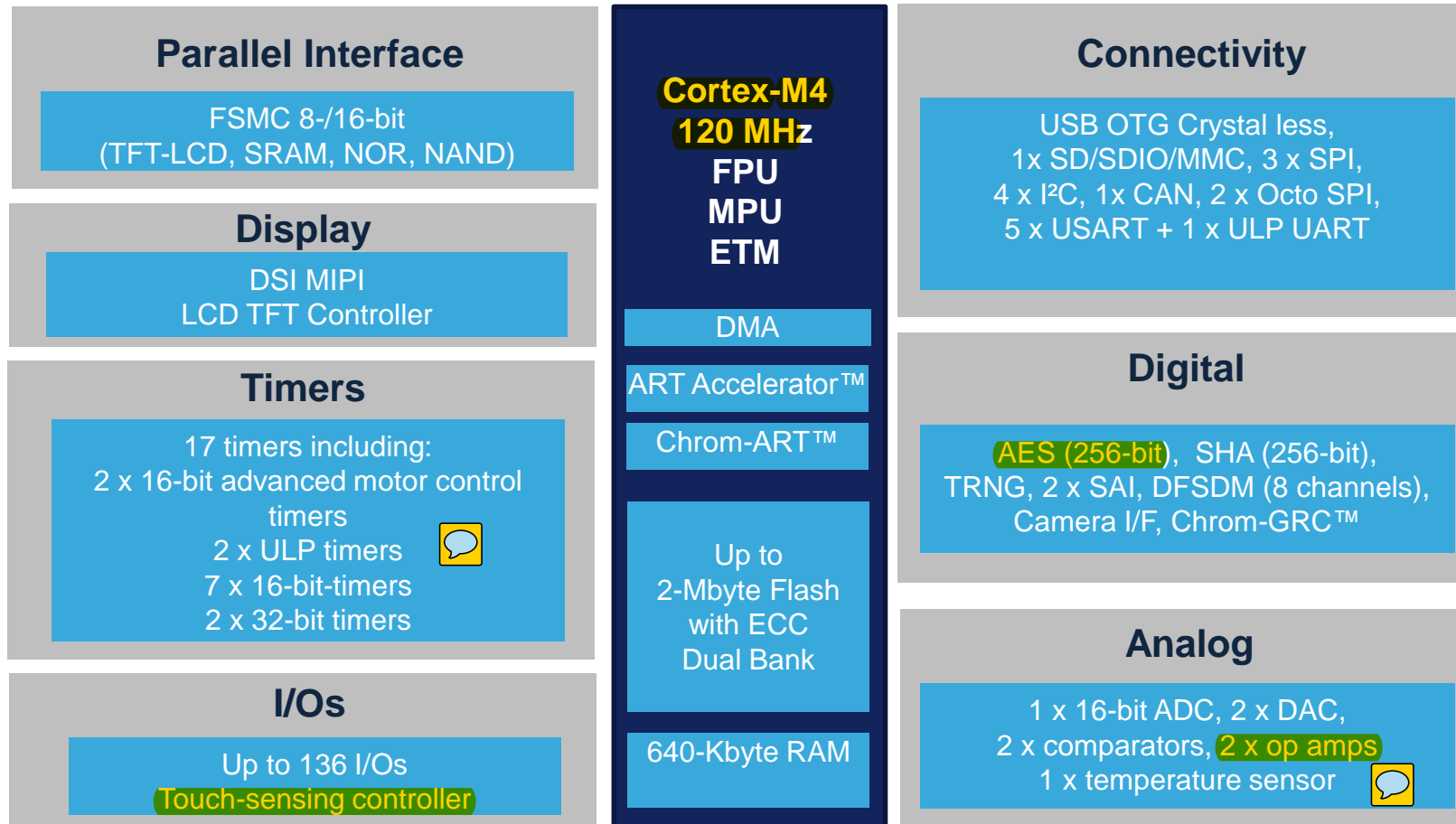


# STM32CubeMX Hands-on





## High integration with high memory size in small packages



**Package size down  
to 5.24 x 5.24 mm**

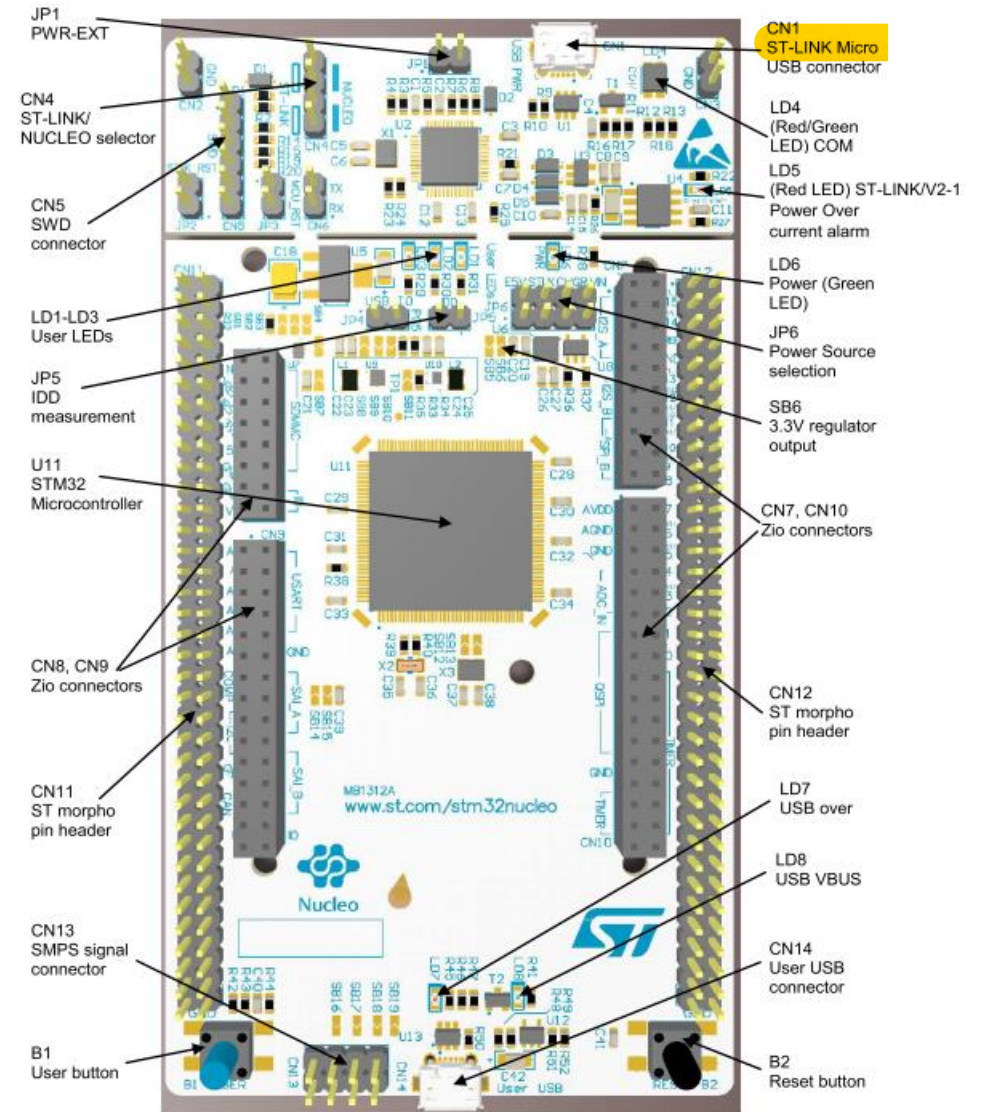


# STM32L4R5 Nucleo-144

3

- Features

- Flexible board power supply
  - USB or external source
- Integrated ST-Link/V2-1 debugger
  - Drag & drop device flash programming
  - Virtual COM port
- For user application
  - 3 LED
  - Push button (blue)
- STM32L4R5 microcontroller
- USB OTG
- Connectors
  - Arduino Uno
  - ST Zio
  - ST Morpho Extension - direct access to all MCU I/Os



# Patch for Atollic TrueSTUDIO v9.0.0

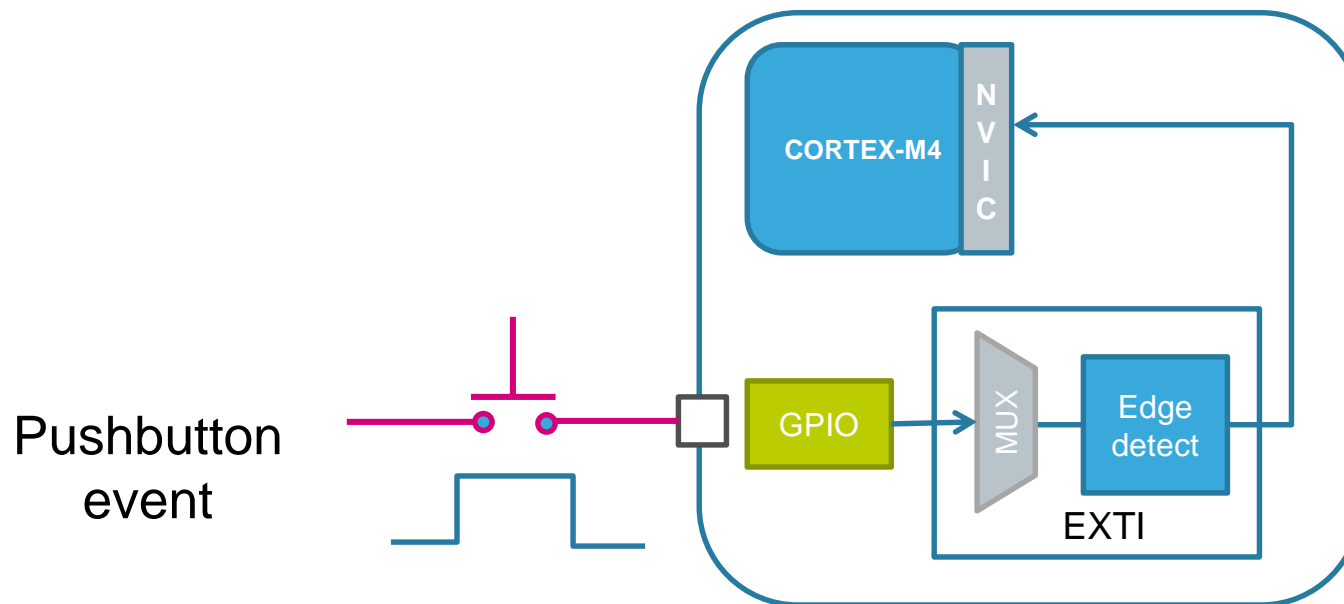
4

- Atollic TrueSTUDIO v9.0.0 is unable to erase the flash when STM32L4R5 is configured in dual-bank mode (default from factory)
- Workaround
  - Configure STM32L4R5 in single bank mode **or**
  - Replace C:\Program Files (x86)\Atollic\TrueSTUDIO for STM32 9.0.0\Servers\ST-LINK\_gdbserver\ST-LINK\_gdbserver.exe with a fixed version
    - Fixed version can be found in the thumb drive content
      - D:\Atollic TrueSTUDIO\TrueSTUDIO\_Patch.zip
    - Unzip ST-LINK\_gdbserver.exe into the specified TrueSTUDIO folder

