STM32基于HAL库实现 LED 亮灭 (中断模式)

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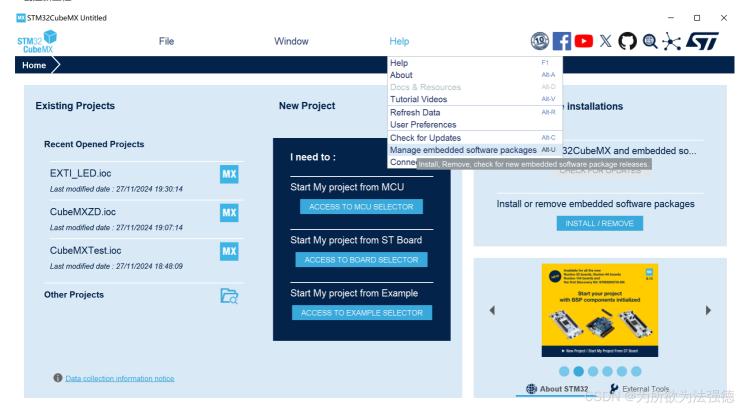
- 一、配置STM32开发环境
- 二、使用CubeMX生成代码
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一、配置STM32开发环境

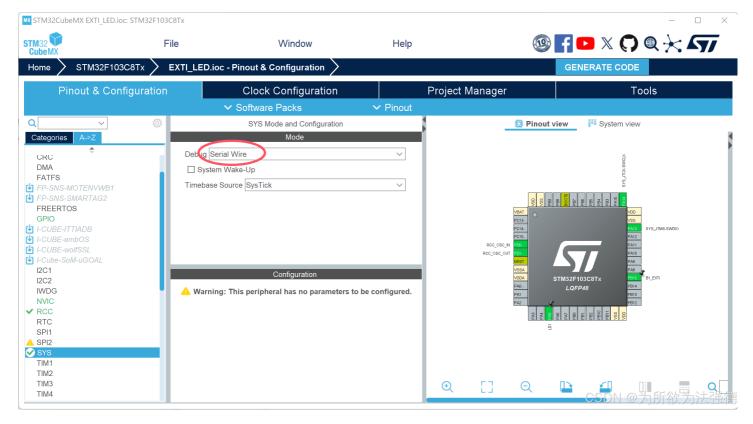
参考博客: STM32基于HAL库的流水灯实验-CSDN博客

二、使用CubeMX生成代码

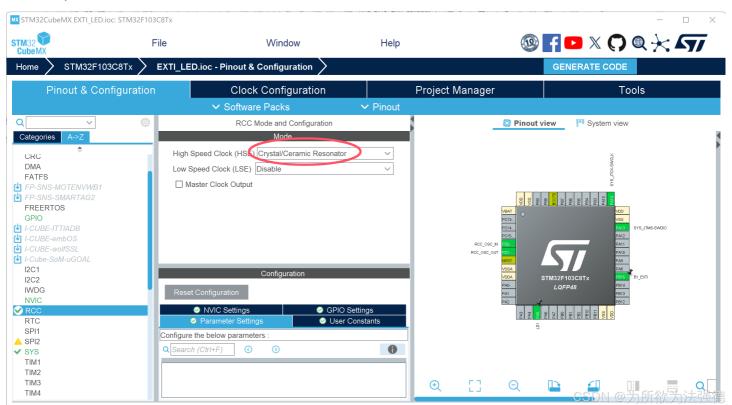
