

STM32CubeIDE basics

USART – sending data to terminal







STM32CubeIDE – projects management

Objective:

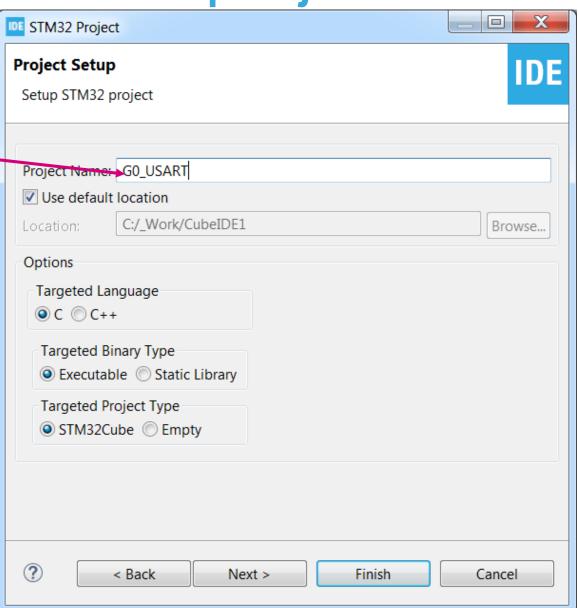
- Demonstrate how we can configure USART in asynchronous mode to send data
- Demonstrate usage of connection of USART2 (STM32G0 MCU) to STLink on Nucleo board
- Demonstrate how to use build-in terminal application available in debug mode of STM32CubeIDE





- Specify project name, optionally its location (if different from workspace one)
- Additionally we can specify target language (C or C++), binary type (executable or static library) and __ project type (generated by STM32CubeMX or an empty one)

Enter project name

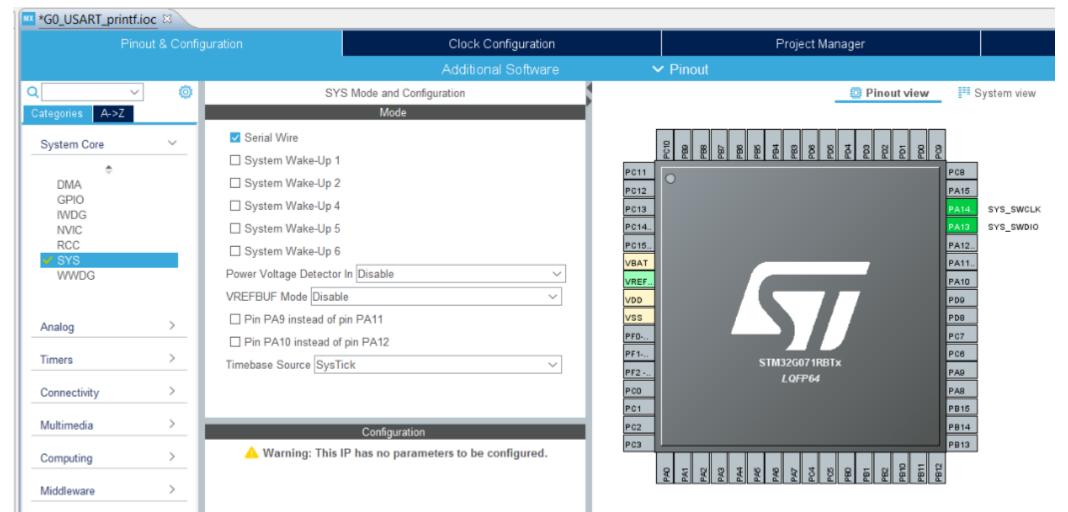






Enabling Serial Wire debug interface

- Select "Serial Wire" from System Core -> SYS peripheral group
- As a result PA13 and PA14 will be assigned to SWD interface

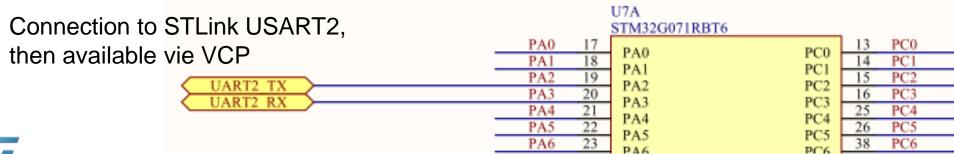






USART2 connection

- USART2 (on PA2 and PA3 pins) is connected to USART2 @STLink and thanks to STLink application software it can be available via Virtual COM Port once we connect Nucleo board to PC.
- USART2 settings: Asynchronous mode 115200 N/8/1, no HW Flow Control, no advanced features

