



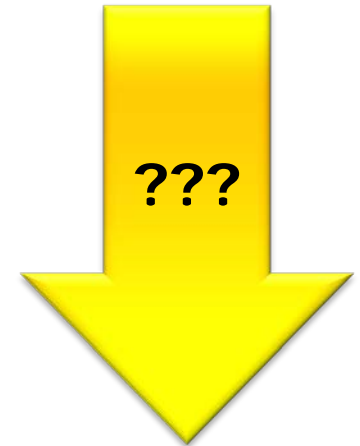
# Processor Expert

*"We just have received these hardware kits. Have a look at them and see how you can use them to build up that demonstrator."*

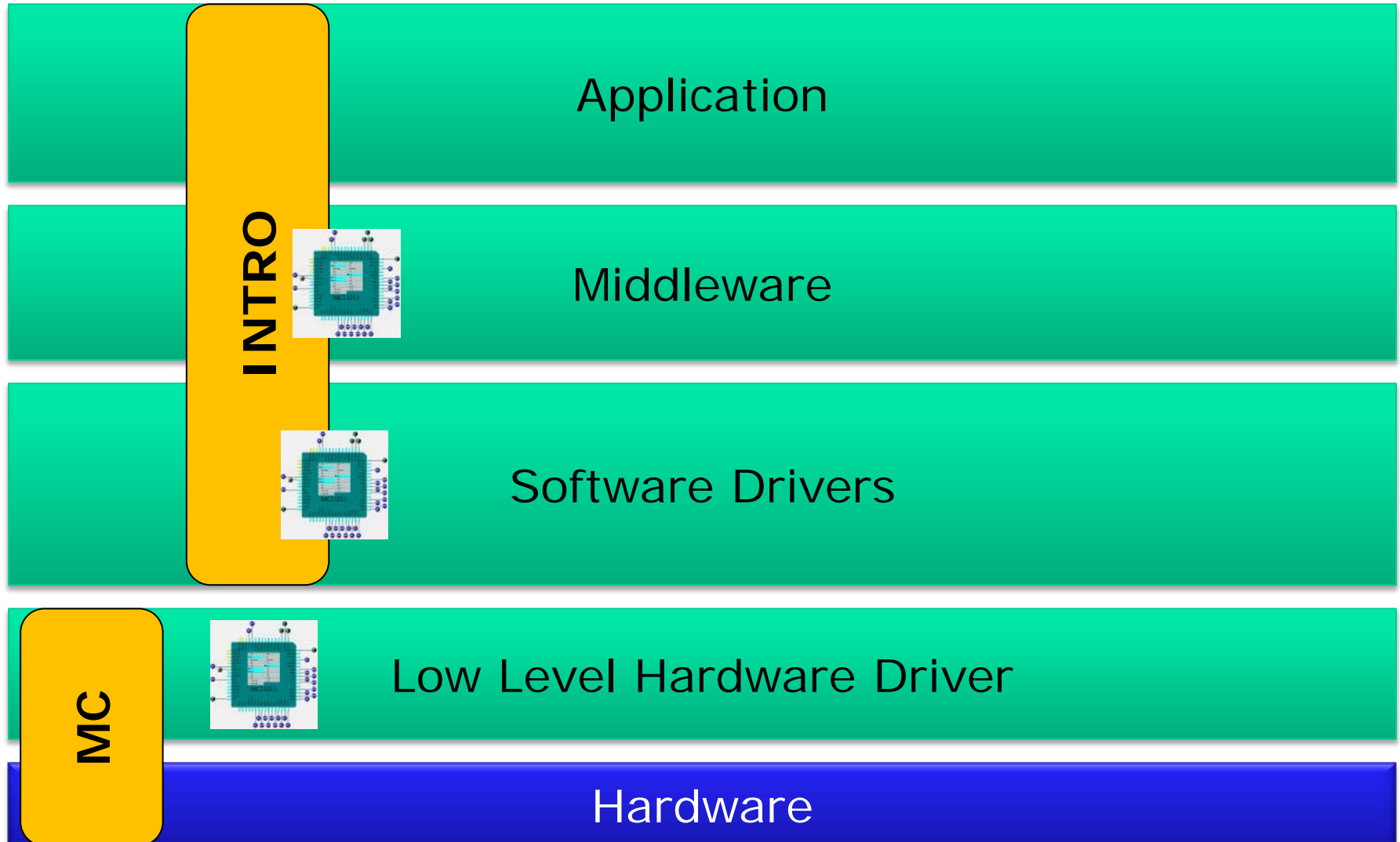
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# Learning Goals

