IN Resume(): stm32746g discovery audio.c, stm32746g discovery audio.h
- BSP AUDIO IN SetVolume(): stm32746g discovery audio.c, stm32746g discovery audio.h
- BSP_AUDIO_IN_Stop(): stm32746g_discovery_audio.c , stm32746g_discovery_audio.h
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- BSP_CAMERA_ColorEffectConfig(): stm32746g_discovery_camera.c
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- BSP_LCD_SetLayerAddress(): stm32746g_discovery_lcd.c
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 - CAMERA_Delay(): stm32746g_discovery.c
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- EEPROM_IO_Init(): stm32746g_discovery.c , stm32746g_discovery_eeprom.h
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• FillTriangle(): stm32746g_discovery_lcd.c



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• GetSize(): stm32746g_discovery_camera.c



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- HAL_DCMI_ErrorCallback(): stm32746g_discovery_camera.c
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- HAL_SAI_RxHalfCpltCallback(): stm32746g_discovery_audio.c
- HAL_SAI_TxCpltCallback(): stm32746g_discovery_audio.c
- HAL_SAI_TxHalfCpltCallback(): stm32746g_discovery_audio.c
- HAL_SD_AbortCallback(): stm32746g_discovery_sd.c
- HAL_SD_RxCpltCallback(): stm32746g_discovery_sd.c
- HAL_SD_TxCpltCallback(): stm32746g_discovery_sd.c



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- I2Cx_Error(): stm32746g_discovery.c
- I2Cx_Init(): stm32746g_discovery.c
- I2Cx_IsDeviceReady(): stm32746g_discovery.c
- I2Cx_MspInit(): stm32746g_discovery.c
- I2Cx_ReadMultiple(): stm32746g_discovery.c
- I2Cx_WriteMultiple(): stm32746g_discovery.c

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- LL_ConvertLineToARGB8888(): stm32746g_discovery_lcd.c
- LL_FillBuffer(): stm32746g_discovery_lcd.c



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- QSPI_AutoPollingMemReady() : stm32746g_discovery_qspi.c
- QSPI_DummyCyclesCfg() : stm32746g_discovery_qspi.c
- QSPI_ResetMemory(): stm32746g_discovery_qspi.c
- QSPI_WriteEnable(): stm32746g_discovery_qspi.c



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- SAIx_In_DeInit() : stm32746g_discovery_audio.c
- SAIx_In_Init() : stm32746g_discovery_audio.c
- SAIx_Out_DeInit(): stm32746g_discovery_audio.c
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- TS_IO_Delay(): stm32746g_discovery.c
- TS_IO_Init(): stm32746g_discovery.c
- TS_IO_Read(): stm32746g_discovery.c
- TS_IO_Write(): stm32746g_discovery.c



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- ActiveLayer : stm32746g_discovery_lcd.c
- audio_drv : stm32746g_discovery_audio.c
- $\bullet \ Audio In Volume: stm 32746g_discovery_audio.c\ ,\ stm 32746g_discovery_audio.h \\$

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- BUTTON_IRQn : stm32746g_discovery.c
- BUTTON_PIN: stm32746g_discovery.c
- BUTTON_PORT : stm32746g_discovery.c

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- camera_drv : stm32746g_discovery_camera.c
- CameraCurrentResolution : stm32746g_discovery_camera.c
- CameraHwAddress : stm32746g_discovery_camera.c
- COM_RX_AF: stm32746g_discovery.c
- COM_RX_PIN: stm32746g_discovery.c
- COM_RX_PORT : stm32746g_discovery.c
- COM_TX_AF: stm32746g_discovery.c
- COM_TX_PIN: stm32746g_discovery.c
- COM_TX_PORT : stm32746g_discovery.c
- COM_USART : stm32746g_discovery.c
- Command : stm32746g_discovery_sdram.c

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• DrawProp : stm32746g_discovery_lcd.c

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- EEPROMAddress : stm32746g_discovery_eeprom.c
- EEPROMDataRead : stm32746g_discovery_eeprom.c
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• GPIO_PIN: stm32746g_discovery.c

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- haudio_in_sai : stm32746g_discovery_audio.c
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- hDcmiHandler : stm32746g_discovery_camera.c
- hDma2dHandler : stm32746g_discovery_lcd.c
- hI2cAudioHandler : stm32746g_discovery.c
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- hLtdcHandler : stm32746g_discovery_lcd.c

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• I2cAddress : stm32746g_discovery_ts.c

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• QSPIHandle : stm32746g_discovery_qspi.c

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• sdramHandle : stm32746g_discovery_sdram.c

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- Timing: stm32746g_discovery_sdram.c
- ts_event_string_tab: stm32746g_discovery_ts.h
- ts_gesture_id_string_tab: stm32746g_discovery_ts.h
- tsDriver : stm32746g_discovery_ts.c
- tsOrientation : stm32746g_discovery_ts.c
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href="group__STM32746G__DISCOVERY__LCD__Exported__Types.html#gace93ab3d3cf5a56891a5728ae2695e4



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href="group_STM32746G_DISCOVERY_LOW_LEVEL_Exported_Types.html#ga643816dfbad5c734fc25a2"

- ButtonMode_TypeDef: stm32746g_discovery.h
- Camera_StatusTypeDef : stm32746g_discovery_camera.h
- COM_TypeDef: stm32746g_discovery.h
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- Text_AlignModeTypdef: stm32746g_discovery_lcd.h
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- TS_StatusTypeDef : stm32746g_discovery_ts.h
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- BUTTON_KEY: stm32746g_discovery.h
- BUTTON_MODE_EXTI: stm32746g_discovery.h
- BUTTON_MODE_GPIO: stm32746g_discovery.h
- BUTTON_TAMPER: stm32746g_discovery.h
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- CAMERA_ERROR : stm32746g_discovery_camera.h
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- GEST_ID_MOVE_DOWN: stm32746g_discovery_ts.h
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- GEST_ID_MOVE_RIGHT : stm32746g_discovery_ts.h
- GEST_ID_MOVE_UP: stm32746g_discovery_ts.h
- GEST_ID_NB_MAX : stm32746g_discovery_ts.h
- GEST_ID_NO_GESTURE : stm32746g_discovery_ts.h
- GEST_ID_ZOOM_IN: stm32746g_discovery_ts.h
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- LED1 : stm32746g_discovery.h
- LED_GREEN: stm32746g_discovery.h
- LEFT_MODE : stm32746g_discovery_lcd.h

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• RIGHT_MODE : stm32746g_discovery_lcd.h

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- TOUCH_EVENT_CONTACT: stm32746g_discovery_ts.h
- TOUCH_EVENT_LIFT_UP: stm32746g_discovery_ts.h
- TOUCH_EVENT_NB_MAX : stm32746g_discovery_ts.h
- TOUCH_EVENT_NO_EVT: stm32746g_discovery_ts.h
- TOUCH_EVENT_PRESS_DOWN: stm32746g_discovery_ts.h
- TS_DEVICE_NOT_FOUND : stm32746g_discovery_ts.h
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- __DMAx_CLK_DISABLE : stm32746g_discovery_sdram.h
- __DMAx_CLK_ENABLE : stm32746g_discovery_sdram.h
- __DMAx_TxRx_CLK_ENABLE : stm32746g_discovery_sd.h
- __STM32746G_DISCO_BSP_VERSION : stm32746g_discovery.c
- __STM32746G_DISCO_BSP_VERSION_MAIN: stm32746g_discovery.c
- $\bullet __STM32746G_DISCO_BSP_VERSION_RC: stm32746g_discovery.c$
- $\bullet __STM32746G_DISCO_BSP_VERSION_SUB1: stm32746g_discovery.c$
- __STM32746G_DISCO_BSP_VERSION_SUB2 : stm32746g_discovery.c



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- ABS: stm32746g discovery lcd.c
- AUDIO_ERROR: stm32746g_discovery_audio.h
- AUDIO_I2C_ADDRESS: stm32746g_discovery.h
- AUDIO_IN_INT_GPIO_ENABLE : stm32746g_discovery_audio.h
- AUDIO_IN_INT_GPIO_PIN: stm32746g_discovery_audio.h
- AUDIO IN INT GPIO PORT: stm32746g discovery audio.h
- AUDIO_IN_INT_IRQ: stm32746g_discovery_audio.h
- AUDIO_IN_INT_IRQHandler: stm32746g_discovery_audio.h
- AUDIO_IN_IRQ_PREPRIO: stm32746g_discovery_audio.h
- AUDIO_IN_SAIx : stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_CLK_DISABLE: stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_CLK_ENABLE : stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_DMAx_CHANNEL: stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_DMAx_CLK_ENABLE : stm32746g_discovery_audio.h
- AUDIO IN SAIx DMAx IRQ: stm32746g discovery audio.h
- AUDIO_IN_SAIx_DMAx_IRQHandler : stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_DMAx_MEM_DATA_SIZE : stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_DMAx_PERIPH_DATA_SIZE: stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_DMAx_STREAM : stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_SD_AF: stm32746g_discovery_audio.h
- AUDIO IN SAIx SD ENABLE: stm32746g discovery audio.h
- AUDIO_IN_SAIx_SD_GPIO_PORT: stm32746g_discovery_audio.h
- AUDIO_IN_SAIx_SD_PIN: stm32746g_discovery_audio.h
- AUDIO_OK: stm32746g_discovery_audio.h
- AUDIO OUT IRO PREPRIO: stm32746g discovery audio.h
- AUDIO OUT SAIx: stm32746g discovery audio.h
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- AUDIO_OUT_SAIx_DMAx_CLK_ENABLE : stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_DMAx_IRQ : stm32746g_discovery_audio.h
- AUDIO OUT SAIx DMAx IRQHandler: stm32746g discovery audio.h
- AUDIO_OUT_SAIx_DMAx_MEM_DATA_SIZE: stm32746g_discovery_audio.h
- AUDIO OUT SAIx DMAx PERIPH DATA SIZE: stm32746g discovery audio.h
- AUDIO_OUT_SAIx_DMAx_STREAM: stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_FS_ENABLE : stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_FS_GPIO_PORT : stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_FS_PIN: stm32746g_discovery_audio.h
- AUDIO OUT SAIx FS SD MCLK AF: stm32746g discovery audio.h
- AUDIO_OUT_SAIx_MCLK_ENABLE : stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_MCLK_GPIO_PORT : stm32746g_discovery_audio.h
- AUDIO OUT SAIx MCLK PIN: stm32746g discovery audio.h
- AUDIO_OUT_SAIx_SCK_AF: stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_SCK_PIN : stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_SCK_SD_ENABLE: stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_SCK_SD_GPIO_PORT : stm32746g_discovery_audio.h
- AUDIO_OUT_SAIx_SD_PIN : stm32746g_discovery_audio.h
- AUDIO_TIMEOUT : stm32746g_discovery_audio.h
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- BSP_CAMERA_DMA_IRQHandler : stm32746g_discovery_camera.h
- BSP_CAMERA_IRQHandler: stm32746g_discovery_camera.h
- BSP_QSPI_MemoryMappedMode: stm32746g_discovery_qspi.h
- BSP SD CardInfo: stm32746g discovery sd.h
- BSP_SDMMC_DMA_Rx_IRQHandler : stm32746g_discovery_sd.h
- BSP_SDMMC_DMA_Tx_IRQHandler : stm32746g_discovery_sd.h
- BSP_SDMMC_IRQHandler: stm32746g_discovery_sd.h
- BSP_SDRAM_DMA_IRQHandler : stm32746g_discovery_sdram.h
- BUTTONn: stm32746g_discovery.h
- BUTTONx_GPIO_CLK_DISABLE: stm32746g_discovery.h
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- CAMERA_480x272_RES_X: stm32746g_discovery_camera.c
- CAMERA_480x272_RES_Y: stm32746g_discovery_camera.c
- CAMERA_I2C_ADDRESS : stm32746g_discovery.h
- CAMERA_QQVGA_RES_X : stm32746g_discovery_camera.c
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- CODEC_AUDIOFRAME_SLOT_0123: stm32746g_discovery_audio.h
- CODEC_AUDIOFRAME_SLOT_02 : stm32746g_discovery_audio.h
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- DEFAULT_AUDIO_IN_BIT_RESOLUTION: stm32746g_discovery_audio.h
- DEFAULT AUDIO IN CHANNEL NBR: stm32746g discovery audio.h
- DEFAULT_AUDIO_IN_FREQ : stm32746g_discovery_audio.h
- DEFAULT_AUDIO_IN_VOLUME : stm32746g_discovery_audio.h
- DISCOVERY_AUDIO_DMAx_CLK_ENABLE : stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx: stm32746g_discovery.h
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- DISCOVERY_AUDIO_I2Cx_ER_IRQn : stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_EV_IRQn: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_FORCE_RESET : stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_RELEASE_RESET : stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_PIN: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_SDA_AF: stm32746g_discovery.h
- DISCOVERY_AUDIO_I2Cx_SCL_SDA_GPIO_CLK_ENABLE: stm32746g_discovery.h
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- DISCOVERY_COM1_RX_AF: stm32746g_discovery.h
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- DISCOVERY COM1 RX GPIO PORT: stm32746g discovery.h
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- DISCOVERY_COM1_TX_AF: stm32746g_discovery.h
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- DISCOVERY_COM1_TX_GPIO_CLK_ENABLE : stm32746g_discovery.h
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- DISCOVERY_COMx_RX_GPIO_CLK_DISABLE: stm32746g_discovery.h
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- DISCOVERY COMx TX GPIO CLK ENABLE: stm32746g discovery.h
- DISCOVERY_EXT_DMAx_CLK_ENABLE : stm32746g_discovery.h
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- DISCOVERY_EXT_I2Cx_SCL_PIN: stm32746g_discovery.h
- DISCOVERY_EXT_I2Cx_SCL_SDA_AF: stm32746g_discovery.h
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- EEPROM_FAIL : stm32746g_discovery_eeprom.h
- EEPROM_I2C_ADDRESS_A01 : stm32746g_discovery.h
- EEPROM_I2C_ADDRESS_A02 : stm32746g_discovery.h
- EEPROM_MAX_SIZE : stm32746g_discovery_eeprom.h
- EEPROM_MAX_TRIALS : stm32746g_discovery_eeprom.h
- EEPROM_OK: stm32746g_discovery_eeprom.h
- EEPROM_PAGESIZE : stm32746g_discovery_eeprom.h
- EEPROM_TIMEOUT : stm32746g_discovery_eeprom.h