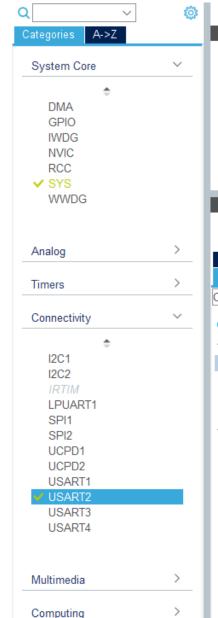


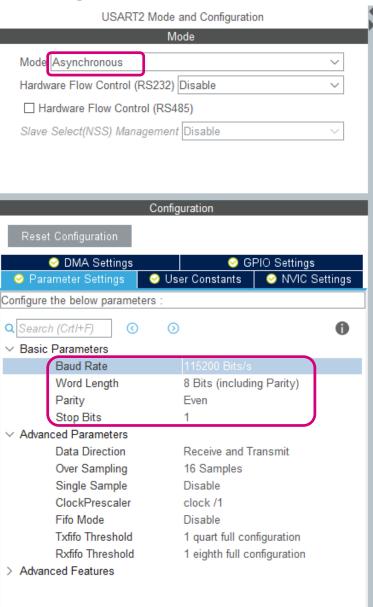


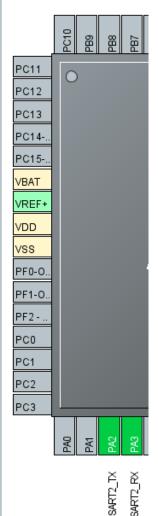


Enabling USART2 in asynchronous mode

- Select USART2-> Connectivity peripheral group
- Configure:
 - Mode: Asynchronous
 - Baud Rate: 115200bps,
 - Word Length: 8 Bits (inc parity)
 - Parity: **Even**
 - Stop Bits: 1
- Keep all other settings in default values





