# Notas sobre STM32

Ejemplos

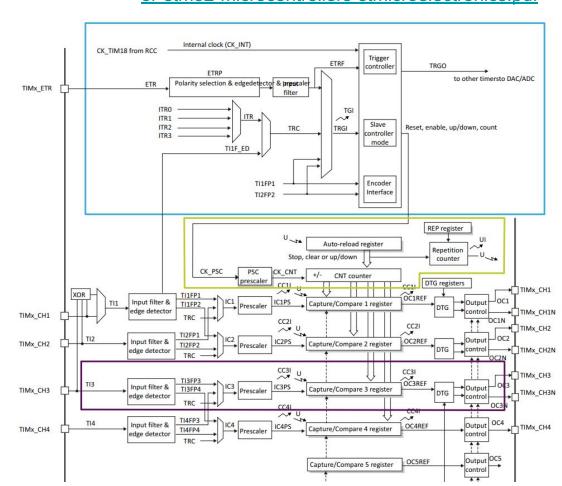
#### STM32 F1 HAL

https://www.st.com/resource/en/user\_manual/dm00154093-description-of-stm32f1 -hal-and-lowlayer-drivers-stmicroelectronics.pdf

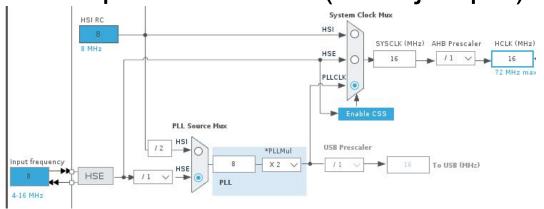
Contiene todas las referencias de las funciones de la HAL.

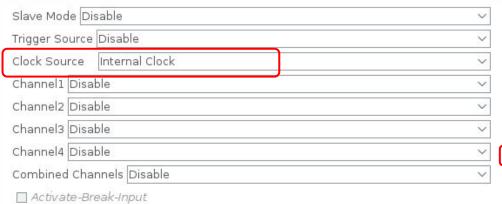
#### **Timers**

https://www.st.com/resource/en/application\_note/dm00236305-generalpurpose-timer-cookbook-f or-stm32-microcontrollers-stmicroelectronics.pdf



#### Interrupción de timer (mal ejemplo)





Oscilador	16000000	Hz
	16	MHz
	64000	Prescaler
	250	Freq Salida Div



Parameter Settings	User Constants	N∨IC S	Settings 💮 DMA S	Settings
NVIC Intern	upt Table	Enabled	Preemption Priority	Sub Priori
TIM1 break interrupt			0	0
TIM1 update interrupt		<b>V</b>	D	0
TIM1 trigger and commuta	ation interrupts		0	0
TIM1 capture compare inte	errupt		0	0

### Interrupción de timer (mal ejemplo)

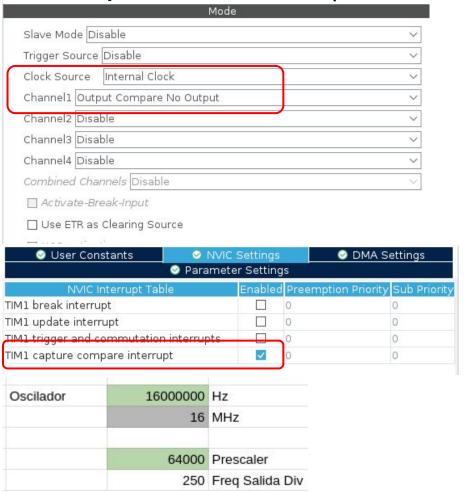
```
static void MX TIM1 Init(void)
 /* USER CODE BEGIN TIM1 Init 0 */
 /* USER CODE END TIM1 Init 0 */
 TIM ClockConfigTypeDef sClockSourceConfig = {0};
 TIM MasterConfigTypeDef sMasterConfig = {0};
 /* USER CODE BEGIN TIM1 Init 1 */
  /* USER CODE END TIM1 Init 1 */
 htim1.Instance = TIM1:
  htim1.Init.Prescaler = 64000:
 htim1.Init.CounterMode = TIM COUNTERMODE UP:
 htim1.Init.Period = 250:
 htim1.Init.ClockDivision = TIM CLOCKDIVISION DIV1;
 htim1.Init.RepetitionCounter = 0;
 htim1.Init.AutoReloadPreload = TIM AUTORELOAD PRELOAD DISABLE;
 if (HAL TIM Base Init(&htim1) != HAL OK)
    Error Handler();
 sClockSourceConfig.ClockSource = TIM CLOCKSOURCE INTERNAL;
 if (HAL TIM ConfigClockSource(&htim1, &sClockSourceConfig) != HAL OK)
    Error Handler();
 sMasterConfig.MasterOutputTrigger = TIM TRGO RESET;
 sMasterConfig.MasterSlaveMode = TIM MASTERSLAVEMODE DISABLE:
 if (HAL TIMEx MasterConfigSynchronization(&htim1, &sMasterConfig) != HAL OK)
    Error Handler();
 /* USER CODE BEGIN TIM1 Init 2 */
 HAL TIM Base Start IT(&htim1);
  /* USER CODE END TIM1 Init 2 */
```