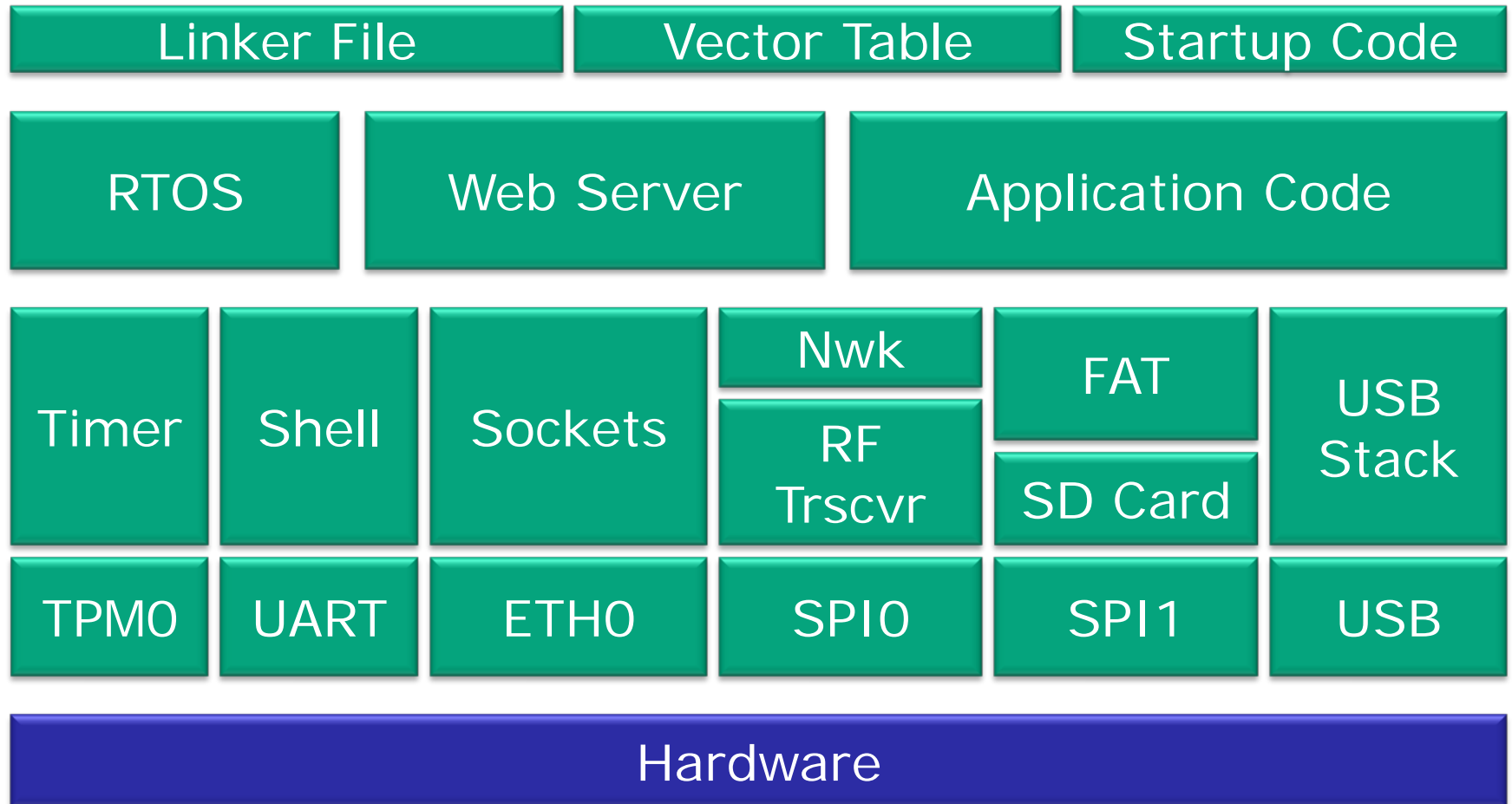
- Problem: No time to deal with the very low level
- Processor Expert
  - Properties
  - Methods
  - Events
- Importing Packages
- Bit I/O/LED Component
- Reading schemata



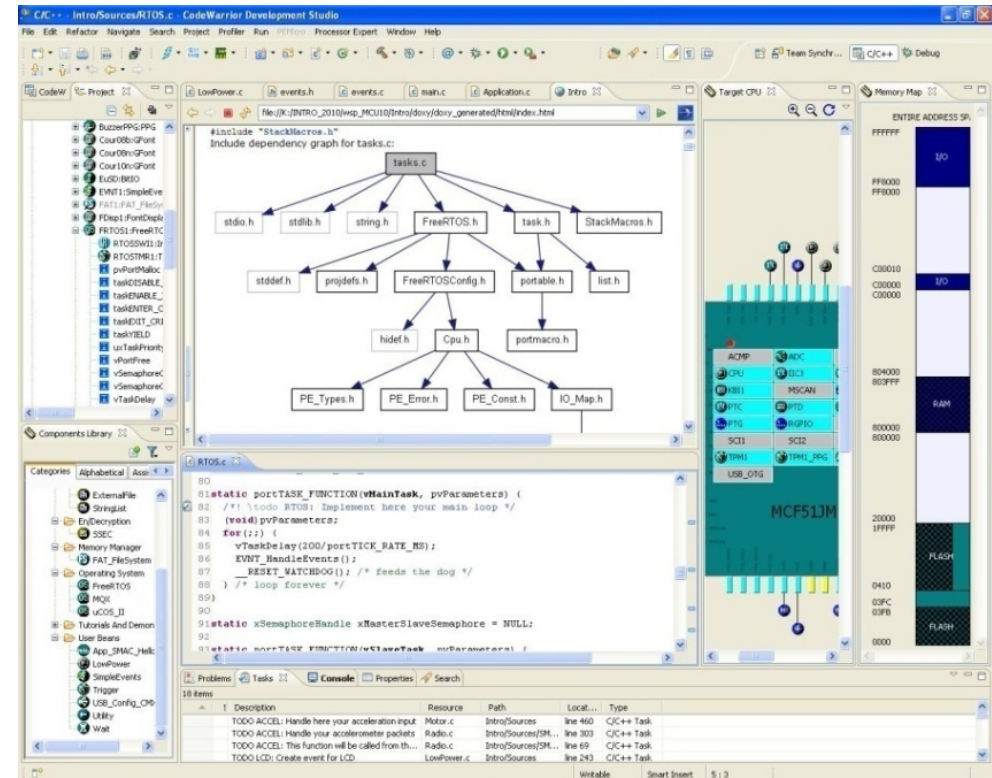
# What to build on...