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- KEY_BUTTON_EXTI_IRQn : stm32746g_discovery.h
- KEY_BUTTON_GPIO_CLK_DISABLE : stm32746g_discovery.h
- KEY_BUTTON_GPIO_CLK_ENABLE : stm32746g_discovery.h
- KEY_BUTTON_GPIO_PORT : stm32746g_discovery.h
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- LCD BL CTRL GPIO CLK DISABLE: stm32746g discovery lcd.h
- LCD_BL_CTRL_GPIO_CLK_ENABLE : stm32746g_discovery_lcd.h
- LCD_BL_CTRL_GPIO_PORT : stm32746g_discovery_lcd.h
- LCD_BL_CTRL_PIN: stm32746g_discovery_lcd.h
- LCD_COLOR_BLACK: stm32746g_discovery_lcd.h
- LCD_COLOR_BLUE: stm32746g_discovery_lcd.h
- LCD_COLOR_BROWN: stm32746g_discovery_lcd.h
- LCD_COLOR_CYAN: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKBLUE: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKCYAN: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKGRAY: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKGREEN: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKMAGENTA: stm32746g_discovery_lcd.h
- LCD_COLOR_DARKRED : stm32746g_discovery_lcd.h
- LCD_COLOR_DARKYELLOW: stm32746g_discovery_lcd.h
- LCD_COLOR_GRAY: stm32746g_discovery_lcd.h
- LCD_COLOR_GREEN: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTBLUE: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTCYAN: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTGRAY: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTGREEN: stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTMAGENTA : stm32746g_discovery_lcd.h
- LCD_COLOR_LIGHTRED: stm32746g_discovery_lcd.h
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- LCD_COLOR_ORANGE: stm32746g_discovery_lcd.h
- LCD_COLOR_RED: stm32746g_discovery_lcd.h
- LCD_COLOR_TRANSPARENT : stm32746g_discovery_lcd.h
- LCD_COLOR_WHITE: stm32746g_discovery_lcd.h
- LCD_COLOR_YELLOW: stm32746g_discovery_lcd.h
- LCD_DEFAULT_FONT : stm32746g_discovery_lcd.h
- LCD_DISP_GPIO_CLK_DISABLE: stm32746g_discovery_lcd.h
- LCD_DISP_GPIO_CLK_ENABLE : stm32746g_discovery_lcd.h
- LCD_DISP_GPIO_PORT: stm32746g_discovery_lcd.h
- LCD_DISP_PIN: stm32746g_discovery_lcd.h
- LCD_ERROR: stm32746g_discovery_lcd.h
- LCD_FB_START_ADDRESS: stm32746g_discovery_lcd.h
- LCD_I2C_ADDRESS: stm32746g_discovery.h
- LCD LayerCfgTypeDef: stm32746g discovery lcd.h
- LCD_OK: stm32746g_discovery_lcd.h
- LCD_RELOAD_IMMEDIATE : stm32746g_discovery_lcd.h
- LCD_RELOAD_VERTICAL_BLANKING: stm32746g_discovery_lcd.h
- LCD_TIMEOUT : stm32746g_discovery_lcd.h
- LED1_GPIO_CLK_DISABLE: stm32746g_discovery.h
- LED1_GPIO_CLK_ENABLE : stm32746g_discovery.h
- LED1_GPIO_PORT: stm32746g_discovery.h
- LED1_PIN: stm32746g_discovery.h
- LEDn: stm32746g_discovery.h
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- MAX_LAYER_NUMBER : stm32746g_discovery_lcd.h
- MSD_ERROR: stm32746g_discovery_sd.h
- MSD_ERROR_SD_NOT_PRESENT : stm32746g_discovery_sd.h
- MSD_OK: stm32746g_discovery_sd.h



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 - OUTPUT_DEVICE_HEADPHONE1 : stm32746g_discovery_audio.h
 - OUTPUT_DEVICE_HEADPHONE2 : stm32746g_discovery_audio.h



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POLY_X: stm32746g_discovery_lcd.cPOLY_Y: stm32746g_discovery_lcd.c



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- QSPI BUSY: stm32746g discovery qspi.h
- QSPI_CLK_DISABLE: stm32746g_discovery_qspi.h
- QSPI_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_CLK_GPIO_CLK_ENABLE: stm32746g_discovery_qspi.h
- QSPI_CLK_GPIO_PORT : stm32746g_discovery_qspi.h
- QSPI CLK PIN: stm32746g discovery qspi.h
- QSPI_CS_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_CS_GPIO_PORT: stm32746g_discovery_qspi.h
- QSPI_CS_PIN: stm32746g_discovery_qspi.h
- QSPI_D0_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_D0_GPIO_PORT: stm32746g_discovery_qspi.h
- QSPI_D0_PIN: stm32746g_discovery_qspi.h
- QSPI_D1_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_D1_GPIO_PORT : stm32746g_discovery_qspi.h
- QSPI D1 PIN: stm32746g discovery qspi.h
- QSPI_D2_GPIO_CLK_ENABLE : stm32746g_discovery_qspi.h
- QSPI_D2_GPIO_PORT : stm32746g_discovery_qspi.h
- QSPI_D2_PIN : stm32746g_discovery_qspi.h
- QSPI_D3_GPIO_CLK_ENABLE: stm32746g_discovery_qspi.h
- QSPI_D3_GPIO_PORT: stm32746g_discovery_qspi.h
- QSPI D3 PIN: stm32746g discovery qspi.h
- QSPI_ERROR: stm32746g_discovery_qspi.h
- QSPI_FLASH_SIZE: stm32746g_discovery_qspi.h
- QSPI_FORCE_RESET : stm32746g_discovery_qspi.h
- QSPI NOT SUPPORTED: stm32746g_discovery_qspi.h
- QSPI_OK: stm32746g_discovery_qspi.h
- QSPI_PAGE_SIZE: stm32746g_discovery_qspi.h
- QSPI_RELEASE_RESET: stm32746g_discovery_qspi.h
- QSPI_SUSPENDED: stm32746g_discovery_qspi.h



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- REFRESH_COUNT: stm32746g_discovery_sdram.h
- RESOLUTION_R160x120 : stm32746g_discovery_camera.h
- RESOLUTION_R320x240 : stm32746g_discovery_camera.h
- RESOLUTION_R480x272 : stm32746g_discovery_camera.h
- RESOLUTION_R640x480 : stm32746g_discovery_camera.h



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- SD_DATATIMEOUT: stm32746g_discovery_sd.h
- SD_DETECT_EXTI_IRQn: stm32746g_discovery.h
- SD_DETECT_GPIO_CLK_DISABLE: stm32746g_discovery.h
- SD_DETECT_GPIO_CLK_ENABLE : stm32746g_discovery.h
- SD_DETECT_GPIO_PORT : stm32746g_discovery.h
- SD_DETECT_PIN : stm32746g_discovery.h
- SD_DetectIRQHandler: stm32746g_discovery_sd.h
- SD_DMAx_Rx_CHANNEL : stm32746g_discovery_sd.h
- SD_DMAx_Rx_IRQn: stm32746g_discovery_sd.h
- SD_DMAx_Rx_STREAM: stm32746g_discovery_sd.h
- SD_DMAx_Tx_CHANNEL: stm32746g_discovery_sd.h
- SD_DMAx_Tx_IRQn: stm32746g_discovery_sd.h
- SD_DMAx_Tx_STREAM: stm32746g_discovery_sd.h
- SD_NOT_PRESENT: stm32746g_discovery_sd.h
- SD_PRESENT : stm32746g_discovery_sd.h
- SD_TRANSFER_BUSY: stm32746g_discovery_sd.h
- SD_TRANSFER_OK: stm32746g_discovery_sd.h
- SDCLOCK_PERIOD: stm32746g_discovery_sdram.h
- SDRAM_DEVICE_ADDR: stm32746g_discovery_sdram.h
- SDRAM_DEVICE_SIZE : stm32746g_discovery_sdram.h
- SDRAM_DMAx_CHANNEL: stm32746g_discovery_sdram.h
- SDRAM_DMAx_IRQn: stm32746g_discovery_sdram.h
- SDRAM_DMAx_STREAM : stm32746g_discovery_sdram.h
- SDRAM_ERROR: stm32746g_discovery_sdram.h
- SDRAM_MEMORY_WIDTH: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_BURST_LENGTH_1 : stm32746g_discovery_sdram.h
- SDRAM_MODEREG_BURST_LENGTH_2 : stm32746g_discovery_sdram.h
- SDRAM_MODEREG_BURST_LENGTH_4: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_BURST_LENGTH_8: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_BURST_TYPE_INTERLEAVED: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_BURST_TYPE_SEQUENTIAL: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_CAS_LATENCY_2 : stm32746g_discovery_sdram.h
- SDRAM MODEREG CAS LATENCY 3: stm32746g discovery sdram.h
- SDRAM_MODEREG_OPERATING_MODE_STANDARD: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_WRITEBURST_MODE_PROGRAMMED: stm32746g_discovery_sdram.h
- SDRAM_MODEREG_WRITEBURST_MODE_SINGLE: stm32746g_discovery_sdram.h
- SDRAM_OK: stm32746g_discovery_sdram.h
- SDRAM_TIMEOUT: stm32746g_discovery_sdram.h
- SIGNALn: stm32746g_discovery.h



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- TAMPER_BUTTON_EXTI_IRQn : stm32746g_discovery.h
- TAMPER_BUTTON_GPIO_CLK_DISABLE : stm32746g_discovery.h
- TAMPER_BUTTON_GPIO_CLK_ENABLE : stm32746g_discovery.h
- TAMPER_BUTTON_GPIO_PORT: stm32746g_discovery.h
- TAMPER_BUTTON_PIN : stm32746g_discovery.h
- TS_I2C_ADDRESS: stm32746g_discovery.h
- TS_INT_EXTI_IRQn: stm32746g_discovery.h
- TS_INT_GPIO_CLK_DISABLE : stm32746g_discovery.h
- TS_INT_GPIO_CLK_ENABLE : stm32746g_discovery.h
- TS_INT_GPIO_PORT: stm32746g_discovery.h
- TS_INT_PIN: stm32746g_discovery.h
- TS_IRQ_PENDING: stm32746g_discovery_ts.h
- TS_MAX_NB_TOUCH: stm32746g_discovery_ts.h
- TS_NO_IRQ_PENDING: stm32746g_discovery_ts.h
- TS_SWAP_NONE : stm32746g_discovery_ts.h
- TS_SWAP_X : stm32746g_discovery_ts.h
- TS_SWAP_XY: stm32746g_discovery_ts.h
- TS_SWAP_Y: stm32746g_discovery_ts.h



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- WAKEUP_BUTTON_EXTI_IRQn: stm32746g_discovery.h
- WAKEUP_BUTTON_GPIO_CLK_DISABLE : stm32746g_discovery.h
- WAKEUP_BUTTON_GPIO_CLK_ENABLE : stm32746g_discovery.h
- WAKEUP_BUTTON_GPIO_PORT : stm32746g_discovery.h
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stm32746g_discovery.c File Reference

This file provides a set of firmware functions to manage LEDs, push-buttons and COM ports available on STM32746G-Discovery board(MB1191) from STMicroelectronics. More...

```
#include "stm32746g_discovery.h"
Go to the source code of this file.
```

Defines

```
"memItemRight"
 valign="bottom"> STM32746G DISCO BSP VERSION MAIN (0x02)
                                                                      STM32746G DISCOVERY BSP Drive
                                                                      V2.0.0.
                                                              #define __STM32746G_DISCO_BSP_VERSION
                                                              #define __STM32746G_DISCO_BSP_VERSION
                                                              #define __STM32746G_DISCO_BSP_VERSION
                                                              #define __STM32746G_DISCO_BSP_VERSION
Functions
                                                            static void I2Cx_MspInit (I2C_HandleTypeDef *i
                                                                      Initializes I2C MSP.
                                                            static void I2Cx_Init (I2C_HandleTypeDef *i2c_h
                                                                      Initializes I2C HAL.
                                            static HAL_StatusTypeDef I2Cx_ReadMultiple (I2C_HandleTypeI
                                                                      uint8_t Addr, uint16_t Reg, uint16_t M
                                                                      uint8_t *Buffer, uint16_t Length)
                                                                      Reads multiple data.
                                            static HAL_StatusTypeDef I2Cx_WriteMultiple (I2C_HandleType)
                                                                      uint8_t Addr, uint16_t Reg, uint16_t M
                                                                      uint8_t *Buffer, uint16_t Length)
                                                                      Writes a value in a register of the device
                                                                      using DMA mode.
                                            static HAL_StatusTypeDef I2Cx_IsDeviceReady (I2C_HandleType
                                                                      uint16_t DevAddress, uint32_t Trials)
                                                                      Checks if target device is ready for com-
                                                            static void I2Cx_Error (I2C_HandleTypeDef *i2c_
                                                                      Addr)
                                                                      Manages error callback by re-initializin
                                                                 void AUDIO_IO_Init (void)
                                                                      Initializes Audio low level.
                                                                 void AUDIO_IO_DeInit (void)
```

Deinitializes Audio low level. void AUDIO_IO_Write (uint8_t Addr, uint1

uint16_t AUDIO_IO_Read (uint8_t Addr, uint16

Writes a single data.

Value)

```
Reads a single data.
               void AUDIO_IO_Delay (uint32_t Delay)
                    AUDIO Codec delay.
               void TS_IO_Init (void)
                    Initializes Touchscreen low level.
               void TS_IO_Write (uint8_t Addr, uint8_t Reg, uint8_
                    Writes a single data.
             uint8_t TS_IO_Read (uint8_t Addr, uint8_t Reg)
                    Reads a single data.
               void TS_IO_Delay (uint32_t Delay)
                    TS delay.
               void CAMERA_IO_Init (void)
                    Initializes Camera low level.
               void CAMERA_Delay (uint32_t Delay)
                    Camera delay.
               void CAMERA_IO_Write (uint8_t Addr, uint8_t Re
                    Value)
                    Camera writes single data.
             uint8_t CAMERA_IO_Read (uint8_t Addr, uint8_t Reg
                    Camera reads single data.
               void EEPROM_IO_Init (void)
                    Initializes peripherals used by the I2C EEPRON
HAL_StatusTypeDef EEPROM_IO_WriteData (uint16_t DevAddress
                    MemAddress, uint8_t *pBuffer, uint32_t Buffer
                    Write data to I2C EEPROM driver in using DM
                    channel.
HAL_StatusTypeDef EEPROM_IO_ReadData (uint16_t DevAddress
                    MemAddress, uint8_t *pBuffer, uint32_t Buffer
                    Read data from I2C EEPROM driver in using D
                    channel.
HAL_StatusTypeDef EEPROM_IO_IsDeviceReady (uint16_t DevAc
                    uint32_t Trials)
                    Checks if target device is ready for communicat
           uint32_t BSP_GetVersion (void)
                    This method returns the STM32746G DISCOV
                    Driver revision.
               void BSP_LED_Init (Led_TypeDef Led)
                    Configures LED on GPIO.
               void BSP_LED_DeInit (Led_TypeDef Led)
                    DeInit LEDs.
               void BSP_LED_On (Led_TypeDef Led)
                    Turns selected LED On.
               void BSP_LED_Off (Led_TypeDef Led)
                    Turns selected LED Off.
               void BSP_LED_Toggle (Led_TypeDef Led)
                    Toggles the selected LED.
```

```
void BSP_PB_Init (Button_TypeDef Button_ButtonMode_TypeDef ButtonMode)
Configures button GPIO and EXTI Line
void BSP_PB_DeInit (Button_TypeDef Button Button DeInit.

uint32_t BSP_PB_GetState (Button_TypeDef Button Beturns the selected button state.

void BSP_COM_Init (COM_TypeDef COM_UART_HandleTypeDef *huart)
Configures COM port.

void BSP_COM_DeInit (COM_TypeDef COM_UART_HandleTypeDef *huart)
DeInit COM port.
```

Variables

```
const uint32_t GPIO_PIN [LEDn] = {LED1_PIN}
      GPIO_TypeDef * BUTTON_PORT [BUTTONn]
         const uint16_t BUTTON_PIN [BUTTONn]
         const uint16_t BUTTON_IRQn [BUTTONn]
     USART_TypeDef * COM_USART [COMn] = {DISCOVE
      GPIO_TypeDef * COM_TX_PORT [COMn] =
                     {DISCOVERY_COM1_TX_GPIO_PO
      GPIO TypeDef * COM RX PORT [COMn] =
                     {DISCOVERY_COM1_RX_GPIO_PC
         const uint16_t COM_TX_PIN [COMn] =
                     {DISCOVERY_COM1_TX_PIN}
         const uint16_t COM_RX_PIN [COMn] =
                     {DISCOVERY_COM1_RX_PIN}
         const uint16_t COM_TX_AF [COMn] =
                     {DISCOVERY_COM1_TX_AF}
         const uint16_t COM_RX_AF [COMn] =
                     {DISCOVERY_COM1_RX_AF}
static I2C_HandleTypeDef hI2cAudioHandler = {0}
static I2C_HandleTypeDef hI2cExtHandler = {0}
```

Detailed Description

This file provides a set of firmware functions to manage LEDs, push-buttons and COM ports available on STM32746G-Discovery board(MB1191) from STMicroelectronics.

Author:

MCD Application Team

Attention:

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Definition in file stm32746g_discovery.c.



