

Lab3: Hardware Interface - Real Board

OBJECTIVES

This is your first program to run on the LaunchPad

You will run this program without modification as your Lab 2 If the left switch SW1 is

not pressed the LED toggles blue-red

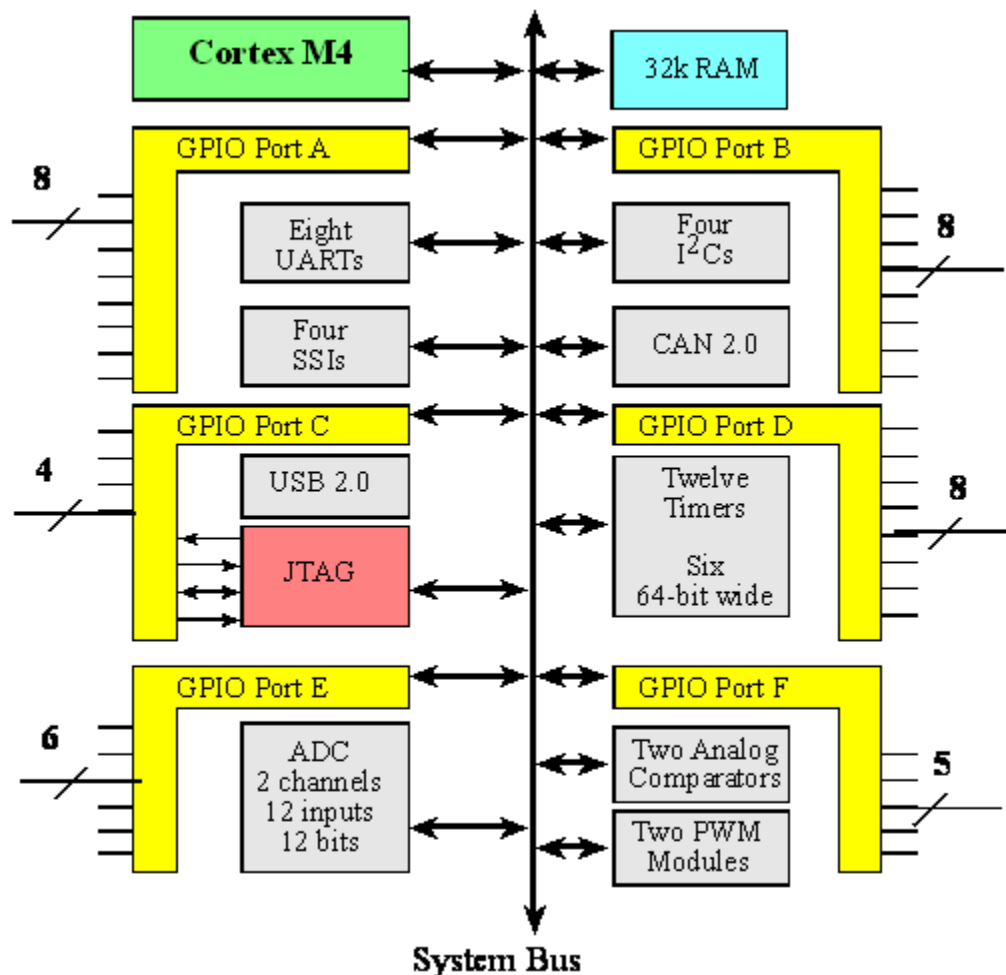