# GPIO and EXTI Hands-on

5

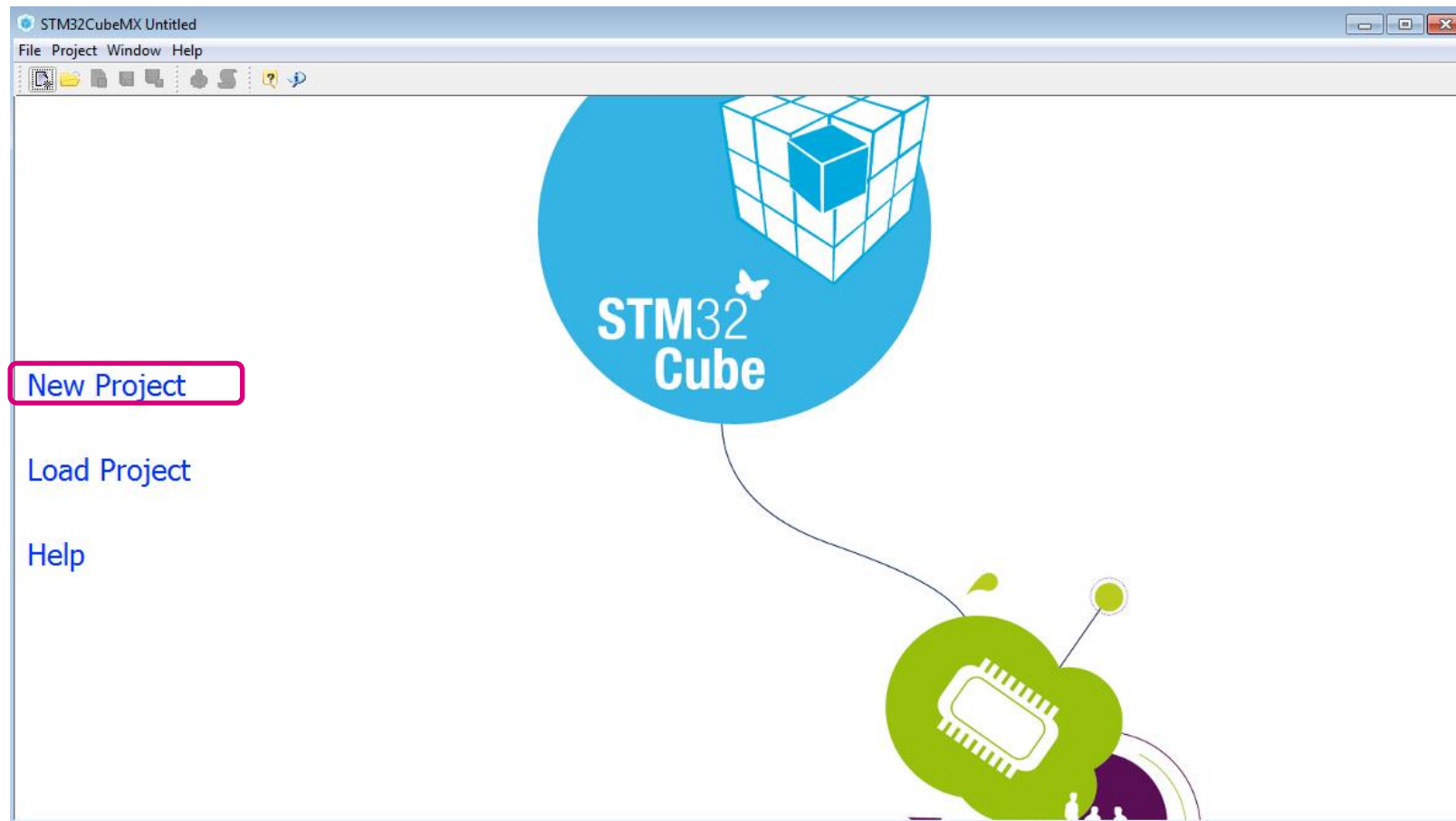
- This hands-on describes how to use the GPIO HAL APIs. The User push button, configured as input with interrupt, will be used to change the states of the LEDs.
- STM32CubeMX will be used to generate the initialization codes for the EXTI, GPIO and System clock.
- This process will speed up the development as the initialization codes are generated by the STM32CubeMX tool. The user then will only need to add the user codes as per application.



# Step 1: Open New Project

6

- Click on **New Project**



# Step 2: Select MCU 7

- Use [MCU Selector] to select STM32L4R5ZI device
- MCU Filter
  - Type “STM32L4R5ZI” in [Part Number Search]
- MCU List
  - Select [Part No.-> STM32L4R5ZI (LQFP144) ]
  - Click [Start Project] or double click [STM32L4R5ZI] to continue

The screenshot shows the 'New Project' window with the 'MCU Selector' tab active. The 'Part Number Search' field contains 'STM32L4R5ZI' (marked with a red box and a blue '1'). The 'Advanced Choice' section shows filters for Price (0.0 to 7.45), IO (110 to 115), Eeprom (0 Bytes), Flash (2048 kBytes), Ram (640 kBytes), and Freq. (120 MHz). The 'Peripheral Choice' section shows a table of peripherals: ADC 12-bit (Nb: 0, Max: 16), ADC 16-bit (Nb: 0, Max: 0), I2S (Nb: 0, Max: 1), CAN (Nb: 0, Max: 2), and COMP (Nb: 0, Max: 2). The 'STM32L4R5ZI' device is selected, showing its details: Ultra-low-power with FPU ARM Cortex-M4 MCU 120 MHz with 2048 kbytes Flash, USB OTG, DFSDM, CHROM-ART. The 'Start Project' button is highlighted with a red box and a blue '3'. The 'MCUs List' section shows a table of 3 items, with the first item (STM32L4R5ZI) highlighted in blue and a red box around it (marked with a blue '2').

Part No.	Reference	Marketing Status	Unit Price for 10k (US\$)	Board	Package	Flash	RAM	IO	Freq.
★	STM32L4R5ZITx	Active	7.45	NUCLEO-L4	LQFP144	2048 kbytes	640 kbytes	115	120 MHz
★	STM32L4R5ZITxP	Active	7.45		LQFP144	2048 kbytes	640 kbytes	115	120 MHz
★	STM32L4R5ZIYx	Active	7.45		WLCSP144	2048 kbytes	640 kbytes	110	120 MHz

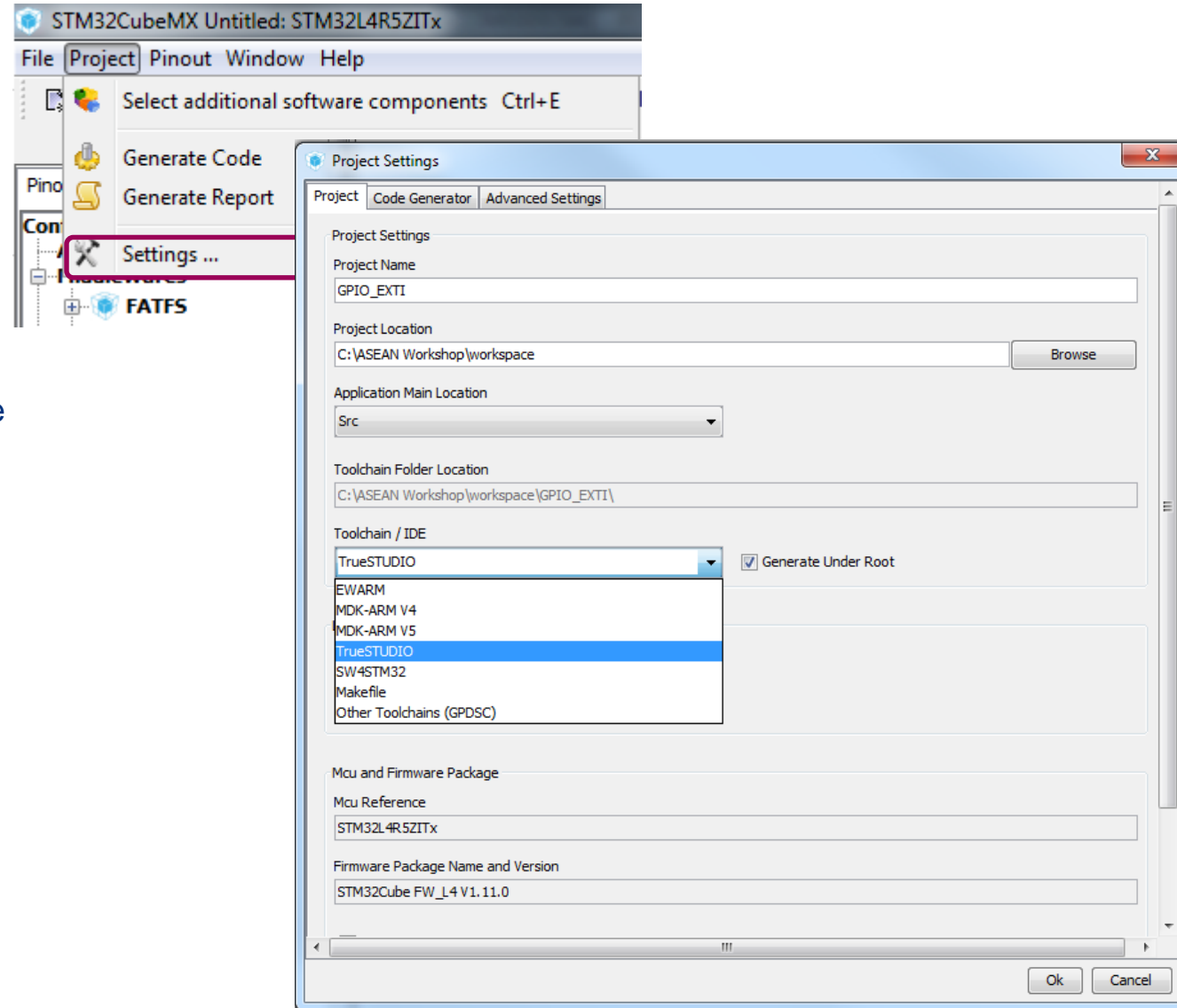


# Step 3a: Project Settings

8

## Configure project settings

- Select [Project->Settings...]
- [Project] tab
  - [Project Name] : Any name. For example GPIO\_EXTI
  - [Project Location] : Location to store project folders. In the case of Atollic TrueSTUDIO, the workspace folder location. For example C:\ASEAN Workshop\workspace
  - [Application Main Location] : Src
  - [Toolchain Folder Location] : Will automatically be generated
  - [Toolchain / IDE] : TrueSTUDIO
  - [Generate Under Root] : Checked
- [Code Generator] tab
  - Keep default configuration
- Click [OK] to finish



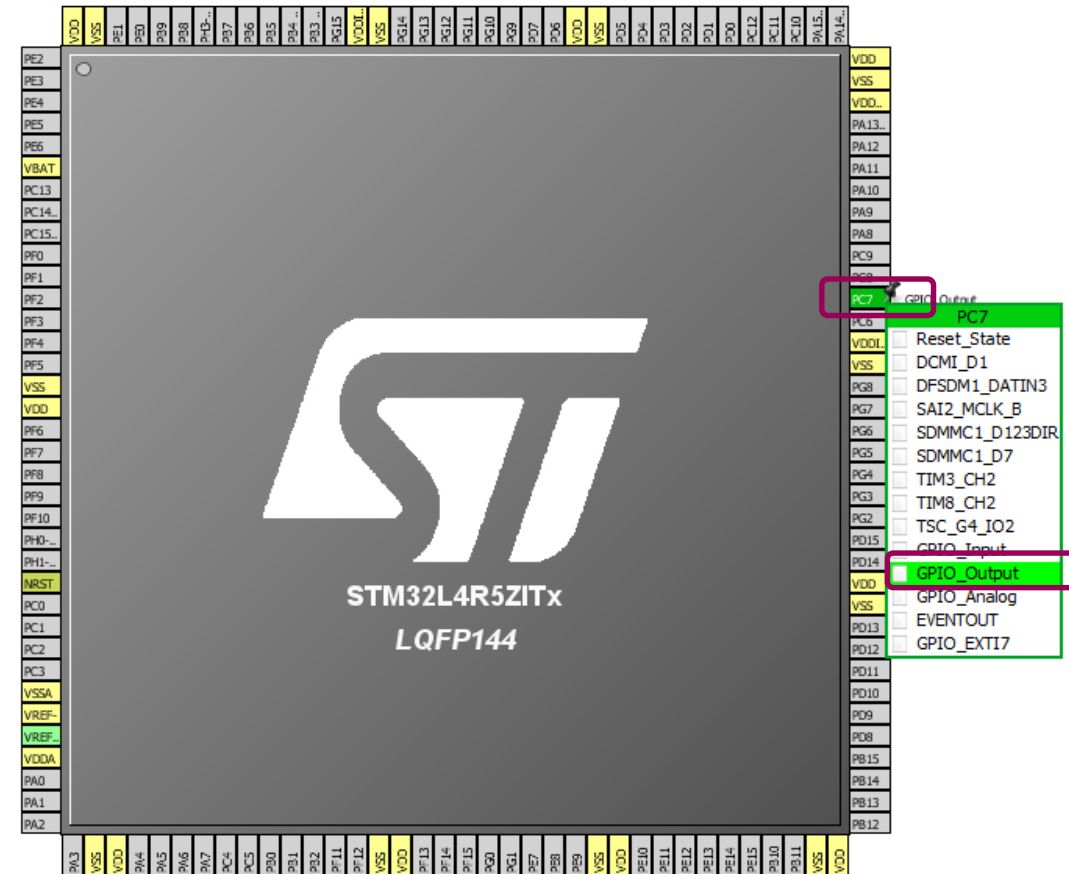
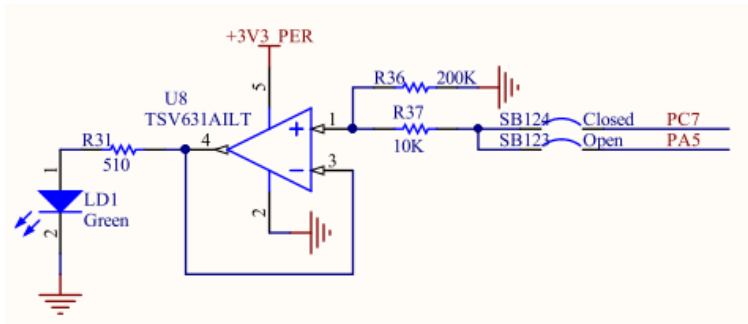


# Step 4: Configure GPIO

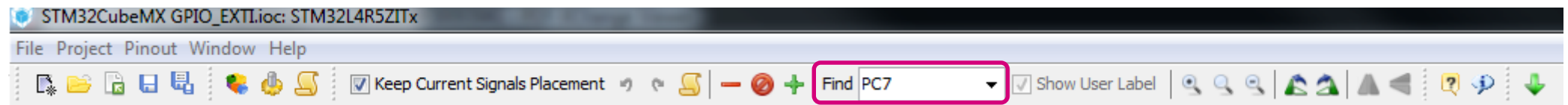
9

[Pinout] tab

- Left-click pin PC7 and set to [GPIO\_Output] mode
- Note : Drive LED
  - Turn OFF – GPIO is LOW
  - Turn ON – GPIO is HIGH