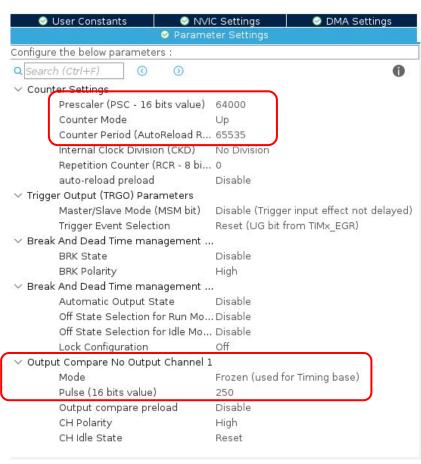
```
/* Private user code
/* USER CODE BEGIN 0 */
void HAL_TIM_PeriodElapsedCallback (TIM_HandleTypeDef * htim){
    HAL_GPIO_TogglePin(LED_GPIO_Port, LED_Pin);
}
/* USER CODE END 0 */
```

Es un mal ejemplo ya que limita el contador del TIM1 a 250 pulsos... y luego pasa a 0 de vuelta. El problema es que este timer queda muy limitado en el uso de los OutputCompare, InputCapture, PWM, Encoders, etc.

Si bien es una opción en el caso que nos sobren timers ya que su uso es muy simple, desperdicia los canales del timer.

#### Interrupción de timer (usando Output Compare)

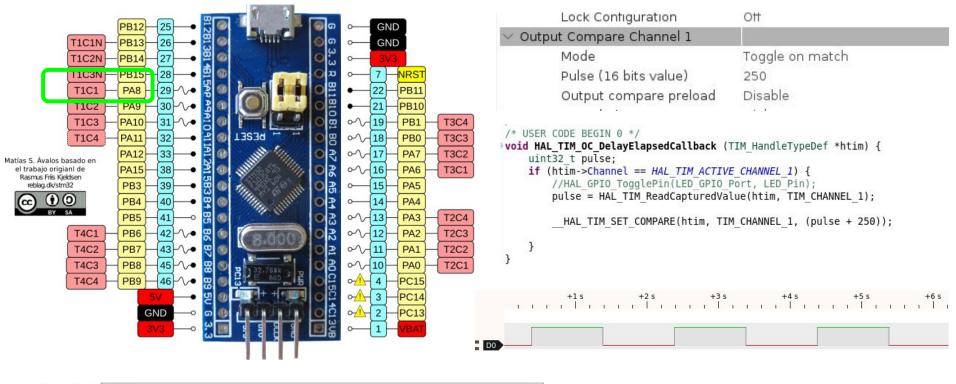




## Interrupción de timer (usando Output Compare)

```
/* USER CODE BEGIN TIM1 Init 2 */
 HAL TIM OC Start IT(&htim1, TIM CHANNEL 1);
 /* USER CODE END TIM1 Init 2 */
/* Private user code ---
/* USER CODE BEGIN 0 */
void HAL TIM OC DelayElapsedCallback(TIM HandleTypeDef *htim) {
    uint32 t pulse;
    if (htim->Channel == HAL TIM ACTIVE CHANNEL 1) {
        HAL GPIO TogglePin(LED GPIO Port, LED Pin);
        pulse = HAL TIM ReadCapturedValue(htim, TIM CHANNEL 1);
          HAL TIM SET COMPARE(htim, TIM CHANNEL 1, (pulse + 250));
/* USER CODE END 0 */
```