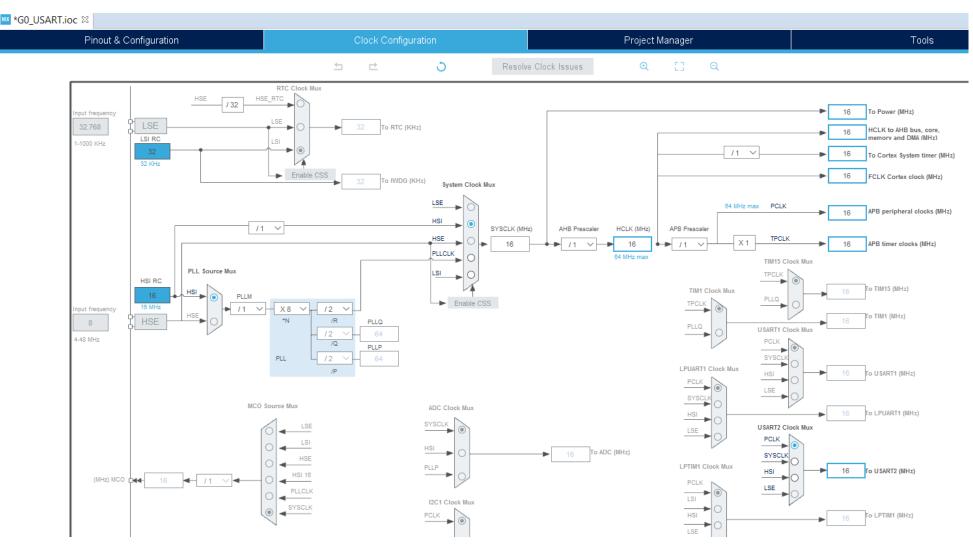




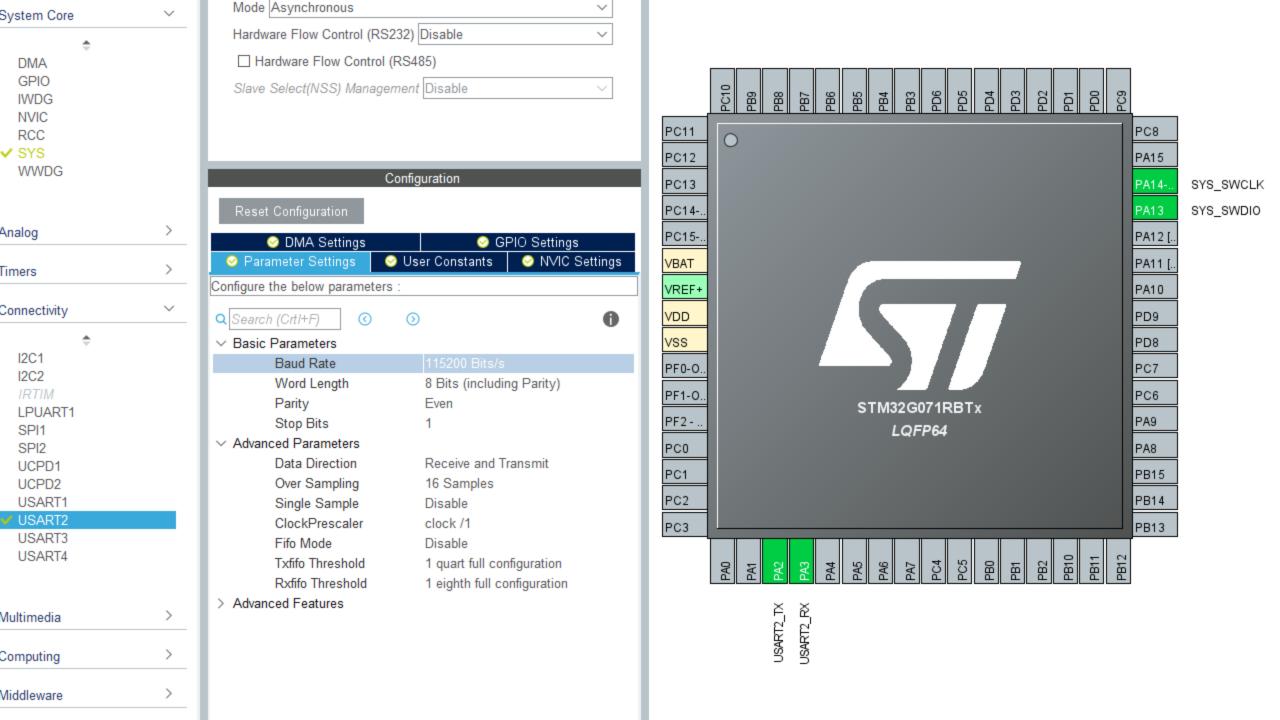


Clock Configuration – default settings

 We keep default clock configuration (HSI 16MHz clk source, **USART2** clocked by PCLK -16MHz)









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Lab USART usage

Generated main.c file

```
™ G0_USART.ioc 🚨 main.c 🛭
      * @retval int
 68⊖ int main(void)
       /* USER CODE BEGIN 1 */
 71
      /* USER CODE END 1 */
 73
 74
      /* MCU Configuration-----
 76
      /* Reset of all peripherals, Initializes the F
      HAL Init();
 79
      /* USER CODE BEGIN Init */
 81
 82
      /* USER CODE END Init */
 83
      /* Configure the system cl
      SystemClock_Config();
      /* USER CODE BEGIN SysInit */
 88
      /* USER CODE END SysInit */
      /* Initialize all configured peripherals */
      MX GPIO Init();
      MX_USART2_UART_Init();
      /* USER CODE BEGIN 2 */
 95
       /* USER CODE END 2 */
 97
      /* Infinite loop */
      /* USER CODE BEGIN WHILE */
100
101
102
        /* USER CODE END WHILE */
103
104
        /* USER CODE BEGIN 3 */
105
      /* USER CODE END 3 */
106
```

Clock configuration based on "clock configuration" tab settings within Device Configuration perspective

IO lines configuration based on settings from Device Configuration perspective

Configuration of USART2 based on settings from Device Configuration perspective



Coding time – test

Define macro to calculate text buffer length

```
/* USER CODE BEGIN PM */
#define COUNTOF(__BUFFER__) (sizeof(__BUFFER__) / sizeof(*(__BUFFER__)))
```

