

**GigaDevice Semiconductor Inc.**

**GD32330C-START**

**User Guide  
V2.0**

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## 1. Summary

GD32330C-START board uses GD32F330CB as the main controller. As a complete development platform of GD32F3x0 powered by ARM® Cortex™-M4 core, the board supports full range of peripherals. It uses mini-USB interface to supply 5V power. SWD, Reset, Boot, User button key, LED and Extension Pin are also included. This document details its hardware schematic and the relevant applications.

## 2. Function Pin Assign

Table 2-1 Pin assignment

Function	Pin	Description
LED	PF6	LED1
	PF7	LED2
KEY	PA0	K1-User Key
RESET		K2-Reset
USB	PA11	USBDM
	PA12	USBDP
	PA8	USBCTR

## 3. Getting started

The START Board uses mini-USB connector to get power, the hardware system power is +3.3V. A mini-USB cable are necessary to down programs. Select the correct boot mode and then power on, the LED3 will turn on, which indicates the power supply is ready.

There are Keil version and IAR version of all projects. Keil version of the projects are created based on Keil MDK-ARM 4.74 uVision4. IAR version of the projects are created based on IAR Embedded Workbench for ARM 7.40.2. During use, the following points should be noted:

1. If you use Keil uVision4 to open the project, install the GD32F3x0\_AddOn.2.0.0.exe to load the associated files.

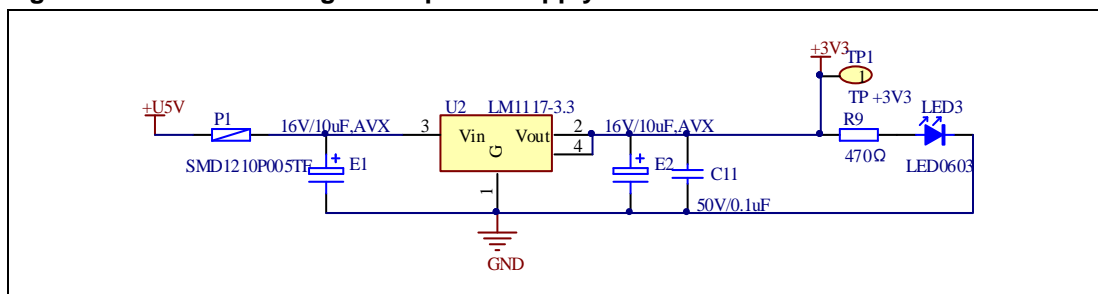
2. If you use Keil uVision5 to open the project, there are two ways to solve the "Device Missing (s)" problem. One is to install GigaDevice.GD32F3x0\_DFP.2.0.0.pack. In Project menu, select the Manage sub menu, click on the "Version Migrate 5 Format..." menu, the Keil uVision4 project will be converted to Keil uVision5 project. Then add "C:\Keil\_v5\ARM\Pack\ARM\CMSIS\4.2.0\CMSIS\Include" to C/C++ in Option for Target. The other is to install Addon directly. Select the installation directory of Keil uVision5 software, such as C:\Keil\_v5, in Destination Folder of Folder Selection. Select the corresponding device in Device of Option for Target and add "C:\Keil\_v5\ARM\Pack\ARM\CMSIS\4.2.0\CMSIS\Include" to C/C++ in Option for Target.