1.创建新工程



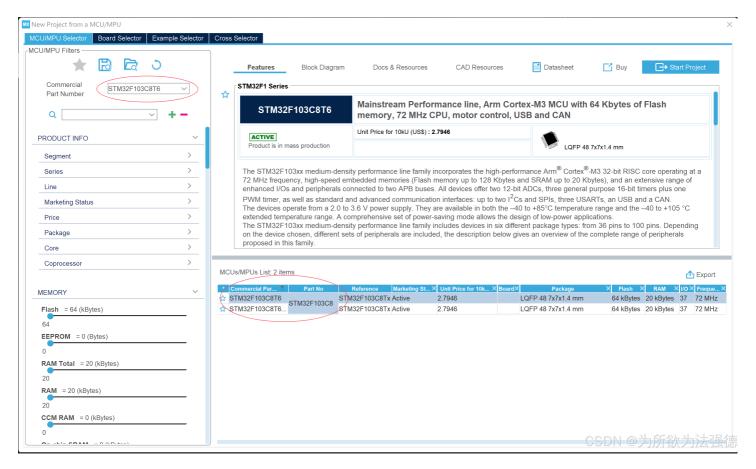
2.SYS选择Senal Wire



3.RCC选择Crystal/Ceramic Resonator

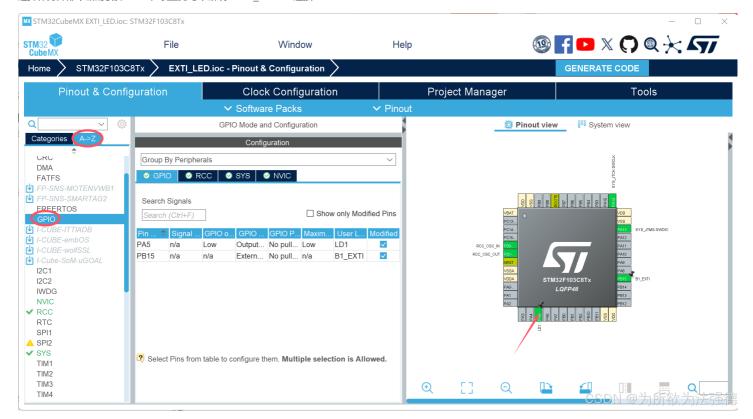


2.选择芯片类型

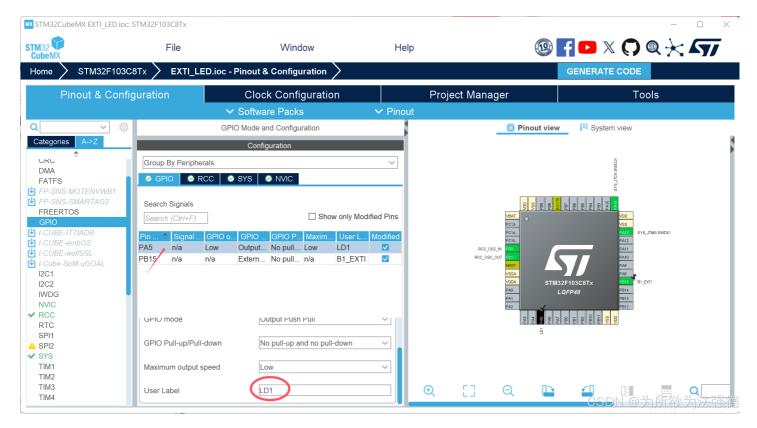


3.GPIO端口选择配置

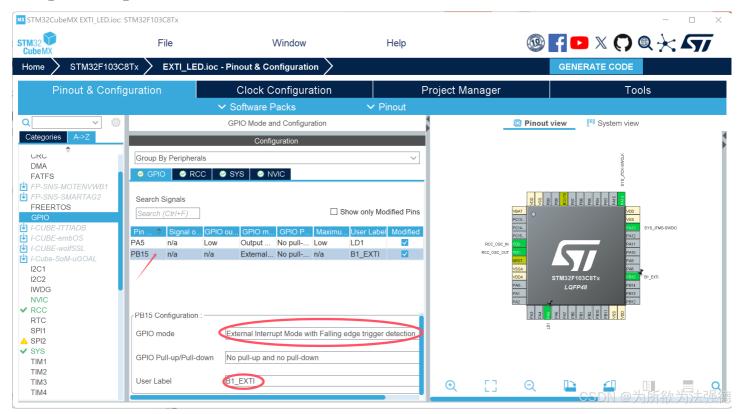
选择 LED 灯引脚 PA5,设置引脚为输出模式 GPIO_Output; 选择作为外部中断的引脚 PB15,设置为与中断线 GPIO_EXTI15 连接



