



How to Create a basic Bluetooth LE peripheral in 10 minutes using STM32CubeMX





#### SW prerequisites

- STM32CubeMX software (v6.9.0 or up)
- STM32CubeWBA MCU package (v1.1.0 or up)
- IDE: STM32CubeIDE
- A serial terminal (e.g. TeraTerm)
- ST BLE ToolBox Smartphone application
- .ioc template application

#### HW prerequisites

- NUCLEO-WBA52
- USB A to Micro-B Cable

#### Prerequisites Refresh



















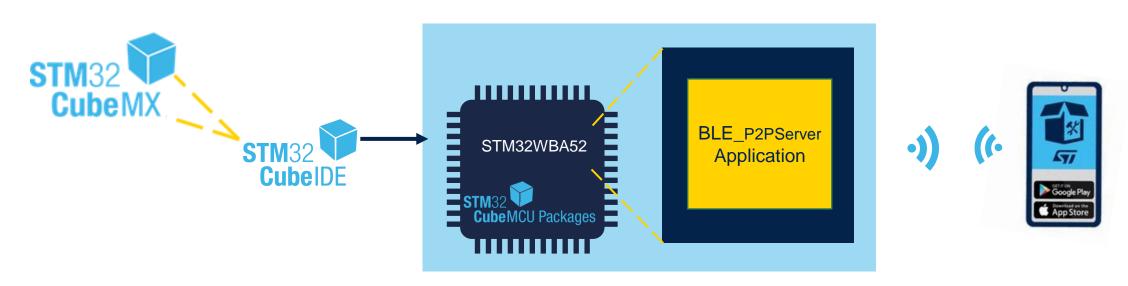
## Basic Peripheral in 10mn: Click & Go:





#### Purpose

- As a first exercise, Let's start from an existing project example BLE\_P2PServer
- Purpose of this session is to modify this code example to customize advertising data (Local name).



BLE\_P2PServer

 In the second part of the Hands on we will generate associated code, flash and test over Nucleo-WBA5x board

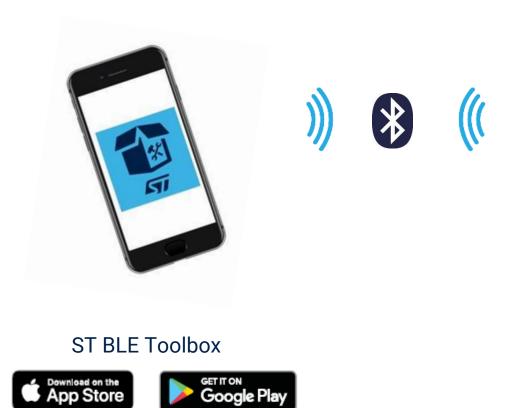






#### What is a P2P Server?

P2P is a Generic Attribute Profile (GATT) based on Bluetooth LE defined by STM with propietary UUIDs 128bit









**GAP** central





#### What is a P2P Server?

P2P is widely used for direct connection and defined connection between GATT Server and GATT Client











**GAP** central



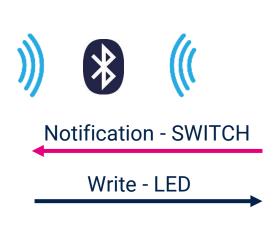




#### What is a P2P Server?

We will be able to control LED from Mobile and to get notification of LED status from Nucleo-WBA52







ST BLE Toolbox







**GAP** central



GAP peripheral





#### STM32CubeMx capabilties



STM32CubeMx allow to start design within 3 options

.