# Typical Embedded Application

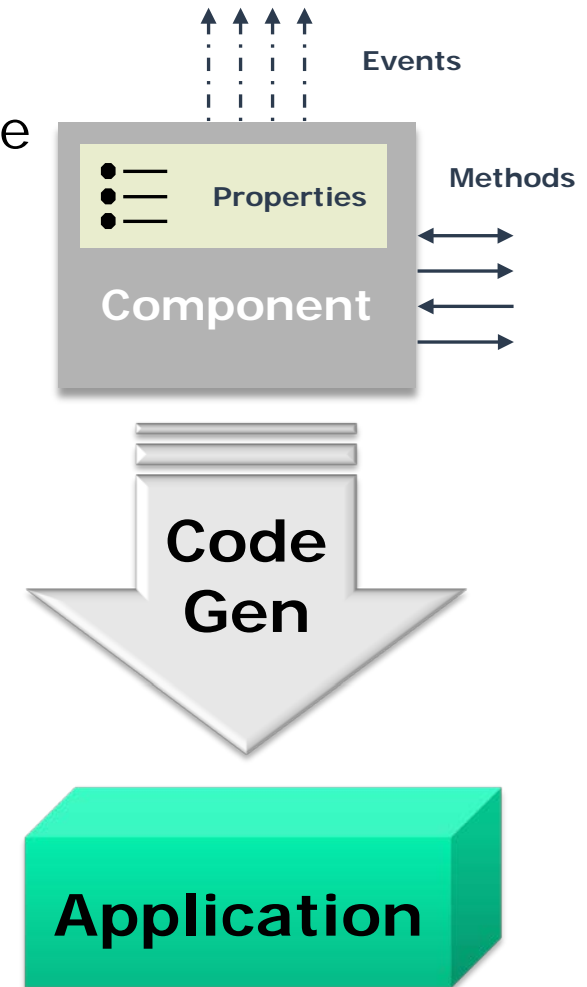


- Rapid Application Generation Tool
- Embedded Software Components
- Source Code Driver
  - Properties
  - Methods
  - Events
  - Inheritance