3. If you use IAR to open the project, install IAR\_GD32F3x0\_ADDON.2.0.0.exe to load the associated files.

## 4. Hardware layout overview

### 4.1. Power supply

Figure 4-1 Schematic diagram of power supply



### 4.2. Boot option

Figure 4-2 Schematic diagram of boot option

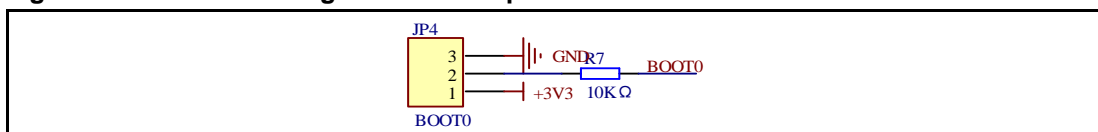
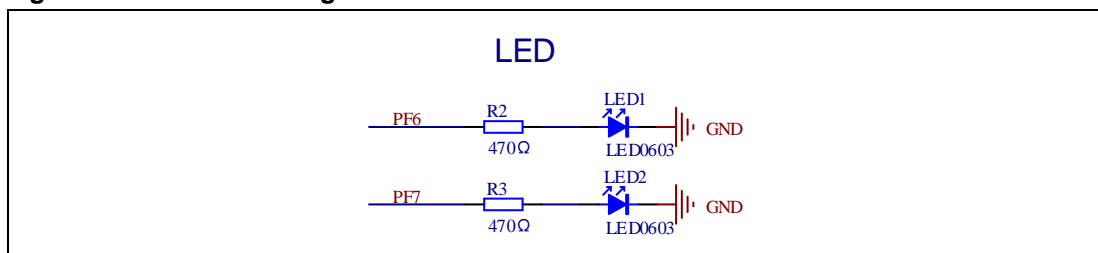


Table 4-1 Boot configuration

BOOT1	BOOT0	Boot Mode
Default	2-3	User memory
	1-2	System memory
Changed by ISP	1-2	SRAM memory