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stm32746g_discovery.h File Reference

This file contains definitions for STM32746G_DISCOVERY's LEDs, push-buttons and COM ports hardware resources. More...

```
#include "stm32f7xx_hal.h"
Go to the source code of this file.
```

Defines

```
"memItemRight"
valign="bottom">LEDn ((uint8_t)1)

#define LED1_GPIO_PORT GPIOI

#define LED1_GPIO_CLK_ENABLE() __HAL_RCC_GPIOI_CLK_ENABLE()

#define LED1_GPIO_CLK_DISABLE() __HAL_RCC_GPIOI_CLK_DISABLE()
```

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```
#define LED1_PIN GPIO_PIN_1
#define BUTTONn ((uint8_t)3)
#define WAKEUP_BUTTON_PIN GPIO_PIN_11
      Wakeup push-button.
#define WAKEUP_BUTTON_GPIO_PORT GPIOI
#define WAKEUP_BUTTON_GPIO_CLK_ENABLE() __HAL_RCC_GPIOI_CLK_
#define WAKEUP_BUTTON_GPIO_CLK_DISABLE() __HAL_RCC_GPIOI_CLK
#define WAKEUP_BUTTON_EXTI_IRQn EXTI15_10_IRQn
#define TAMPER_BUTTON_PIN GPIO_PIN_11
      Tamper push-button.
#define TAMPER_BUTTON_GPIO_PORT GPIOI
#define TAMPER_BUTTON_GPIO_CLK_ENABLE() __HAL_RCC_GPIOI_CLK_
#define TAMPER_BUTTON_GPIO_CLK_DISABLE() __HAL_RCC_GPIOI_CLK
#define TAMPER_BUTTON_EXTI_IRQn EXTI15_10_IRQn
#define KEY_BUTTON_PIN GPIO_PIN_11
      Key push-button.
#define KEY_BUTTON_GPIO_PORT GPIOI
#define KEY_BUTTON_GPIO_CLK_ENABLE() __HAL_RCC_GPIOI_CLK_ENA
#define KEY_BUTTON_GPIO_CLK_DISABLE() __HAL_RCC_GPIOI_CLK_DIS
#define KEY_BUTTON_EXTI_IRQn EXTI15_10_IRQn
#define BUTTONx_GPIO_CLK_ENABLE(__INDEX__)
#define BUTTONx_GPIO_CLK_DISABLE(__INDEX__)
#define SIGNALn ((uint8_t)1)
#define SD_DETECT_PIN GPIO_PIN_13
      SD-detect signal.
#define SD_DETECT_GPIO_PORT GPIOC
#define SD_DETECT_GPIO_CLK_ENABLE() __HAL_RCC_GPIOC_CLK_ENAB
#define SD_DETECT_GPIO_CLK_DISABLE() __HAL_RCC_GPIOC_CLK_DISA
#define SD_DETECT_EXTI_IRQn EXTI15_10_IRQn
#define TS_INT_PIN GPIO_PIN_13
      Touch screen interrupt signal.
#define TS_INT_GPIO_PORT GPIOI
#define TS_INT_GPIO_CLK_ENABLE() __HAL_RCC_GPIOI_CLK_ENABLE()
#define TS INT GPIO CLK DISABLE() HAL RCC GPIOI CLK DISABLE()
#define TS_INT_EXTI_IRQn EXTI15_10_IRQn
#define COMn ((uint8_t)1)
#define DISCOVERY_COM1 USART1
      Definition for COM port1, connected to USART1.
#define DISCOVERY_COM1_CLK_ENABLE() __HAL_RCC_USART1_CLK_EN
#define DISCOVERY_COM1_CLK_DISABLE() __HAL_RCC_USART1_CLK_DI
#define DISCOVERY_COM1_TX_PIN GPIO_PIN_9
#define DISCOVERY_COM1_TX_GPIO_PORT GPIOA
#define DISCOVERY_COM1_TX_GPIO_CLK_ENABLE() __HAL_RCC_GPIOA_
#define DISCOVERY_COM1_TX_GPIO_CLK_DISABLE() __HAL_RCC_GPIOA
```

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#define DISCOVERY_COM1_TX_AF GPIO_AF7_USART1

```
#define DISCOVERY_COM1_RX_PIN GPIO_PIN_7
#define DISCOVERY_COM1_RX_GPIO_PORT GPIOB
#define DISCOVERY_COM1_RX_GPIO_CLK_ENABLE() __HAL_RCC_GPIOB_CLK_E
#define DISCOVERY_COM1_RX_GPIO_CLK_DISABLE() __HAL_RCC_GPIOB_CLK_I
#define DISCOVERY_COM1_RX_AF GPIO_AF7_USART1
#define DISCOVERY_COM1_IRQn USART1_IRQn
#define DISCOVERY_COMx_CLK_ENABLE(__INDEX__) do { if((__INDEX__) == COM
      DISCOVERY_COM1_CLK_ENABLE(); } while(0)
#define DISCOVERY_COMx_CLK_DISABLE(_INDEX__) (((_INDEX__) == 0)?
      DISCOVERY_COM1_CLK_DISABLE(): 0)
#define DISCOVERY_COMx_TX_GPIO_CLK_ENABLE(__INDEX__) do { if((__INDEX_
      DISCOVERY_COM1_TX_GPIO_CLK_ENABLE(); } while(0)
#define DISCOVERY_COMx_TX_GPIO_CLK_DISABLE(__INDEX__) (((__INDEX__) =
      DISCOVERY_COM1_TX_GPIO_CLK_DISABLE(): 0)
#define DISCOVERY_COMx_RX_GPIO_CLK_ENABLE(__INDEX__) do { if((__INDEX_
      DISCOVERY_COM1_RX_GPIO_CLK_ENABLE(); } while(0)
#define DISCOVERY_COMx_RX_GPIO_CLK_DISABLE(__INDEX__) (((__INDEX__) =
      DISCOVERY_COM1_RX_GPIO_CLK_DISABLE(): 0)
#define LCD_I2C_ADDRESS ((uint16_t)0x70)
#define CAMERA_I2C_ADDRESS ((uint16_t)0x60)
#define AUDIO_I2C_ADDRESS ((uint16_t)0x34)
#define EEPROM_I2C_ADDRESS_A01 ((uint16_t)0xA0)
#define EEPROM_I2C_ADDRESS_A02 ((uint16_t)0xA6)
#define TS_I2C_ADDRESS ((uint16_t)0x70)
#define DISCOVERY_AUDIO_I2Cx I2C3
#define DISCOVERY_AUDIO_I2Cx_CLK_ENABLE() __HAL_RCC_I2C3_CLK_ENABL
#define DISCOVERY_AUDIO_DMAx_CLK_ENABLE() __HAL_RCC_DMA1_CLK_ENABLE()
#define DISCOVERY_AUDIO_I2Cx_SCL_SDA_GPIO_CLK_ENABLE() __HAL_RCC_G
#define DISCOVERY_AUDIO_I2Cx_FORCE_RESET() __HAL_RCC_I2C3_FORCE_RES
#define DISCOVERY_AUDIO_I2Cx_RELEASE_RESET() __HAL_RCC_I2C3_RELEASE
#define DISCOVERY_AUDIO_I2Cx_SCL_PIN GPIO_PIN_7
#define DISCOVERY_AUDIO_I2Cx_SCL_SDA_GPIO_PORT GPIOH
#define DISCOVERY_AUDIO_I2Cx_SCL_SDA_AF GPIO_AF4_I2C3
#define DISCOVERY_AUDIO_I2Cx_SDA_PIN GPIO_PIN_8
#define DISCOVERY_AUDIO_I2Cx_EV_IRQn I2C3_EV_IRQn
#define DISCOVERY_AUDIO_I2Cx_ER_IRQn I2C3_ER_IRQn
#define DISCOVERY_EXT_I2Cx I2C1
#define DISCOVERY_EXT_I2Cx_CLK_ENABLE() __HAL_RCC_I2C1_CLK_ENABLE()
#define DISCOVERY_EXT_DMAx_CLK_ENABLE() __HAL_RCC_DMA1_CLK_ENABI
#define DISCOVERY_EXT_I2Cx_SCL_SDA_GPIO_CLK_ENABLE() __HAL_RCC_GPIO
#define DISCOVERY_EXT_I2Cx_FORCE_RESET() __HAL_RCC_I2C1_FORCE_RESET
#define DISCOVERY_EXT_I2Cx_RELEASE_RESET() __HAL_RCC_I2C1_RELEASE_R
#define DISCOVERY_EXT_I2Cx_SCL_PIN GPIO_PIN_8
#define DISCOVERY_EXT_I2Cx_SCL_SDA_GPIO_PORT GPIOB
#define DISCOVERY_EXT_I2Cx_SCL_SDA_AF GPIO_AF4_I2C1
```

#define DISCOVERY_EXT_I2Cx_SDA_PIN GPIO_PIN_9

```
#define DISCOVERY_EXT_I2Cx_EV_IRQn I2C1_EV_IRQn #define DISCOVERY_EXT_I2Cx_ER_IRQn I2C1_ER_IRQn
```

Enumerations

```
enum Led_TypeDef { LED1 = 0, LED_GREEN = LED1 }
enum Button_TypeDef { BUTTON_WAKEUP = 0, BUTTON_TAMPER = 1, BUT
enum ButtonMode_TypeDef { BUTTON_MODE_GPIO = 0, BUTTON_MODE_EX
enum COM_TypeDef { COM1 = 0, COM2 = 1 }
```

Functions

```
uint32_t BSP_GetVersion (void)
        This method returns the STM32746G DISCOVERY BSP Driver revision.
   void BSP_LED_Init (Led_TypeDef Led)
        Configures LED on GPIO.
   void BSP_LED_DeInit (Led_TypeDef Led)
        DeInit LEDs.
   void BSP_LED_On (Led_TypeDef Led)
        Turns selected LED On.
   void BSP_LED_Off (Led_TypeDef Led)
        Turns selected LED Off.
   void BSP_LED_Toggle (Led_TypeDef Led)
        Toggles the selected LED.
   void BSP_PB_Init (Button_TypeDef Button, ButtonMode_TypeDef ButtonMode)
        Configures button GPIO and EXTI Line.
   void BSP_PB_DeInit (Button_TypeDef Button)
        Push Button DeInit.
uint32_t BSP_PB_GetState (Button_TypeDef Button)
        Returns the selected button state.
   void BSP_COM_Init (COM_TypeDef COM, UART_HandleTypeDef *huart)
        Configures COM port.
   void BSP_COM_DeInit (COM_TypeDef COM, UART_HandleTypeDef *huart)
        DeInit COM port.
```

Detailed Description

This file contains definitions for STM32746G_DISCOVERY's LEDs, push-buttons and COM ports hardware resources.

Author:

MCD Application Team

Attention:

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Definition in file stm32746g_discovery.h.



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Functions | Variables

stm32746g_discovery_audio.c File Reference
This file provides the Audio driver for the STM32746G-Discovery board. More...

#include "stm32746g_discovery_audio.h"
Go to the source code of this file.

Functions

```
static void&"memItemRight"
valign="bottom">SAIx_Out_Init
(uint32_t AudioFreq)
```

Initializes the output Audio Codec audio interface (SAI).

static void SAIx_Out_DeInit (void)

Deinitializes the output Audio Codec audio interface (SAI).

static void SAIx_In_Init (uint32_t SaiOutMode, uint32_t SlotActive, uint32_t AudioFreq)

Initializes the input Audio Codec audio interface (SAI).

static void SAIx_In_DeInit (void)

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```
Deinitializes the output Audio Codec audio interface (SAI).
     uint8_t BSP_AUDIO_OUT_Init (uint16_t OutputDevice, uint8_t Volume,
            uint32 t AudioFreq)
            Configures the audio peripherals.
     uint8 t BSP AUDIO OUT Play (uint16 t *pBuffer, uint32 t Size)
            Starts playing audio stream from a data buffer for a determined size.
       void BSP_AUDIO_OUT_ChangeBuffer (uint16_t *pData, uint16_t Size)
            Sends n-Bytes on the SAI interface.
     uint8 t BSP AUDIO OUT Pause (void)
            This function Pauses the audio file stream.
     uint8_t BSP_AUDIO_OUT_Resume (void)
            This function Resumes the audio file stream.
     uint8_t BSP_AUDIO_OUT_Stop (uint32_t Option)
            Stops audio playing and Power down the Audio Codec.
     uint8 t BSP AUDIO OUT SetVolume (uint8 t Volume)
            Controls the current audio volume level.
     uint8_t BSP_AUDIO_OUT_SetMute (uint32_t Cmd)
            Enables or disables the MUTE mode by software.
     uint8_t BSP_AUDIO_OUT_SetOutputMode (uint8_t Output)
            Switch dynamically (while audio file is played) the output target
            (speaker or headphone).
       void BSP_AUDIO_OUT_SetFrequency (uint32_t AudioFreq)
            Updates the audio frequency.
       void BSP_AUDIO_OUT_SetAudioFrameSlot (uint32_t AudioFrameSlot)
            Updates the Audio frame slot configuration.
       void BSP AUDIO OUT DeInit (void)
            Deinit the audio peripherals.
       void HAL_SAI_TxCpltCallback (SAI_HandleTypeDef *hsai)
            Tx Transfer completed callbacks.
       void HAL_SAI_TxHalfCpltCallback (SAI_HandleTypeDef *hsai)
            Tx Half Transfer completed callbacks.
       void HAL_SAI_ErrorCallback (SAI_HandleTypeDef *hsai)
            SAI error callbacks.
__weak void BSP_AUDIO_OUT_TransferComplete_CallBack (void)
            Manages the DMA full Transfer complete event.
__weak void BSP_AUDIO_OUT_HalfTransfer_CallBack (void)
            Manages the DMA Half Transfer complete event.
__weak void BSP_AUDIO_OUT_Error_CallBack (void)
            Manages the DMA FIFO error event.
weak void BSP AUDIO OUT MspInit (SAI HandleTypeDef *hsai, void
            *Params)
            Initializes BSP_AUDIO_OUT MSP.
__weak void BSP_AUDIO_OUT_MspDeInit (SAI_HandleTypeDef *hsai, void
            *Params)
            Deinitializes SAI MSP.
```

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```
__weak void BSP_AUDIO_OUT_ClockConfig (SAI_HandleTypeDef *hsai,
            uint32_t AudioFreq, void *Params)
            Clock Config.
     uint8_t BSP_AUDIO_IN_Init (uint32_t AudioFreq, uint32_t BitRes, uint32_t
            ChnlNbr)
            Initializes wave recording.
     uint8_t BSP_AUDIO_IN_InitEx (uint16_t InputDevice, uint32_t AudioFreq,
            uint32 t BitRes, uint32 t ChnlNbr)
            Initializes wave recording.
     uint8_t BSP_AUDIO_IN_OUT_Init (uint16_t InputDevice, uint16_t
            OutputDevice, uint32_t AudioFreq, uint32_t BitRes, uint32_t
            ChnlNbr)
            Initializes wave recording and playback in parallel.
     uint8_t BSP_AUDIO_IN_Record (uint16_t *pbuf, uint32_t size)
            Starts audio recording.
     uint8_t BSP_AUDIO_IN_Stop (uint32_t Option)
            Stops audio recording.
     uint8 t BSP AUDIO IN Pause (void)
            Pauses the audio file stream.
     uint8 t BSP AUDIO IN Resume (void)
            Resumes the audio file stream.
     uint8 t BSP AUDIO IN SetVolume (uint8 t Volume)
            Controls the audio in volume level.
       void BSP_AUDIO_IN_DeInit (void)
            Deinit the audio IN peripherals.
       void HAL_SAI_RxCpltCallback (SAI_HandleTypeDef *hsai)
            Rx Transfer completed callbacks.
       void HAL_SAI_RxHalfCpltCallback (SAI_HandleTypeDef *hsai)
            Rx Half Transfer completed callbacks.
__weak void BSP_AUDIO_IN_TransferComplete_CallBack (void)
            User callback when record buffer is filled.
__weak void BSP_AUDIO_IN_HalfTransfer_CallBack (void)
            Manages the DMA Half Transfer complete event.
__weak void BSP_AUDIO_IN_Error_CallBack (void)
            Audio IN Error callback function.
__weak void BSP_AUDIO_IN_MspInit (SAI_HandleTypeDef *hsai, void
            *Params)
            Initializes BSP_AUDIO_IN MSP.
__weak void BSP_AUDIO_IN_MspDeInit (SAI_HandleTypeDef *hsai, void
            *Params)
            DeInitializes BSP_AUDIO_IN MSP.
```

Variables

```
AUDIO_DrvTypeDef * audio_drv

SAI_HandleTypeDef haudio_out_sai = {0}

SAI_HandleTypeDef haudio_in_sai = {0}
```

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```
TIM_HandleTypeDef haudio_tim
uint16_t __IO AudioInVolume = DEFAULT_AUDIO_IN_VOLUME
```

Detailed Description

This file provides the Audio driver for the STM32746G-Discovery board.