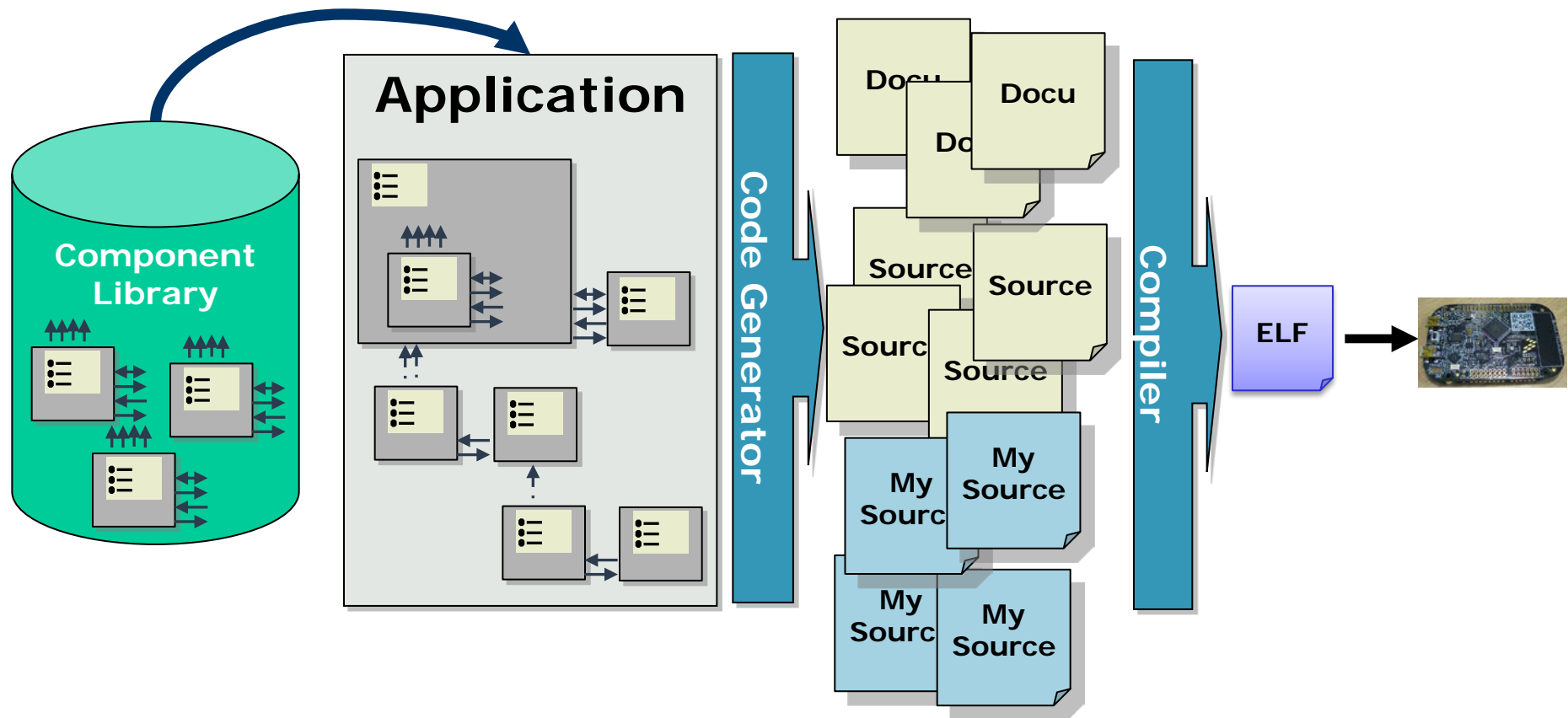


# Embedded Components

- Component
  - Building block of an application
  - Implemented in a C like scripting language
  - Functionality separated into small objects
  - Components have interface (similar way classes have in object-oriented programming)
    - **Methods**
      - Procedures that can be executed
      - Function calls
    - **Events**
      - Indication of state changing
      - Usually implementation of ISRs
    - **Properties**
      - Modify/Customize object behavior
      - Set during design-time

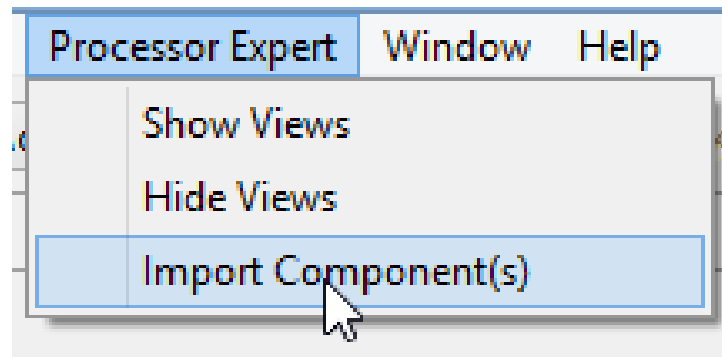


# Component Model Development Flow



# Importing Components

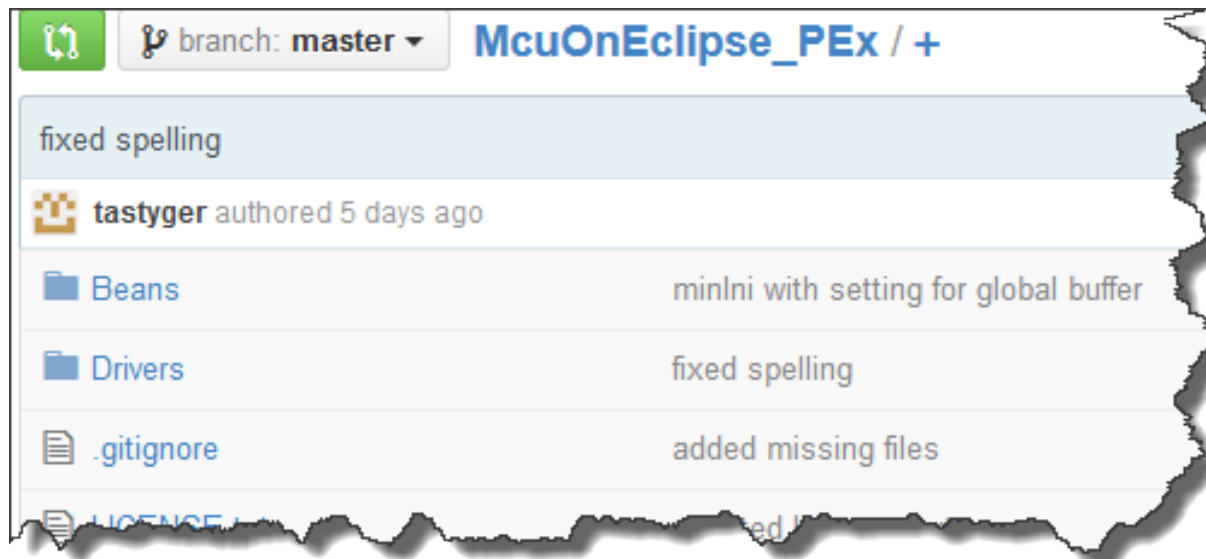
- As \*.PEupd file(s)
- <https://sourceforge.net/projects/mcuoneclipse/files/PEx%20Components/>
- Packages (special archive files)
- Import the \*.PEupd files