Hint – Pin PC7 can also be found by using [Find] feature in STM32CubeMx

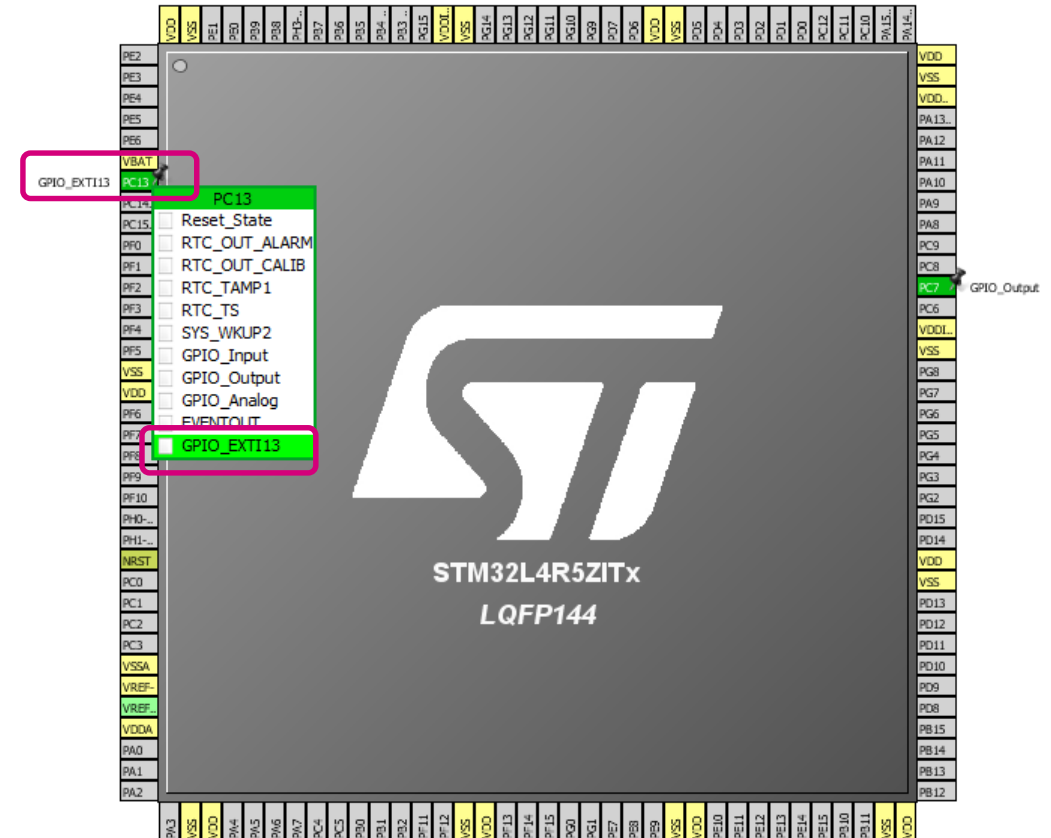
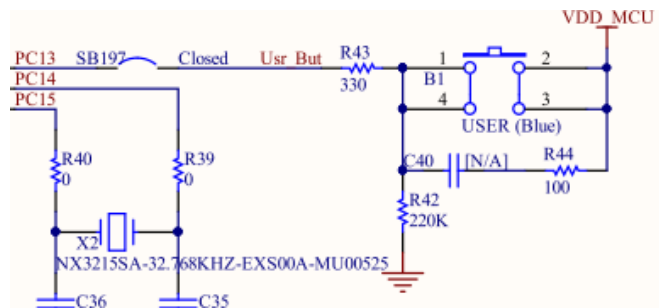


# Step 4: Configure GPIO

10

[Pinout] tab

- Left-click pin PC13 and set to [GPIO\_EXTI13] mode
- Note : USER button (Blue)
  - Button not press – GPIO is LOW
  - Button press – GPIO is HIGH



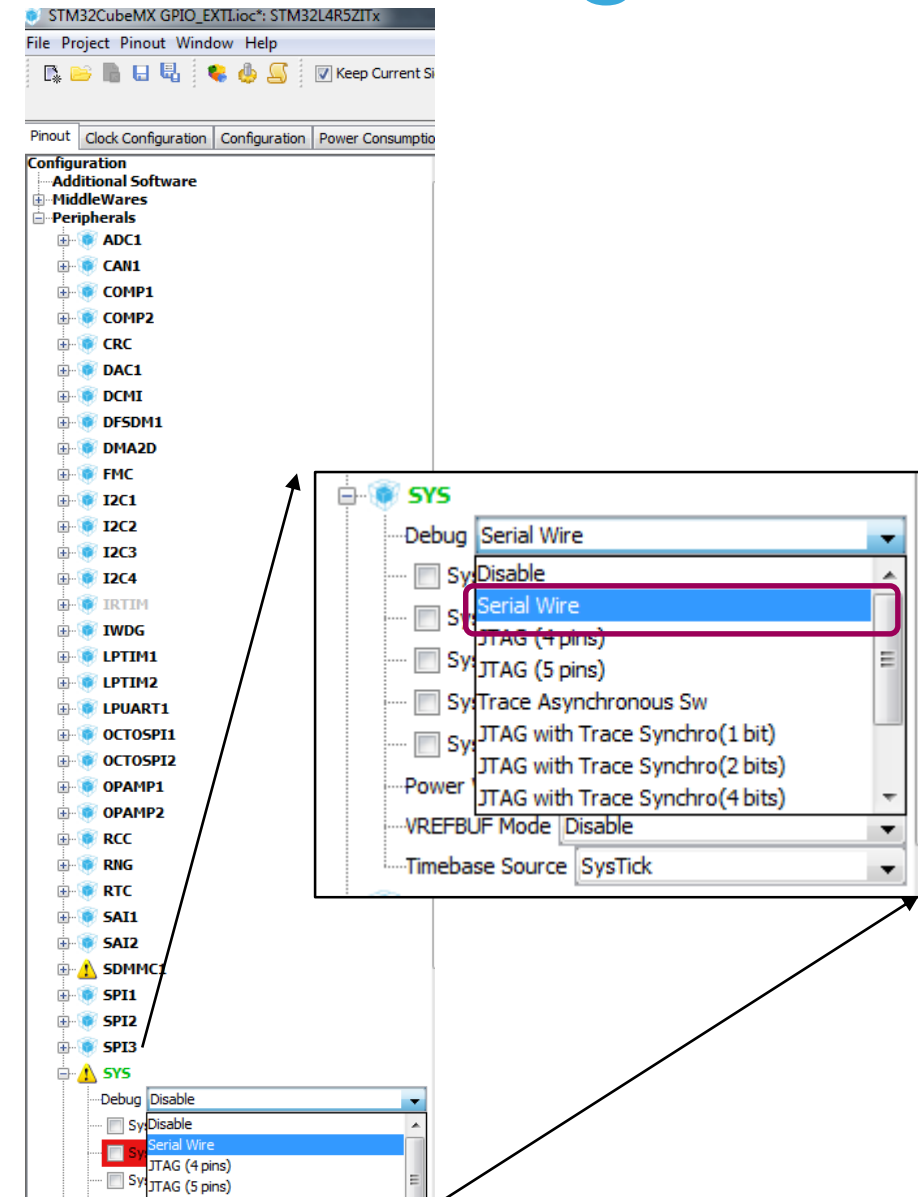
# Step 5: Enable Debug Pins

11

[Pinout] tab

- Select [Configuration >Peripherals] tree, expand the [SYS] sub-tree
- Set the [Debug] to “Serial Wire”

Although the SWD debug pins are active after reset, it is a good practice to make sure the debug pins are reserved for debug purposes while assigning pins for your application. This avoids assigning it for other alternate function by mistake during firmware development stage

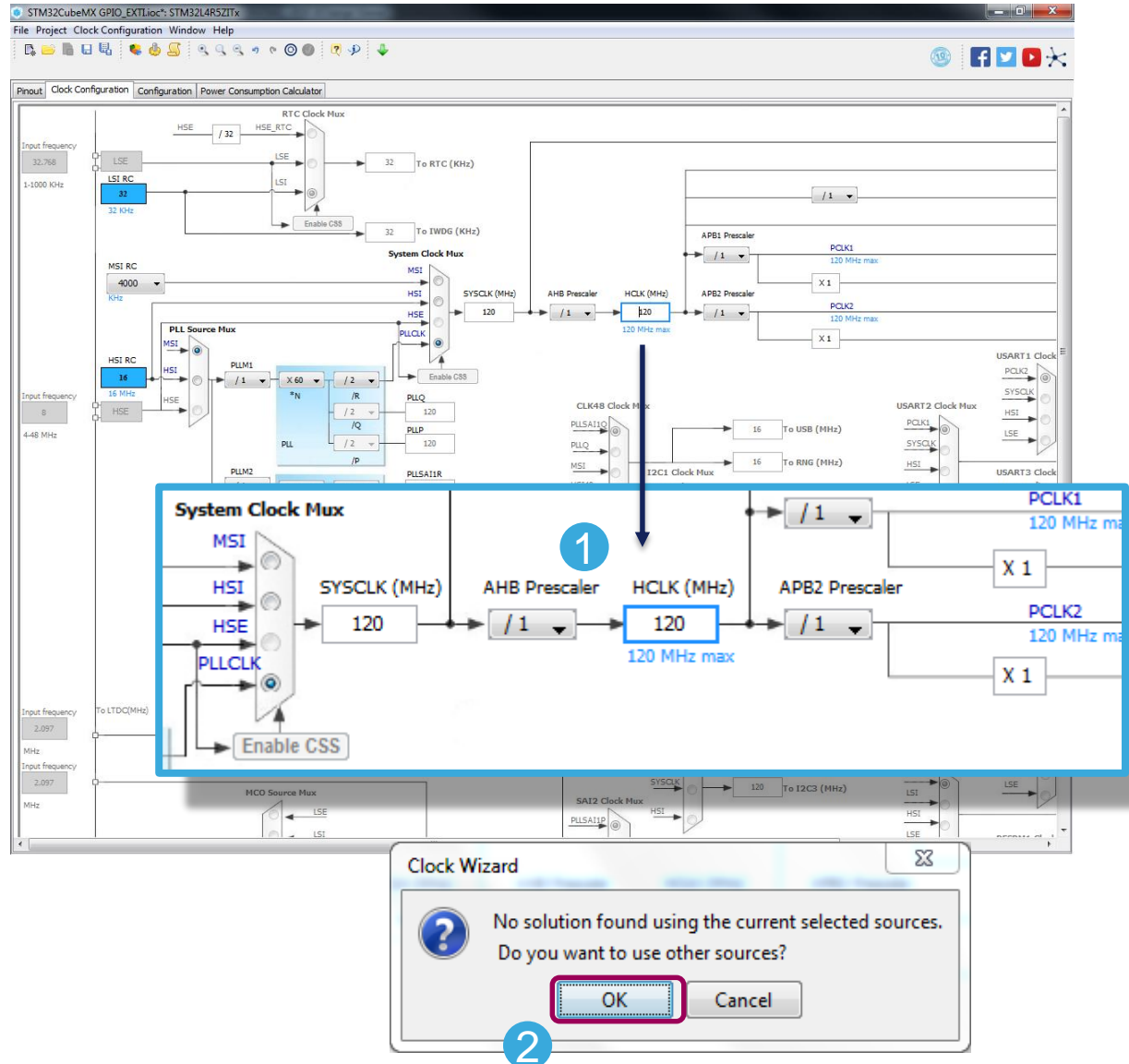


# Step 6: Clock Configuration

12

## [Clock Configuration] tab

- Set [HCLK (MHz)] to 120
- Click OK when [Clock Wizard] message pop out to automatically find the correct clock sources
- The appropriate clock source and PLL values will be set automatically