Author:

```
MCD Application Team
```

```
How To use this driver:
  + This driver supports STM32F7xx devices on STM32746G-Discovery (MB1191) boar
   + Call the function BSP_AUDIO_OUT_Init(
                                    OutputDevice: physical output mode (OUTPUT_I
                                                  OUTPUT_DEVICE_HEADPHONE or OUT
                                               : Initial volume to be set (0 is
                                    Volume
                                    AudioFreq : Audio frequency in Hz (8000, 3
                                                  this parameter is relative to
      This function configures all the hardware required for the audio applicat:
      GPIOs, DMA and interrupt if needed). This function returns AUDIO_OK if con
     If the returned value is different from AUDIO_OK or the function is stuck
     the codec or the MFX has failed (try to un-plug the power or reset device
      - OUTPUT_DEVICE_SPEAKER : only speaker will be set as output for the aud:
      - OUTPUT_DEVICE_HEADPHONE: only headphones will be set as output for the a
                               : both Speaker and Headphone are used as outputs
      - OUTPUT_DEVICE_BOTH
                                 at the same time.
     Note. On STM32746G-Discovery SAI_DMA is configured in CIRCULAR mode. Due t
        does NOT need to call {\tt BSP\_AUDIO\_OUT\_ChangeBuffer()} to assure streaming.
   + Call the function BSP_DISCOVERY_AUDIO_OUT_Play(
                                  pBuffer: pointer to the audio data file address
                                         : size of the buffer to be sent in Byte
      to start playing (for the first time) from the audio file/stream.
  + Call the function BSP_AUDIO_OUT_Pause() to pause playing
  + Call the function BSP_AUDIO_OUT_Resume() to resume playing.
       Note. After calling BSP_AUDIO_OUT_Pause() function for pause, only BSP_AU
          for resume (it is not allowed to call BSP_AUDIO_OUT_Play() in this case
       Note. This function should be called only when the audio file is played
   + For each mode, you may need to implement the relative callback functions in
      The Callback functions are named AUDIO_OUT_XXX_CallBack() and only their p
      the stm32746g_discovery_audio.h file. (refer to the example for more deta:
   + To Stop playing, to modify the volume level, the frequency, the audio frame
```

Driver architecture:

+ This driver provides the High Audio Layer: consists of the function API exp (BSP_AUDIO_OUT_Init(), BSP_AUDIO_OUT_Play() ...)

BSP_AUDIO_OUT_SetMute() and BSP_AUDIO_OUT_Stop().

+ This driver provide also the Media Access Layer (MAL): which consists of fu providing the audio file/stream. These functions are also included as local the stm32746g_discovery_audio_codec.c file (SAIx_Out_Init() and SAIx_Out_Dec.

the device output mode the mute or the stop, use the functions: BSP_AUDIO_AUDIO_OUT_SetFrequency(), BSP_AUDIO_OUT_SetAudioFrameSlot(), BSP_AUDIO_OUT_SetAudi

+ The driver API and the callback functions are at the end of the stm32746q_c

Known Limitations:

1- If the TDM Format used to play in parallel 2 audio Stream (the first Stream in SLOT1) the Pause/Resume, volume and mute feature will control the

2- Parsing of audio file is not implemented (in order to determine audio file File size, Audio Frequency, Audio Data header size ...). The configuration

3- Supports only Stereo audio streaming. 4- Supports only 16-bits audio data size.

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Definition in file stm32746g_discovery_audio.c.



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- STM32746G-Discovery

Defines | Functions | Variables

stm32746g_discovery_audio.h File Reference

This file contains the common defines and functions prototypes for the stm32746g_discovery_audio.c driver. More...

#include "../Components/wm8994/wm8994.h"
#include "stm32746g_discovery.h"
Go to the source code of this file.

Defines

```
"memItemRight"
_AUDIOFRAME_SLOT_0123 SAI_SLOTACTIVE_0
                      I SAI SLOTACTIVE 11
                       SAI SLOTACTIVE 21
                        SAI_SLOTACTIVE_3
                                  #define CODEC AUDIOFRAME SLOT 02 SAI SLOTACTIVE 0 | SAI SLOTA
                                   #define CODEC_AUDIOFRAME_SLOT_13 SAI_SLOTACTIVE_1 | SAI_SLOTA
                                   #define AUDIO_OUT_SAIx SAI2_Block_A
                                   #define AUDIO_OUT_SAIx_CLK_ENABLE() __HAL_RCC_SAI2_CLK_ENABL
                                   #define AUDIO_OUT_SAIx_CLK_DISABLE() __HAL_RCC_SAI2_CLK_DISAB
                                   #define AUDIO_OUT_SAIx_SCK_AF GPIO_AF10_SAI2
                                   #define AUDIO_OUT_SAIx_FS_SD_MCLK_AF GPIO_AF10_SAI2
                                   #define AUDIO_OUT_SAIx_MCLK_ENABLE() __HAL_RCC_GPIOI_CLK_ENA
                                   #define AUDIO_OUT_SAIx_MCLK_GPIO_PORT GPIOI
                                   #define AUDIO_OUT_SAIx_MCLK_PIN GPIO_PIN_4
                                   #define AUDIO_OUT_SAIx_SCK_SD_ENABLE() __HAL_RCC_GPIOI_CLK_EN
                                   #define AUDIO_OUT_SAIx_SCK_SD_GPIO_PORT GPIOI
                                   #define AUDIO_OUT_SAIx_SCK_PIN GPIO_PIN_5
                                   #define AUDIO_OUT_SAIx_SD_PIN GPIO_PIN_6
                                   #define AUDIO_OUT_SAIx_FS_ENABLE() __HAL_RCC_GPIOI_CLK_ENABLE
                                   #define AUDIO_OUT_SAIx_FS_GPIO_PORT GPIOI
                                   #define AUDIO_OUT_SAIx_FS_PIN GPIO_PIN_7
                                   #define AUDIO_OUT_SAIx_DMAx_CLK_ENABLE() __HAL_RCC_DMA2_CLI
                                   #define AUDIO_OUT_SAIx_DMAx_STREAM DMA2_Stream4
                                   #define AUDIO_OUT_SAIx_DMAx_CHANNEL DMA_CHANNEL_3
                                   #define AUDIO_OUT_SAIx_DMAx_IRQ DMA2_Stream4_IRQn
                                   #define AUDIO_OUT_SAIx_DMAx_PERIPH_DATA_SIZE DMA_PDATAALIG
                                   #define AUDIO_OUT_SAIx_DMAx_MEM_DATA_SIZE DMA_MDATAALIGN_
                                   #define DMA_MAX_SZE ((uint16_t)0xFFFF)
                                   #define AUDIO_OUT_SAIx_DMAx_IRQHandler DMA2_Stream4_IRQHandler
                                   #define AUDIO_OUT_IRQ_PREPRIO ((uint32_t)0x0E) /* Select the preemption pr
                                         the highest) */
                                   #define AUDIO_IN_SAIx SAI2_Block_B
                                   #define AUDIO_IN_SAIx_CLK_ENABLE() __HAL_RCC_SAI2_CLK_ENABLE(
                                   #define AUDIO_IN_SAIx_CLK_DISABLE() __HAL_RCC_SAI2_CLK_DISABLE
                                   #define AUDIO_IN_SAIx_SD_AF GPIO_AF10_SAI2
                                   #define AUDIO_IN_SAIx_SD_ENABLE() __HAL_RCC_GPIOG_CLK_ENABLE
                                   #define AUDIO_IN_SAIx_SD_GPIO_PORT GPIOG
                                   #define AUDIO_IN_SAIx_SD_PIN GPIO_PIN_10
                                   #define AUDIO_IN_INT_GPIO_ENABLE() __HAL_RCC_GPIOH_CLK_ENABL
                                   #define AUDIO_IN_INT_GPIO_PORT GPIOH
                                   #define AUDIO_IN_INT_GPIO_PIN GPIO_PIN_15
                                   #define AUDIO_IN_INT_IRQ EXTI15_10_IRQn
```

#define AUDIO_IN_SAIx_DMAx_CLK_ENABLE() __HAL_RCC_DMA2_CLK_

```
#define AUDIO_IN_SAIx_DMAx_STREAM DMA2_Stream7
#define AUDIO_IN_SAIx_DMAx_CHANNEL DMA_CHANNEL_0
#define AUDIO_IN_SAIx_DMAx_IRQ DMA2_Stream7_IRQn
#define AUDIO_IN_SAIx_DMAx_PERIPH_DATA_SIZE DMA_PDATAALIGN_HALFW
#define AUDIO_IN_SAIx_DMAx_MEM_DATA_SIZE DMA_MDATAALIGN_HALFWO
#define AUDIO_IN_SAIx_DMAx_IRQHandler DMA2_Stream7_IRQHandler
#define AUDIO_IN_INT_IRQHandler EXTI15_10_IRQHandler
#define AUDIO_IN_IRQ_PREPRIO ((uint32_t)0x0F) /* Select the preemption priority level
      highest) */
#define AUDIODATA_SIZE ((uint16_t)2) /* 16-bits audio data size */
#define AUDIO_OK ((uint8_t)0)
#define AUDIO_ERROR ((uint8_t)1)
#define AUDIO_TIMEOUT ((uint8_t)2)
#define DEFAULT_AUDIO_IN_FREQ I2S_AUDIOFREQ_16K
#define DEFAULT_AUDIO_IN_BIT_RESOLUTION ((uint8_t)16)
#define DEFAULT_AUDIO_IN_CHANNEL_NBR ((uint8_t)2) /* Mono = 1, Stereo = 2 */
#define DEFAULT_AUDIO_IN_VOLUME ((uint16_t)64)
#define CODEC_RESET_DELAY ((uint8_t)5)
#define OUTPUT_DEVICE_HEADPHONE1 OUTPUT_DEVICE_HEADPHONE
#define OUTPUT_DEVICE_HEADPHONE2 OUTPUT_DEVICE_SPEAKER /* Headphon
      connected to Speaker output of the wm8994 */
#define DMA_MAX(x) (((x) \leq DMA_MAX_SZE)? (x):DMA_MAX_SZE)
```

Functions

```
uint8_t BSP_AUDIO_OUT_Init (uint16_t OutputDevice, uint8_t Volume, uint32_t AudioFre
       Configures the audio peripherals.
uint8_t BSP_AUDIO_OUT_Play (uint16_t *pBuffer, uint32_t Size)
       Starts playing audio stream from a data buffer for a determined size.
  void BSP_AUDIO_OUT_ChangeBuffer (uint16_t *pData, uint16_t Size)
       Sends n-Bytes on the SAI interface.
uint8_t BSP_AUDIO_OUT_Pause (void)
       This function Pauses the audio file stream.
uint8_t BSP_AUDIO_OUT_Resume (void)
       This function Resumes the audio file stream.
uint8_t BSP_AUDIO_OUT_Stop (uint32_t Option)
       Stops audio playing and Power down the Audio Codec.
uint8 t BSP AUDIO OUT SetVolume (uint8 t Volume)
       Controls the current audio volume level.
  void BSP_AUDIO_OUT_SetFrequency (uint32_t AudioFreq)
       Updates the audio frequency.
  void BSP_AUDIO_OUT_SetAudioFrameSlot (uint32_t AudioFrameSlot)
       Updates the Audio frame slot configuration.
uint8_t BSP_AUDIO_OUT_SetMute (uint32_t Cmd)
       Enables or disables the MUTE mode by software.
```

uint8_t BSP_AUDIO_OUT_SetOutputMode (uint8_t Output)

Switch dynamically (while audio file is played) the output target (speaker or headphore

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```
void BSP_AUDIO_OUT_DeInit (void)
            Deinit the audio peripherals.
__weak void BSP_AUDIO_OUT_TransferComplete_CallBack (void)
            Manages the DMA full Transfer complete event.
__weak void BSP_AUDIO_OUT_HalfTransfer_CallBack (void)
            Manages the DMA Half Transfer complete event.
__weak void BSP_AUDIO_OUT_Error_CallBack (void)
            Manages the DMA FIFO error event.
__weak void BSP_AUDIO_OUT_ClockConfig (SAI_HandleTypeDef *hsai, uint32_t Aud
            *Params)
            Clock Config.
__weak void BSP_AUDIO_OUT_MspInit (SAI_HandleTypeDef *hsai, void *Params)
            Initializes BSP_AUDIO_OUT MSP.
__weak void BSP_AUDIO_OUT_MspDeInit (SAI_HandleTypeDef *hsai, void *Params)
            Deinitializes SAI MSP.
     uint8_t BSP_AUDIO_IN_Init (uint32_t AudioFreq, uint32_t BitRes, uint32_t ChnlN
            Initializes wave recording.
     uint8_t BSP_AUDIO_IN_InitEx (uint16_t InputDevice, uint32_t AudioFreq, uint32_
            uint32 t ChnlNbr)
            Initializes wave recording.
     uint8_t BSP_AUDIO_IN_OUT_Init (uint16_t InputDevice, uint16_t OutputDevice, u
            AudioFreq, uint32_t BitRes, uint32_t ChnlNbr)
            Initializes wave recording and playback in parallel.
     uint8_t BSP_AUDIO_IN_Record (uint16_t *pData, uint32_t Size)
            Starts audio recording.
     uint8_t BSP_AUDIO_IN_Stop (uint32_t Option)
            Stops audio recording.
     uint8_t BSP_AUDIO_IN_Pause (void)
            Pauses the audio file stream.
     uint8 t BSP AUDIO IN Resume (void)
            Resumes the audio file stream.
     uint8_t BSP_AUDIO_IN_SetVolume (uint8_t Volume)
            Controls the audio in volume level.
       void BSP_AUDIO_IN_DeInit (void)
            Deinit the audio IN peripherals.
       void BSP_AUDIO_IN_TransferComplete_CallBack (void)
            User callback when record buffer is filled.
       void BSP_AUDIO_IN_HalfTransfer_CallBack (void)
            Manages the DMA Half Transfer complete event.
       void BSP AUDIO IN Error CallBack (void)
            Audio IN Error callback function.
       void BSP_AUDIO_IN_MspInit (SAI_HandleTypeDef *hsai, void *Params)
            Initializes BSP_AUDIO_IN MSP.
       void BSP_AUDIO_IN_MspDeInit (SAI_HandleTypeDef *hsai, void *Params)
            DeInitializes BSP_AUDIO_IN MSP.
```

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Variables

__IO uint16_t AudioInVolume

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_audio.c driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_audio.h.



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Defines | Functions | Variables

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stm32746g_discovery_camera.c File Reference
This file includes the driver for Camera modules mounted on STM32746G-Discovery board. More...