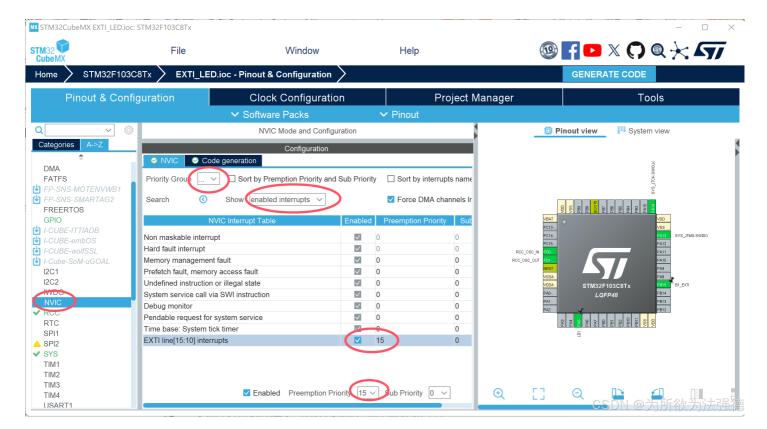
将 GPIO PA5 命名为 LD1



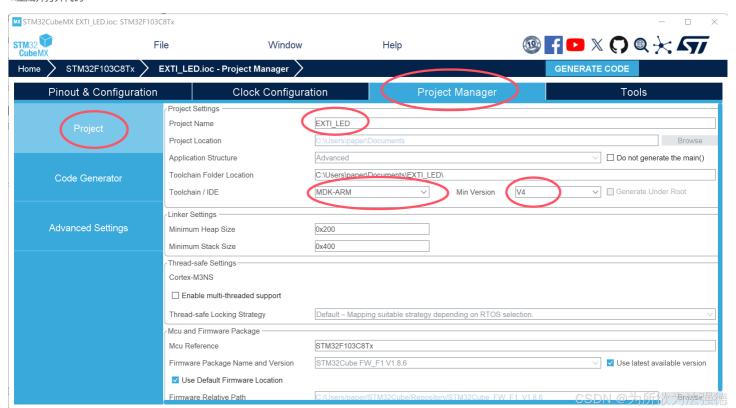
将 GPIO_PB15 命令为 B1_EXTI ,触发方式选择下降沿触发

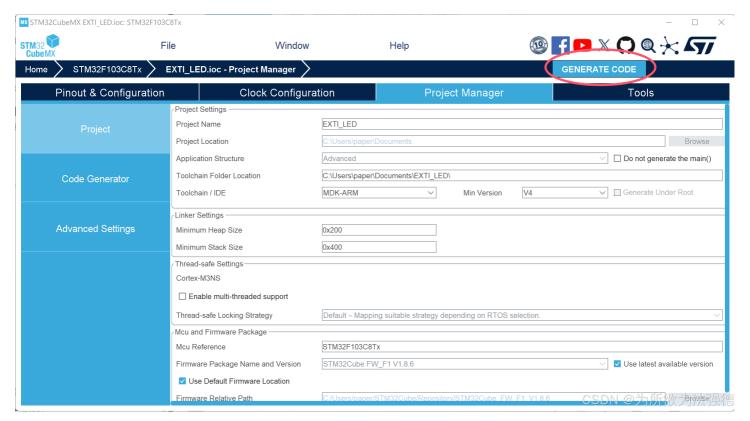


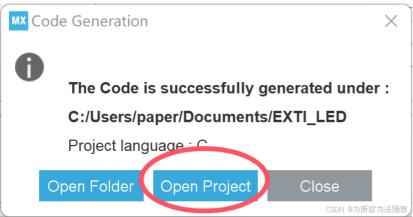
配置中断优先级



4.生成并打开代码





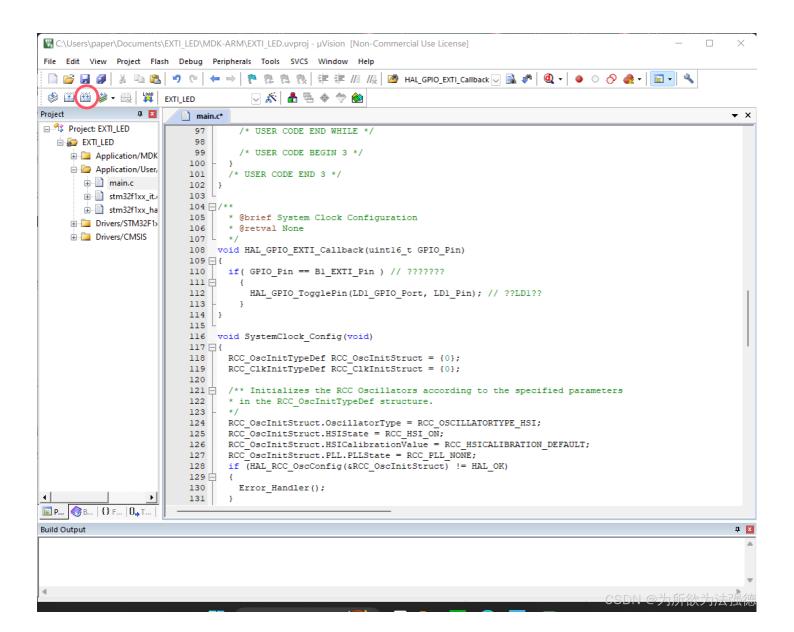


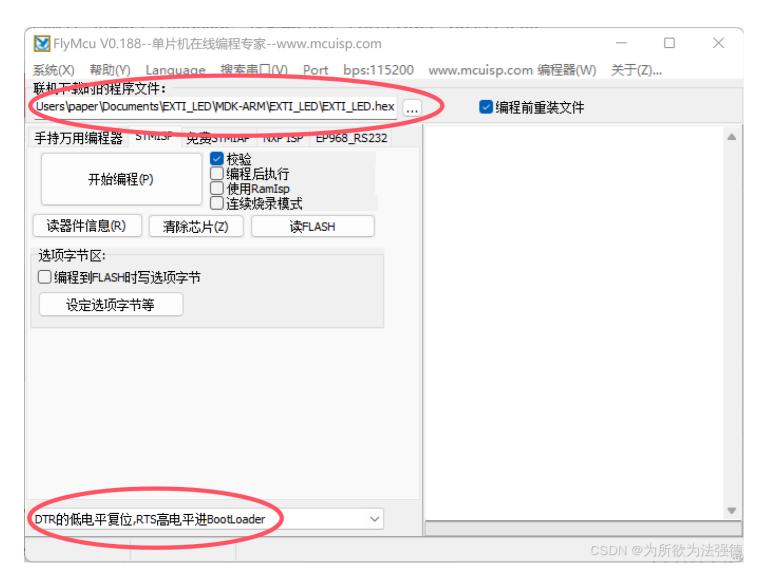
5.修改代码

在main函数中添加函数

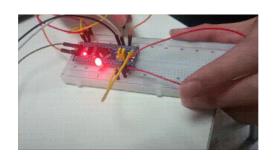
```
₹ C:\Users\paper\Documents\EXTI_LED\MDK-ARM\EXTI_LED.uvproj - µVision [Non-Commercial Use License]
File Edit View Project Flash Debug Peripherals Tools SVCS Window Help
 🖂 🔊 🔒 🖶 🧇 🕸
Project
                廿 🗶
                        main.c*
                                                                                                                          ▼ ×
☐ 🥸 Project: EXTI_LED
                                   /* USER CODE END WHILE */
  98
                           99
                                   /* USER CODE BEGIN 3 */
     Application/MDK
                          100
    Application/User,
                                 /* USER CODE END 3 */
                          101
       main.c
                              }
                          102
       stm32f1xx_it.
                          103
                          104 🗐 / * *