Example application

complete application running over NUCLEO

2

**Board level** 

all the hardware is already configured (NUCLEO\_WBA52)

3

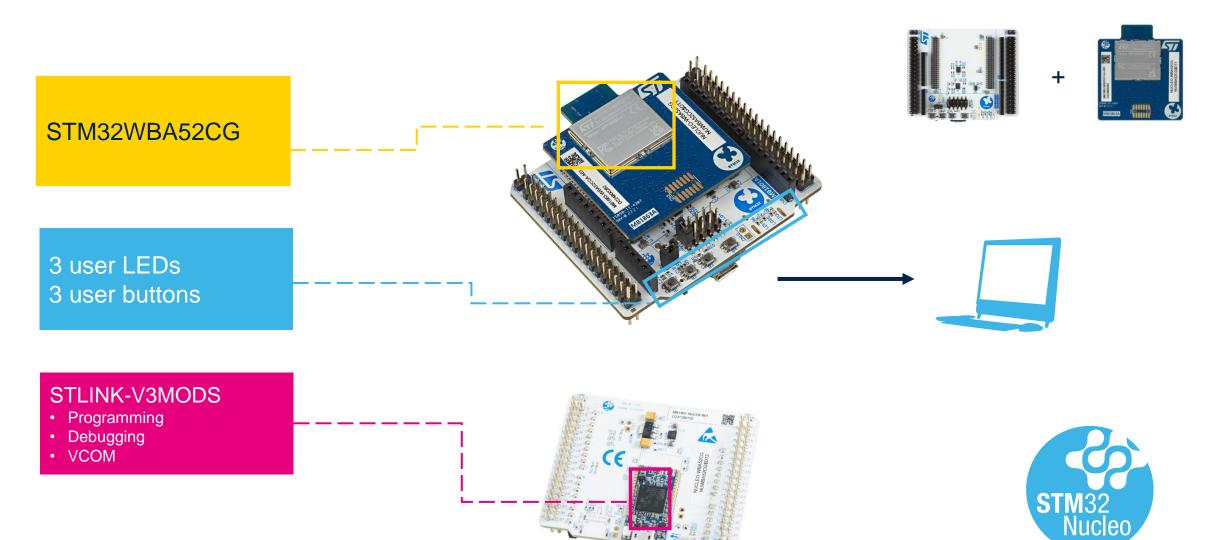
**Chipset level** 

require to configure your HW (PCB) & your application





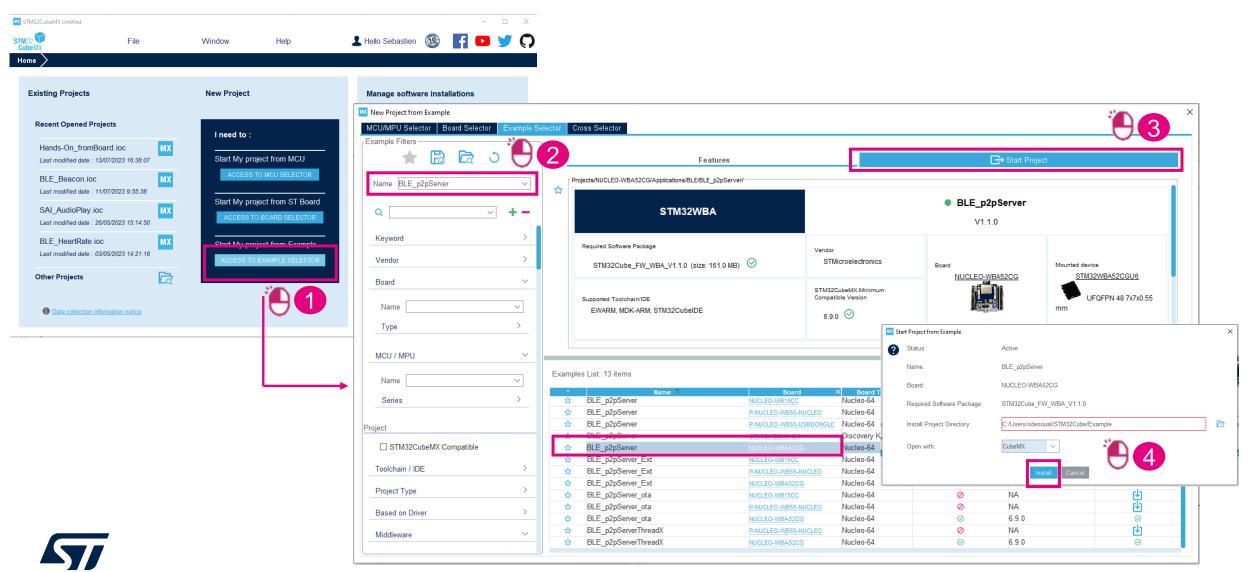
#### Connect the NUCLEO-WBA52CG to the PC