```
#include "stm32746g_discovery_camera.h"
#include "stm32746g_discovery.h"
Go to the source code of this file.
```

Defines

```
"memItemRight"
valign="bottom">CAMERA_VGA_RES_X 640

#define CAMERA_VGA_RES_Y 480

#define CAMERA_480x272_RES_X 480

#define CAMERA_480x272_RES_Y 272

#define CAMERA_QVGA_RES_X 320

#define CAMERA_QVGA_RES_Y 240

#define CAMERA_QVGA_RES_X 160

#define CAMERA_QVGA_RES_Y 120
```

Functions

```
static uint32 t GetSize (uint32 t resolution)
             Get the capture size in pixels unit.
      uint8_t BSP_CAMERA_Init (uint32_t Resolution)
             Initializes the camera.
      uint8 t BSP CAMERA DeInit (void)
             DeInitializes the camera.
        void BSP CAMERA ContinuousStart (uint8 t *buff)
             Starts the camera capture in continuous mode.
        void BSP_CAMERA_SnapshotStart (uint8_t *buff)
             Starts the camera capture in snapshot mode.
        void BSP_CAMERA_Suspend (void)
             Suspend the CAMERA capture.
        void BSP_CAMERA_Resume (void)
             Resume the CAMERA capture.
      uint8_t BSP_CAMERA_Stop (void)
             Stop the CAMERA capture.
        void BSP_CAMERA_PwrUp (void)
             CANERA power up.
        void BSP_CAMERA_PwrDown (void)
             CAMERA power down.
        void BSP_CAMERA_ContrastBrightnessConfig (uint32_t
             contrast_level, uint32_t brightness_level)
             Configures the camera contrast and brightness.
        void BSP_CAMERA_BlackWhiteConfig (uint32_t Mode)
             Configures the camera white balance.
        void BSP_CAMERA_ColorEffectConfig (uint32_t Effect)
             Configures the camera color effect.
```

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```
__weak void BSP_CAMERA_MspInit (DCMI_HandleTypeDef
            *hdcmi, void *Params)
            Initializes the DCMI MSP.
__weak void BSP_CAMERA_MspDeInit (DCMI_HandleTypeDef
            *hdcmi, void *Params)
            DeInitializes the DCMI MSP.
       void HAL DCMI LineEventCallback
            (DCMI_HandleTypeDef *hdcmi)
           Line event callback.
__weak void BSP_CAMERA_LineEventCallback (void)
           Line Event callback.
       void HAL_DCMI_VsyncEventCallback
            (DCMI HandleTypeDef *hdcmi)
            VSYNC event callback.
weak void BSP_CAMERA_VsyncEventCallback (void)
            VSYNC Event callback.
       void HAL_DCMI_FrameEventCallback
            (DCMI HandleTypeDef *hdcmi)
            Frame event callback.
__weak void BSP_CAMERA_FrameEventCallback (void)
           Frame Event callback.
       void HAL DCMI ErrorCallback (DCMI HandleTypeDef
            *hdcmi)
           Error callback.
weak void BSP CAMERA ErrorCallback (void)
           Error callback.
```

Variables

```
DCMI_HandleTypeDef hDcmiHandler
CAMERA_DrvTypeDef * camera_drv
static uint32_t CameraCurrentResolution
static uint32_t CameraHwAddress
```

Detailed Description

This file includes the driver for Camera modules mounted on STM32746G-Discovery board.

Author:

```
MCD Application Team
```

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Definition in file stm32746g_discovery_camera.c.



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Defines | Enumerations | Functions stm32746g_discovery_camera.h File Reference This file contains the common defines and functions prototypes for the stm32746g_discovery_camera.c driver. More...

```
#include "../Components/ov9655/ov9655.h"
#include "stm32746g_discovery.h"
Go to the source code of this file.
```

"memItemRight"

Defines

```
### TITION_R160x120 CAMERA_R160x120

/* QQVGA Resolution */

#define RESOLUTION_R320x240 CAMERA_R320x240 /* QVGA Resolution

*/

#define RESOLUTION_R480x272 CAMERA_R480x272 /* 480x272

Resolution */

#define RESOLUTION_R640x480 CAMERA_R640x480 /* VGA Resolution */

#define BSP_CAMERA_IRQHandler DCMI_IRQHandler

#define BSP_CAMERA_DMA_IRQHandler DMA2_Stream1_IRQHandler
```

Enumerations

Functions

```
uint8_t BSP_CAMERA_Init (uint32_t Resolution)
           Initializes the camera.
   uint8_t BSP_CAMERA_DeInit (void)
           DeInitializes the camera.
      void BSP_CAMERA_ContinuousStart (uint8_t *buff)
           Starts the camera capture in continuous mode.
      void BSP_CAMERA_SnapshotStart (uint8_t *buff)
           Starts the camera capture in snapshot mode.
      void BSP_CAMERA_Suspend (void)
           Suspend the CAMERA capture.
      void BSP_CAMERA_Resume (void)
           Resume the CAMERA capture.
   uint8_t BSP_CAMERA_Stop (void)
           Stop the CAMERA capture.
      void BSP_CAMERA_PwrUp (void)
           CANERA power up.
      void BSP_CAMERA_PwrDown (void)
           CAMERA power down.
weak void BSP CAMERA LineEventCallback (void)
           Line Event callback.
```

```
__weak void BSP_CAMERA_VsyncEventCallback (void)
            VSYNC Event callback.
_weak void BSP_CAMERA_FrameEventCallback (void)
            Frame Event callback.
__weak void BSP_CAMERA_ErrorCallback (void)
            Error callback.
       void BSP_CAMERA_ContrastBrightnessConfig (uint32_t contrast_level,
            uint32 t brightness level)
            Configures the camera contrast and brightness.
       void BSP_CAMERA_BlackWhiteConfig (uint32_t Mode)
            Configures the camera white balance.
       void BSP CAMERA ColorEffectConfig (uint32 t Effect)
            Configures the camera color effect.
__weak void BSP_CAMERA_MspInit (DCMI_HandleTypeDef *hdcmi, void
            *Params)
            Initializes the DCMI MSP.
__weak void BSP_CAMERA_MspDeInit (DCMI_HandleTypeDef *hdcmi, void
            *Params)
            DeInitializes the DCMI MSP.
```

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_camera.c driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_camera.h.



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Functions | Variables

stm32746g_discovery_eeprom.c File Reference
This file provides a set of functions needed to manage an I2C M24LR64 EEPROM memory. More...

#include "stm32746g_discovery_eeprom.h"
Go to the source code of this file.

Functions

```
uint32_t&"memItemRight"
valign="bottom">BSP_EEPROM_Init
                            (void)
                                  Initializes peripherals used by the I2C EEPROM driver.
                           uint8_t BSP_EEPROM_DeInit (void)
                                  DeInitializes the EEPROM.
                          uint32_t BSP_EEPROM_ReadBuffer (uint8_t *pBuffer, uint16_t
                                  ReadAddr, uint16_t *NumByteToRead)
                                  Reads a block of data from the EEPROM.
                          uint32_t BSP_EEPROM_WritePage (uint8_t *pBuffer, uint16_t
                                  WriteAddr, uint8_t *NumByteToWrite)
                                   Writes more than one byte to the EEPROM with a single
                                  WRITE cycle.
                          uint32_t BSP_EEPROM_WriteBuffer (uint8_t *pBuffer, uint16_t
                                  WriteAddr, uint16_t NumByteToWrite)
                                   Writes buffer of data to the I2C EEPROM.
                          uint32_t BSP_EEPROM_WaitEepromStandbyState (void)
                                  Wait for EEPROM Standby state.
                       _weak void BSP_EEPROM_TIMEOUT_UserCallback (void)
                                  Basic management of the timeout situation.
```

Variables

__IO uint16_t EEPROMAddress = 0
__IO uint16_t EEPROMDataRead
__IO uint8_t EEPROMDataWrite

Detailed Description

This file provides a set of functions needed to manage an I2C M24LR64 EEPROM memory.

Author:

MCD Application Team

To be able to use this driver, the switch ${\tt EE_M24LR64}$ must be defined in your toolchain compiler preprocessor

Notes:

- The I2C EEPROM memory (M24LR64) is available on separate daughter board ANT7-M24LR-A, which is not provided with the STM32746G_DISCOVE board.

To use this driver you have to connect the ANT7-M24LR-A to CN3 connector of STM32746G_DISCOVERY board.

It implements a high level communication layer for read and write from/to this memory. The needed STM32F7xx hardware resources (I2C and GPIO) are defined in stm32746g_discovery.h file, and the initialization performed in EEPROM_IO_Init() function declared in stm32746g_discovery file.

You can easily tailor this driver to any other development board, by just adapting the defines for hardware resources and EEPROM_IO_Init() function.

@note In this driver, basic read and write functions (BSP_EEPROM_ReadBu and BSP_EEPROM_WritePage()) use DMA mode to perform the data transfer to/from EEPROM memory.

@note Regarding BSP_EEPROM_WritePage(), it is an optimized function to small write (less than 1 page) BUT the number of bytes (combined cross the EEPROM page boundary. This function can only writes int the boundaries of an EEPROM page.

This function doesn't check on boundaries condition (in this drive the function BSP_EEPROM_WriteBuffer() which calls BSP_EEPROM_Writeresponsible of checking on Page boundaries).

Pin assignment for M24LR64 EEPROM			
STM32F7xx I2C Pins	EEPROM	-+ P	in
1.	E0 (GND)	i	1 (OV)
1.	AC0	1	2
1.	AC1	1	3
1.	VSS	1	4 (OV)
SDA	SDA	1	5
SCL	SCL	1	6
1.	E1 (GND)	1	7 (OV)
	VDD		8 (3.3V)

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Definition in file stm32746g_discovery_eeprom.c.

doxygen

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Defines | Functions

stm32746g_discovery_eeprom.h File Reference

This file contains all the functions prototypes for the stm32746g_discovery_eeprom.c firmware driver. More...

#include "stm32746g_discovery.h"
Go to the source code of this file.

Defines

```
"memItemRight" valign="bottom">EEPROM_PAGESIZE ((uint8_t)4)
```

#define EEPROM_MAX_SIZE ((uint16_t)0x2000) /*

64Kbit */

#define EEPROM_MAX_TRIALS ((uint32_t)3000)

#define EEPROM_OK ((uint32_t)0)
#define EEPROM_FAIL ((uint32_t)1)
#define EEPROM_TIMEOUT ((uint32_t)2)

Functions

```
uint32_t BSP_EEPROM_Init (void)
                    Initializes peripherals used by the I2C EEPROM
                    driver.
            uint8_t BSP_EEPROM_DeInit (void)
                    DeInitializes the EEPROM.
           uint32 t BSP EEPROM ReadBuffer (uint8 t *pBuffer,
                    uint16_t ReadAddr, uint16_t *NumByteToRead)
                    Reads a block of data from the EEPROM.
           uint32 t BSP EEPROM WritePage (uint8 t *pBuffer,
                    uint16_t WriteAddr, uint8_t *NumByteToWrite)
                    Writes more than one byte to the EEPROM with a
                    single WRITE cycle.
           uint32 t BSP EEPROM WriteBuffer (uint8 t *pBuffer,
                    uint16_t WriteAddr, uint16_t NumByteToWrite)
                    Writes buffer of data to the I2C EEPROM.
           uint32_t BSP_EEPROM_WaitEepromStandbyState (void)
                    Wait for EEPROM Standby state.
       __weak void BSP_EEPROM_TIMEOUT_UserCallback (void)
                    Basic management of the timeout situation.
               void EEPROM_IO_Init (void)
                    Initializes peripherals used by the I2C EEPROM
                    driver.
HAL_StatusTypeDef EEPROM_IO_WriteData (uint16_t DevAddress,
                    uint16_t MemAddress, uint8_t *pBuffer, uint32_t
                    BufferSize)
                    Write data to I2C EEPROM driver in using DMA
HAL_StatusTypeDef EEPROM_IO_ReadData (uint16_t DevAddress,
                    uint16_t MemAddress, uint8_t *pBuffer, uint32_t
                    BufferSize)
                    Read data from I2C EEPROM driver in using
                    DMA channel.
HAL_StatusTypeDef EEPROM_IO_IsDeviceReady (uint16_t
                    DevAddress, uint32_t Trials)
                    Checks if target device is ready for
                    communication.
```

Detailed Description

This file contains all the functions prototypes for the stm32746g_discovery_eeprom.c firmware driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_eeprom.h.



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Defines | Functions | Variables

stm32746g_discovery_lcd.c File Reference

This file includes the driver for Liquid Crystal Display (LCD) module mounted on STM32746G-Discovery board. More...

```
#include "stm32746g_discovery_lcd.h"
#include "../../Utilities/Fonts/fonts.h"
#include "../../Utilities/Fonts/font24.c"
#include "../../Utilities/Fonts/font20.c"
#include "../../Utilities/Fonts/font16.c"
#include "../../Utilities/Fonts/font12.c"
#include "../../Utilities/Fonts/font8.c"
Go to the source code of this file.
```

Defines

```
"memItemRight"
valign="bottom">POLY_X(Z) ((int32_t)((Points
                                    + Z)->X))
                                      #define POLY_Y(Z) ((int32_t)((Points + Z)->Y))
                                      #define ABS(X) ((X) > 0 ? (X) : -(X))
```

Functions

```
static void DrawChar (uint16_t Xpos, uint16_t Ypos, const uint8_t *c)
          Draws a character on LCD.
static void FillTriangle (uint16_t x1, uint16_t x2, uint16_t x3, uint16_t y1,
          uint16_t y2, uint16_t y3)
          Fills a triangle (between 3 points).
static void LL_FillBuffer (uint32_t LayerIndex, void *pDst, uint32_t xSize,
          uint32_t ySize, uint32_t OffLine, uint32_t ColorIndex)
          Fills a buffer.
static void LL_ConvertLineToARGB8888 (void *pSrc, void *pDst, uint32_t
          xSize, uint32 t ColorMode)
           Converts a line to an ARGB8888 pixel format.
   uint8_t BSP_LCD_Init (void)
          Initializes the LCD.
   uint8_t BSP_LCD_DeInit (void)
          DeInitializes the LCD.
 uint32_t BSP_LCD_GetXSize (void)
          Gets the LCD X size.
 uint32_t BSP_LCD_GetYSize (void)
           Gets the LCD Y size.
     void BSP_LCD_SetXSize (uint32_t imageWidthPixels)
           Set the LCD X size.
     void BSP_LCD_SetYSize (uint32_t imageHeightPixels)
           Set the LCD Y size.
     void BSP_LCD_LayerDefaultInit (uint16_t LayerIndex, uint32_t
          FB_Address)
          Initializes the LCD layer in ARGB8888 format (32 bits per pixel).
     void BSP LCD LayerRgb565Init (uint16 t LayerIndex, uint32 t
          FB_Address)
          Initializes the LCD layer in RGB565 format (16 bits per pixel).
     void BSP_LCD_SelectLayer (uint32_t LayerIndex)
           Selects the LCD Layer.
     void BSP LCD SetLayerVisible (uint32 t LayerIndex,
          FunctionalState State)
           Sets an LCD Layer visible.
     void BSP_LCD_SetLayerVisible_NoReload (uint32_t LayerIndex,
          FunctionalState State)
           Sets an LCD Layer visible without reloading.
     void
```

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```
BSP_LCD_SetTransparency (uint32_t LayerIndex, uint8_t
         Transparency)
         Configures the transparency.
    void BSP_LCD_SetTransparency_NoReload (uint32_t LayerIndex,
         uint8_t Transparency)
         Configures the transparency without reloading.
    void BSP_LCD_SetLayerAddress (uint32_t LayerIndex, uint32_t
         Sets an LCD layer frame buffer address.
    void BSP_LCD_SetLayerAddress_NoReload (uint32_t LayerIndex,
         uint32 t Address)
         Sets an LCD layer frame buffer address without reloading.
    void BSP LCD SetLayerWindow (uint16 t LayerIndex, uint16 t
         Xpos, uint16_t Ypos, uint16_t Width, uint16_t Height)
         Sets display window.
    void BSP_LCD_SetLayerWindow_NoReload (uint16_t LayerIndex,
         uint16_t Xpos, uint16_t Ypos, uint16_t Width, uint16_t Height)
         Sets display window without reloading.
    void BSP_LCD_SetColorKeying (uint32_t LayerIndex, uint32_t
         RGBValue)
         Configures and sets the color keying.
    void BSP_LCD_SetColorKeying_NoReload (uint32_t LayerIndex,
         uint32_t RGBValue)
         Configures and sets the color keying without reloading.
    void BSP_LCD_ResetColorKeying (uint32_t LayerIndex)
         Disables the color keying.
    void BSP_LCD_ResetColorKeying_NoReload (uint32_t LayerIndex)
         Disables the color keying without reloading.
    void BSP_LCD_Reload (uint32_t ReloadType)
         Disables the color keying without reloading.
    void BSP_LCD_SetTextColor (uint32_t Color)
         Sets the LCD text color.
uint32 t BSP LCD GetTextColor (void)
         Gets the LCD text color.
    void BSP_LCD_SetBackColor (uint32_t Color)
         Sets the LCD background color.
uint32_t BSP_LCD_GetBackColor (void)
         Gets the LCD background color.
    void BSP_LCD_SetFont (sFONT *fonts)
         Sets the LCD text font.
sFONT * BSP LCD GetFont (void)
         Gets the LCD text font.
uint32_t BSP_LCD_ReadPixel (uint16_t Xpos, uint16_t Ypos)
         Reads an LCD pixel.
    void BSP LCD Clear (uint32 t Color)
         Clears the hole LCD.
```