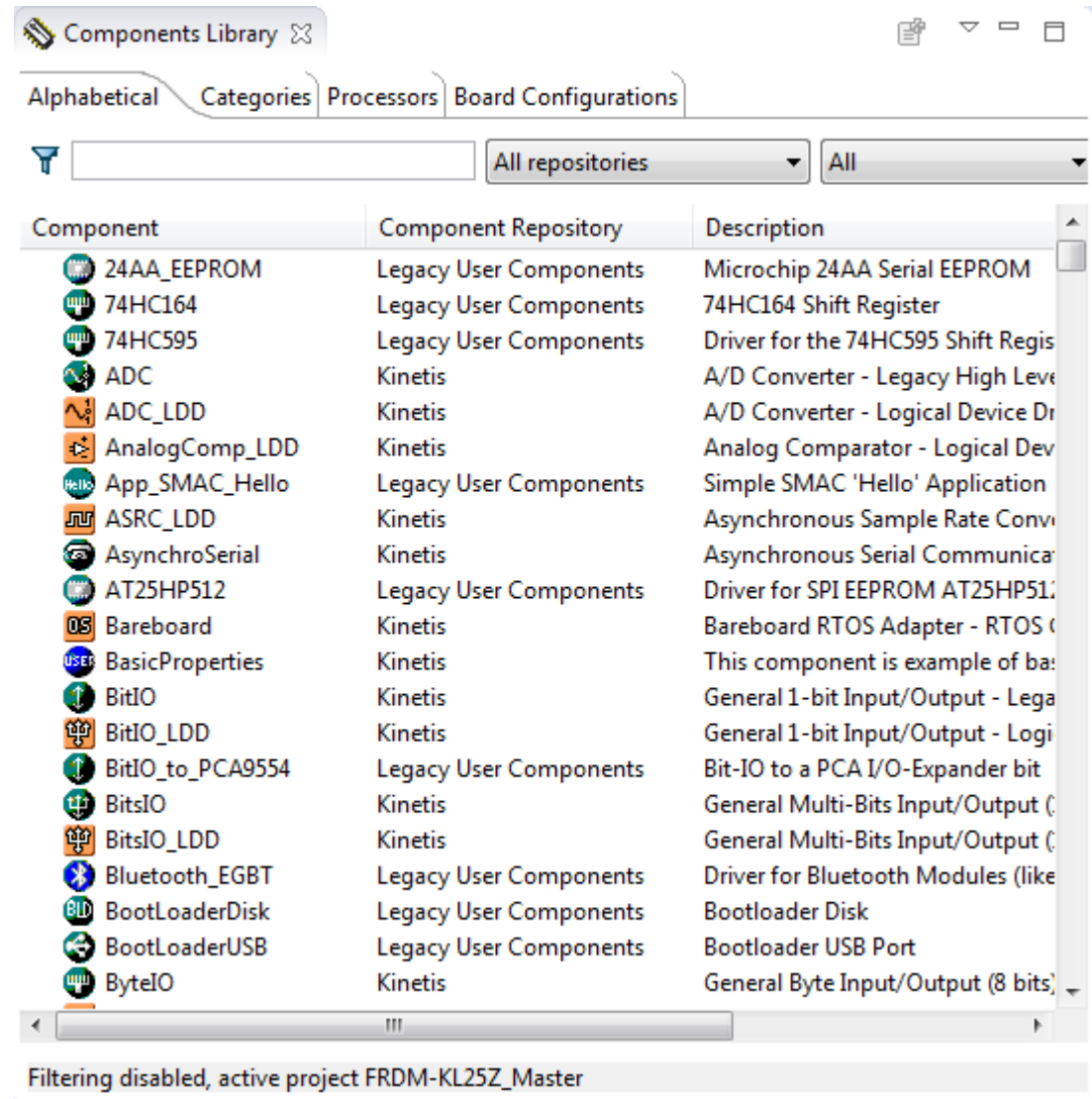
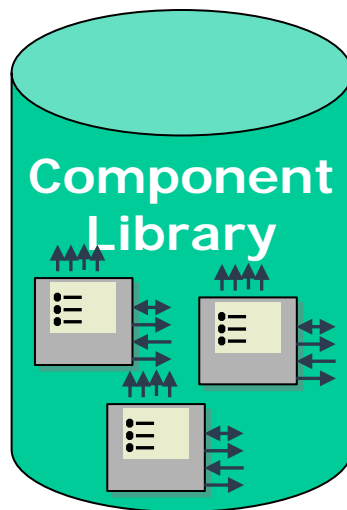
# Public GitHub Repository

- Git Repository:  
**[https://github.com/ErichStyger/McuOnEclipse\\_PEx](https://github.com/ErichStyger/McuOnEclipse_PEx)**
  - Open source/public components
- <http://mcuoneclipse.com/2014/11/16/mcuoneclipse-component-sources-in-dedicated-github-repository/>