pressed the LED toggles blue-Green

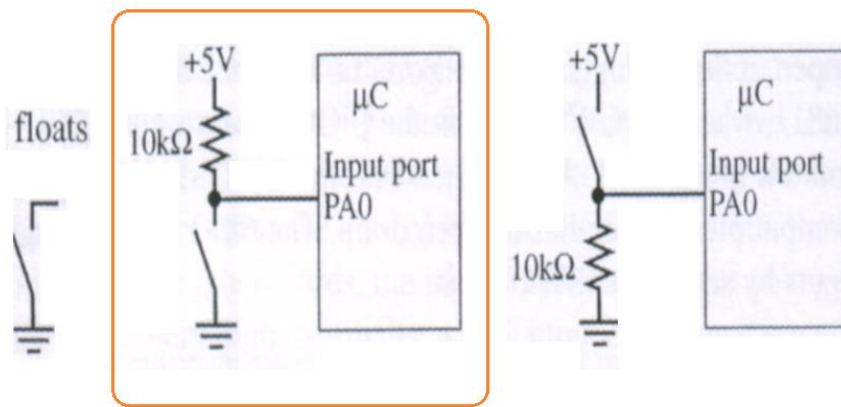
MATERIALS/EQUIPMENT NEEDED

- Keil μ Vision Integrated Development Environment (IDE) for the ARM.

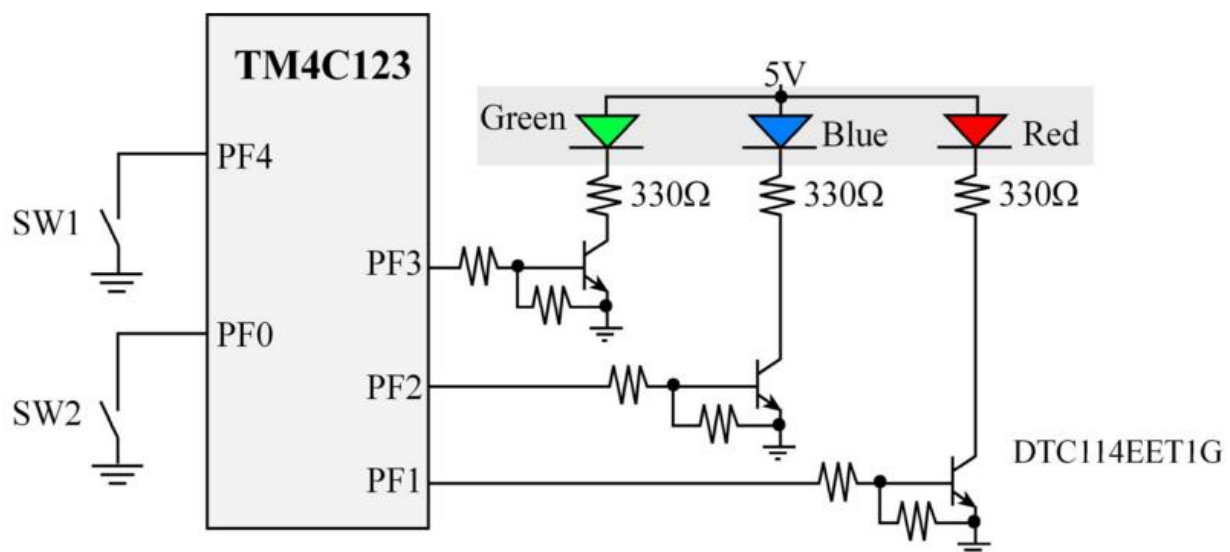
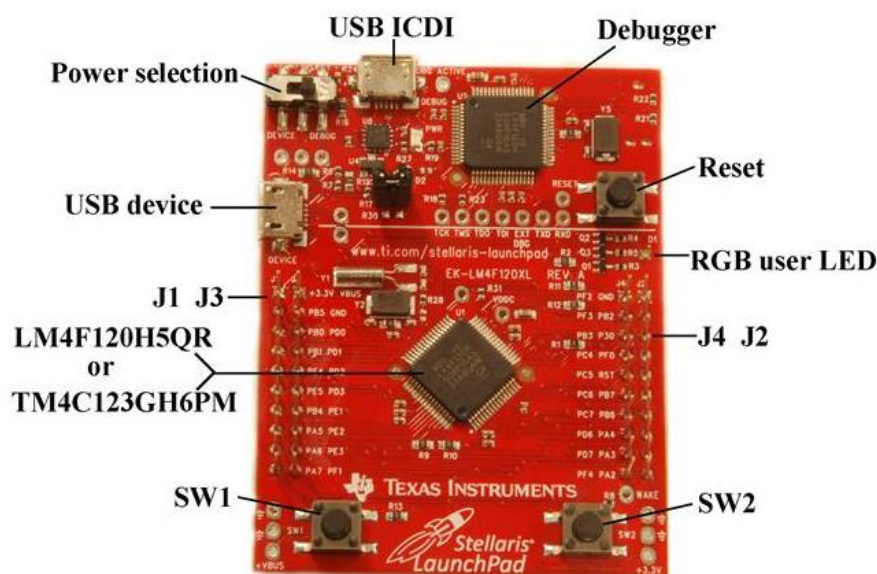
INTRODUCTION