## Interrupción de timer (usando Output Compare y T1C1)





#### **UART**









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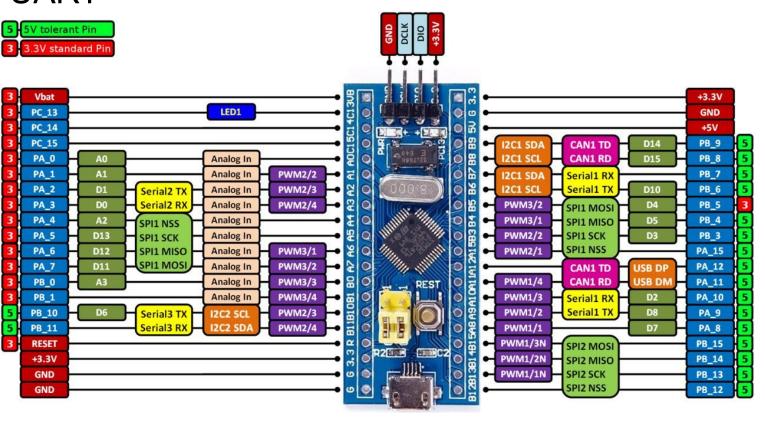
Ver más formas de entrega

Devolución gratis

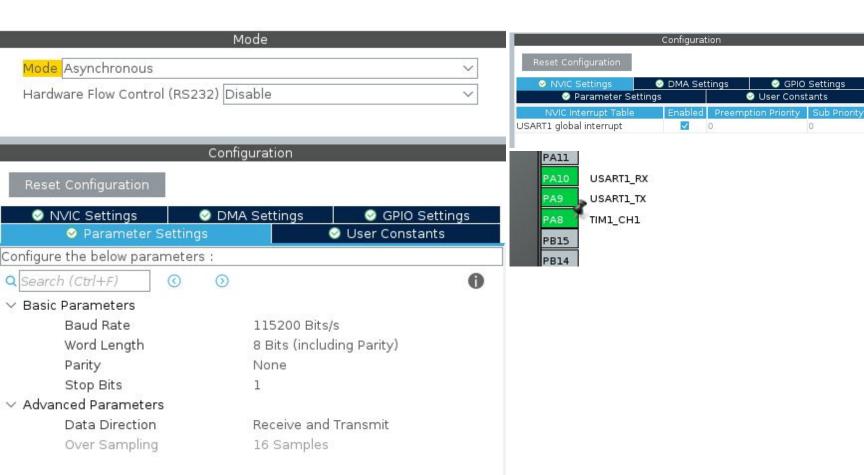
Tenés 30 días desde que lo recibís. Conocer más

Stock disponible

#### **UART**



#### **UART**



## UART (TX modo bloqueante)

UART: RX

```
void HAL TIM OC DelayElapsedCallback (TIM HandleTypeDef *htim) {
                                                                                     /* USER CODE BEGIN 1 */
    uint32 t pulse:
                                                                                      uint8 t buffer[20];
    if (htim->Channel == HAL TIM ACTIVE CHANNEL 1) {
                                                                                      uint8 t tick=0:
         flag=1;
         pulse = HAL TIM ReadCapturedValue(htim, TIM CHANNEL 1);
                                                                                     /* USER CODE END 1 */
           HAL TIM SET COMPARE(htim, TIM CHANNEL 1, (pulse + 250));
                                                                                    [19:51:11:177] Tick numero: 123 4
                                                                                    [19:51:12:184] Tick numero: 124 %
                                                                                    [19:51:13:175] Tick numero: 125 9
                                                                                    [19:51:14:182] Tick numero: 126 %
  USER CODE BEGIN WHILE */
                                                                                    [19:51:15:174] Tick numero: 127 -
  while (1) {
                                                                                    [19:51:16:181] Tick numero: 128 4
     USER CODE END WHILE */
                                                                                    [19:51:17:172] Tick numero: 129 4
                                                                                    [19:51:18:179] Tick numero: 130 4
                                                                                    [19:51:19:186] Tick numero: 131 4
  /* USER CODE BEGIN 3 */
                                                                                    [19:51:20:177] Tick numero: 132 %
       if (flag){
                                                                                    [19:51:21:184] Tick numero: 133 4
            flag=0;
            HAL GPIO TogglePin(LED GPIO Port, LED Pin);
            sprintf(buffer, "Tick numero: %d\n", tick++);
                                                                                                Hex output Logging to: /home/edgardog/cutecom.log
                                                                                      Clear
           HAL UART Transmit(&huart1, buffer, strlen(buffer), 500);
                                                                                   Device: FTDI FT232R USB UART @ttyUSB0 Connection: 115200 @ 8-N-1
 C D0
       UART: RX bits
```