```
void BSP_LCD_ClearStringLine (uint32_t Line)
     Clears the selected line.
void BSP_LCD_DisplayChar (uint16_t Xpos, uint16_t Ypos, uint8_t
     Ascii)
     Displays one character.
void BSP_LCD_DisplayStringAt (uint16_t Xpos, uint16_t Ypos,
     uint8_t *Text, Text_AlignModeTypdef Mode)
     Displays characters on the LCD.
void BSP_LCD_DisplayStringAtLine (uint16_t Line, uint8_t *ptr)
     Displays a maximum of 60 characters on the LCD.
void BSP_LCD_DrawHLine (uint16_t Xpos, uint16_t Ypos, uint16_t
     Length)
     Draws an horizontal line.
void BSP_LCD_DrawVLine (uint16_t Xpos, uint16_t Ypos, uint16_t
     Length)
     Draws a vertical line.
void BSP_LCD_DrawLine (uint16_t x1, uint16_t y1, uint16_t x2,
     uint16 ty2)
     Draws an uni-line (between two points).
void BSP_LCD_DrawRect (uint16_t Xpos, uint16_t Ypos, uint16_t
     Width, uint16_t Height)
     Draws a rectangle.
void BSP_LCD_DrawCircle (uint16_t Xpos, uint16_t Ypos, uint16_t
     Radius)
     Draws a circle.
void BSP_LCD_DrawPolygon (pPoint Points, uint16_t PointCount)
     Draws an poly-line (between many points).
void BSP_LCD_DrawEllipse (int Xpos, int Ypos, int XRadius, int
     YRadius)
     Draws an ellipse on LCD.
void BSP_LCD_DrawPixel (uint16_t Xpos, uint16_t Ypos, uint32_t
     RGB_Code)
     Draws a pixel on LCD.
void BSP_LCD_DrawBitmap (uint32_t Xpos, uint32_t Ypos, uint8_t
     *pbmp)
     Draws a bitmap picture loaded in the internal Flash in ARGB888
     format (32 bits per pixel).
void BSP_LCD_FillRect (uint16_t Xpos, uint16_t Ypos, uint16_t
     Width, uint16_t Height)
     Draws a full rectangle.
void BSP LCD FillCircle (uint16 t Xpos, uint16 t Ypos, uint16 t
     Radius)
     Draws a full circle.
void BSP_LCD_FillPolygon (pPoint Points, uint16_t PointCount)
```

Draws a full poly-line (between many points).

void BSP_LCD_FillEllipse (int Xpos, int Ypos, int XRadius, int

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YRadius)

```
Draws a full ellipse.

void BSP_LCD_DisplayOn (void)

Enables the display.

void BSP_LCD_DisplayOff (void)

Disables the display.

_weak void BSP_LCD_MspInit (LTDC_HandleTypeDef *hltdc, void *Params)

Initializes the LTDC MSP.

_weak void BSP_LCD_MspDeInit (LTDC_HandleTypeDef *hltdc, void *Params)

DeInitializes BSP_LCD MSP.

_weak void BSP_LCD_ClockConfig (LTDC_HandleTypeDef *hltdc, void *Params)

Clock Config.
```

Variables

```
LTDC_HandleTypeDef hLtdcHandler

static DMA2D_HandleTypeDef hDma2dHandler

static uint32_t ActiveLayer = 0

static LCD_DrawPropTypeDef DrawProp [MAX_LAYER_NUMBER]
```

Detailed Description

This file includes the driver for Liquid Crystal Display (LCD) module mounted on STM32746G-Discovery board.

Author:

```
MCD Application Team
         1. How To use this driver:
           - This driver is used to drive directly an LCD TFT using the LTDC controller.
            - This driver uses timing and setting for \ensuremath{\mathtt{RK043FN48H}} LCD.
         2. Driver description:
           + Initialization steps:
              o Initialize the LCD using the BSP_LCD_Init() function.
              o Apply the Layer configuration using the BSP_LCD_LayerDefaultInit() function.
              o Select the LCD layer to be used using the BSP_LCD_SelectLayer() function.
              o Enable the LCD display using the BSP_LCD_DisplayOn() function.
           + Options
              o Configure and enable the color keying functionality using the
                BSP_LCD_SetColorKeying() function.
              o Modify in the fly the transparency and/or the frame buffer address
                using the following functions:
                - BSP_LCD_SetTransparency()
                - BSP_LCD_SetLayerAddress()
           + Display on LCD
              o Clear the hole LCD using BSP_LCD_Clear() function or only one specified string
                line using the BSP_LCD_ClearStringLine() function.
```

o Display a character on the specified line and column using the BSP_LCD_DisplayCha function or a complete string line using the BSP_LCD_DisplayStringAtLine() functi o Display a string line on the specified position (x,y in pixel) and align mode

using the BSP_LCD_DisplayStringAtLine() function.

o Draw and fill a basic shapes (dot, line, rectangle, circle, ellipse, .. bit on LCD using the available set of functions.

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Definition in file stm32746g_discovery_lcd.c.



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Data Structures | Defines | Typedefs | Enumerations | Functions

stm32746g_discovery_lcd.h File Reference

This file contains the common defines and functions prototypes for the stm32746g_discovery_lcd.c driver. More...

```
#include "../Components/rk043fn48h/rk043fn48h.h"
#include "stm32746g_discovery_sdram.h"
#include "stm32746g_discovery.h"
#include "../../Utilities/Fonts/fonts.h"
Go to the source code of this file.
```

Data Structures

```
struct &"memItemRight"
valign="bottom">LCD_DrawPropTypeDef
struct Point
```

Defines

```
#define MAX_LAYER_NUMBER ((uint32_t)2)
#define LCD_LayerCfgTypeDef LTDC_LayerCfgTypeDef
#define LTDC_ACTIVE_LAYER ((uint32_t)1) /* Layer 1 */
#define LCD_OK ((uint8_t)0x00)
      LCD status structure definition.
#define LCD_ERROR ((uint8_t)0x01)
#define LCD_TIMEOUT ((uint8_t)0x02)
#define LCD_FB_START_ADDRESS ((uint32_t)0xC0000000)
      LCD FB_StartAddress.
#define LCD_COLOR_BLUE ((uint32_t)0xFF0000FF)
      LCD color.
#define LCD COLOR GREEN ((uint32 t)0xFF00FF00)
#define LCD_COLOR_RED ((uint32_t)0xFFFF0000)
#define LCD COLOR CYAN ((uint32 t)0xFF00FFFF)
#define LCD_COLOR_MAGENTA ((uint32_t)0xFFFF00FF)
#define LCD COLOR YELLOW ((uint32 t)0xFFFFFF00)
#define LCD_COLOR_LIGHTBLUE ((uint32_t)0xFF8080FF)
#define LCD_COLOR_LIGHTGREEN ((uint32_t)0xFF80FF80)
#define LCD_COLOR_LIGHTRED ((uint32_t)0xFFFF8080)
#define LCD_COLOR_LIGHTCYAN ((uint32_t)0xFF80FFFF)
#define LCD_COLOR_LIGHTMAGENTA ((uint32_t)0xFFFF80FF)
#define LCD_COLOR_LIGHTYELLOW ((uint32_t)0xFFFFFF80)
#define LCD COLOR DARKBLUE ((uint32 t)0xFF000080)
#define LCD_COLOR_DARKGREEN ((uint32_t)0xFF008000)
#define LCD_COLOR_DARKRED ((uint32_t)0xFF800000)
#define LCD_COLOR_DARKCYAN ((uint32_t)0xFF008080)
#define LCD_COLOR_DARKMAGENTA ((uint32_t)0xFF800080)
#define LCD_COLOR_DARKYELLOW ((uint32_t)0xFF808000)
#define LCD COLOR WHITE ((uint32 t)0xFFFFFFF)
#define LCD_COLOR_LIGHTGRAY ((uint32_t)0xFFD3D3D3)
#define LCD_COLOR_GRAY ((uint32_t)0xFF808080)
#define LCD_COLOR_DARKGRAY ((uint32_t)0xFF404040)
#define LCD_COLOR_BLACK ((uint32_t)0xFF000000)
#define LCD_COLOR_BROWN ((uint32_t)0xFFA52A2A)
#define LCD_COLOR_ORANGE ((uint32_t)0xFFFFA500)
#define LCD_COLOR_TRANSPARENT ((uint32_t)0xFF000000)
#define LCD_DEFAULT_FONT Font24
      LCD default font.
#define LCD_RELOAD_IMMEDIATE ((uint32_t)LTDC_SRCR_IMR)
```

```
LCD Reload Types.

#define LCD_RELOAD_VERTICAL_BLANKING ((uint32_t)LTDC_SRCR_V
#define LCD_DISP_PIN GPIO_PIN_12

LCD special pins.

#define LCD_DISP_GPIO_PORT GPIOI

#define LCD_DISP_GPIO_CLK_ENABLE() __HAL_RCC_GPIOI_CLK_ENA
#define LCD_DISP_GPIO_CLK_DISABLE() __HAL_RCC_GPIOI_CLK_DIS
#define LCD_BL_CTRL_PIN GPIO_PIN_3

#define LCD_BL_CTRL_GPIO_PORT GPIOK

#define LCD_BL_CTRL_GPIO_CLK_ENABLE() __HAL_RCC_GPIOK_CLE
#define LCD_BL_CTRL_GPIO_CLK_DISABLE() __HAL_RCC_GPIOK_CLE
#define LCD_BL_CTRL_GPIO_CLK_DISABLE() __HAL_RCC_GPIOK_CLE
```

Typedefs

typedef struct Point * pPoint

Enumerations

```
enum Text_AlignModeTypdef { CENTER_MODE = 0x01, RIGHT_MODE = LEFT_MODE = 0x03 }
Line mode structures definition, More...
```

Functions

```
uint8_t BSP_LCD_Init (void)
        Initializes the LCD.
 uint8_t BSP_LCD_DeInit (void)
        DeInitializes the LCD.
uint32_t BSP_LCD_GetXSize (void)
        Gets the LCD X size.
uint32_t BSP_LCD_GetYSize (void)
        Gets the LCD Y size.
   void BSP_LCD_SetXSize (uint32_t imageWidthPixels)
        Set the LCD X size.
   void BSP_LCD_SetYSize (uint32_t imageHeightPixels)
        Set the LCD Y size.
   void BSP_LCD_LayerDefaultInit (uint16_t LayerIndex, uint32_t FB_Address
        Initializes the LCD layer in ARGB8888 format (32 bits per pixel).
   void BSP_LCD_LayerRgb565Init (uint16_t LayerIndex, uint32_t FB_Address
        Initializes the LCD layer in RGB565 format (16 bits per pixel).
   void BSP_LCD_SetTransparency (uint32_t LayerIndex, uint8_t Transparency
        Configures the transparency.
```

void BSP_LCD_SetTransparency_NoReload (uint32_t LayerIndex, uint8_t Transparency_NoReload)

void BSP_LCD_SetLayerAddress (uint32_t LayerIndex, uint32_t Address)

void BSP_LCD_SetLayerAddress_NoReload (uint32_t LayerIndex, uint32_t a

void BSP_LCD_SetColorKeying (uint32_t LayerIndex, uint32_t RGBValue)

Sets an LCD layer frame buffer address without reloading.

Configures the transparency without reloading.

Sets an LCD layer frame buffer address.

Configures and sets the color keying.

```
void BSP_LCD_SetColorKeying_NoReload (uint32_t LayerIndex, uint32_t RGBValu
                   Configures and sets the color keying without reloading.
         void BSP_LCD_ResetColorKeying (uint32_t LayerIndex)
                   Disables the color keying.
         void BSP_LCD_ResetColorKeying_NoReload (uint32_t LayerIndex)
                   Disables the color keying without reloading.
        void BSP_LCD_SetLayerWindow (uint16_t LayerIndex, uint16_t Xpos, uint16_t Ypos
                   uint16_t Width, uint16_t Height)
                   Sets display window.
        void BSP_LCD_SetLayerWindow_NoReload (uint16_t LayerIndex, uint16_t Xpos, uint16_
                   Ypos, uint16_t Width, uint16_t Height)
                   Sets display window without reloading.
        void BSP_LCD_SelectLayer (uint32_t LayerIndex)
                   Selects the LCD Layer.
         void BSP_LCD_SetLayerVisible (uint32_t LayerIndex, FunctionalState State)
                   Sets an LCD Layer visible.
        void BSP_LCD_SetLayerVisible_NoReload (uint32_t LayerIndex, FunctionalState St
                   Sets an LCD Layer visible without reloading.
         void BSP_LCD_Reload (uint32_t ReloadType)
                   Disables the color keying without reloading.
         void BSP_LCD_SetTextColor (uint32_t Color)
                   Sets the LCD text color.
 uint32_t BSP_LCD_GetTextColor (void)
                   Gets the LCD text color.
        void BSP_LCD_SetBackColor (uint32_t Color)
                   Sets the LCD background color.
 uint32_t BSP_LCD_GetBackColor (void)
                   Gets the LCD background color.
         void BSP LCD SetFont (sFONT *fonts)
                   Sets the LCD text font.
sFONT * BSP LCD GetFont (void)
                   Gets the LCD text font.
 uint32_t BSP_LCD_ReadPixel (uint16_t Xpos, uint16_t Ypos)
                   Reads an LCD pixel.
        void BSP_LCD_DrawPixel (uint16_t Xpos, uint16_t Ypos, uint32_t RGB_Code)
                   Draws a pixel on LCD.
         void BSP_LCD_Clear (uint32_t Color)
                   Clears the hole LCD.
        void BSP_LCD_ClearStringLine (uint32_t Line)
                   Clears the selected line.
        void BSP_LCD_DisplayStringAtLine (uint16_t Line, uint8_t *ptr)
                   Displays a maximum of 60 characters on the LCD.
        void BSP_LCD_DisplayStringAt (uint16_t Xpos, uint16_t Ypos, uint8_t *Text,
                   Text_AlignModeTypdef Mode)
                   Displays characters on the LCD.
```

```
Displays one character.
       void BSP_LCD_DrawHLine (uint16_t Xpos, uint16_t Ypos, uint16_t Length)
            Draws an horizontal line.
       void BSP_LCD_DrawVLine (uint16_t Xpos, uint16_t Ypos, uint16_t Length)
            Draws a vertical line.
       void BSP_LCD_DrawLine (uint16_t x1, uint16_t y1, uint16_t x2, uint16_t y2
            Draws an uni-line (between two points).
       void BSP_LCD_DrawRect (uint16_t Xpos, uint16_t Ypos, uint16_t Width, ui
            Draws a rectangle.
       void BSP_LCD_DrawCircle (uint16_t Xpos, uint16_t Ypos, uint16_t Radius)
            Draws a circle.
       void BSP_LCD_DrawPolygon (pPoint Points, uint16_t PointCount)
            Draws an poly-line (between many points).
       void BSP_LCD_DrawEllipse (int Xpos, int Ypos, int XRadius, int YRadius)
            Draws an ellipse on LCD.
       void BSP_LCD_DrawBitmap (uint32_t Xpos, uint32_t Ypos, uint8_t *pbmp)
            Draws a bitmap picture loaded in the internal Flash in ARGB888 format
       void BSP_LCD_FillRect (uint16_t Xpos, uint16_t Ypos, uint16_t Width, uint
            Draws a full rectangle.
       void BSP_LCD_FillCircle (uint16_t Xpos, uint16_t Ypos, uint16_t Radius)
            Draws a full circle.
       void BSP_LCD_FillPolygon (pPoint Points, uint16_t PointCount)
            Draws a full poly-line (between many points).
       void BSP_LCD_FillEllipse (int Xpos, int Ypos, int XRadius, int YRadius)
            Draws a full ellipse.
       void BSP_LCD_DisplayOff (void)
            Disables the display.
       void BSP_LCD_DisplayOn (void)
            Enables the display.
_weak void BSP_LCD_MspInit (LTDC_HandleTypeDef *hltdc, void *Params)
            Initializes the LTDC MSP.
__weak void BSP_LCD_MspDeInit (LTDC_HandleTypeDef *hltdc, void *Params)
            DeInitializes BSP_LCD MSP.
__weak void BSP_LCD_ClockConfig (LTDC_HandleTypeDef *hltdc, void *Params)
            Clock Config.
```

void BSP_LCD_DisplayChar (uint16_t Xpos, uint16_t Ypos, uint8_t Ascii)

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_lcd.c driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_lcd.h.



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Functions | Variables

stm32746g_discovery_qspi.c File Reference

This file includes a standard driver for the N25Q128A QSPI memory mounted on STM32746G-Discovery board. More...

#include "stm32746g_discovery_qspi.h"
Go to the source code of this file.

Functions

```
static uint8_t&"memItemRight"
valign="bottom">QSPI_ResetMemory
(QSPI_HandleTypeDef *hqspi)
```

This function reset the QSPI memory.