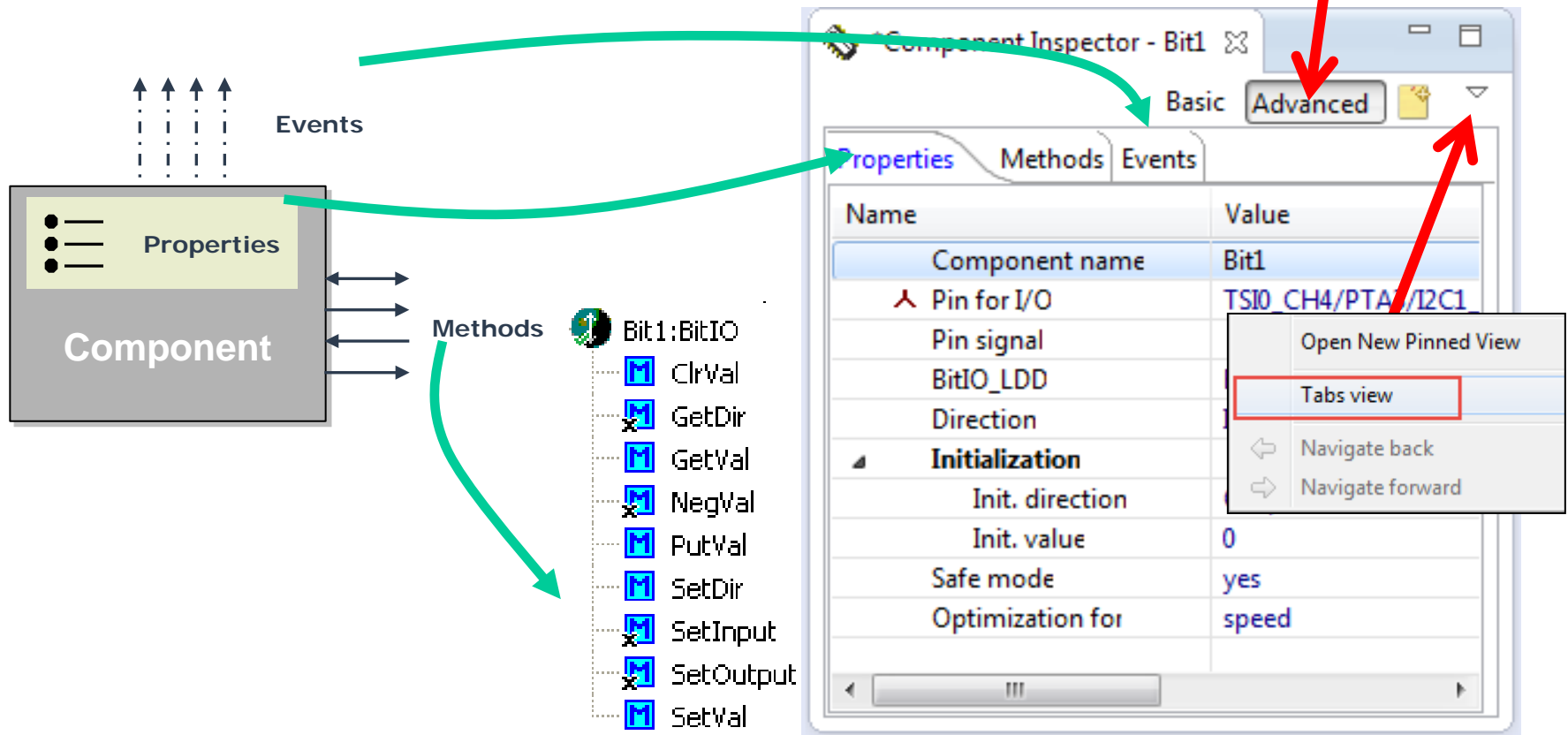
# Component Library

- Add to project
  - Double Click
  - Context menu
  - Drag&Drop



# Component Inspector

- Context menu on component to open Inspector
- Menu to switch between 'Tabs view'



# Generating Code

**Project Explorer**

- INTRO\_FRDM [INTRO\_HS2014 master]
  - Binaries
  - Includes
  - Debug
  - Documentation
  - Generated\_Code
  - Project\_Settings
  - Sources
  - Static\_Code
    - INTRO\_FRDM PnE.launch
    - INTRO\_FRDM Segger.launch
    - ProcessorExpert.pe
    - ProjectInfo.xml
- INTRO\_K22\_Robo [nemesis master]
  - INTRO\_Robo
- k64f\_sdk\_pex

**Components - INTRO\_FRDM**

- Generator\_Configurations
  - FLASH
- OSs
- Processors
  - Cpu:MKL25Z128VLK4
- Components
  - Bit1:BitIO
- PDD