- Compile (build) your project in Keil, and start the debugger in simulation mode.
- Execute **Peripherals->TExaS PortF** to open the **Lab 2** window.



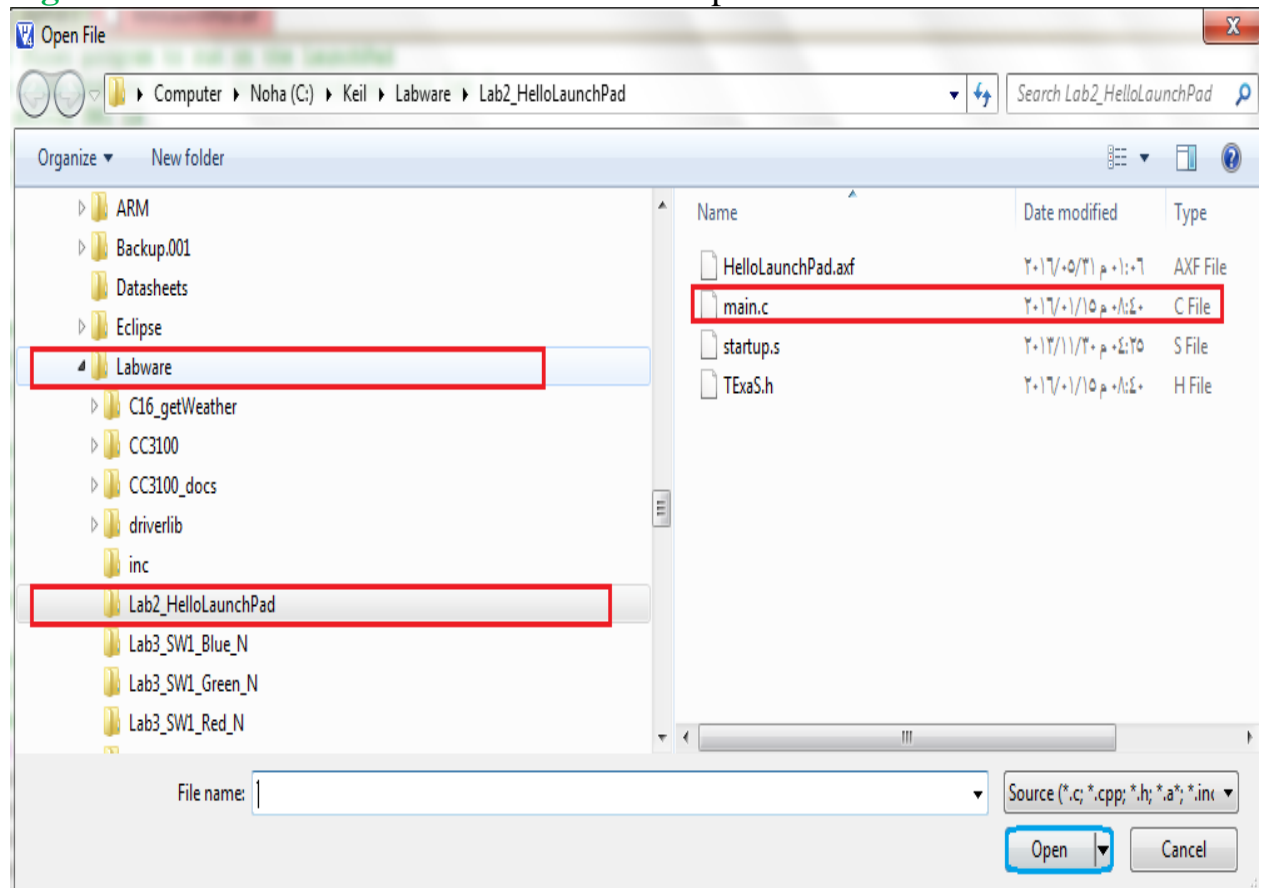


PROCEDURE



- // **SW1** left switch is negative logic **PF4** on the Launchpad
- // **SW2** right switch is negative logic **PF0** on the Launchpad
- // **red LED** connected to **PF1** on the Launchpad
- // **blue LED** connected to **PF2** on the Launchpad