# Step 7: Peripheral Configuration

13

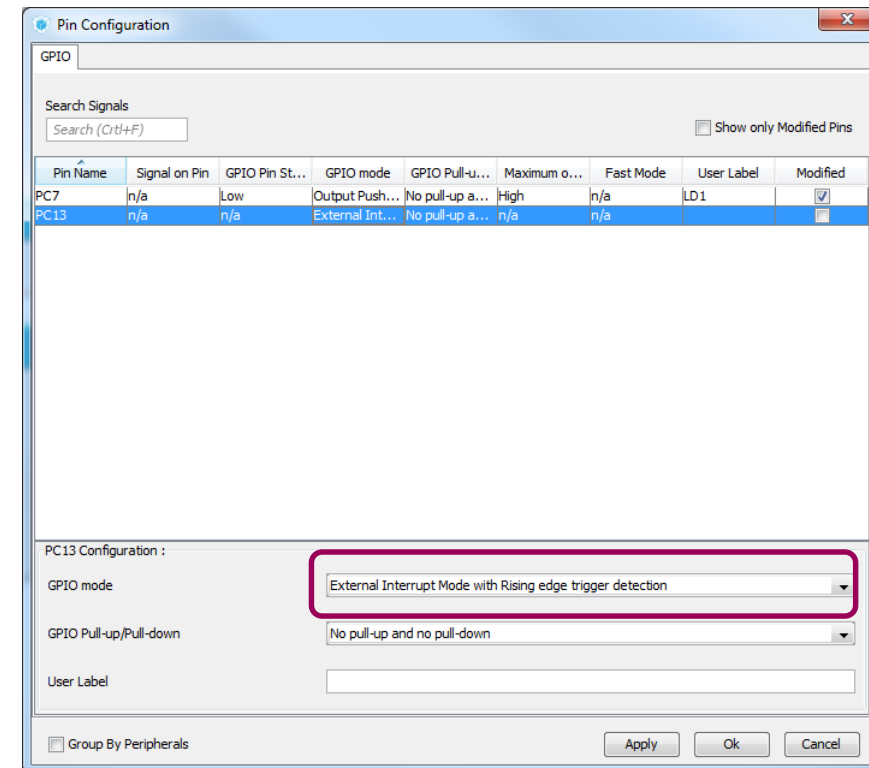
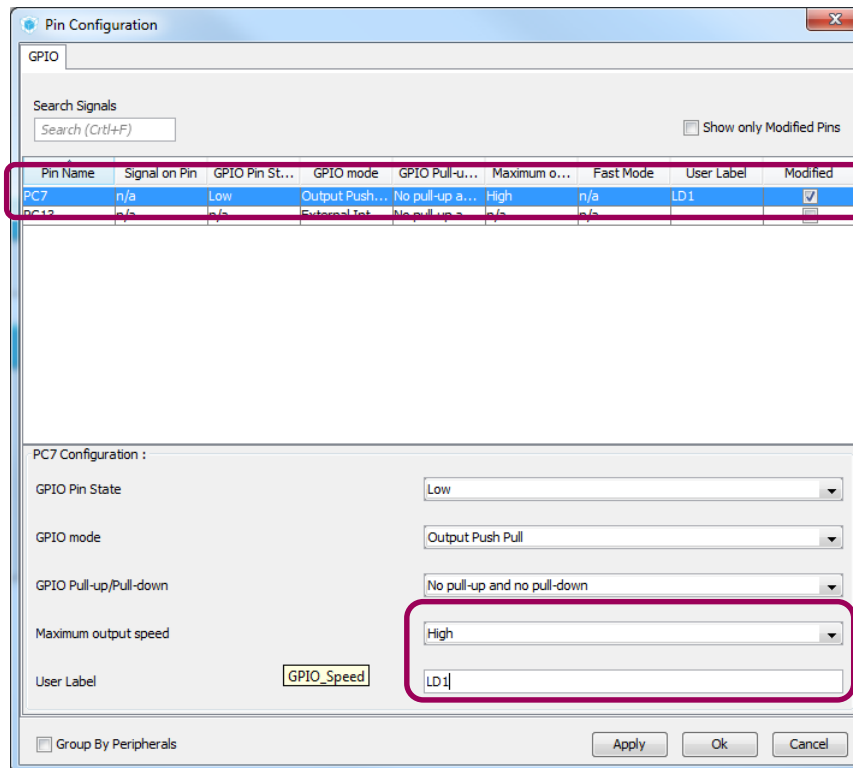
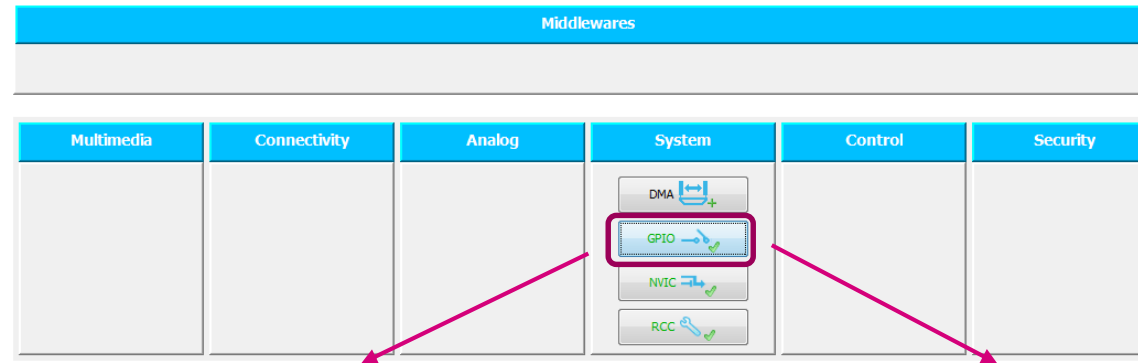
## [Configuration] tab

- Select [GPIO]
  - Configure PC7
    - [GPIO Mode] : Output Push Pull
    - [Maximum output speed] : High
    - [User label] : Any name (optional)
    - Other settings use default
  - Configure PC13
    - [GPIO Mode] : External Interrupt Mode with Rising edge trigger detection
    - [User label] : Any name (optional)
    - Other settings use default
- Click [Apply] and [OK]

Note: Refer to next slide for picture of configuration

# Step 7: Peripheral Configuration

14



# Step 7: Peripheral Configuration

15

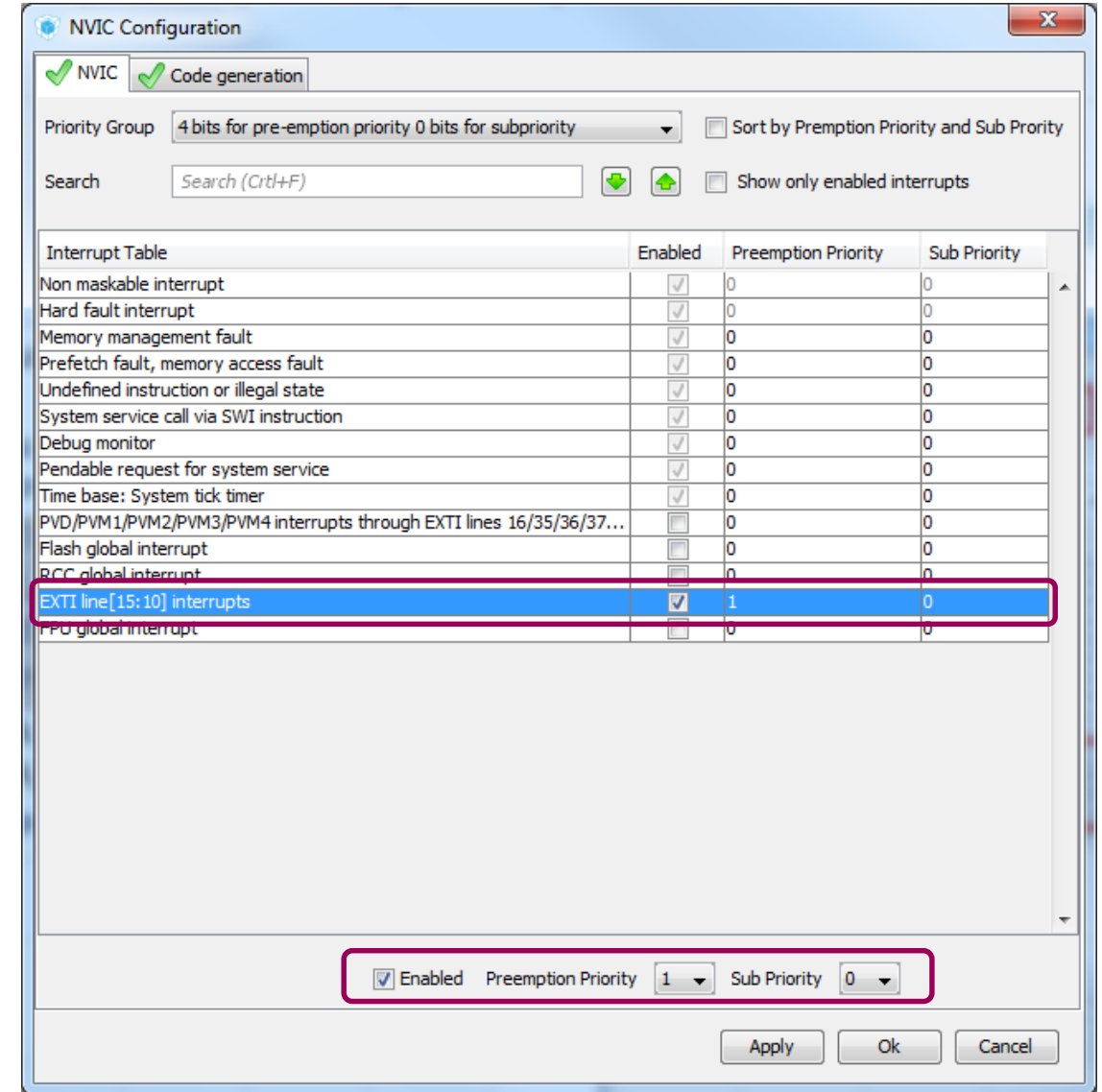
- NVIC

- EXTI line [15:10] interrupt (PC13 B1 USER)

- Enable
- Preemption Priority: 1

- Caution!!!

- HAL\_Delay() function provides accurate delay (in milliseconds) based on variable incremented in System Tick Timer(SysTick) ISR.
- If HAL\_Delay() is called from a peripheral ISR process, then the SysTick interrupt must have higher priority (numerically lower) than the peripheral interrupt. Otherwise the caller ISR process will be blocked.

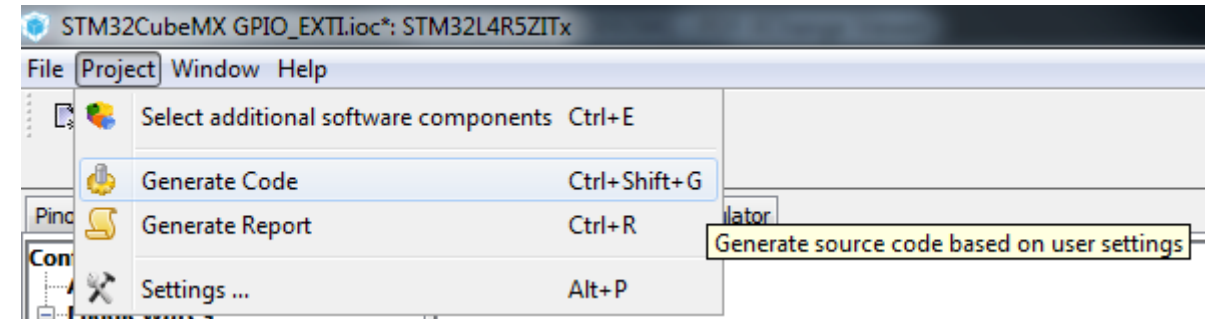




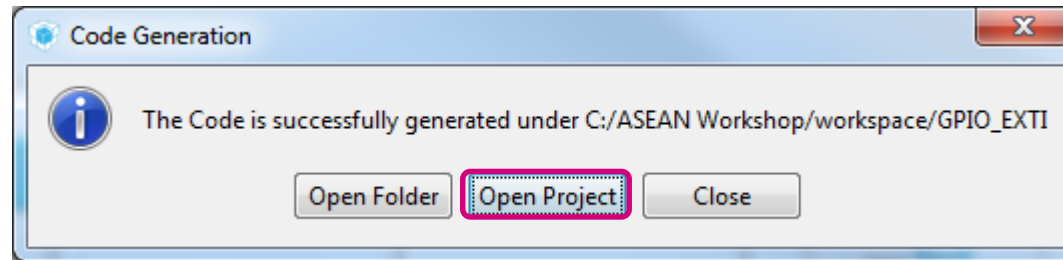
# Step 8: Generate Code

16

- Select [Project->Generate Code]



- Select [Open Project] to launch TrueSTUDIO and import project into TrueSTUDIO automatically



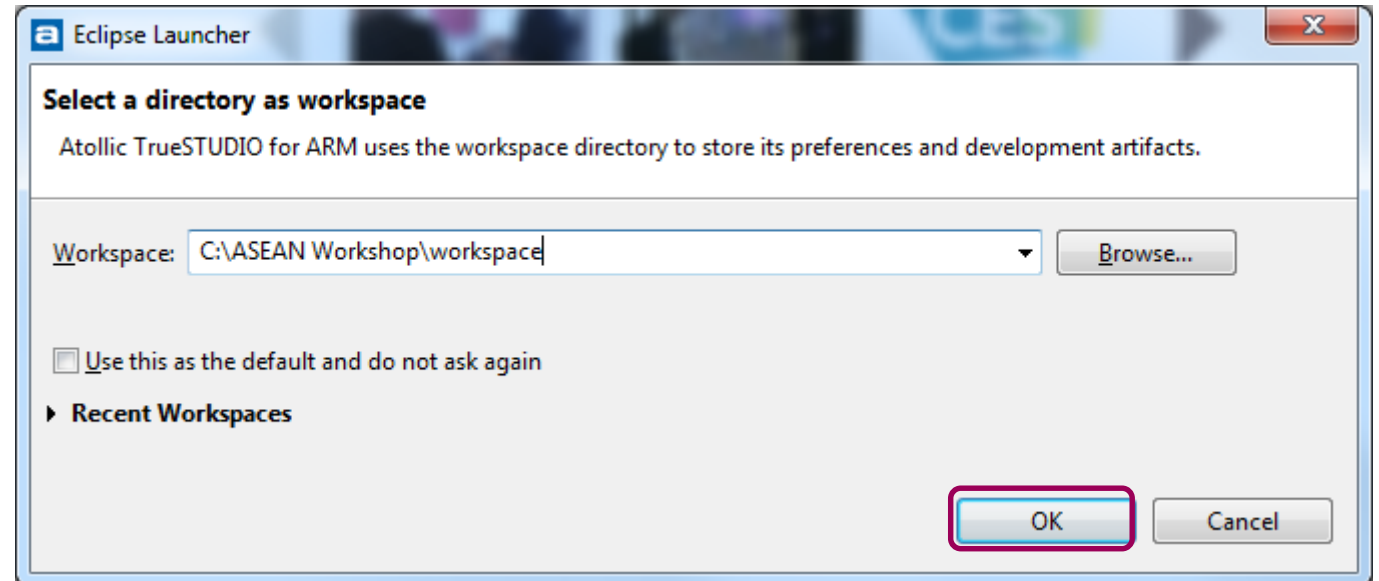
- Selecting [Open Folder] will open folder containing STM32CubeMx generated code.