**Context Menu:**

- Build Selected File(s)
- Generate Processor Expert Code
- Build Documentation

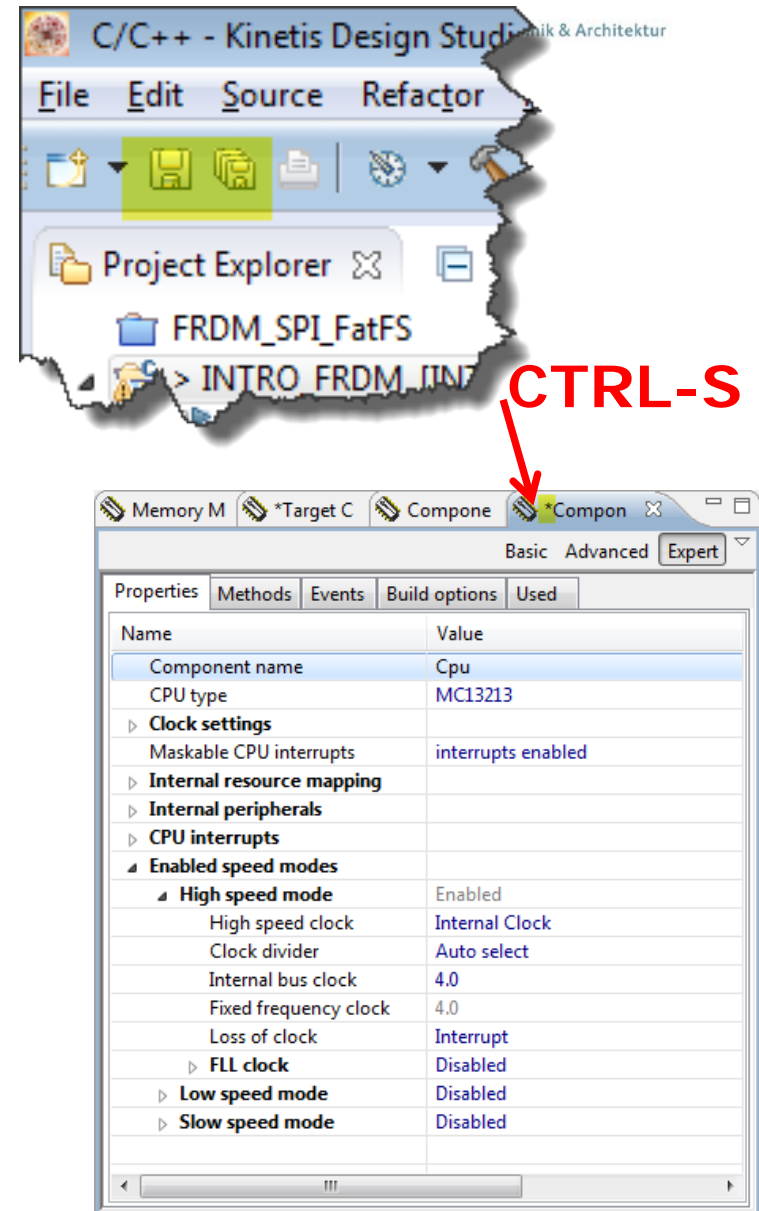
**Console**

```

Processor Expert
INTRO_FRDM: Code generation...
INTRO_FRDM: project was success...
k164f_pex: project was success...
k164f_pex: 22.09.2014 16:58:0...
k164f_pex: Code generation time was 7293 ms.
  
```

# Saving Component Settings





- \* indicates settings not saved yet
- CTRL-S/Save all
- XML file: ProcessorExpert.pe
- **IMPORTANT VCS NOTE**
  - Agree on group change in advance!
  - User A: Commit/Push
  - User B: Closes project, (removes \*.pe file), then pulls file
  - Otherwise: merge ☹



# BitIO Component

- BitIO:
  - Input
  - Output
  - Input/Output
- Name signals!

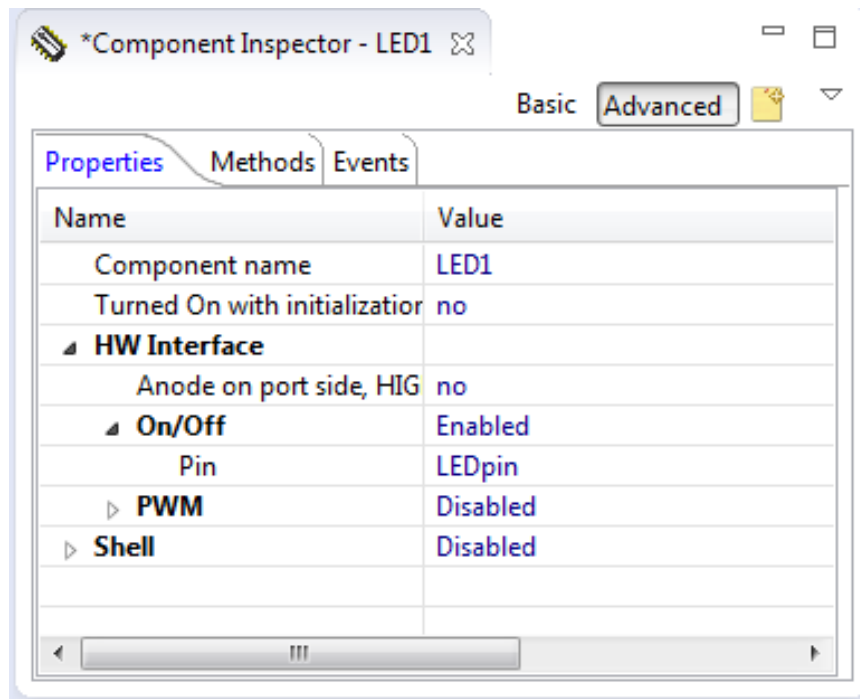
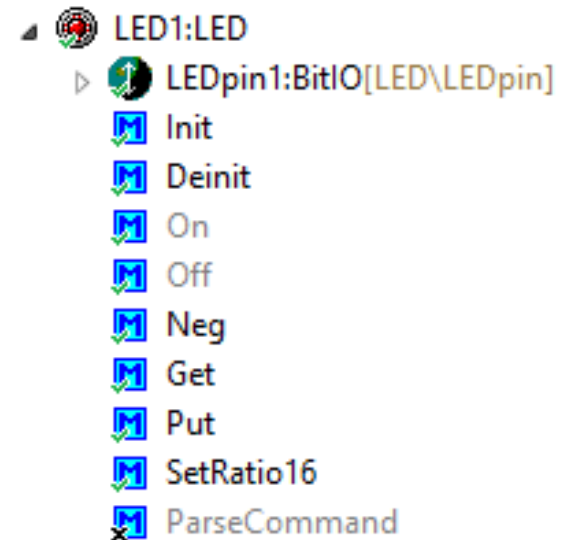
## Embedded Components