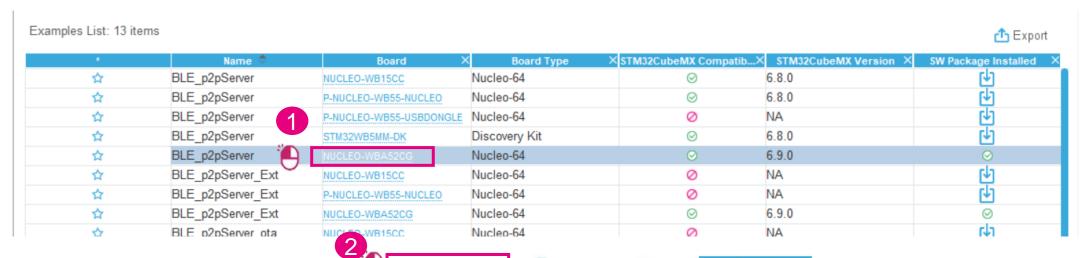


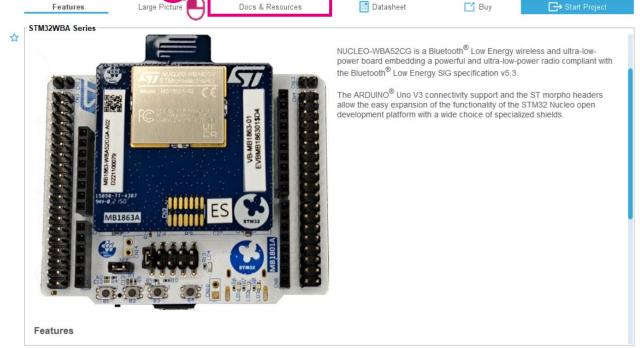
## START STM32CubeMX Open BLE\_P2PServer example





#### CubeMX – Nucleo Docs&Resources





! by Clicking on the Board type we can access all the Doc & Resources related to the Nucleo-WBA52 and more in general to the STM32 product family