- You will need to start TrueSTUDIO and import project manually

# Starting TrueSTUDIO

17

- Starting TrueSTUDIO will start the [Eclipse Launcher]
- Select the workspace path:
  - For example C:\ASEAN Workshop\workspace  
as specified in the STM32CubeMX Project Setting i.e. [Project Location]
- Click [OK] to proceed

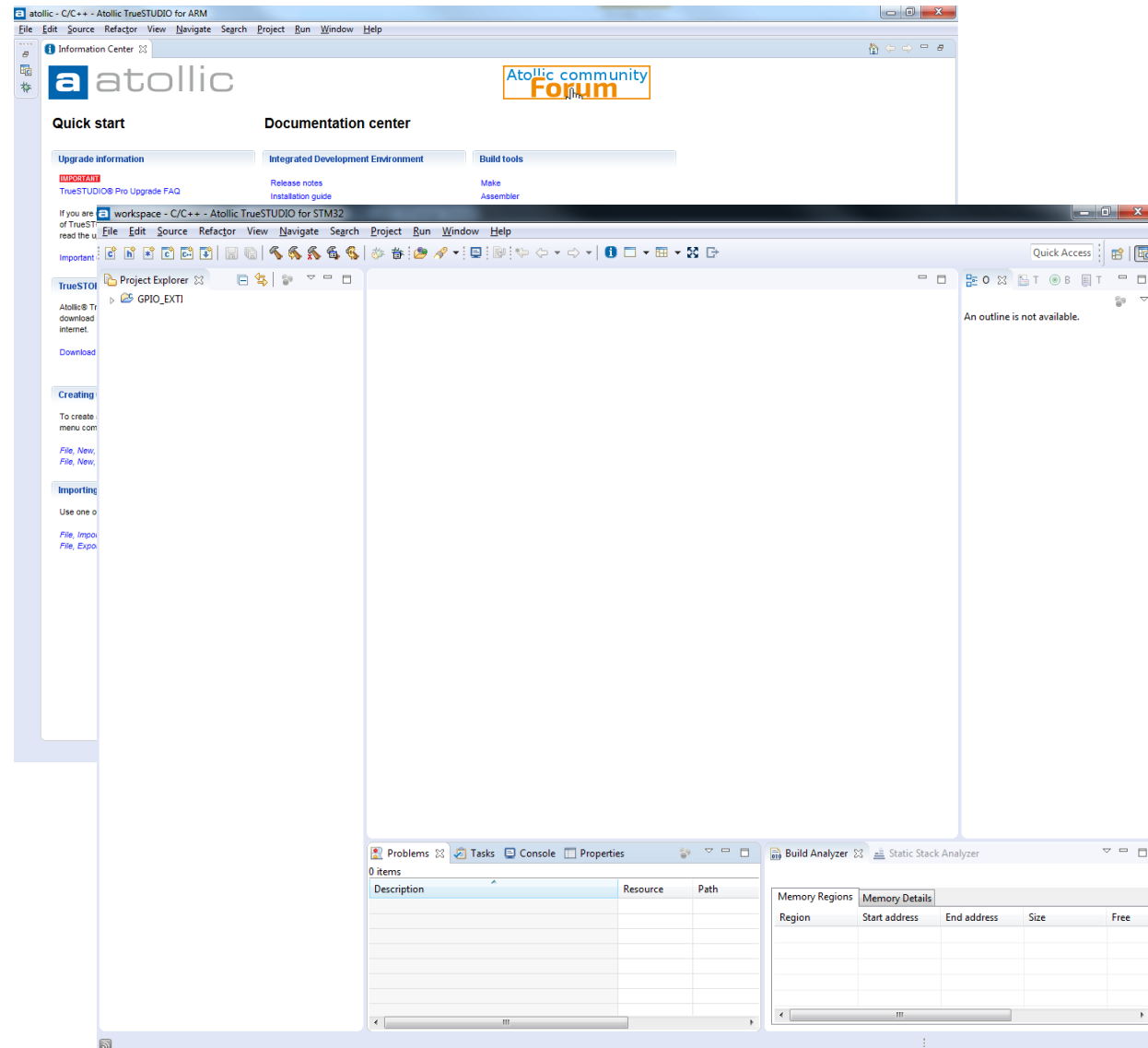


# First TrueSTUDIO start

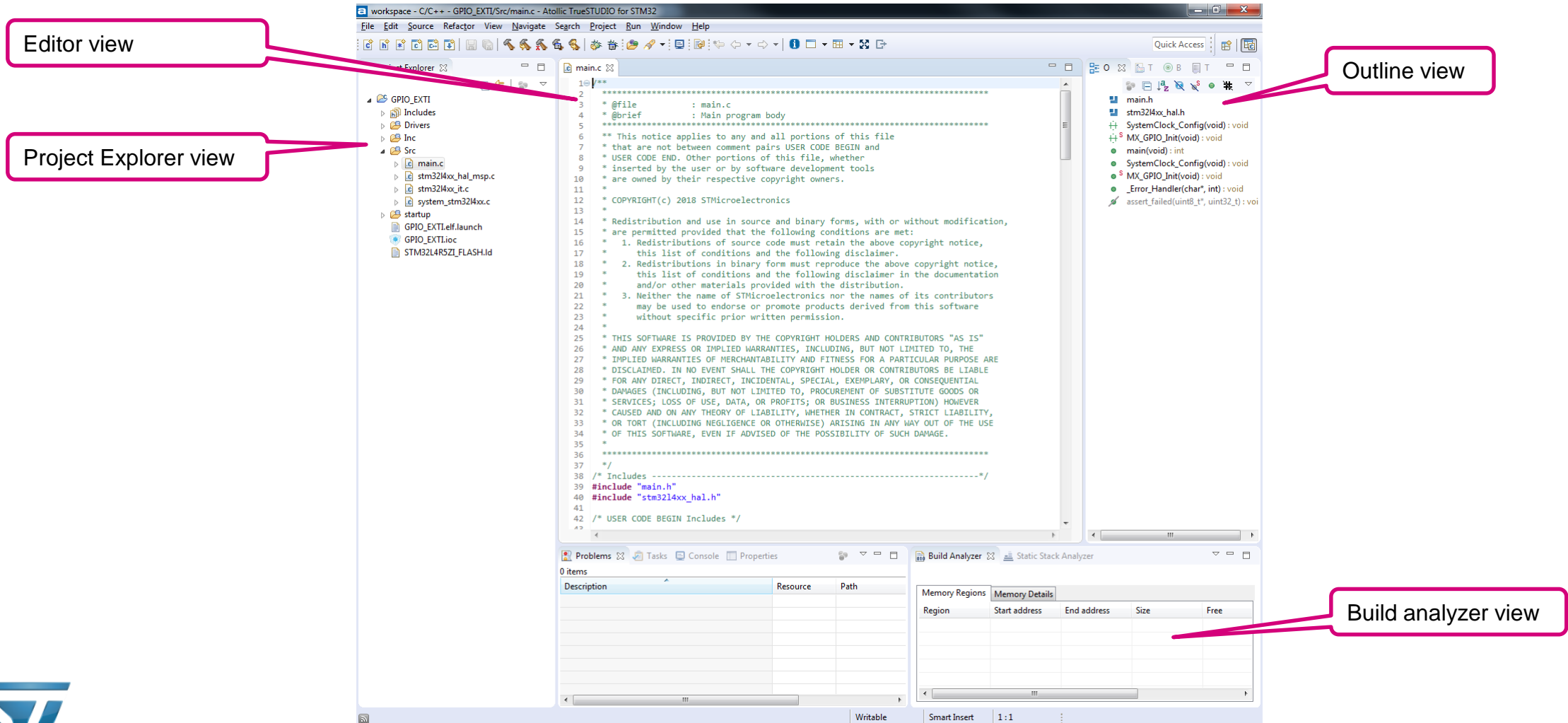
18

- [Information Center] panel contains links to various information related to TrueSTUDIO.
  - Close the [Information Center] panel
  - C/C++ perspective will appear

Please note content of [Information Center] panel might take some time to appear. Be patient.



# C/C++ Perspective



- **Workspace**

- Container that include project folders and information about project
- **Project** is a directory containing files that may be organized in sub-directories
- Can contain multiple projects and be located anywhere in the storage media

- **Perspective**

- Set of windows/views dedicated to a purpose
- Typically used perspective - **C/C++** and **Debug**

- **View**

- Dedicated windows for specific purpose
- By default not all views are available in a perspective

# Modifying generated code

21

- Add the following code to main.c

```
/* USER CODE BEGIN 0 */  
uint8_t MODE_SELECTION;  
/* USER CODE END 0 */
```

```
/* Infinite loop */  
/* USER CODE BEGIN WHILE */  
while (1)  
{  
    /* USER CODE END WHILE */  
  
    /* USER CODE BEGIN 3 */  
    if (MODE_SELECTION == 0) {  
        /* Toggle LEDs - Use the HAL functions from stm32l4xx_hal_gpio.c file */  
        HAL_GPIO_TogglePin(GPIOC, GPIO_PIN_7);    //LD1 (green) - PC7  
        HAL_Delay(100); //100ms  
    } else if (MODE_SELECTION == 1) {  
        /* Turn OFF the LEDs - Use the HAL functions from stm32l4xx_hal_gpio.c file */  
        HAL_GPIO_WritePin(GPIOC, GPIO_PIN_7, GPIO_PIN_RESET); //Turn off LD1 (green)  
        HAL_Delay(100); //100ms  
    } else if (MODE_SELECTION == 2) {  
        /* Turn ON the LED - Use the HAL functions from stm32l4xx_hal_gpio.c file */  
        HAL_GPIO_WritePin(GPIOC, GPIO_PIN_7, GPIO_PIN_SET); //LD1 (green) - PC7  
        HAL_Delay(1000); //1secs  
    }  
}  
/* USER CODE END 3 */
```

# Modifying generated code

22

```
/* USER CODE BEGIN 4 */
/**
 * @brief EXTI line detection callback. The function will be call by EXTI15_10_IRQHandler in "stm32l4xx_it.c" .
 * @param GPIO_Pin: Specifies the pins connected EXTI line
 * @retval None
 */
void HAL_GPIO_EXTI_Callback(uint16_t GPIO_Pin)
{
    if(GPIO_Pin == GPIO_PIN_13)
    {
        MODE_SELECTION++;
        if(MODE_SELECTION > 2) MODE_SELECTION=0;
        /* Debounce - wait until the button is released . Read the GPIO to get the state. Refer to the schematics. */
        /* - Use the HAL functions from stm32l4xx_hal_gpio.c file */
        while(HAL_GPIO_ReadPin(GPIOC, GPIO_PIN_13) != GPIO_PIN_RESET);//Blue pushbutton - PC13
    }
}
/* USER CODE END 4 */
```