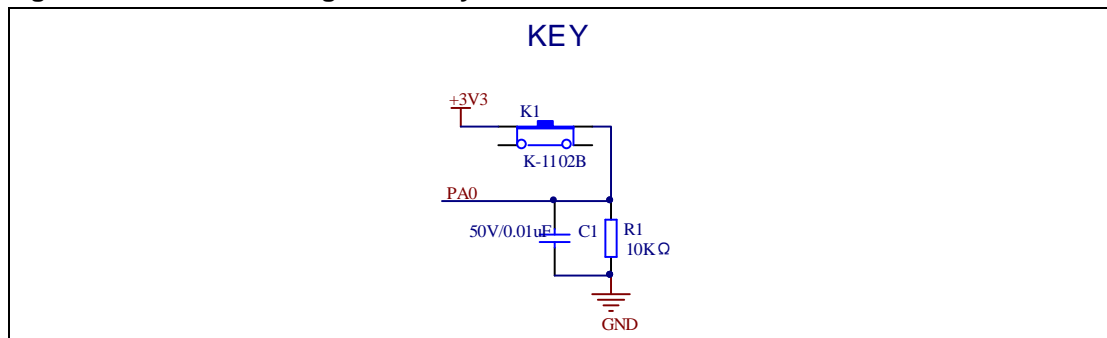
### 4.3. LED

Figure 4-3 Schematic diagram of LED function



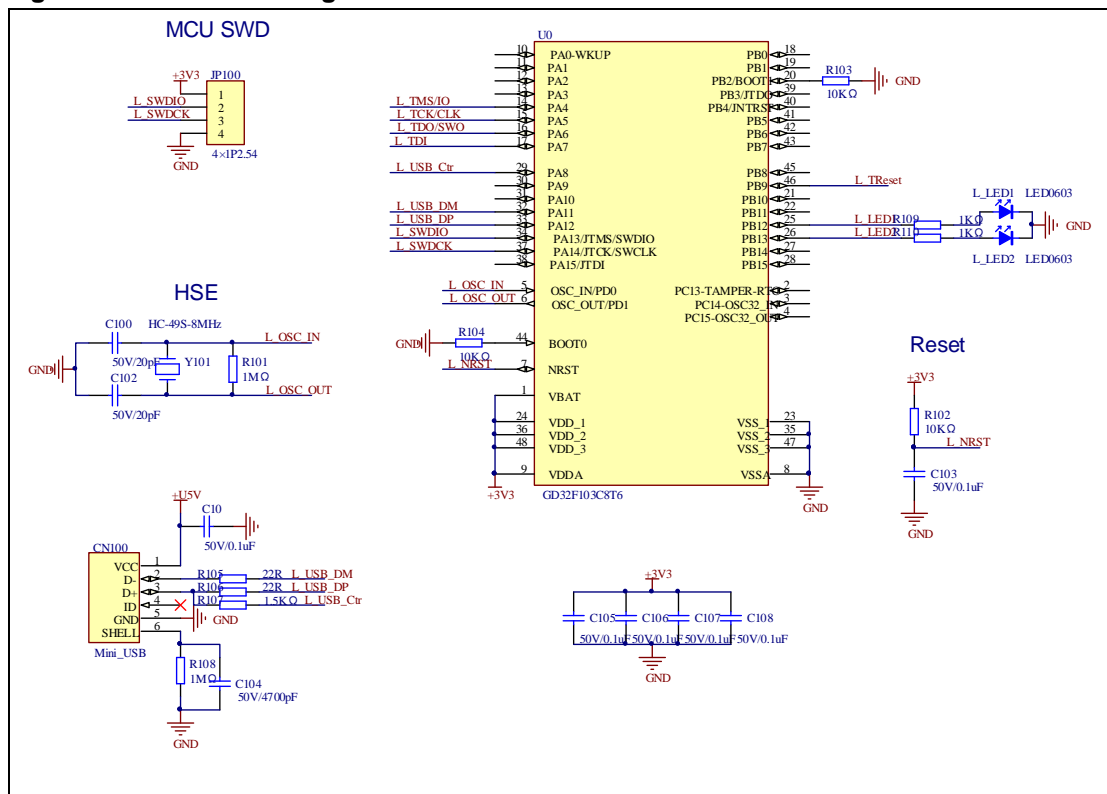
## 4.4. KEY

Figure 4-4 Schematic diagram of Key function



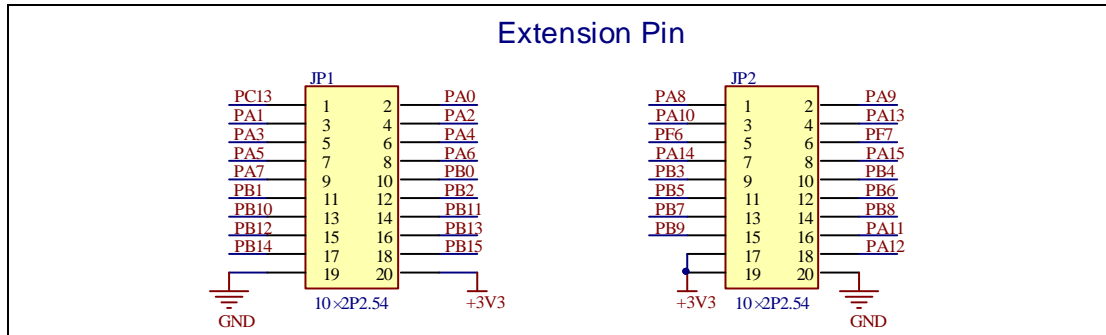
## 4.5. GD-Link

Figure 4-5 Schematic diagram of GD-Link function



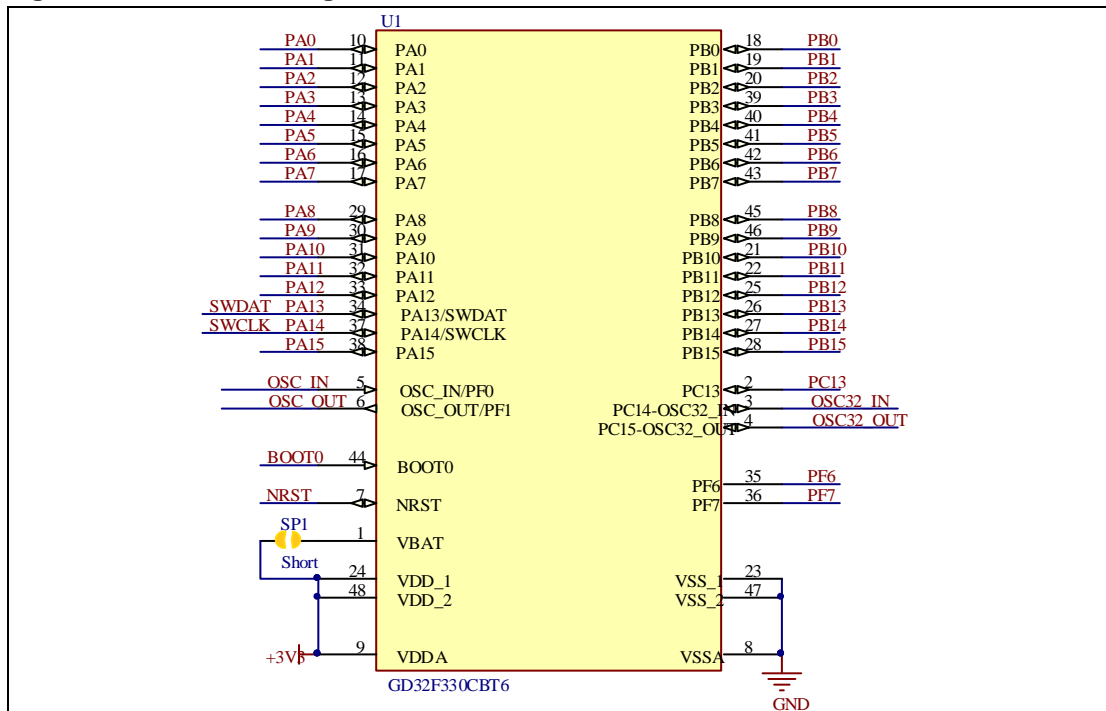
## 4.6. Extension

Figure 4-6 Schematic diagram of Extension Pin



## 4.7. MCU

Figure 4-7 Schematic diagram of MCU Pin



## 5. Routine use guide

### 5.1. GPIO\_Running\_Led

#### 5.1.1. DEMO purpose

This Demo includes the following functions of GD32 MCU:

- Learn to use GPIO for controlling the LED



- Learn to use SysTick to generate 1ms delay

GD32330C-START board has two LEDs. The LED1 and LED2 are controlled by GPIO. This demo will show how to light the LED.

### 5.1.2. DEMO running Result

Download the program <01\_GPIO\_Running\_LED> to the board, the states of LED1 and LED2 are toggled every 1s.

## 5.2. GPIO\_Key\_Polling\_mode

### 5.2.1. DEMO purpose

This Demo includes the following functions of GD32 MCU:

- Learn to use GPIO control the LED and the KEY
- Learn to use SysTick to generate 1ms delay

GD32330C-START board has two keys and two LEDs. The two keys are Reset key and User key. The LED1 and LED2 are controlled by GPIO.

This demo will show how to use the User key to control the LED1. When press down the User Key, it will check the input value of the IO port. If the value is 1, wait for 50ms. Then check the input value of the IO port again. If the value is still 1, indicates that the button is pressed down successfully, and light the four LED1.

### 5.2.2. DEMO running Result

Download the program <02\_GPIO\_Key\_Polling\_mode> to the board, first of all, all the LEDs will be flashed once for test. Then press down the User Key, LED1 will be turned on. Press down the User Key again, LED1 will be turned off.