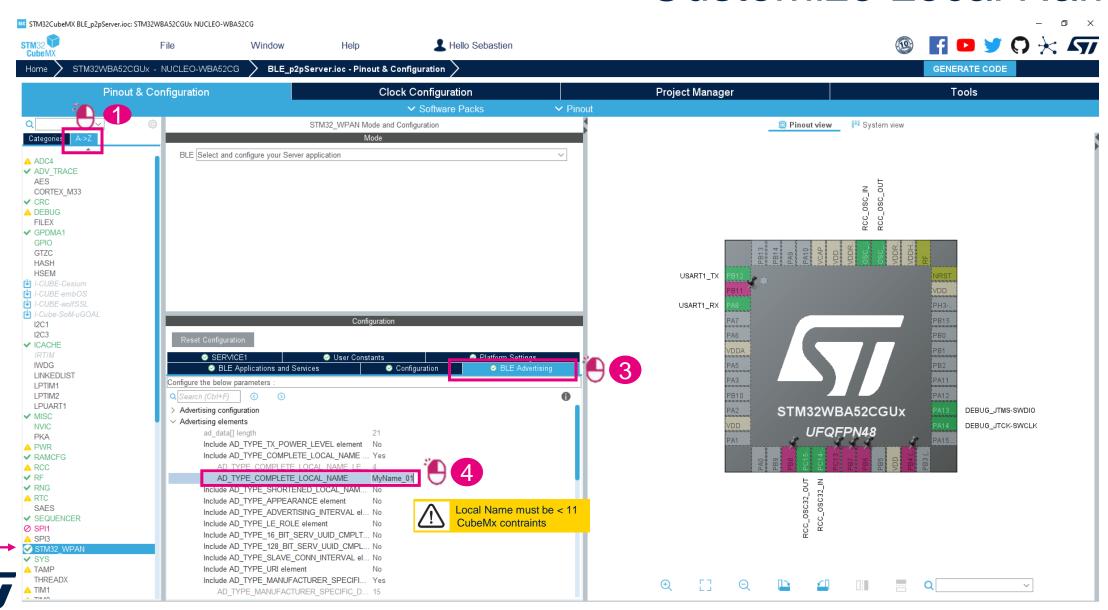






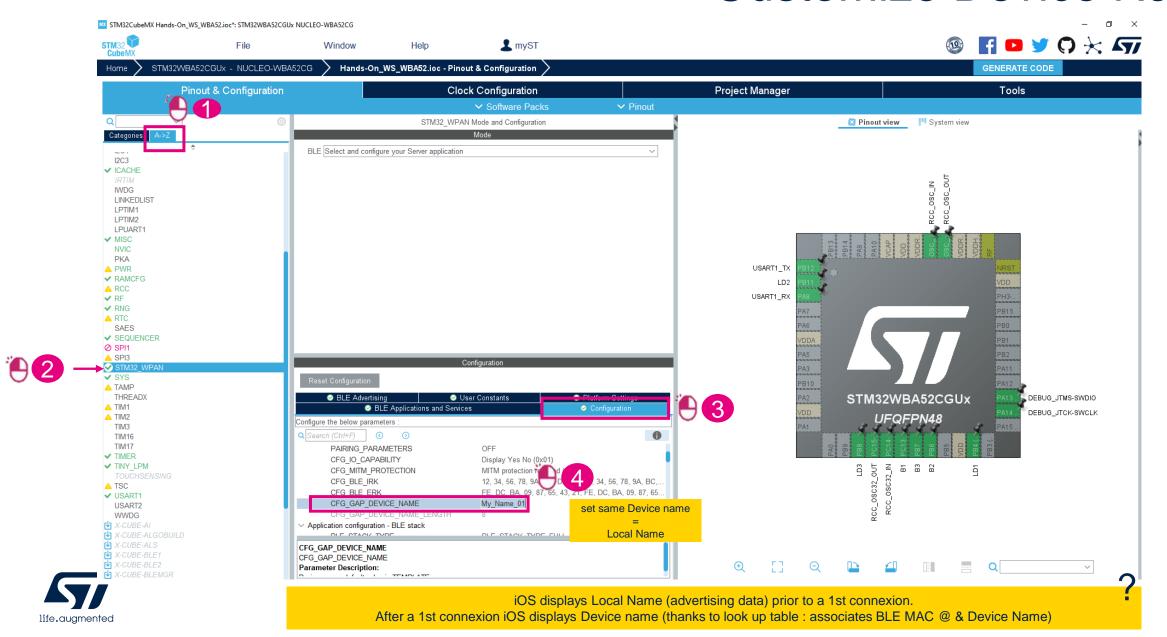
life.augmented

#### **Customize Local Name**





#### Customize Device Name



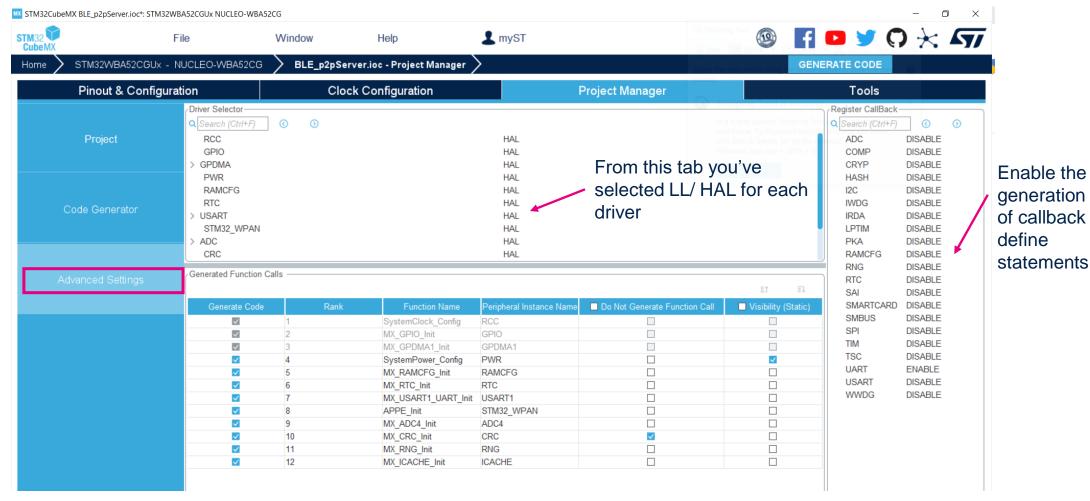


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#### Generate code

STM32CubeMX BLE_p2pServer.ioc*: STM32V	VBA52CGUx NUCLEO-WBA52CG				- o ×
STM32 CubeMX	File Wind	ow Help	<b>≜</b> myST	10	f 🔼 💆 🕜 🕌 🖅
Home > STM32WBA52CGUx -	NUCLEO-WBA52CG $ ight>$ B	LE_p2pServer.ioc - Project Manag	er >		GENERATE CODE
Pinout & Configur	ation	Clock Configuration	Project Ma	nager	Tools
Project	Project Settings Project Name Project Location Application Structure	BLE_p2pServer  C:\Users\marciasm\STM320	Cube\Example	Browse	
Code Generator	Toolchain Folder Location Toolchain / IDE	C:\Users\marciasm\STM320	Cube\Example\BLE_p2pServer\  Generate Under Root		your favorite IDE
Advanced Settings	Linker Settings  Minimum Heap Size  Minimum Stack Size	0x3000 0x1000	Generating user source co	ode	
	CortexM33				
	Thread-safe Locking Strategy  Mcu and Firmware Package—	Detault – Mapping suitable	strategy depending on RTOS selection.		