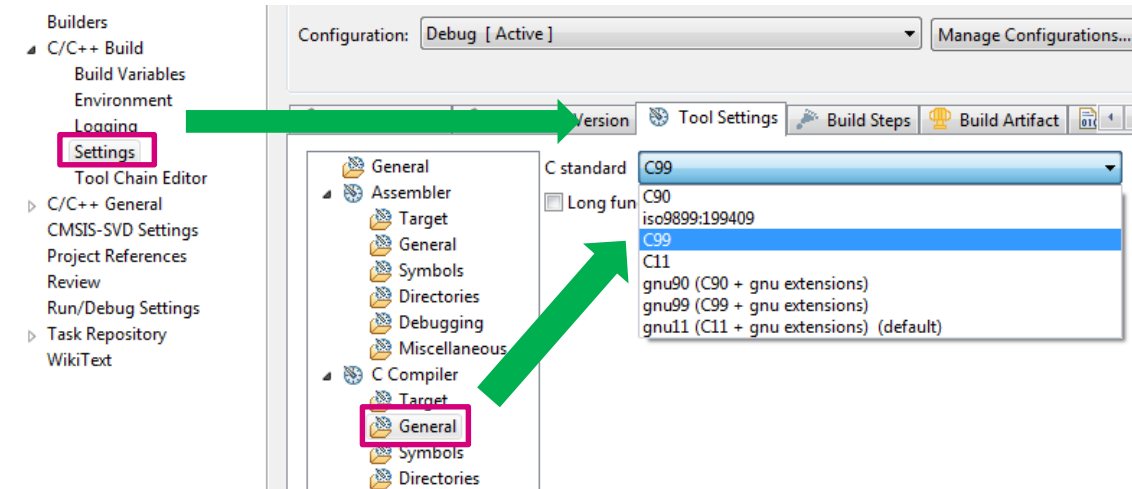
# Tips: Useful project settings in TrueSTUDIO

C dialect and parallel build

23

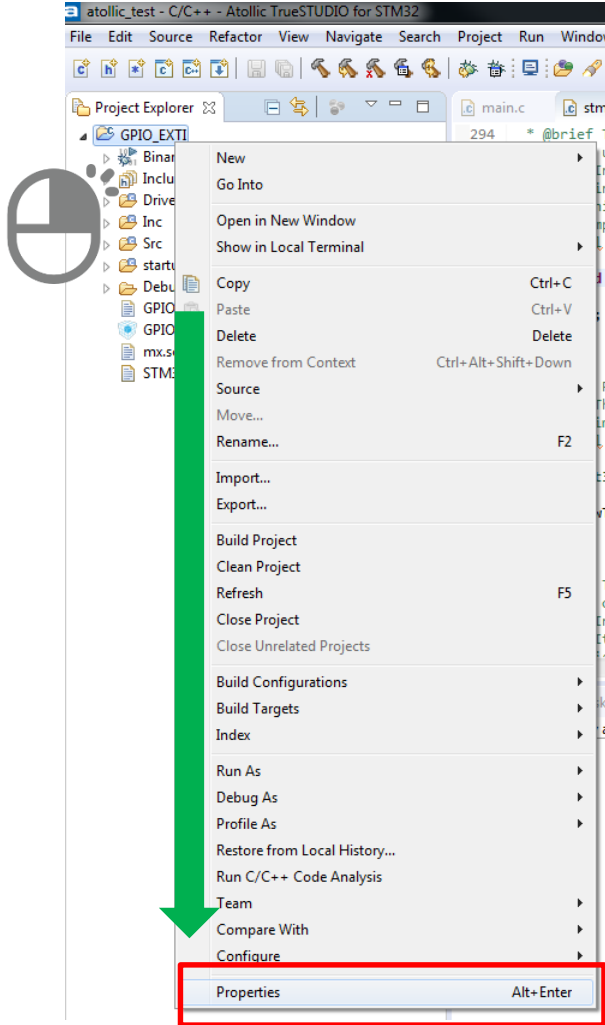
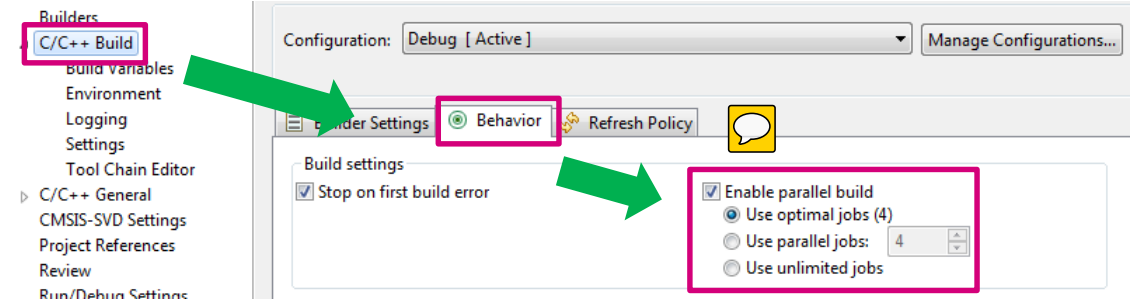
*C/C++ Build->Settings->Tools Settings->C Compiler->General->C standard*

1. **Configure C standard to C99 to avoid possible compilation errors**



*C/C++ Build->Behavior tab*

2. **Enable parallel build to make use of your machine potential and to shorten compilation time**



# Tips: Using Code completion

24

- You can complete a function or parameter by using **CTRL + SPACE** keys after a typing a few characters of the function or parameter.

Auto-complete a function

```
84 MX_SPI1_Init();
85 MX_UART4_Init();
86
87 /* USER CODE BEGIN 2 */
88
89 /* USER CODE END 2 */
90
91 /* Infinite loop */
92 /* USER CODE BEGIN WHILE */
93 while (1)
94 {
95 /* USER CODE END WHILE */
96
97 /* USER CODE BEGIN 3 */
98 /* Toggle LEDs */
99 HAL_GPIO_TogglePin(
100
101 }
102 }
103 /* USER CODE END 3 */
104
105 /** System Clock Configuration
106 */
107 void SystemClock_Config(void)
108 {
109
110
111 }
```

ctrl + space

- HAL\_GPIO\_DeInit(GPIO\_TypeDef\* GPIOx, uint32\_t GPIO\_Pin)
- HAL\_GPIO\_EXTI\_Callback(uint16\_t GPIO\_Pin) : void
- HAL\_GPIO\_EXTI\_IRQHandler(uint16\_t GPIO\_Pin) : void
- HAL\_GPIO\_Init(GPIO\_TypeDef\* GPIOx, GPIO\_InitTypeDef\* GPIO\_InitStruct)
- HAL\_GPIO\_LockPin(GPIO\_TypeDef\* GPIOx, uint16\_t GPIO\_Pin)
- HAL\_GPIO\_ReadPin(GPIO\_TypeDef\* GPIOx, uint16\_t GPIO\_Pin)
- HAL\_GPIO\_TogglePin(GPIO\_TypeDef\* GPIOx, uint16\_t GPIO\_Pin)
- HAL\_GPIO\_WritePin(GPIO\_TypeDef\* GPIOx, uint16\_t GPIO\_Pin, GPIO\_WriteValue\_t)
- # HAL\_GPIO\_MODULE\_ENABLED

Press 'Ctrl+Space' to show Template Proposals

Mouse over to view function description

```
93 while (1)
94 {
95 /* USER CODE END WHILE */
96
97 /* USER CODE BEGIN 3 */
98 /* Toggle LEDs */
99 HAL_GPIO_TogglePin(
100
101 }
102 }
103 /* USER CODE END 3 */
104
105 /** System Clock Configuration
106 */
107 void SystemClock_Config(void)
108 {
109
110
111 }
```

void HAL\_GPIO\_TogglePin(GPIO\_TypeDef\* GPIOx, uint16\_t GPIO\_Pin)

/\*\* @brief Toggle the specified GPIO pin.  
 \* @param GPIOx: where x can be (A..H) to select the GPIO peripheral for STM32L4 family  
 \* @param GPIO\_Pin: specifies the pin to be toggled.  
 \* @retval None

Press 'F2' for focus

Auto-complete a parameter

```
96
97 /* USER CODE BEGIN 3 */
98 /* Toggle LEDs */
99 HAL_GPIO_TogglePin(GPIOB, GPIO_PIN_2)
100
101 }
102 }
103 /* USER CODE END 3 */
104
105 /** System Clock Configuration
106 */
107 void SystemClock_Config(void)
108 {
109
110
111 }
```

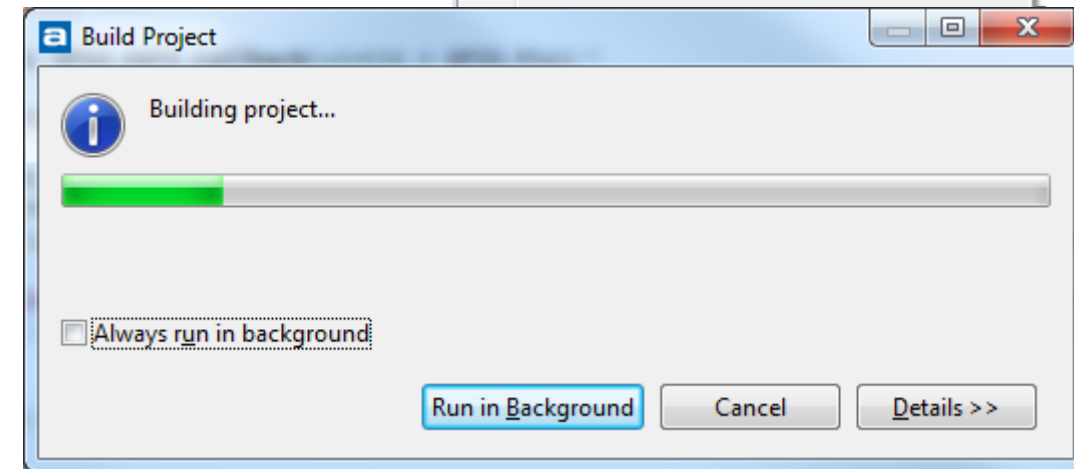
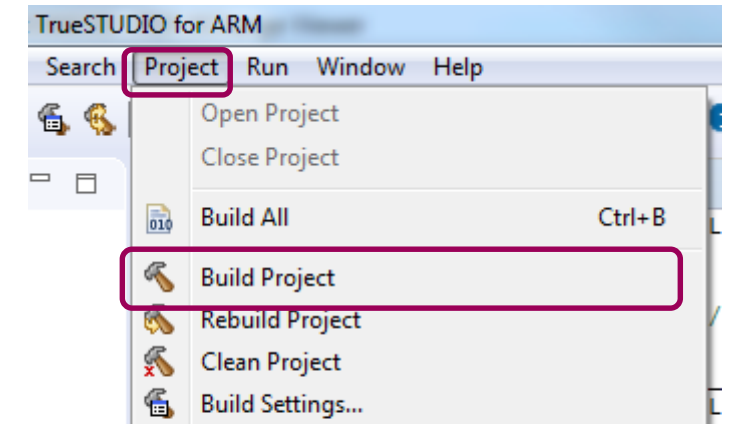
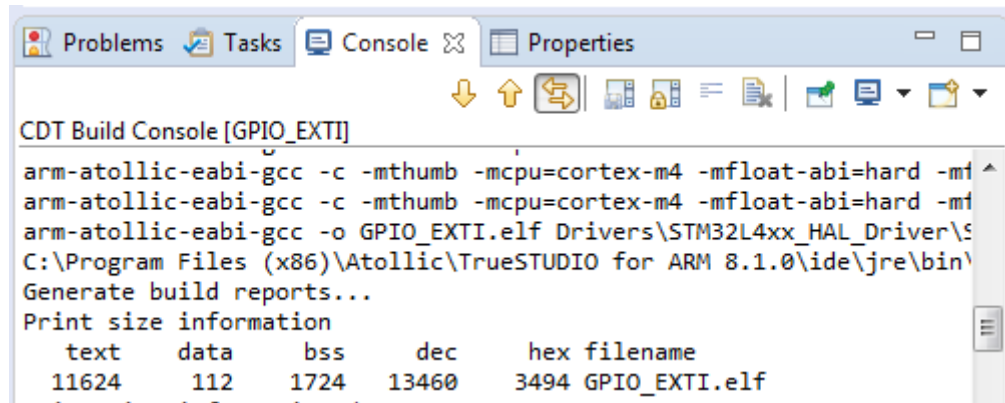
ctrl + space

- GPIO\_PIN\_RESET
- GPIO\_PIN\_SET
- # GPIO\_PIN\_0
- # GPIO\_PIN\_1
- # GPIO\_PIN\_10
- # GPIO\_PIN\_11
- # GPIO\_PIN\_12
- # GPIO\_PIN\_13
- # GPIO\_PIN\_14
- # GPIO\_PIN\_15
- # GPIO\_PIN\_2
- # GPIO\_PIN\_3