```
static uint8_t QSPI_DummyCyclesCfg (QSPI_HandleTypeDef *hqspi)
             This function configure the dummy cycles on memory
             side.
static uint8_t QSPI_WriteEnable (QSPI_HandleTypeDef *hqspi)
             This function send a Write Enable and wait it is effective.
static uint8_t QSPI_AutoPollingMemReady (QSPI_HandleTypeDef
             *hqspi, uint32_t Timeout)
             This function read the SR of the memory and wait the
             EOP.
     uint8_t BSP_QSPI_Init (void)
             Initializes the QSPI interface.
     uint8_t BSP_QSPI_DeInit (void)
             De-Initializes the QSPI interface.
     uint8_t BSP_QSPI_Read (uint8_t *pData, uint32_t ReadAddr,
             uint32 t Size)
             Reads an amount of data from the QSPI memory.
     uint8_t BSP_QSPI_Write (uint8_t *pData, uint32_t WriteAddr,
             uint32 t Size)
             Writes an amount of data to the QSPI memory.
     uint8 t BSP QSPI Erase Block (uint32 t BlockAddress)
             Erases the specified block of the QSPI memory.
     uint8 t BSP QSPI Erase Chip (void)
             Erases the entire QSPI memory.
     uint8_t BSP_QSPI_GetStatus (void)
             Reads current status of the QSPI memory.
     uint8_t BSP_QSPI_GetInfo (QSPI_Info *pInfo)
             Return the configuration of the QSPI memory.
     uint8_t BSP_QSPI_EnableMemoryMappedMode (void)
             Configure the QSPI in memory-mapped mode.
__weak void BSP_QSPI_MspInit (QSPI_HandleTypeDef *hqspi, void
             *Params)
             OSPI MSP Initialization This function configures the
             hardware resources used in this example:
__weak void BSP_QSPI_MspDeInit (QSPI_HandleTypeDef *hqspi,
             void *Params)
             QSPI MSP De-Initialization This function frees the
             hardware resources used in this example:
```

Variables

QSPI_HandleTypeDef QSPIHandle

Detailed Description

This file includes a standard driver for the N25Q128A QSPI memory mounted on STM32746G-Discovery board.

Author:

MCD Application Team

How to use this driver

[..]

- (#) This driver is used to drive the N25Q128A QSPI external memory mounted on STM32746G-Discovery board.
- (#) This driver need a specific component driver (N25Q128A) to be included with.
- (#) Initialization steps:
 - (++) Initialize the QPSI external memory using the BSP_QSPI_Init() function. This function includes the MSP layer hardware resources initialization and the QSPI interface with the external memory.
- (#) QSPI memory operations
 - (++) QSPI memory can be accessed with read/write operations once it is initialized.
 - Read/write operation can be performed with AHB access using the functions $BSP_QSPI_Read()/BSP_QSPI_Write()$.
 - (++) The function BSP_QSPI_GetInfo() returns the configuration of the QSPI memory.
 (see the QSPI memory data sheet)
 - (++) Perform erase block operation using the function BSP_QSPI_Erase_Block() and by specifying the block address. You can perform an erase operation of the whole chip by calling the function BSP_QSPI_Erase_Chip().
 - (++) The function BSP_QSPI_GetStatus() returns the current status of the QSPI memor
 (see the QSPI memory data sheet)

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Definition in file stm32746g_discovery_qspi.c.

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Data Structures | Defines | Functions

stm32746g_discovery_qspi.h File Reference

This file contains the common defines and functions prototypes for the stm32746g_discovery_qspi.c driver. More...

```
#include "stm32f7xx_hal.h"
#include "../Components/n25q128a/n25q128a.h"
Go to the source code of this file.
```

Data Structures

```
struct &"memItemRight" valign="bottom">QSPI_Info
```

Defines

```
#define QSPI_OK ((uint8_t)0x00)
#define QSPI_ERROR ((uint8_t)0x01)
#define QSPI_BUSY ((uint8_t)0x02)
#define QSPI_NOT_SUPPORTED ((uint8_t)0x04)
#define QSPI_SUSPENDED ((uint8_t)0x08)
#define QSPI_CLK_ENABLE() __HAL_RCC_QSPI_CLK_ENABLE()
#define QSPI_CLK_DISABLE() __HAL_RCC_QSPI_CLK_DISABLE()
#define QSPI_CS_GPIO_CLK_ENABLE() __HAL_RCC_GPIOB_CLK_ENABLE()
#define QSPI_D0_GPIO_CLK_ENABLE() __HAL_RCC_GPIOD_CLK_ENABLE()
#define QSPI_D1_GPIO_CLK_ENABLE() __HAL_RCC_GPIOD_CLK_ENABLE()
#define QSPI_D2_GPIO_CLK_ENABLE() __HAL_RCC_GPIOE_CLK_ENABLE()
#define QSPI_D3_GPIO_CLK_ENABLE() __HAL_RCC_GPIOD_CLK_ENABLE()
#define QSPI_FORCE_RESET() __HAL_RCC_QSPI_FORCE_RESET()
#define QSPI_RELEASE_RESET() __HAL_RCC_QSPI_RELEASE_RESET()
#define QSPI_CS_PIN GPIO_PIN_6
#define QSPI_CS_GPIO_PORT GPIOB
#define QSPI_CLK_PIN GPIO_PIN_2
#define QSPI_CLK_GPIO_PORT GPIOB
#define QSPI_D0_PIN GPIO_PIN_11
#define QSPI_D0_GPIO_PORT GPIOD
#define QSPI_D1_PIN GPIO_PIN_12
#define QSPI_D1_GPIO_PORT GPIOD
#define QSPI_D2_PIN GPIO_PIN_2
```

```
#define QSPI_D2_GPIO_PORT GPIOE

#define QSPI_D3_PIN GPIO_PIN_13

#define QSPI_D3_GPIO_PORT GPIOD

#define QSPI_FLASH_SIZE 23 /* Address bus width to access whole memory space */

#define QSPI_PAGE_SIZE 256

#define BSP_QSPI_MemoryMappedMode BSP_QSPI_EnableMemoryMappedMode
```

Functions

```
uint8_t BSP_QSPI_Init (void)
       Initializes the QSPI interface.
uint8_t BSP_QSPI_DeInit (void)
       De-Initializes the QSPI interface.
uint8_t BSP_QSPI_Read (uint8_t *pData, uint32_t ReadAddr, uint32_t Size)
       Reads an amount of data from the QSPI memory.
uint8 t BSP QSPI Write (uint8 t *pData, uint32 t WriteAddr, uint32 t Size)
       Writes an amount of data to the QSPI memory.
uint8_t BSP_QSPI_Erase_Block (uint32_t BlockAddress)
       Erases the specified block of the QSPI memory.
uint8 t BSP QSPI Erase Chip (void)
       Erases the entire QSPI memory.
uint8_t BSP_QSPI_GetStatus (void)
       Reads current status of the QSPI memory.
uint8_t BSP_QSPI_GetInfo (QSPI_Info *pInfo)
       Return the configuration of the QSPI memory.
uint8_t BSP_QSPI_EnableMemoryMappedMode (void)
       Configure the QSPI in memory-mapped mode.
  void BSP_QSPI_MspInit (QSPI_HandleTypeDef *hqspi, void *Params)
       QSPI MSP Initialization This function configures the hardware resources used in
       this example:
  void BSP_QSPI_MspDeInit (QSPI_HandleTypeDef *hqspi, void *Params)
       QSPI MSP De-Initialization This function frees the hardware resources used in
       this example:
```

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_qspi.c driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_qspi.h.



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Functions | Variables

stm32746g_discovery_sd.c File Reference

This file includes the uSD card driver mounted on STM32746G-Discovery board. More...

#include "stm32746g_discovery_sd.h"
Go to the source code of this file.

Functions

```
uint8_t&"memItemRight" valign="bottom">BSP_SD_Init (void)
```

Initializes the SD card device.

uint8 t BSP SD DeInit (void)

DeInitializes the SD card device.

uint8_t BSP_SD_ITConfig (void)

Configures Interrupt mode for SD detection pin.

uint8 t BSP SD IsDetected (void)

Detects if SD card is correctly plugged in the memory slot or not.

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```
uint8 t BSP SD ReadBlocks (uint32 t *pData, uint32 t ReadAddr,
            uint32_t NumOfBlocks, uint32_t Timeout)
            Reads block(s) from a specified address in an SD card, in polling
     uint8_t BSP_SD_WriteBlocks (uint32_t *pData, uint32_t WriteAddr,
            uint32_t NumOfBlocks, uint32_t Timeout)
            Writes block(s) to a specified address in an SD card, in polling
            mode.
     uint8_t BSP_SD_ReadBlocks_DMA (uint32_t *pData, uint32_t
            ReadAddr, uint32_t NumOfBlocks)
            Reads block(s) from a specified address in an SD card, in DMA
            mode.
     uint8_t BSP_SD_WriteBlocks_DMA (uint32_t *pData, uint32_t
            WriteAddr, uint32_t NumOfBlocks)
            Writes block(s) to a specified address in an SD card, in DMA
            mode.
     uint8_t BSP_SD_Erase (uint32_t StartAddr, uint32_t EndAddr)
            Erases the specified memory area of the given SD card.
__weak void BSP_SD_MspInit (SD_HandleTypeDef *hsd, void *Params)
            Initializes the SD MSP.
__weak void BSP_SD_Detect_MspInit (SD_HandleTypeDef *hsd, void
            *Params)
            Initializes the SD Detect pin MSP.
__weak void BSP_SD_MspDeInit (SD_HandleTypeDef *hsd, void *Params)
            DeInitializes the SD MSP.
     uint8_t BSP_SD_GetCardState (void)
            Gets the current SD card data status.
       void BSP_SD_GetCardInfo (HAL_SD_CardInfoTypeDef *CardInfo)
            Get SD information about specific SD card.
       void HAL_SD_AbortCallback (SD_HandleTypeDef *hsd)
            SD Abort callbacks.
       void HAL_SD_TxCpltCallback (SD_HandleTypeDef *hsd)
            Tx Transfer completed callbacks.
       void HAL_SD_RxCpltCallback (SD_HandleTypeDef *hsd)
            Rx Transfer completed callbacks.
__weak void BSP_SD_AbortCallback (void)
            BSP SD Abort callbacks.
__weak void BSP_SD_WriteCpltCallback (void)
            BSP Tx Transfer completed callbacks.
__weak void BSP_SD_ReadCpltCallback (void)
            BSP Rx Transfer completed callbacks.
```

Variables

SD_HandleTypeDef uSdHandle

Detailed Description

This file includes the uSD card driver mounted on STM32746G-Discovery board.

Author:

MCD Application Team

- 1. How To use this driver:
- _____
 - This driver is used to drive the micro SD external card mounted on STM327460
 - This driver does not need a specific component driver for the micro SD device to be included with.

2. Driver description:

- -----
- + Initialization steps:
 - o Initialize the micro SD card using the BSP_SD_Init() function. This function includes the MSP layer hardware resources initialization and the SDIO interface configuration to interface with the external micro SD. It also includes the micro SD initialization sequence.
 - o To check the SD card presence you can use the function BSP_SD_IsDetected() returns the detection status
 - o If SD presence detection interrupt mode is desired, you must configure the SD detection interrupt mode by calling the function BSP_SD_ITConfig(). The is generated as an external interrupt whenever the micro SD card is plugged/unplugged in/from the board.
 - o The function BSP_SD_GetCardInfo() is used to get the micro SD card information which is stored in the structure "HAL_SD_CardInfoTypedef".

+ Micro SD card operations

- o The micro SD card can be accessed with read/write block(s) operations once it is ready for access. The access can be performed whether using the polimode by calling the functions BSP_SD_ReadBlocks()/BSP_SD_WriteBlocks(), or transfer using the functions BSP_SD_ReadBlocks_DMA()/BSP_SD_WriteBlocks_DMA()/BSP_SD_WRITEBLOCKS_DMA()/BSP_SD_WRITEBLOCKS_DMA()/BSP_SD_DMA()/BS
- o The DMA transfer complete is used with interrupt mode. Once the SD transfer is complete, the SD interrupt is handled using the function BSP_SD_IRQHand the DMA Tx/Rx transfer complete are handled using the functions BSP_SD_DMA_Tx_IRQHandler()/BSP_SD_DMA_Rx_IRQHandler(). The corresponding ware implemented by the user at application level.
- o The SD erase block(s) is performed using the function $BSP_SD_Erase()$ with the number of blocks to erase.
- o The SD runtime status is returned when calling the function ${\tt BSP_SD_GetCarc}$

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Definition in file stm32746g_discovery_sd.c.



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Defines | Functions

stm32746g_discovery_sd.h File Reference

This file contains the common defines and functions prototypes for the stm32746g_discovery_sd.c driver. More...

#include "stm32746g_discovery.h" Go to the source code of this file.

Defines

```
"memItemRight"
valign="bottom">BSP_SD_CardInfo HAL_SD_CardInfoTypeDef
                                                       SD Card information structure.
                                                #define MSD_OK ((uint8_t)0x00)
                                                       SD status structure definition.
                                                #define MSD_ERROR ((uint8_t)0x01)
                                                #define MSD_ERROR_SD_NOT_PRESENT ((uint8_t)0x02)
                                                #define SD_TRANSFER_OK ((uint8_t)0x00)
                                                       SD transfer state definition.
                                                #define SD_TRANSFER_BUSY ((uint8_t)0x01)
                                                #define SD_PRESENT ((uint8_t)0x01)
                                                #define SD_NOT_PRESENT ((uint8_t)0x00)
                                                #define SD_DATATIMEOUT ((uint32_t)100000000)
                                                #define __DMAx_TxRx_CLK_ENABLE __HAL_RCC_DMA
                                                #define SD_DMAx_Tx_CHANNEL DMA_CHANNEL_4
```

#define SD_DMAx_Rx_CHANNEL DMA_CHANNEL_4

Functions

```
#define SD_DMAx_Tx_STREAM DMA2_Stream6
    #define SD_DMAx_Rx_STREAM DMA2_Stream3
    #define SD_DMAx_Tx_IRQn DMA2_Stream6_IRQn
    #define SD_DMAx_Rx_IRQn DMA2_Stream3_IRQn
    #define BSP_SDMMC_IRQHandler SDMMC1_IRQH
    #define BSP_SDMMC_DMA_Tx_IRQHandler DMA2
    #define BSP_SDMMC_DMA_Rx_IRQHandler DMA2
    #define SD_DetectIRQHandler() HAL_GPIO_EXTI_II
    uint8_t BSP_SD_Init (void)
            Initializes the SD card device.
    uint8_t BSP_SD_DeInit (void)
            DeInitializes the SD card device.
    uint8_t BSP_SD_ITConfig (void)
            Configures Interrupt mode for SD detection pin.
    uint8_t BSP_SD_ReadBlocks (uint32_t *pData, uint32_
            NumOfBlocks, uint32_t Timeout)
            Reads block(s) from a specified address in an SI
    uint8_t BSP_SD_WriteBlocks (uint32_t *pData, uint32_
            NumOfBlocks, uint32_t Timeout)
            Writes block(s) to a specified address in an SD c
    uint8_t BSP_SD_ReadBlocks_DMA (uint32_t *pData, v
            NumOfBlocks)
            Reads block(s) from a specified address in an SI
    uint8_t BSP_SD_WriteBlocks_DMA (uint32_t *pData,
            NumOfBlocks)
            Writes block(s) to a specified address in an SD c
    uint8_t BSP_SD_Erase (uint32_t StartAddr, uint32_t Er
            Erases the specified memory area of the given S
    uint8_t BSP_SD_GetCardState (void)
            Gets the current SD card data status.
       void BSP_SD_GetCardInfo (HAL_SD_CardInfoType
            Get SD information about specific SD card.
    uint8_t BSP_SD_IsDetected (void)
            Detects if SD card is correctly plugged in the me
__weak void BSP_SD_MspInit (SD_HandleTypeDef *hsd, vo
            Initializes the SD MSP.
__weak void BSP_SD_Detect_MspInit (SD_HandleTypeDef
            Initializes the SD Detect pin MSP.
__weak void BSP_SD_MspDeInit (SD_HandleTypeDef *hsd
            DeInitializes the SD MSP.
```

__weak void BSP_SD_AbortCallback (void)

BSP SD Abort callbacks.