- ▷  LED1:BitIO
- ▷  LED2:BitIO
- ▷  LED3:BitIO
- ▷  LED4:BitIO
- ▷  LED5:BitIO

Properties		Methods	Events
Name	Value		
Component name	LED1		
Pin for I/O	PTD4_TPM2CH1		
Pin signal	LED1		
Pull resistor	autoselected pull		
Open drain	push-pull		
Slew rate control for PTD4	no		
Direction	Output		
<b>Initialization</b>			
Init. direction	Output		
Init. value	1		
Safe mode	yes		
Optimization for	speed		

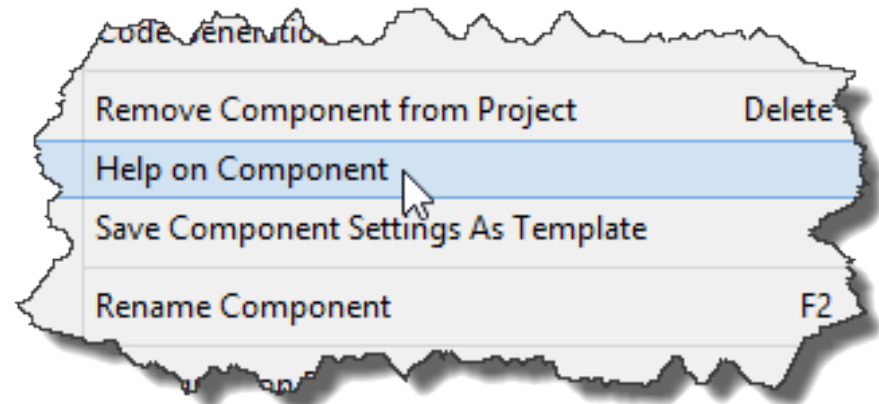
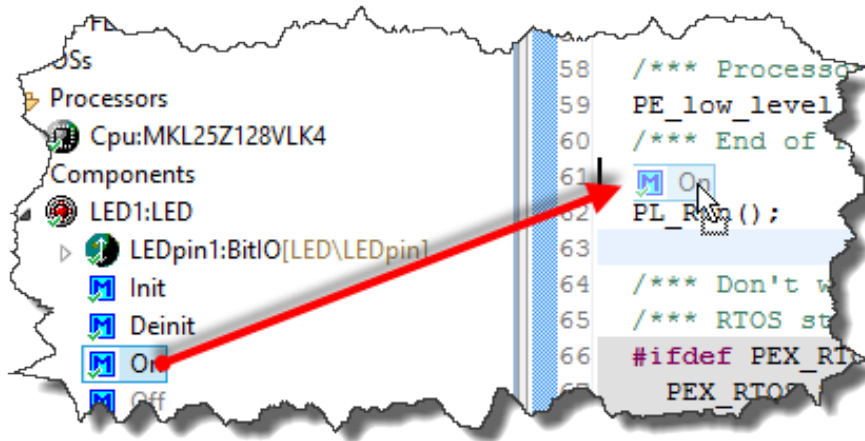
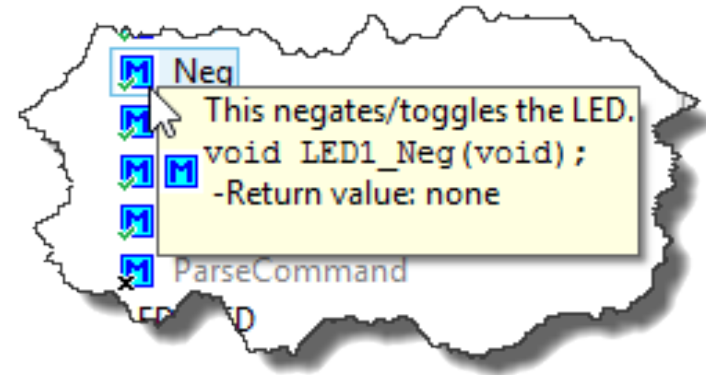
# LED Component

- Inherits BitIO Component
- Implements Cathode/Anode setting
- Additionally
  - PWM
  - Shell/Console



# Tips: Using Components

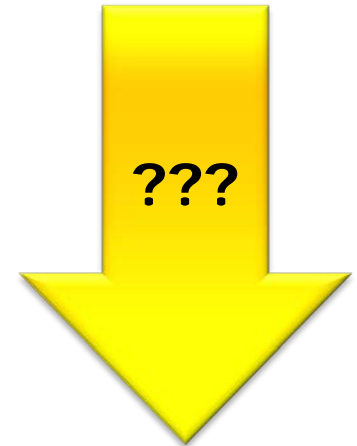
- Tool Tip
- Help on Component context menu
- Drag&Drop of methods





## Summary

- *Problem: No time to deal with the very low level*
- Processor Expert
  - Properties
  - Methods
  - Events
- Bit I/O, LED
- Adding components
- Be careful with PEx Files and VCS



## Lab #6: Processor Expert (30")

- Import Processor Expert Components from SourceForge
- Verify components show up
- Explore user interface
- Add a BitIO component
- Practice sharing PEx project settings
  - Next Lab: use it for LEDs