       stm32f1xx_ha
                          105
                                  @brief System Clock Configuration
     ⊕ 🛅 Drivers/STM32F1>
                                 * @retval None
                          106
     ⊕ • Drivers/CMSIS
                          107
                          108
                               void MAL_GPIO_EXTI_Callback(uintl6_t GPIO_Pin)
                          109 🗔
                                if( GPIO_Pin == B1_EXTI_Pin ) // ???????
                          110
                          111
                          112
                                    HAL_GPIO_TogglePin(LD1_GPIO_Port, LD1_Pin); // ??LD1?
                          113
                          114
                          116
                               void SystemClock_Conrig(v
                          117 ⊟{
                                RCC_OscInitTypeDef RCC_OscInitStruct = {0};
RCC_ClkInitTypeDef RCC_ClkInitStruct = {0};
                          118
                          119
                          120
                          121 🛱
                                /** Initializes the RCC Oscillators according to the specified parameters
                                 * in the RCC OscInitTypeDef structure.
                          122
                          123
                                 RCC_OscInitStruct.OscillatorType = RCC_OSCILLATORTYPE_HSI;
                          124
                          125
                                 RCC_OscInitStruct.HSIState = RCC_HSI_ON;
                          126
                                 RCC OscInitStruct.HSICalibrationValue = RCC HSICALIBRATION DEFAULT;
                          127
                                 RCC_OscInitStruct.PLL.PLLState = RCC_PLL_NONE;
                          128
                                 if (HAL_RCC_OscConfig(&RCC_OscInitStruct) != HAL_OK)
                          129
                                  Error Handler();
                          130
                          131
■ P... ③ B... | {} F... | 0 → T... |
Build Output
                                                                                                                           ф×
```

6.生成编辑生成.hex文件

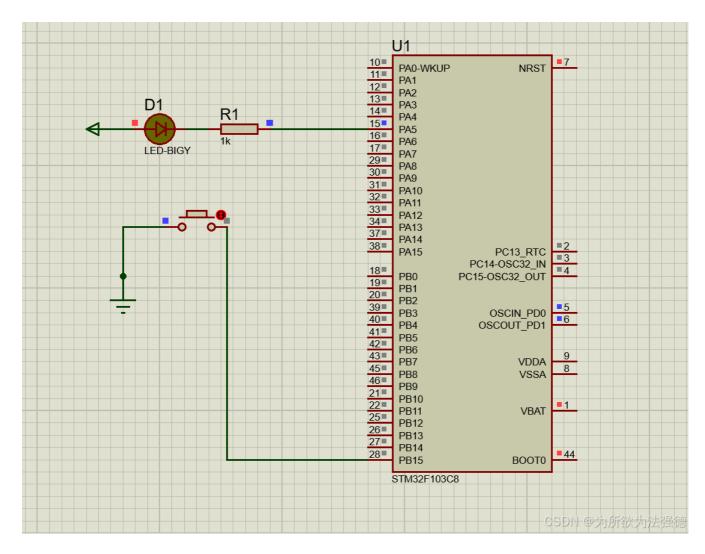




7.效果图



三、proteus仿真



四、总结

使用CubeMX生成代码能比较方便地实现中断控制灯的亮灭,但需要注意GPIO引脚高低电平的设置和优先级的处理。在实验中是用杜邦线模拟代替开关,不考虑消抖,如果是按键开关就需要延迟消抖处理。

五、参考文献

HAL 库 STM32CubeMX 实现 LED 亮灭----中断模式_stm32f103 中断控制两个led同时亮灭-CSDN博客