__weak void BSP_SD_WriteCpltCallback (void)

BSP Tx Transfer completed callbacks.

__weak void BSP_SD_ReadCpltCallback (void)
BSP Rx Transfer completed callbacks.

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_sd.c driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_sd.h.



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Functions | Variables

stm32746g_discovery_sdram.c File Reference

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This file includes the SDRAM driver for the MT48LC4M32B2B5-7 memory device mounted on STM32746G-Discovery board. More...

```
#include "stm32746g_discovery_sdram.h"
Go to the source code of this file.
```

Functions

```
uint8_t&"memItemRight"
valign="bottom">BSP SDRAM Init (void)
```

Initializes the SDRAM device.

uint8_t BSP_SDRAM_DeInit (void)

DeInitializes the SDRAM device.

void BSP_SDRAM_Initialization_sequence (uint32_t RefreshCount)

Programs the SDRAM device.

uint8_t BSP_SDRAM_ReadData (uint32_t uwStartAddress, uint32_t *pData, uint32_t uwDataSize)

Reads an amount of data from the SDRAM memory in polling mode.

uint8_t BSP_SDRAM_ReadData_DMA (uint32_t uwStartAddress, uint32_t *pData, uint32_t uwDataSize)

Reads an amount of data from the SDRAM memory in DMA mode.

uint8_t BSP_SDRAM_WriteData (uint32_t uwStartAddress, uint32_t *pData, uint32_t uwDataSize)

Writes an amount of data to the SDRAM memory in polling mode.

uint8_t BSP_SDRAM_WriteData_DMA (uint32_t uwStartAddress, uint32_t *pData, uint32_t uwDataSize)

Writes an amount of data to the SDRAM memory in DMA mode.

uint8_t BSP_SDRAM_Sendcmd
(FMC_SDRAM_CommandTypeDef
*SdramCmd)

Sends command to the SDRAM bank.

__weak void BSP_SDRAM_MspInit
(SDRAM_HandleTypeDef *hsdram, void *Params)

Initializes SDRAM MSP.

__weak void BSP_SDRAM_MspDeInit

(SDRAM_HandleTypeDef *hsdram, void *Params)

DeInitializes SDRAM MSP.

BSP Drivers User Manual

Variables

SDRAM_HandleTypeDef sdramHandle static FMC_SDRAM_TimingTypeDef Timing static FMC_SDRAM_CommandTypeDef Command

Detailed Description

This file includes the SDRAM driver for the MT48LC4M32B2B5-7 memory device mounted on STM32746G-Discovery board.

Author:

MCD Application Team

- 1. How To use this driver:
- -----
 - This driver is used to drive the MT48LC4M32B2B5-7 SDRAM external memory mounted on STM32746G-Discovery board.
 - This driver does not need a specific component driver for the SDRAM device to be included with.

2. Driver description:

- + Initialization steps:
 - o Initialize the SDRAM external memory using the BSP_SDRAM_Init() function. This function includes the MSP layer hardware resources initialization and the FMC controller configuration to interface with the external SDRAM memory.
 - o It contains the SDRAM initialization sequence to program the SDRAM external device using the function BSP_SDRAM_Initialization_sequence(). Note that this sequence is standard for all SDRAM devices, but can include some differences from a device to another. If it is the case, the right sequence should be implemented separately.
- + SDRAM read/write operations
 - o SDRAM external memory can be accessed with read/write operations once it is initialized.
 - o The AHB access is performed with 32-bit width transaction, the DMA transfer configuration is fixed at single (no burst) word transfer (see the SDRAM_MspInit() static function).
 - o User can implement his own functions for read/write access with his desired configurations.
 - o If interrupt mode is used for DMA transfer, the function BSP_SDRAM_DMA_IRQHandle is called in IRQ handler file, to serve the generated interrupt once the DMA transfer is complete.
 - o You can send a command to the SDRAM device in runtime using the function BSP_SDRAM_Sendcmd(), and giving the desired command as parameter chosen between the predefined commands of the "FMC_SDRAM_CommandTypeDef" structure.

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Definition in file stm32746g_discovery_sdram.c.



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Defines | Functions

stm32746g_discovery_sdram.h File Reference

This file contains the common defines and functions prototypes for the stm32746g_discovery_sdram.c driver. More...

#include "stm32f7xx_hal.h" Go to the source code of this file.

Defines

```
"memItemRight"
valign="bottom">SDRAM_OK ((uint8_t)0x00)
```

SDRAM status structure definition.

#define SDRAM ERROR ((uint8 t)0x01)

#define SDRAM_DEVICE_ADDR ((uint32_t)0xC0000000)

#define SDRAM_DEVICE_SIZE ((uint32_t)0x800000) /* SDRAM device #define SDRAM_MEMORY_WIDTH FMC_SDRAM_MEM_BUS_WID

#define SDCLOCK PERIOD FMC SDRAM CLOCK PERIOD 2

#define REFRESH_COUNT ((uint32_t)0x0603) /* SDRAM refresh coun

clock) */

```
#define SDRAM_TIMEOUT ((uint32_t)0xFFFF)
#define __DMAx_CLK_ENABLE __HAL_RCC_DMA2_CLK_ENABLE
#define __DMAx_CLK_DISABLE __HAL_RCC_DMA2_CLK_DISABLE
#define SDRAM_DMAx_CHANNEL DMA_CHANNEL_0
#define SDRAM_DMAx_STREAM DMA2_Stream0
#define SDRAM_DMAx_IRQn DMA2_Stream0_IRQn
#define BSP_SDRAM_DMA_IRQHandler DMA2_Stream0_IRQHandler
#define SDRAM_MODEREG_BURST_LENGTH_1 ((uint16_t)0x0000)
      FMC SDRAM Mode definition register defines.
#define SDRAM_MODEREG_BURST_LENGTH_2 ((uint16_t)0x0001)
#define SDRAM_MODEREG_BURST_LENGTH_4 ((uint16_t)0x0002)
#define SDRAM_MODEREG_BURST_LENGTH_8 ((uint16_t)0x0004)
#define SDRAM_MODEREG_BURST_TYPE_SEQUENTIAL ((uint16_t)0x0000
#define SDRAM_MODEREG_BURST_TYPE_INTERLEAVED ((uint16_t)0x00
#define SDRAM_MODEREG_CAS_LATENCY_2 ((uint16_t)0x0020)
#define SDRAM_MODEREG_CAS_LATENCY_3 ((uint16_t)0x0030)
#define SDRAM_MODEREG_OPERATING_MODE_STANDARD ((uint16_t)0
```

Functions

```
Initializes the SDRAM device.

uint8_t BSP_SDRAM_DeInit (void)

DeInitializes the SDRAM device.

void BSP_SDRAM_Initialization_sequence (uint32_t RefreshCount)

Programs the SDRAM device.

uint8_t BSP_SDRAM_ReadData (uint32_t uwStartAddress, uint32_t *pData, uint3 uwDataSize)

Reads an amount of data from the SDRAM memory in polling mode.

uint8_t BSP_SDRAM_ReadData_DMA (uint32_t uwStartAddress, uint32_t *pDat uwDataSize)
```

#define SDRAM_MODEREG_WRITEBURST_MODE_PROGRAMMED ((uint: #define SDRAM_MODEREG_WRITEBURST_MODE_SINGLE ((uint16_t)0x02

uint8_t BSP_SDRAM_Init (void)

Reads an amount of data from the SDRAM memory in DMA mode.
uint8_t BSP_SDRAM_WriteData (uint32_t uwStartAddress, uint32_t *pData, uint.

uwDataSize)

Writes an amount of data to the SDRAM memory in DMA mode.

uint8_t BSP_SDRAM_Sendcmd (FMC_SDRAM_CommandTypeDef *SdramCmd

Sends command to the SDRAM bank.

__weak void BSP_SDRAM_MspInit (SDRAM_HandleTypeDef *hsdram, void *Params Initializes SDRAM MSP.

__weak void BSP_SDRAM_MspDeInit (SDRAM_HandleTypeDef *hsdram, void *Para DeInitializes SDRAM MSP.

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_sdram.c driver.

Author:

MCD Application Team

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Definition in file stm32746g_discovery_sdram.h.

<u>doxygen</u> 1.7.6.1

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stm32746g_discovery_ts.c File Reference

This file provides a set of functions needed to manage the Touch Screen on STM32746G-Discovery board. More...

#include "stm32746g_discovery_ts.h"

Go to the source code of this file.

Functions

```
uint8 t&"memItemRight"
valign="bottom">BSP_TS_Init (uint16_t
           ts_SizeX, uint16_t ts_SizeY)
                                        Initializes and configures the touch screen functionalities
                                        and configures all necessary hardware resources (GPIOs,
                                        I2C, clocks..).
                                uint8_t BSP_TS_DeInit (void)
                                        DeInitializes the TouchScreen.
                                uint8_t BSP_TS_ITConfig (void)
                                        Configures and enables the touch screen interrupts.
                                uint8_t BSP_TS_ITGetStatus (void)
                                        Gets the touch screen interrupt status.
                                uint8_t BSP_TS_GetState (TS_StateTypeDef *TS_State)
                                        Returns status and positions of the touch screen.
                                uint8_t BSP_TS_Get_GestureId (TS_StateTypeDef *TS_State)
                                        Update gesture Id following a touch detected.
                                  void BSP_TS_ITClear (void)
                                        Clears all touch screen interrupts.
                                uint8_t BSP_TS_ResetTouchData (TS_StateTypeDef *TS_State)
                                        Function used to reset all touch data before a new
                                        acquisition of touch information.
```

Variables

```
static TS_DrvTypeDef * tsDriver

static uint16_t tsXBoundary

static uint16_t tsYBoundary

static uint8_t tsOrientation

static uint8_t I2cAddress
```

Detailed Description

This file provides a set of functions needed to manage the Touch Screen on STM32746G-Discovery board.

Author:

```
MCD Application Team
```

```
1. How To use this driver:
```

- This driver is used to drive the touch screen module of the STM32746G-Discovery board on the RK043FN48H-CT672B 480×272 LCD screen with capacitive touch screen.
- The FT5336 component driver must be included in project files according to the touch screen driver present on this board.

```
2. Driver description:
```

```
+ Initialization steps:
```

o Initialize the TS module using the $BSP_TS_Init()$ function. This function includes the MSP layer hardware resources initialization and the

- communication layer configuration to start the TS use. The LCD size proper (x and y) are passed as parameters.
- o If TS interrupt mode is desired, you must configure the TS interrupt mode by calling the function BSP_TS_ITConfig(). The TS interrupt mode is general as an external interrupt whenever a touch is detected.

 The interrupt mode internally uses the IO functionalities driver driven by the IO expander, to configure the IT line.

+ Touch screen use

- o The touch screen state is captured whenever the function BSP_TS_GetState() used. This function returns information about the last LCD touch occurred in the TS_StateTypeDef structure.
- o If TS interrupt mode is used, the function BSP_TS_ITGetStatus() is needed the interrupt status. To clear the IT pending bits, you should call the function BSP_TS_ITClear().
- o The IT is handled using the corresponding external interrupt IRQ handler, the user IT callback treatment is implemented on the same external interrucallback.

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Definition in file stm32746g_discovery_ts.c.



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stm32746g_discovery_ts.h File Reference

This file contains the common defines and functions prototypes for the stm32746g_discovery_ts.c driver. More...

```
#include "stm32746g_discovery.h"
#include "../Components/ft5336/ft5336.h"
Go to the source code of this file.
```

Data Structures

```
struct &"memItemRight" valign="bottom">TS_StateTypeDef
```

TS_StateTypeDef Define TS State structure. More...

Defines

```
#define TS_MAX_NB_TOUCH ((uint32_t)
FT5336_MAX_DETECTABLE_TOUCH)
With FT5336: maximum 5 touches detected simultaneously.

#define TS_NO_IRQ_PENDING ((uint8_t) 0)

#define TS_IRQ_PENDING ((uint8_t) 1)

#define TS_SWAP_NONE ((uint8_t) 0x01)

#define TS_SWAP_X ((uint8_t) 0x02)

#define TS_SWAP_Y ((uint8_t) 0x04)

#define TS_SWAP_XY ((uint8_t) 0x08)
```

Enumerations

```
enum TS_StatusTypeDef \{ TS_OK = 0x00, TS_ERROR = 0x01, 
      TS\_TIMEOUT = 0x02, TS\_DEVICE\_NOT\_FOUND = 0x03 }
enum TS_GestureIdTypeDef {
      GEST_ID_NO_GESTURE = 0x00, GEST_ID_MOVE_UP =
      0x01, GEST_ID_MOVE_RIGHT = 0x02,
      GEST_ID_MOVE_DOWN = 0x03,
       GEST ID MOVE LEFT = 0x04, GEST ID ZOOM IN = 0x05,
      GEST_ID_ZOOM_OUT = 0x06, GEST_ID_NB_MAX = 0x07
      }
      TS_GestureIdTypeDef Define Possible managed gesture
      identification values returned by touch screen driver. More...
enum TS_TouchEventTypeDef {
      TOUCH_EVENT_NO_EVT = 0x00,
      TOUCH_EVENT_PRESS_DOWN = 0x01,
      TOUCH_EVENT_LIFT_UP = 0x02,
      TOUCH_EVENT_CONTACT = 0x03,
       TOUCH_EVENT_NB_MAX = 0x04
      TS_TouchEventTypeDef Define Possible touch events kind as
      returned values by touch screen IC Driver. More...
```

Functions

```
uint8_t BSP_TS_Init (uint16_t ts_SizeX, uint16_t ts_SizeY)

Initializes and configures the touch screen functionalities and configures all necessary hardware resources (GPIOs, I2C, clocks..).
```

uint8_t BSP_TS_DeInit (void)

DeInitializes the TouchScreen.

uint8_t BSP_TS_GetState (TS_StateTypeDef *TS_State)

Returns status and positions of the touch screen.

uint8_t BSP_TS_Get_GestureId (TS_StateTypeDef *TS_State)
Update gesture Id following a touch detected.

uint8_t BSP_TS_ITConfig (void)

Configures and enables the touch screen interrupts.

uint8_t BSP_TS_ITGetStatus (void)

Gets the touch screen interrupt status.

void BSP_TS_ITClear (void)

Clears all touch screen interrupts.

uint8_t BSP_TS_ResetTouchData (TS_StateTypeDef *TS_State)

Function used to reset all touch data before a new acquisition of touch information.

Variables

```
char * ts_event_string_tab [TOUCH_EVENT_NB_MAX]
```

Table for touchscreen event information display on LCD: table indexed on enum TS_TouchEventTypeDef information.

char * ts_gesture_id_string_tab [GEST_ID_NB_MAX]

Table for touchscreen gesture Id information display on LCD : table indexed on enum TS_GestureIdTypeDef information.

Detailed Description

This file contains the common defines and functions prototypes for the stm32746g_discovery_ts.c driver.