// **green LED** connected to **PF3** on the Launchpad

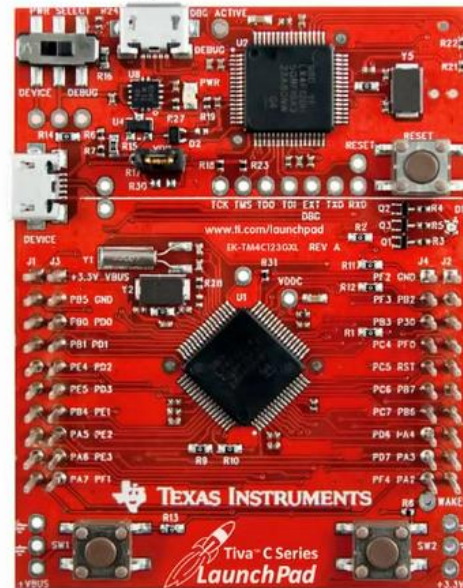


PF7 PF6 PF5 PF4 PF3 PF2 PF1 PF0

| | | | | | | | | | | |
|-----------------|----------|-------------|----------|----------|----------|----------|----------|----------|----------|----------|
| // red | R | 0x02 | 0 | 0 | 0 | 0 | 0 | 0 | 1 | 0 |
| // blue | B | 0x04 | 0 | 0 | 0 | 0 | 0 | 1 | 0 | 0 |
| // green | G | 0x08 | 0 | 0 | 0 | 0 | 1 | 0 | 0 | 0 |

