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ELEN 121L Tuesday 2:15 p.m.

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Lab 3 – Using the LED Strip

Step 2:

```
GPIO_InitStruct.Pin = SCK_Pin|SDO_Pin;  
GPIO_InitStruct.Mode = GPIO_MODE_OUTPUT_PP;  
GPIO_InitStruct.Pull = GPIO_NOPULL;  
GPIO_InitStruct.Speed = GPIO_SPEED_FREQ_MEDIUM;  
HAL_GPIO_Init(GPIOE, &GPIO_InitStruct);
```

Line 1 initializes Pin E.13 and Pin E.15.

Line 2 sets the mode to output push pull.

Line 3 sets the pins to no pull.

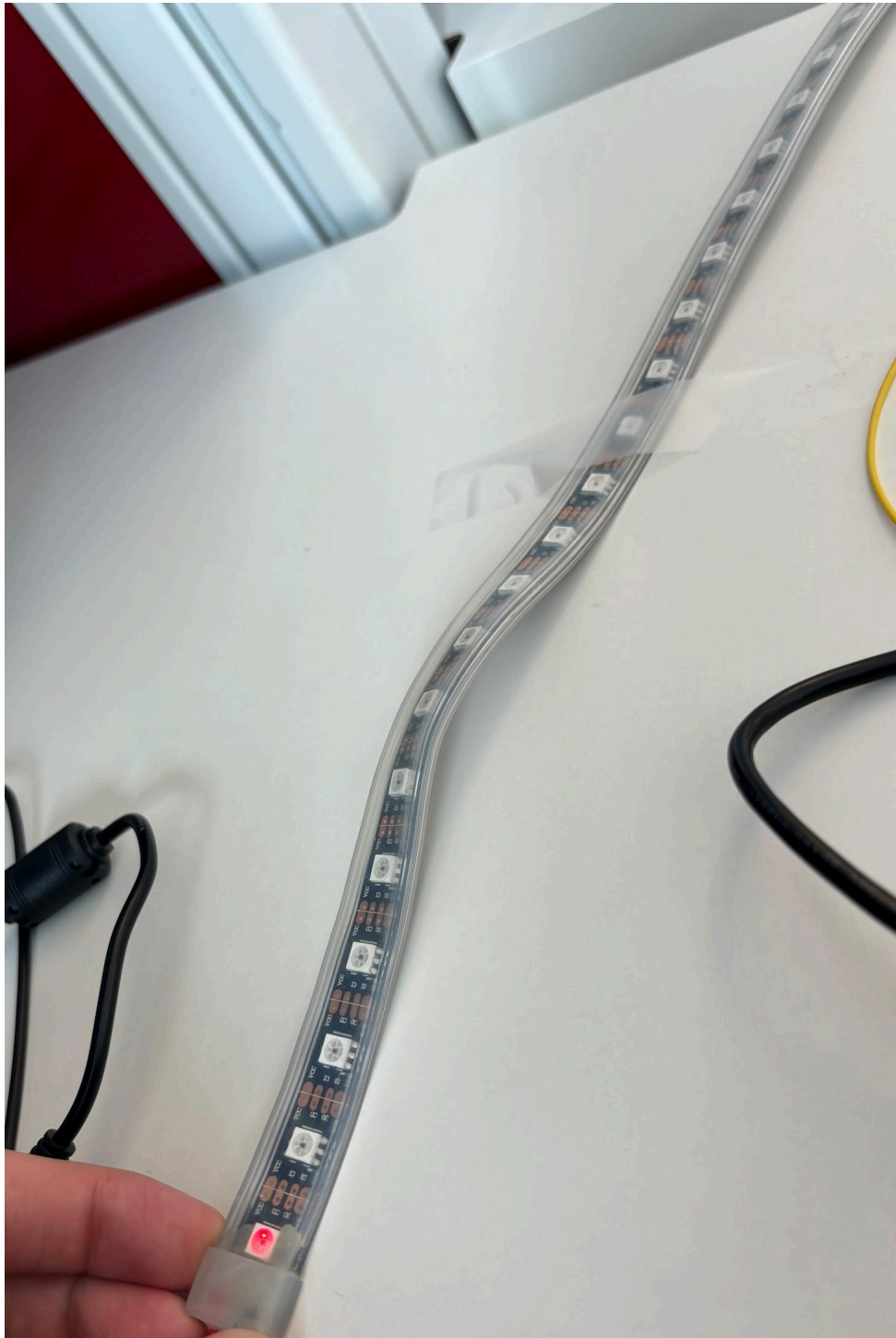
Line 4 sets the speed to medium.