## 5.3. EXTI\_Key\_Interrupt\_mode

### 5.3.1. DEMO purpose

This Demo includes the following functions of GD32 MCU:

- Learn to use GPIO to control the LED and the KEY
- Learn to use EXTI to generate external interrupt

GD32330C-START board has two keys and two LEDs. The two keys are Reset key and User key. The LED1 and LED2 are controlled by GPIO.

This demo will show how to use EXTI interrupt line to control the LED1. When press down the User Key, it will produce an interrupt. In the interrupt service function, the demo will toggle LED1.

### 5.3.2. DEMO running Result

Download the program <03\_EXTI\_Key\_Interrupt\_mode> to the board, first of all, all the LEDs will be flashed once for test. Then press down the User Key, LED1 will be turned on. Press down the User Key again, LED1 will be turned off.

## 5.4. TIMER\_Key\_EXTI

### 5.4.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use GPIO control the LED and the KEY
- Learn to use EXTI to generate external interrupt
- Learn to use TIMER to generate PWM

GD32330C-START board has two keys and two LEDs. The two keys are Reset key and Wakeup key. The LED1 and LED2 are controlled by GPIO.

This demo will show how to use the TIMER PWM to trigger EXTI interrupt to toggle the state of LED2 and EXTI interrupt line to control the LED1. When press down the Wakeup Key, it will produce an interrupt. In the interrupt service function, the demo will toggle LED1.

### 5.4.2. DEMO running result

Download the program < 04\_TIMER\_Key\_EXTI > to the EVAL board, all the LEDs are flashed once for test, press down the Wakeup Key, LED1 will be turned on. Press down the Wakeup Key again, LED1 will be turned off. Connect PA6 (TIMER2\_CH0) and PA4 with DuPont line. The LED2 will be toggled every 500ms.

## 6. Revision history

Table 6-1 Revision history

Revision No.	Description	Date
1.0	Initial Release	Jun.28, 2017
2.0	Updated format across the whole document	Jun.1, 2019

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