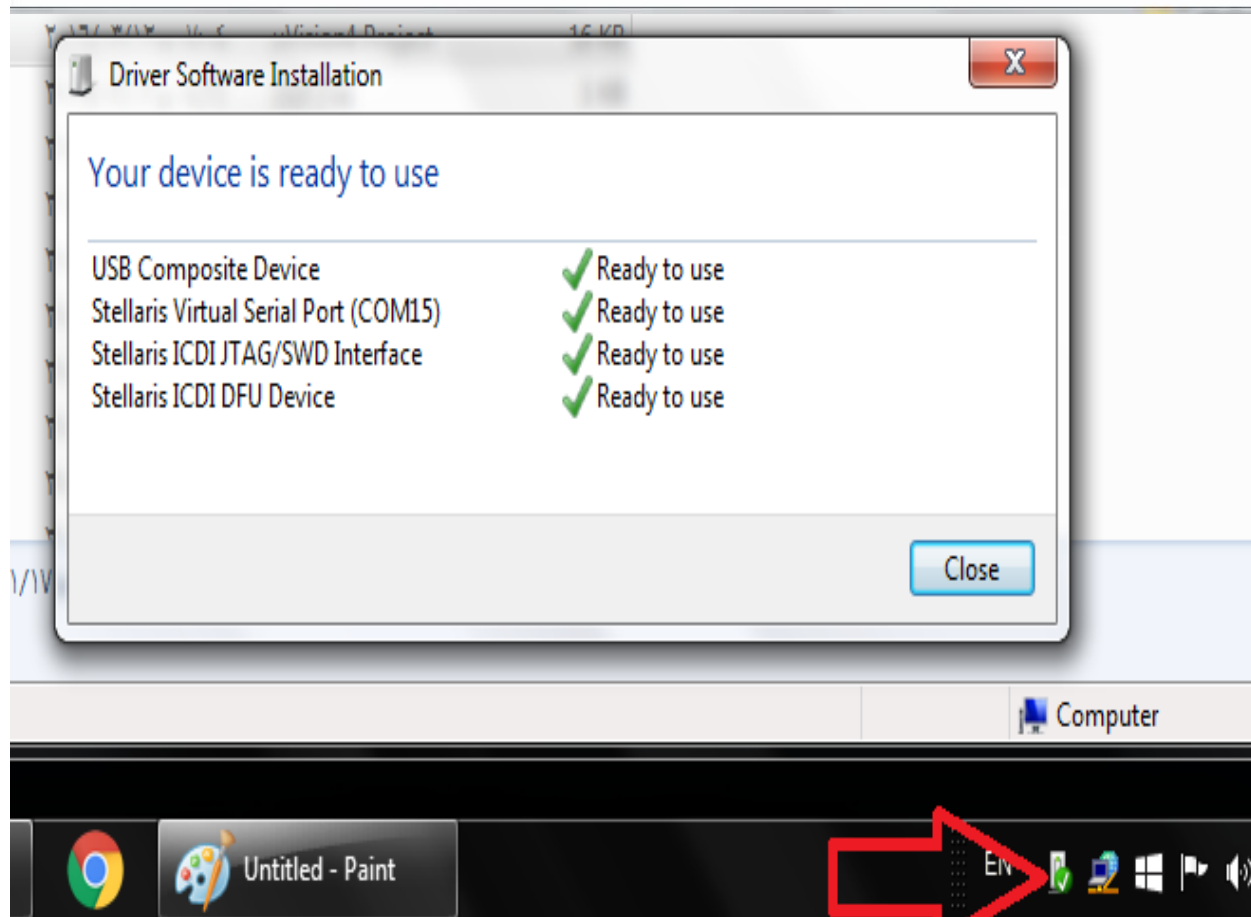
Lab 1: Hardware and Software Setup

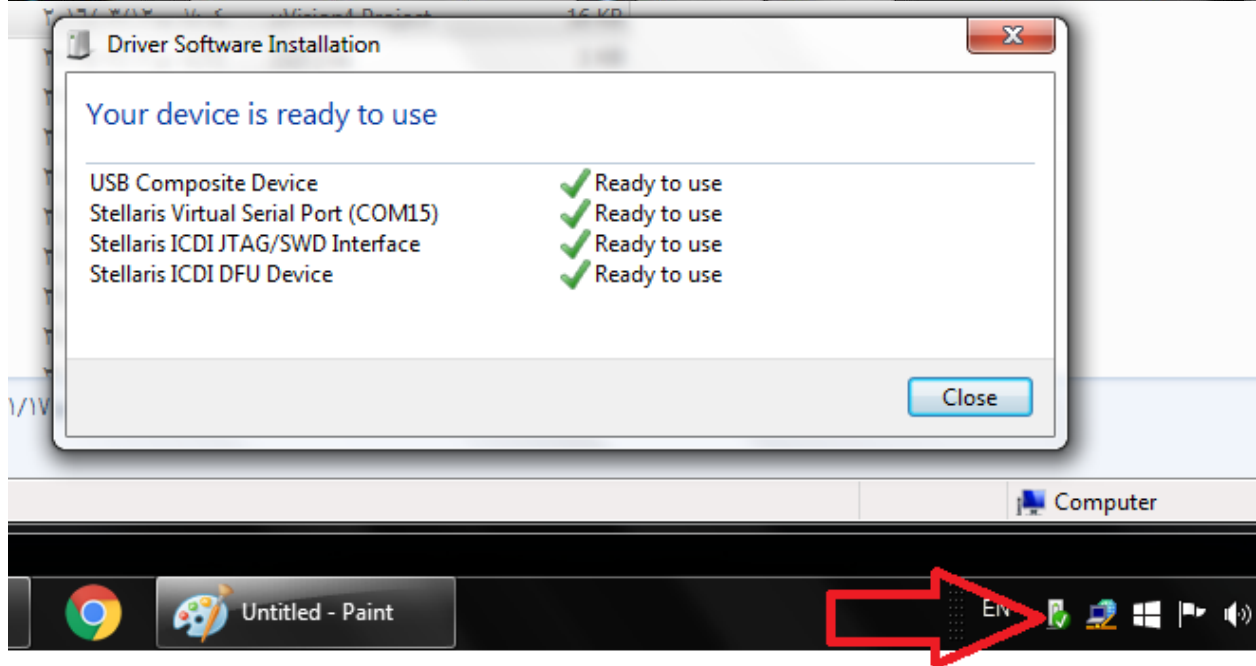
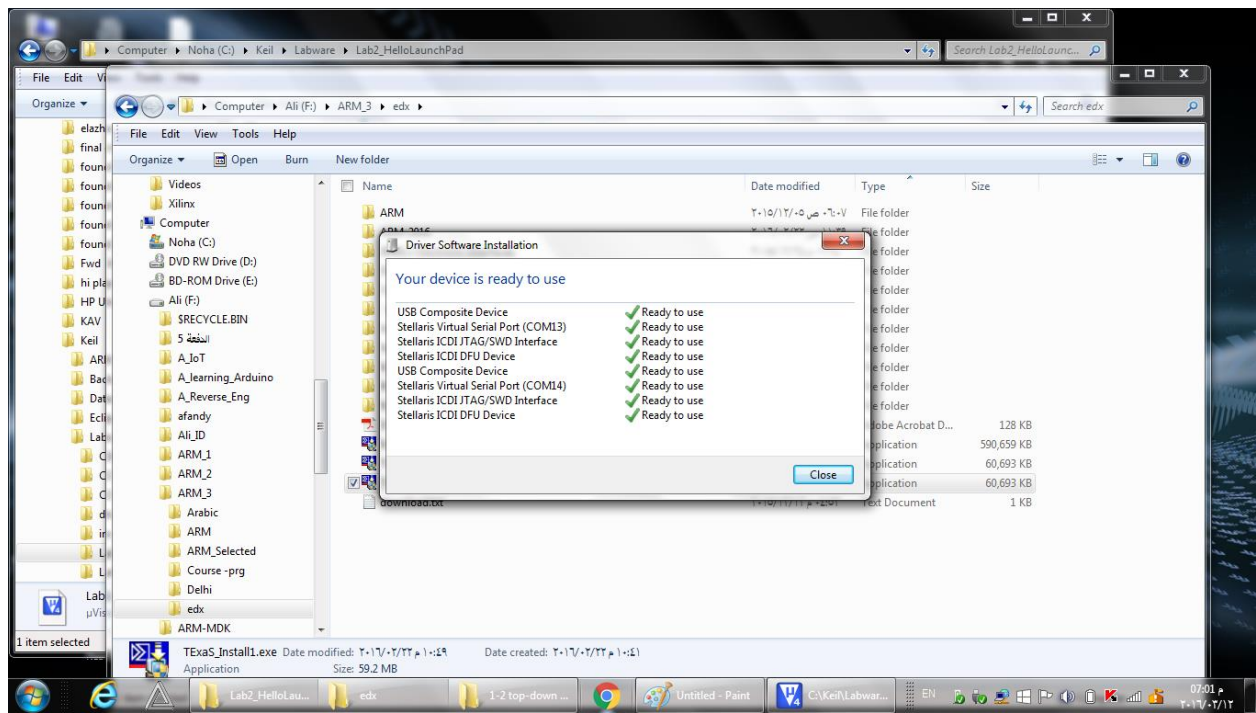
USB Emulation Connection



- ◆ Install the software
- ◆ Review the kit contents
- ◆ Connect the hardware
- ◆ Test the QuickStart application

Agenda ...