Line 5 gathers the address of the data in pin E.

Step 3:

```
void spi32(unsigned int c){  
    int i;  
    unsigned int temp;  
    unsigned int temp2;  
    for(i=0; i<32; i++){  
        temp=c;  
        temp2=(0x80000000>>i);  
        temp&=temp2;  
        if(temp!=0){  
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_SET);  
        }  
        if(temp==0){  
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_RESET);  
        }  
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_SET);  
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_RESET);  
    }  
}
```

Step 4:

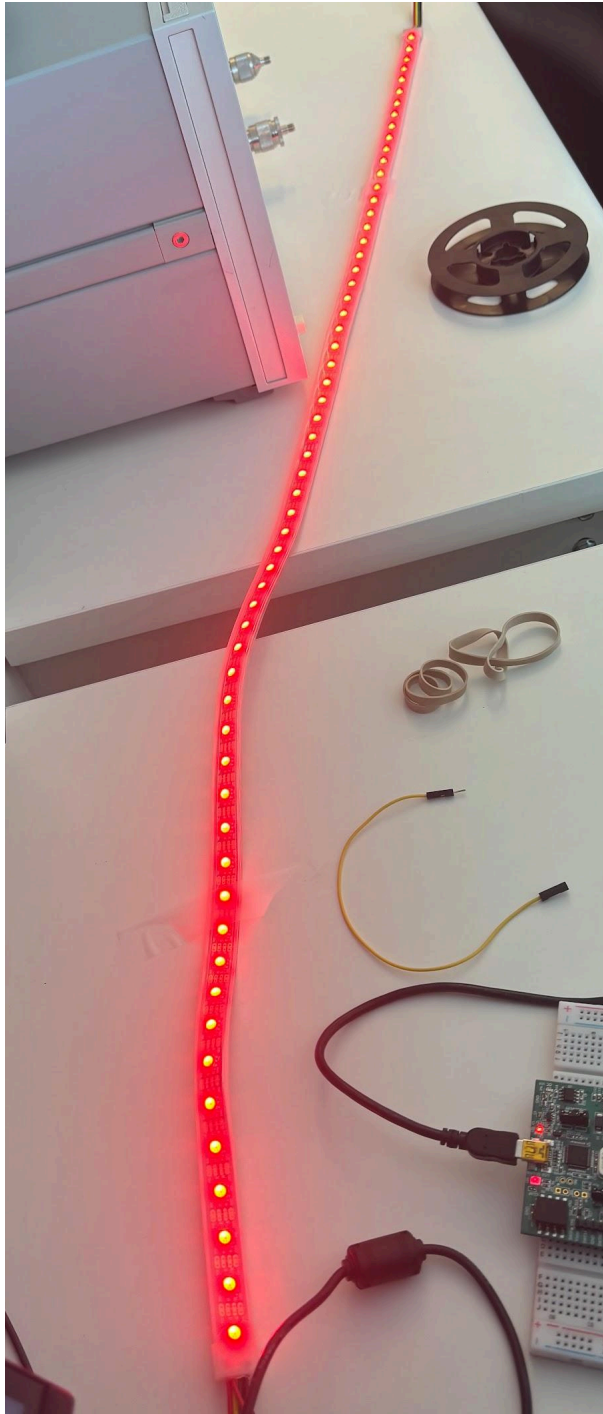


Step 5:

```
void spi32(unsigned int c){
    int i;
    unsigned int temp;
    unsigned int temp2;
    for(i=0; i<32; i++){
        temp=c;
        temp2=(0x80000000>>i);
        temp&=temp2;
        if(temp!=0){
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_SET);
        }
        if(temp==0){
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_RESET);
        }
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_SET);
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_RESET);
    }
}

void sendarray(int buffer[63]){
    int i;
    for(i=0; i<64; i++){
        spi32(buffer[i]);
    }
}

/* USER CODE BEGIN 2 */
int buffer[63];
int i;
buffer[0] = 0x00000000;
buffer[62] = 0xFFFFFFFF;
for(i=1; i<61; i++){
    buffer[i]=0xF00000FF;
}
sendarray(buffer);
/* USER CODE END 2 */
```



Step 6:

```
void spi32(unsigned int c){
    int i;
    unsigned int temp;
    unsigned int temp2;
    for(i=0; i<32; i++){
        temp=c;
        temp2=(0x80000000>>i);
        temp&=temp2;
        if(temp!=0){
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_SET);
        }
        if(temp==0){
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_RESET);
        }
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_SET);
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_RESET);
    }
}

void sendarray(int buffer[63]){
    int i;