	Mcu Reference Firmware Package Name and	STM32WBA52CGUx  Version STM32Cube FW_WBA V1.	1.0		
	✓ Use Default Firmware Loca		Cube/Repository/STM32Cube_FW_WBA_V1.1.0	Browse	

#### Advanced Settings









## Code Generator

MX STM32Cubel	MX BLE_p2pServer.ioc*: STM32	WBA52CGUx NUCLEO-WBA	52CG						_	
STM32 CubeMX		File	Window	Help	<b>♣</b> m	yST	SN Snipping Tool	If 🖸 💆	0	< 5
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		HAL Settings — □ Set all free pins as analog (to optimize the power consumption) POWEr								
		☐ Enable Full Asse	rt		_					
		User Actions								
		Before Code Genera	tion				Brows			
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		Template Settings —								
		Select a template to	Select a template to generate customized code  Settings							







## Open project

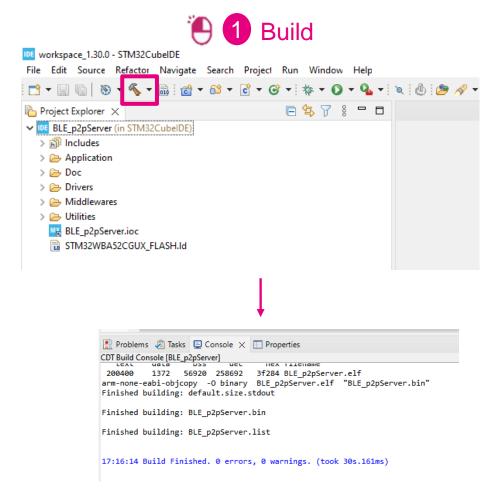




	STM32CubelDE Launcher		
	Select a directory as workspace		
	STM32CubelDE uses the workspace directory to store its preferences	and development artifacts.	
*	0		
	Workspace: V C:\Users\sdenoual\STM32CubelDE	~	Browse
	Use this as the default and do not ask again		
	▶ Recent Workspaces		
		Launch	Cancel