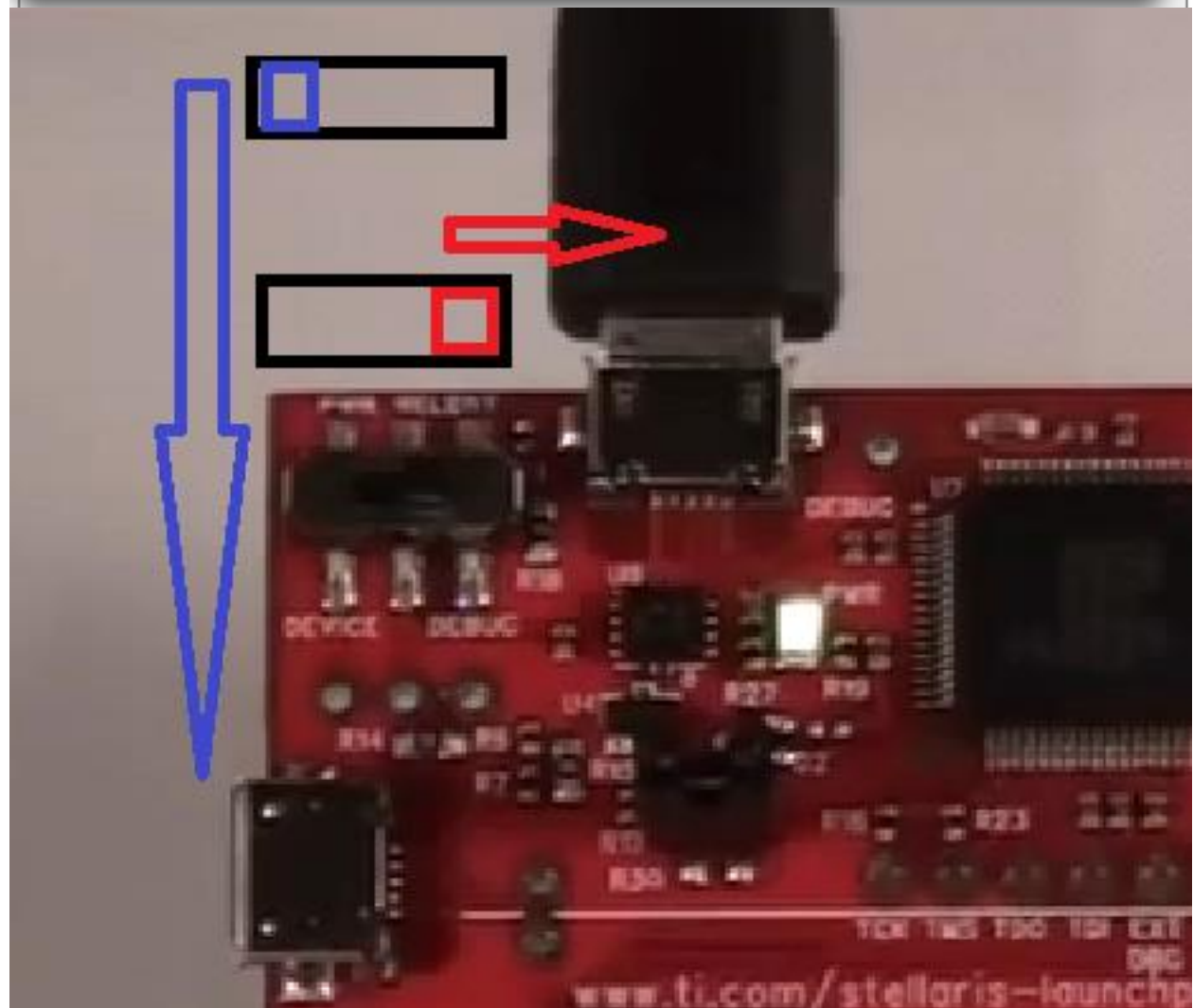
Welcome to Keil μ Vision

Driver Software Installation

Your device is ready to use

| | |
|---------------------------------------|----------------|
| USB Composite Device | ✓ Ready to use |
| Stellaris Virtual Serial Port (COM13) | ✓ Ready to use |
| Stellaris ICDI JTAG/SWD Interface | ✓ Ready to use |
| Stellaris ICDI DFU Device | ✓ Ready to use |

Close



- 1- connect the LaunchPad to the PC using the USB cable.
 - 2- assign the target to the board
 - 3- Compile (build) your project in Keil build target
 - 4-download it to the board
 - 5- start the debugger in real board mode.
 - 6-Make sure your program is running F5.
- In the debugger, perform a reset and then run your software.