Press 'Ctrl+Space' to show Template Proposals


# Build project 25

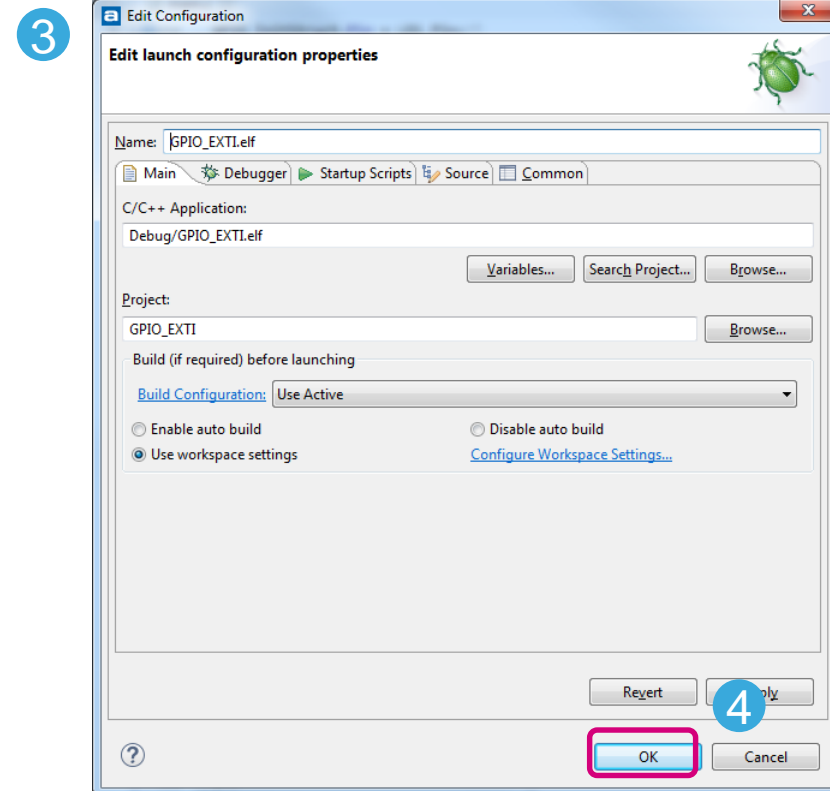
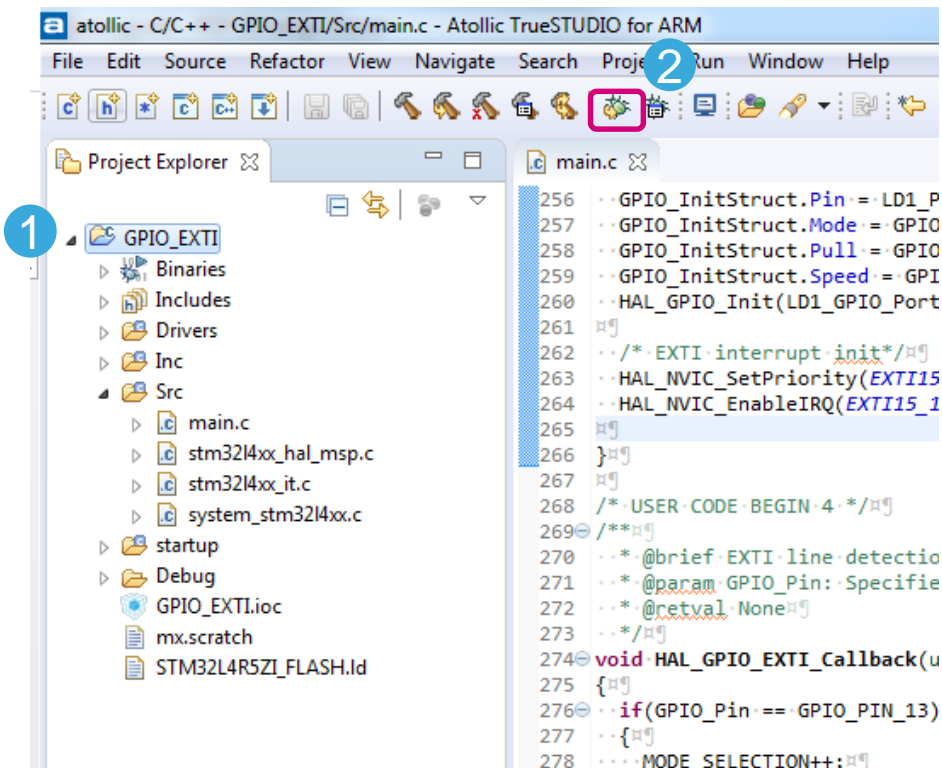
- Select [Project > Build Project] or [Project > Build All]
- Build result is displayed in the [Console] window



# Starting the debugger

26

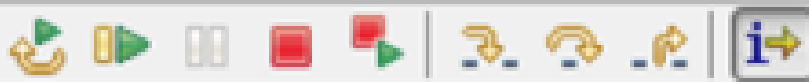
1. Select project in [Project Explorer] view
2. Click on [Debug] button  or press **F11** to start debug session
3. [Debug Configuration] dialog box will appear when debugging project the first time
4. Click [OK] to accept default configuration



# Debug perspective

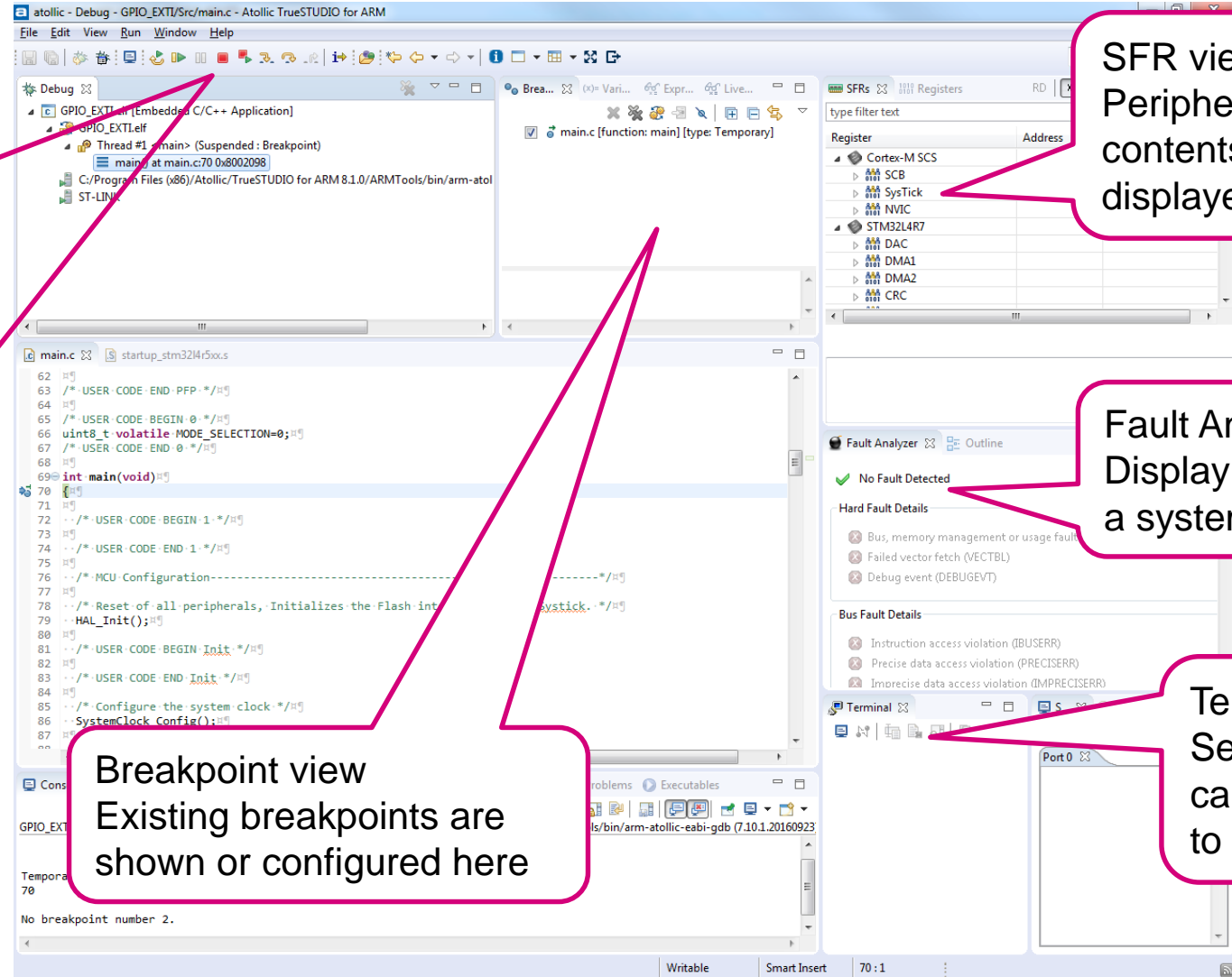
27

## Run control toolbar



1 2 3 4 5 6 7 8 9

1. Restart
2. Resume
3. Suspend
4. Terminate
5. Terminate & Relaunch
6. Step Into
7. Step Over
8. Step Return
9. Instruction Stepping mode



SFR view  
Peripheral registers  
contents are  
displayed here

Fault Analyzer view  
Display information if  
a system fault occurs

Terminal view  
Serial port output  
can be directed  
to this view

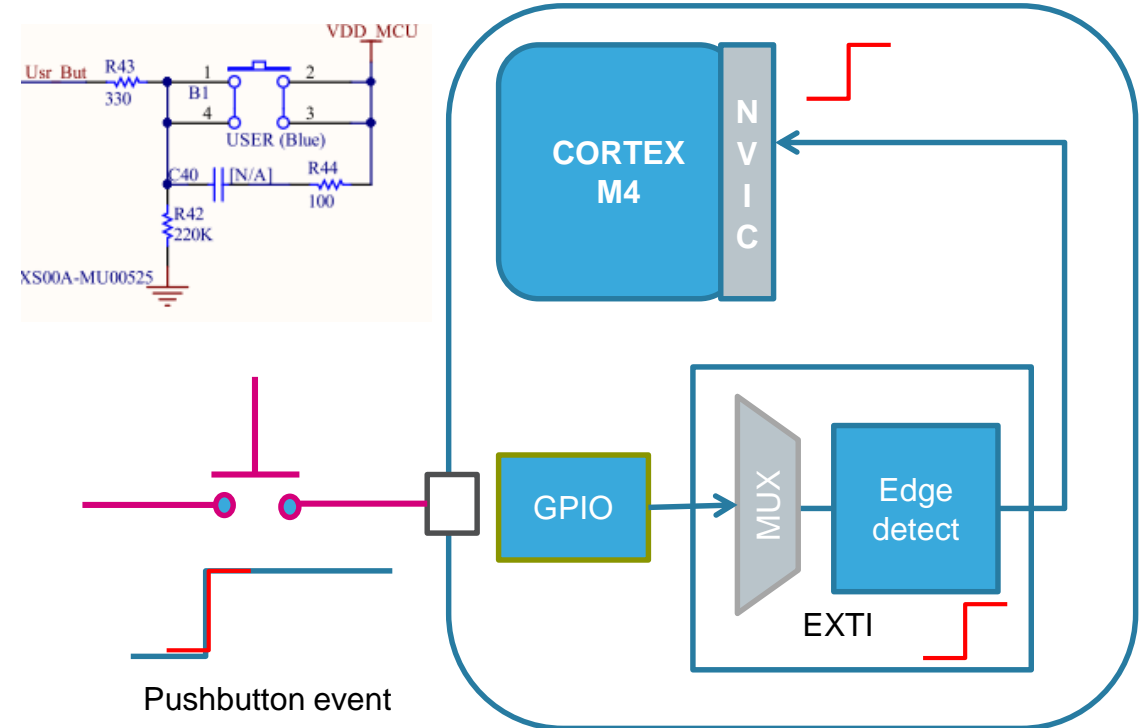
Breakpoint view  
Existing breakpoints are  
shown or configured here

- Expected behavior:
  - When blue button (B1 USER) is pressed an interrupt is triggered and will call the EXTI IRQ handler in stm32l4xx\_it.c file. The IRQ handler will then call the HAL\_GPIO\_EXTI\_Callback() function in main.c file where the global variable (MODE\_SELECTION) will be incremented.
  - MODE\_SELECTION == 0 (Default), Green LED will toggle
  - MODE\_SELECTION == 1, Green LED will turn off.
  - MODE\_SELECTION == 2, Green LED will turn on.

# Discussion (Interrupts)

29

- Flow of interrupt
  - Pushbutton event occurs
  - EXTI detects valid edge
  - EXTI generates interrupt request
  - If the interrupt channel is enabled, the NVIC will acknowledge the interrupt request and checks the priority
  - When priority is higher, NVIC fetches EXTI Line interrupt vector. (Otherwise the interrupt will be set as pending until its priority becomes the highest compared to other pending interrupts)
  - Core executes EXTI IRQ Handler. Note that the handler will eventually call a callback function where the user will have to add and write the corresponding service routine.