USER CODE BEGIN PV \*/

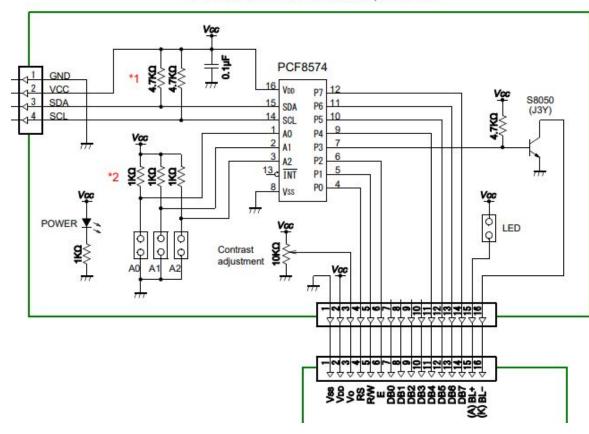
uint8 t flag=0;

#### PCF8574 I2C LCD1602 Adapter board

## I<sup>2</sup>C LCD







https://www.sparkfun.com/datasheets/LCD/HD44780.pdf

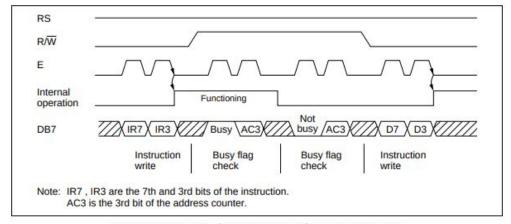


Figure 17 Example of 4-Bit Data Transfer Timing Sequence

#### **Pin Functions**

Signal	No. of Lines I/O		Device Interfaced with	Function		
RS	1	1	MPU	Selects registers. 0: Instruction register (for write) Busy flag: address counter (for read) 1: Data register (for write and read)		
R/W	1	1	MPU	Selects read or write. 0: Write 1: Read		
E	1	1	MPU	Starts data read/write.		

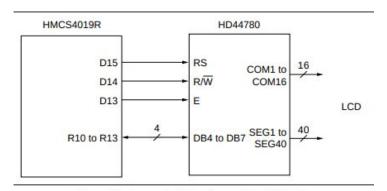
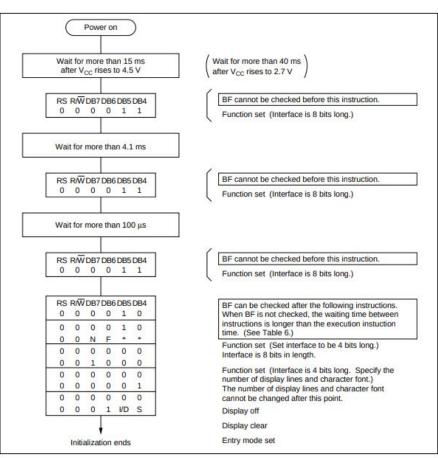


Figure 18 Example of Interface to HMCS4019R

P0	P1	P2	РЗ	P4	P5	P6	P7
RS	RW	Е	BL	DB4	DB5	DB6	DB7



```
0x03.
0x03,
0x03.
0x02,
0x02.
0x08.
0x00,
0x08,
0x00,
0x01,
0x00.
0x06,
//Extra
0x00.
```

Code

0

0

0

```
1. Display clear
2. Function set:
   DL = 1; 8-bit interface data
   N = 0; 1-line display
   F = 0:5 \times 8 dot character font
3. Display on/off control:
   D = 0; Display off
   C = 0; Cursor off
   B = 0; Blinking off
4. Entry mode set:
   I/D = 1; Increment by 1
   S = 0; No shift
```

RS R/W DB7 DB6 DB5 DB4 DB3 DB2 DB1 DB0

0

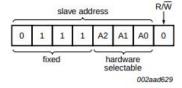
1

D

В

0

```
typedef struct I2CLCDDisplay {
    uint8_t Address;
    uint8_t Backlight;
    I2C_HandleTypeDef Bus;
}I2CLCDDisplay;
```



b. PCF8574A

```
void sendNibbleCmd(I2CLCDDisplay display, uint8_t lower_nibble){
    uint8_t shifted[2];
    shifted[0] = (lower_nibble <<4);
    shifted[1] = (lower_nibble <<4);
    if (display.Backlight){
        shifted[0] |= 0x008;
        shifted[1] |= 0x008;
    }
    shifted[0] |= 0x04;
    shifted[1] &= 0xFC;
    HAL_I2C_Master_Transmit(&display.Bus,display.Address,shifted,2,10);
}</pre>
```