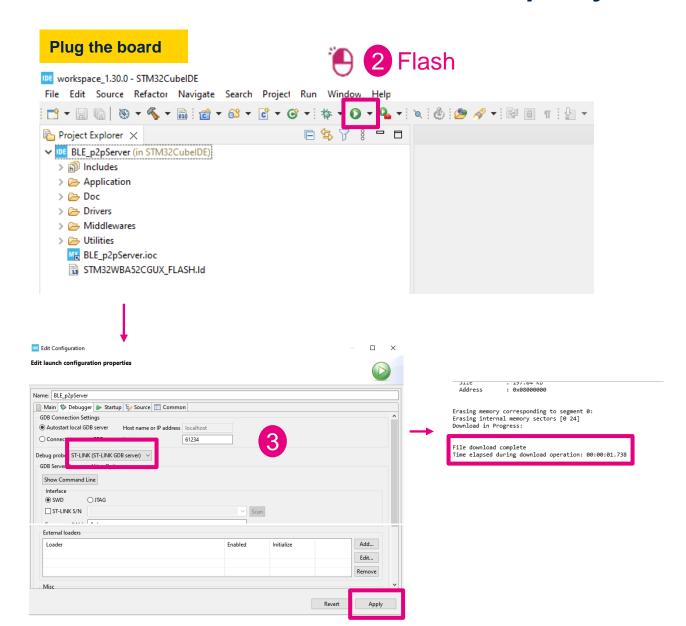






# life.augmented

## Build and flash modified project





## Enjoy your first STM32WBA52 project running!















## STBLE Toolbox (Advertising)









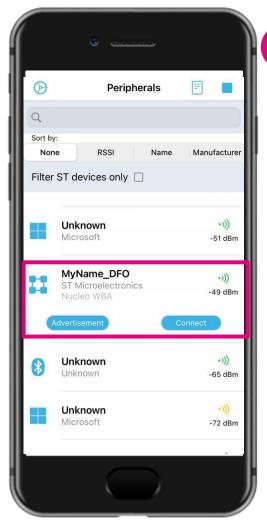






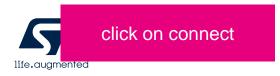
## STBLE Toolbox (Connection)