    for(i=0; i<64; i++){
        spi32(buffer[i]);
    }
}
```

```
int buffer[63];
int i;
int middle=30;

/* USER CODE END 2 */

/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
    buffer[0] = 0x00000000;
    buffer[62] = 0xFFFFFFFF;
    for(i=1; i<middle; i++){
        buffer[i]=0xF0000000;
    }
    for(i=middle+1; i<62; i++){
        buffer[i]=0xF0000000;
    }
    buffer[middle]=0xF0FF0000;
    sendarray(buffer);
    middle++;
    if(middle==61){
        middle=0;
    }
    HAL_Delay(250);
    /* USER CODE END WHILE */
```

Extra Credit:

```
void spi32(unsigned int c){
    int i;
    unsigned int temp;
    unsigned int temp2;
    for(i=0; i<32; i++){
        temp=c;
        temp2=(0x80000000>>i);
        temp&=temp2;
        if(temp!=0){
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_SET);
        }
        if(temp==0){
            HAL_GPIO_WritePin(SDO_GPIO_Port, SDO_Pin, GPIO_PIN_RESET);
        }
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_SET);
        HAL_GPIO_WritePin(SCK_GPIO_Port, SCK_Pin, GPIO_PIN_RESET);
    }
}

void sendarray(int buffer[63]){
    int i;
    for(i=0; i<64; i++){
        spi32(buffer[i]);
    }
}

int buffer[63];
int i=0;
int j=1;
int start=1;
int colors[7]={0xF00000FF, 0xF000A5FF, 0xF000FFFF, 0xF000FF00, 0xF0FF0000, 0xF082004B, 0xF0FF007F};

/* USER CODE END 2 */

/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
    buffer[0] = 0x00000000;
    buffer[62] = 0xFFFFFFFF;

    for(i=0; i<6; i++){
        for(j=1; j<56; j=j+6) {
            buffer[j]=colors[(i)%6];
            buffer[j+1]=colors[(i+1)%6];
            buffer[j+2]=colors[(i+2)%6];
            buffer[j+3]=colors[(i+3)%6];
            buffer[j+4]=colors[(i+4)%6];
            buffer[j+5]=colors[(i+5)%6];
            buffer[j+6]=colors[(i+6)%6];
        }
        sendarray(buffer);
        HAL_Delay(250);
    }

    start++;
    if(start==61){
        start=1;
    }
    /* USER CODE END WHILE */

    /* USER CODE BEGIN 3 */
}
/* USER CODE END 3 */
}
```