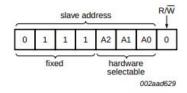
a. PCF8574

```
Si recibo: 0000abcd , Shifted[0] = abcd BL 1 00
Shifted[1] = abcd BL 0 00
```

Genera un pulso en E

	P0	P1	P2	P3	P4	P5	P6	P7
	RS	RW	Е	BL	DB4	DB5	DB6	DB7
	P7	P6	P5	P4	P3	P2	P1	P0
	DB7	DB6	DB5	DB4	BL	Ш	RW	RS
0X	0	0	0	0	а	b	С	d
X0	а	b	С	d	0	0	0	0
8	а	b	С	d	BL	0	0	0
0   4	а	b	С	d	BL	1	0	0
1&fc	а	b	С	d	BL	0	0	0

```
typedef struct I2CLCDDisplay {
    uint8_t Address;
    uint8_t Backlight;
    I2C_HandleTypeDef Bus;
}I2CLCDDisplay;
```



a. PCF8574

b. PCF8574A

```
void sendNibbleData(I2CLCDDisplay display, uint8 t lower nibble){
   uint8 t shifted[2];
   shifted[0] = (lower nibble <<4);</pre>
   shifted[1] = (lower nibble <<4);</pre>
   if (display.Backlight){
       shifted[0] |= 0x08:
       shifted[1] |= 0x08;
   shifted[0] |= 0x05;
   shifted[1] &= 0xFC:
   HAL I2C Master Transmit(&display.Bus,display.Address,shifted,2,10);
Si recibo: 0000abcd, Shifted[0] = abcd BL 1 01
                         Shifted[1] = abcd BL 0.00
Genera un pulso en E
```

void sendDataByte(I2CLCDDisplay display, uint8 t byte ){

sendNibbleData(display,(byte>>4));
sendNibbleData(display,(byte));

	P0	P1	P2	Р3	P4	P5	P6	P7
	RS	RW	Е	BL	DB4	DB5	DB6	DB7
	P7	P6	P5	P4	РЗ	P2	P1	P0
	DB7	DB6	DB5	DB4	BL	Е	RW	RS
0X	0	0	0	0	а	b	С	đ
X0	а	b	С	d	0	0	0	0
8	а	b	С	d	BL	0	0	0
0   5	а	b	С	d	BL	1	0	1
1&fc	а	b	С	d	BL	0	0	0

```
void I2CLCD WriteLine(I2CLCDDisplay display, uint8 t lineNumber, char *data){
    uint8 t offset=0;
   switch (lineNumber){
    case 0:
        offset = 0;
        break;
   case 1:
        offset = 40;
        break;
    case 2:
        offset = 20;
        break:
    case 3:
        offset = 84;
        break;
    offset |=0x80;
    sendNibbleCmd(display,(offset>>4));
    sendNibbleCmd(display, offset);
    uint8 t *pointer = (uint8 t*)data;
   while (*pointer != '\0'){
        sendDataByte(display,*pointer);
        pointer++;
```

Memorias SD por SPI

#### http://elm-chan.org/docs/mmc/mmc\_e.html

Las memorias SD soportan el protocolo SDIO (Serie pero con 4 bits en paralelo

Nuevo | 48 vendidos

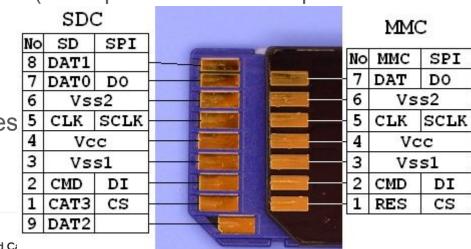
con velocidades de hasta 208MHz).

También soporta el protocolo SPI.

Las memorias utilizan 3,3V. Los adaptadores 5

Suelen tener voltage converters.







### http://elm-chan.org/docs/mmc/mmc\_e.html

#### Mediante SPI se utiliza:

- Chip Select (Activo en Bajo)
- Clock (se inicializa en 250KHz pero luego se puede aumentar)
- MISO
- MOSI

#### Existen memorias

- MMC (casi en desuso)
- SDSC (de 8MB a 2GB)
- SDHC (de 2GB a 32GB)
- SDXC (de 32GB a 2TB)
- SDUC (de 2TB a 128TB)

#### YMMV = Your mileage might vary.