1





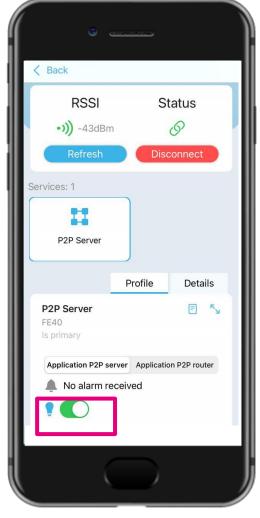


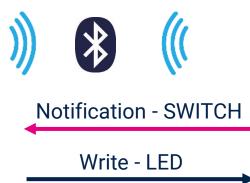


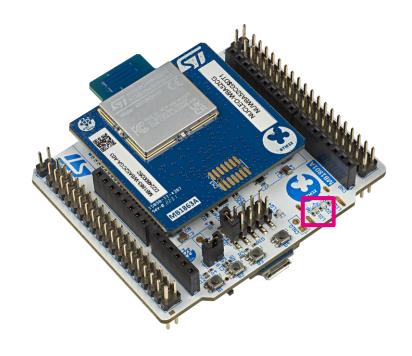
access to profile



## STBLE Toolbox (LED)







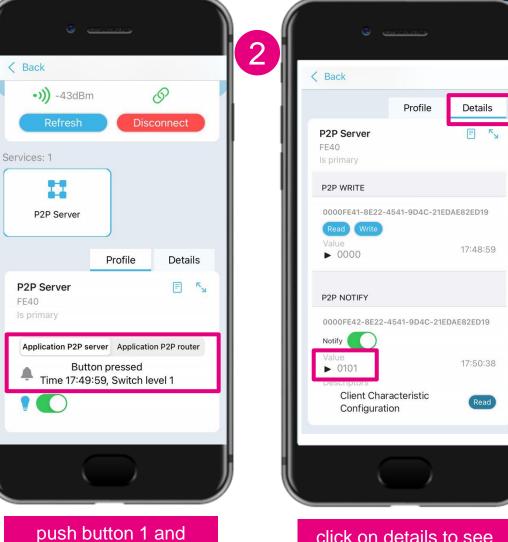
control LED status on Nucleo





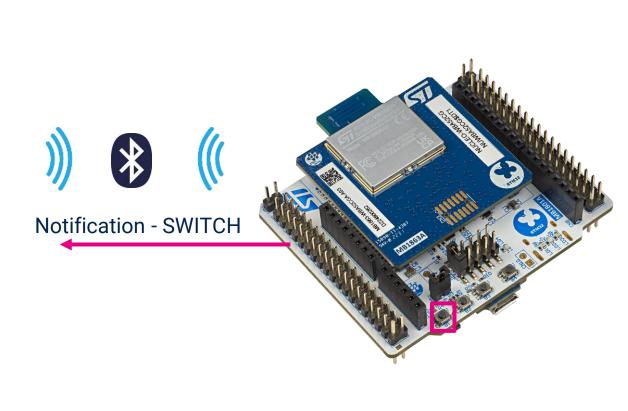


STBLE Toolbox (Push Button)



bytes sent/received



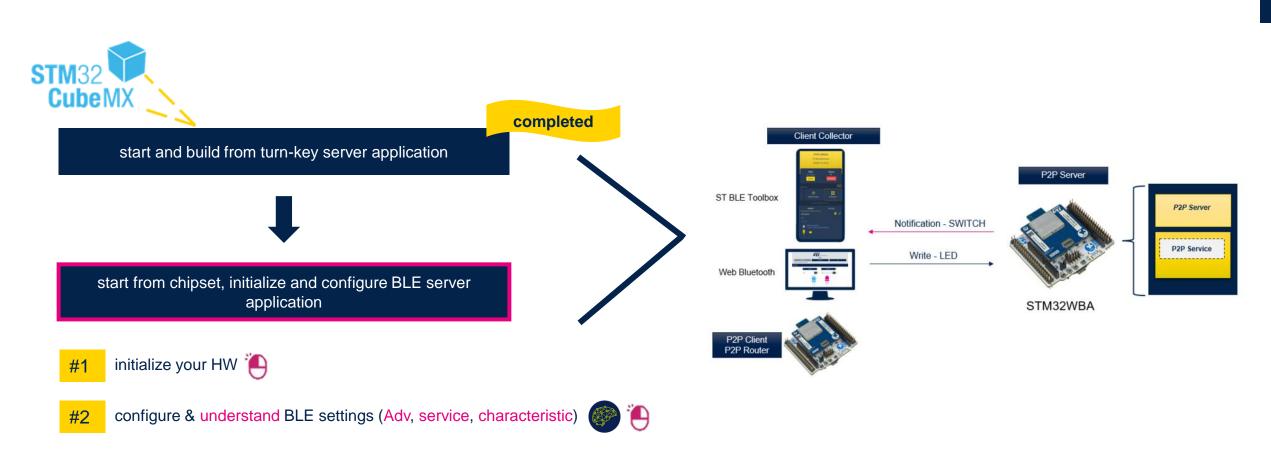




notify device



#### What's next





modify application code & build (

# Our technology starts with You



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