Define text buffer

```
/* USER CODE BEGIN PV */
char data[]="Test\n";
```

 Once per second display test message, which should be sent over USART2 to STLink and then via VCP to the terminal

```
/* USER CODE BEGIN WHILE */
while (1)
{
    HAL_UART_Transmit(&huart2, (uint8_t *)data, (COUNTOF(data) - 1), 50);
    HAL_Delay(1000);
```





... Let's check it





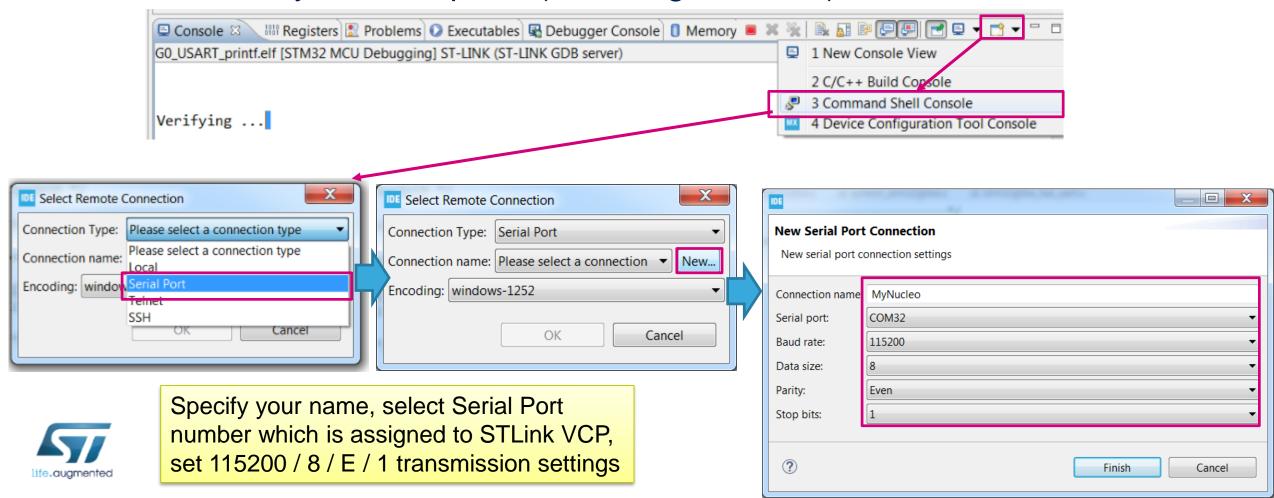
 After all code processing we can build the project, start debug session and run the application





Terminal configuration and run

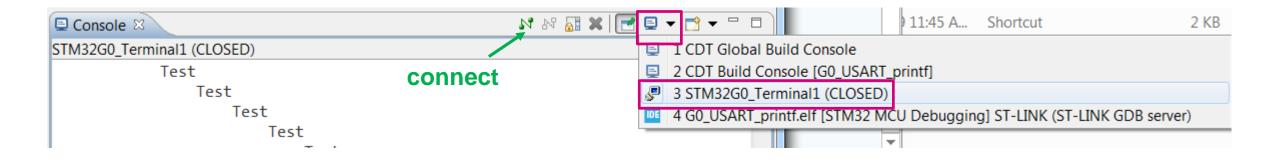
 Being in debug session we can configure and run a Terminal which could be connected to any of COM ports (including our VCP)



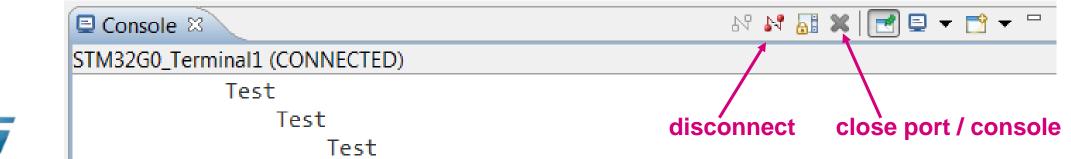


Using the terminal within STM32CubeIDE

 Being in debug session select already created terminal connection and press connect button



To PAUSE the terminal press Disconnect button, to remove press CLOSE button





Thank you





www.st.com/stm32g0, www.st.com/stm32cubeide