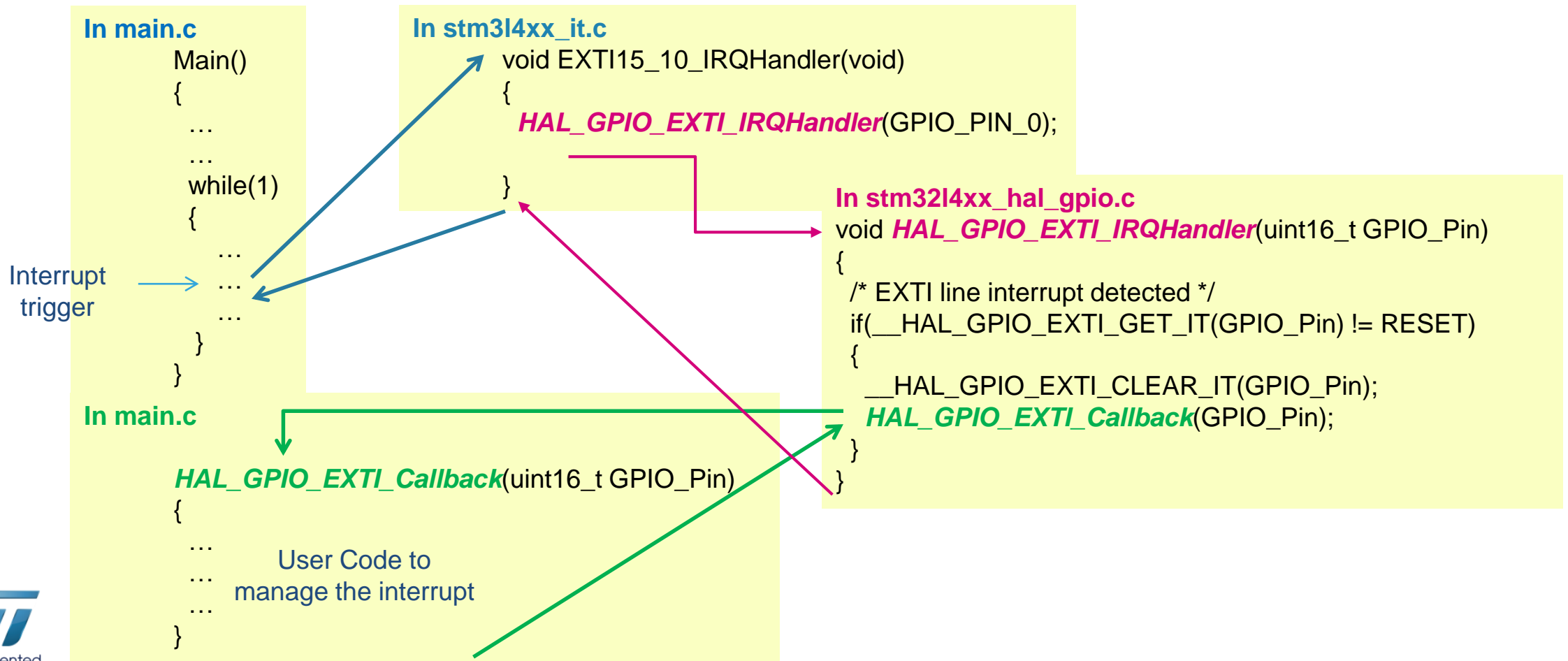


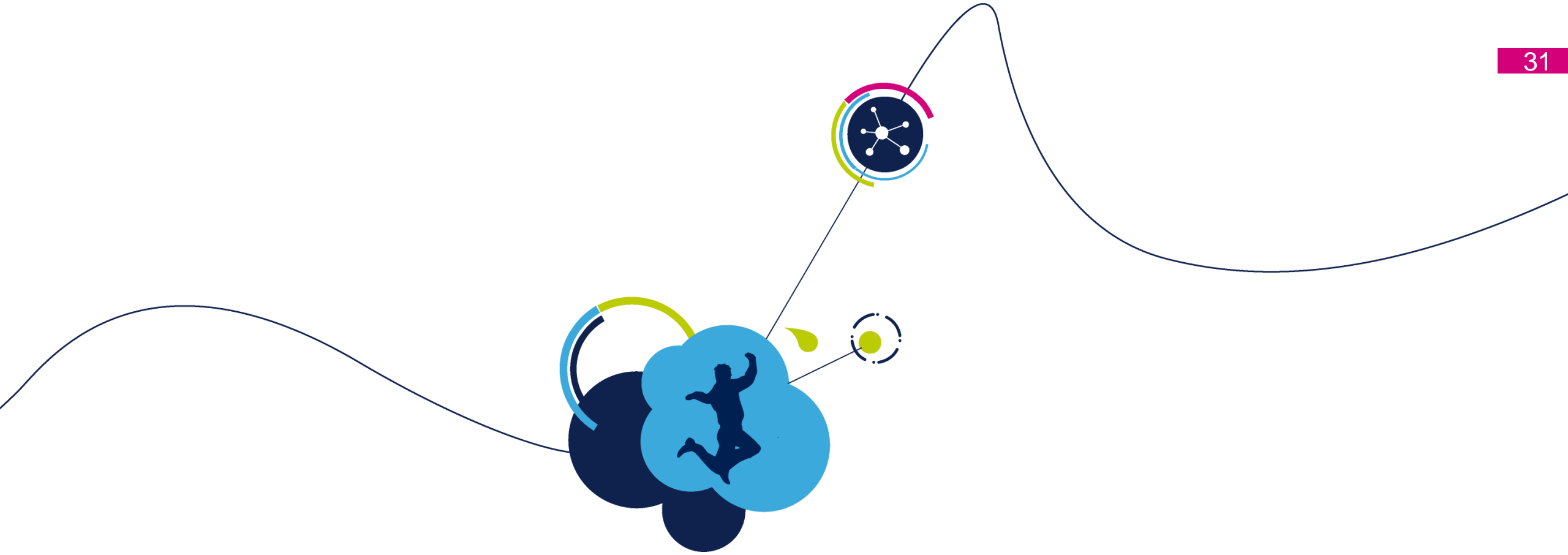


# Discussion (Callback)

30

- This flow of xxx\_IRQhandler calls and xxx\_Callback calls is similarly implemented for the other peripherals when interrupt request is enabled





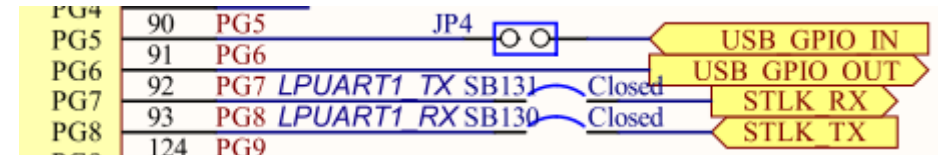
# Using printf over UART

# Using printf over UART

32

- Printf is often used to print debug messages to PC monitor when debugging a program. For embedded systems this is often not possible.
- Typically the serial port or UART is used instead to print debug message to PC
- This lab will show how to add printf capability to your STM32 code

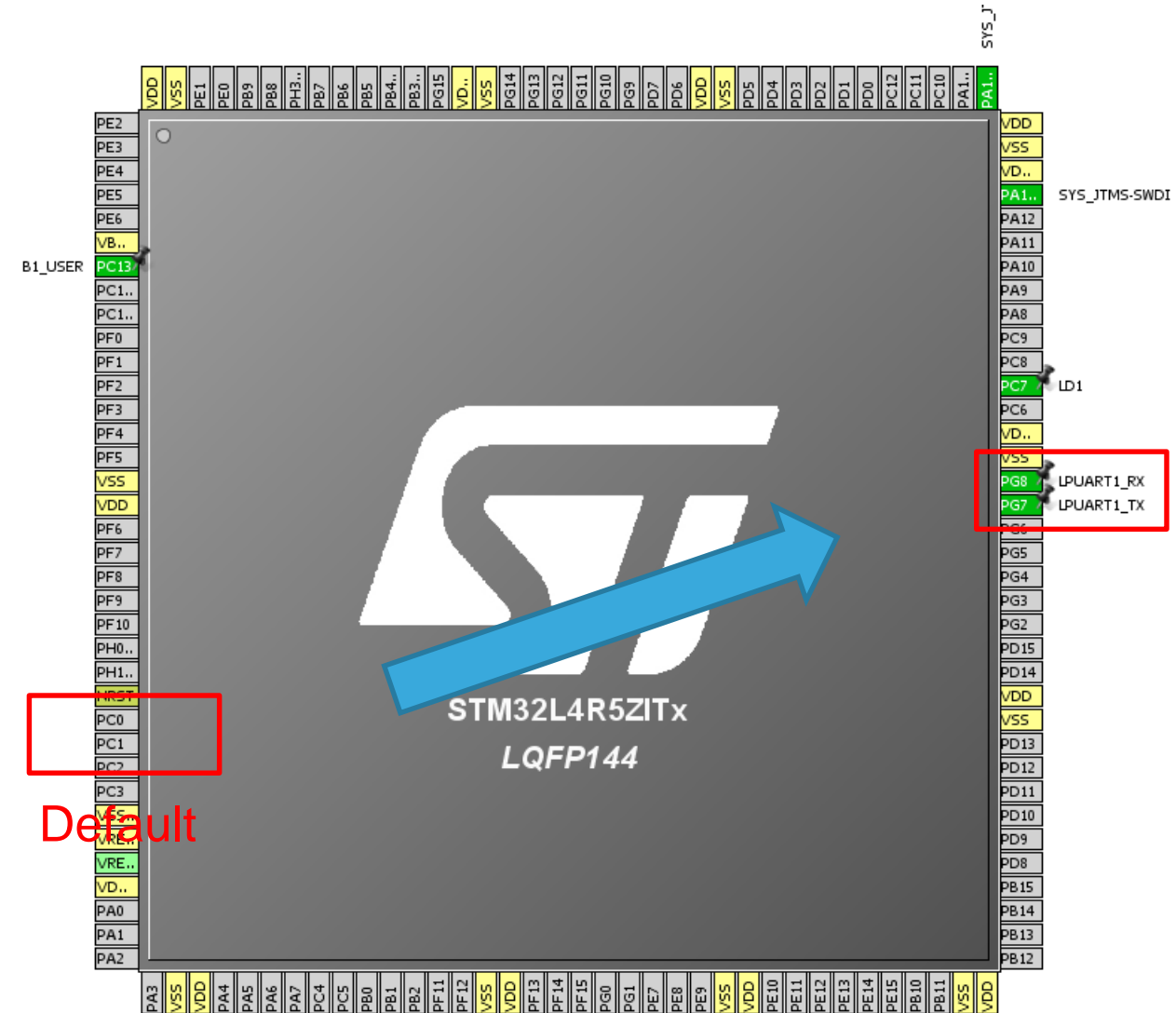
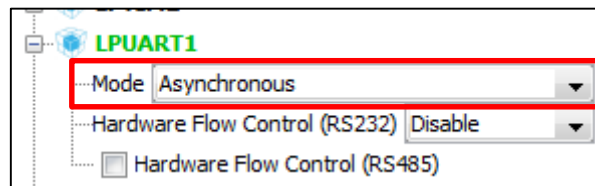
- For this hands-on, the STM32CubeMX will be used to generate the initialization codes for the LPUART1. For STM32L4R5 NUCLEO-144 board, ST-LINK Virtual COM port feature is only supported via LPUART pins
- Open the previous project STM32CubeMX project (GPIO\_EXTI.ioc)
  - For example : C:\ASEAN Workshop\workspace\GPIO\_EXTI.ioc
- Use STM32CubeMX to configure the LPUART1
  - Pinout tab
    - LPUART1 – Asynchronous mode on PG7 & PG8
  - Clock configuration tab
    - No change
  - Configuration tab
    - LPUART1
      - Baud Rate : 115200 bit/s
      - Word length : 8 bits (including Parity)
      - Parity: None
      - Stop bits: 1



# Pinout Configuration

34

- On STM32L4R5ZI, multiple pins support LPUART1 functionality
- Please ensure that PG8 and PG7 is selected as LPUART1 pins
  - By default PC0 and PC1 will be selected



# LPUART Configuration

35

## [Configuration] tab

- Select [LPUART1]
  - [Baud Rate] : 115200 bit/s
  - [Word length] : 8 bits (including Parity)
  - [Parity] : None
  - [Stop bits] : 1
  - Other settings use default

The screenshot shows the 'LPUART1 Configuration' dialog box with the 'Parameter Settings' tab selected. The 'Basic Parameters' section is highlighted with a red box. The settings are as follows:

Parameter	Value
Baud Rate	115200 Bits/s
Word Length	8 Bits (including Parity)
Parity	None
Stop Bits	1

The 'Advanced Parameters' section includes:

Parameter	Value
Data Direction	Receive and Transmit
Single Sample	Disable
Prescaler	clock / 1
Fifo Mode	Disable
Txfifo Threshold	1 eighth full configuration
Rxfifo Threshold	1 eighth full configuration

The 'Advanced Features' section includes:

Parameter	Value
Auto Baudrate Mode	Disable
TX Pin Active Level Inversion	Disable
RX Pin Active Level Inversion	Disable
Data Inversion	Disable
TX and RX pins Swapping	Disable
Overrun	Enable
DMA on RX Error	Enable
MSB First	Disable

Buttons at the bottom: Restore Default, Apply, Ok, Cancel.

- Save the project once all configuration are done.
- To complete, perform the following:
  - Generate Code
    - This will generate a project based on the Toolchain/IDE selected and all the necessary user and library files.
  - Generate Report (optional)
    - This will create a .pdf, .txt, and .jpg file
- Open Atollic TrueSTUDIO
  - When Code Generation is done, just click [Open Project]



# Modifying the code

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- In main.c source file, add **code** to print “Hello World” messages

```
/* USER CODE BEGIN 2 */
int count = 0;
/* USER CODE END 2 */

/* Infinite loop */
/* USER CODE BEGIN WHILE */
while (1)
{
/* USER CODE END WHILE */

/* USER CODE BEGIN 3 */
//Send message to UART port
printf("\n\rHello World %d", count++);

if (MODE_SELECTION == 0) {
    ..
    ..
}
/* USER CODE END 3 */
```

# Modifying the code


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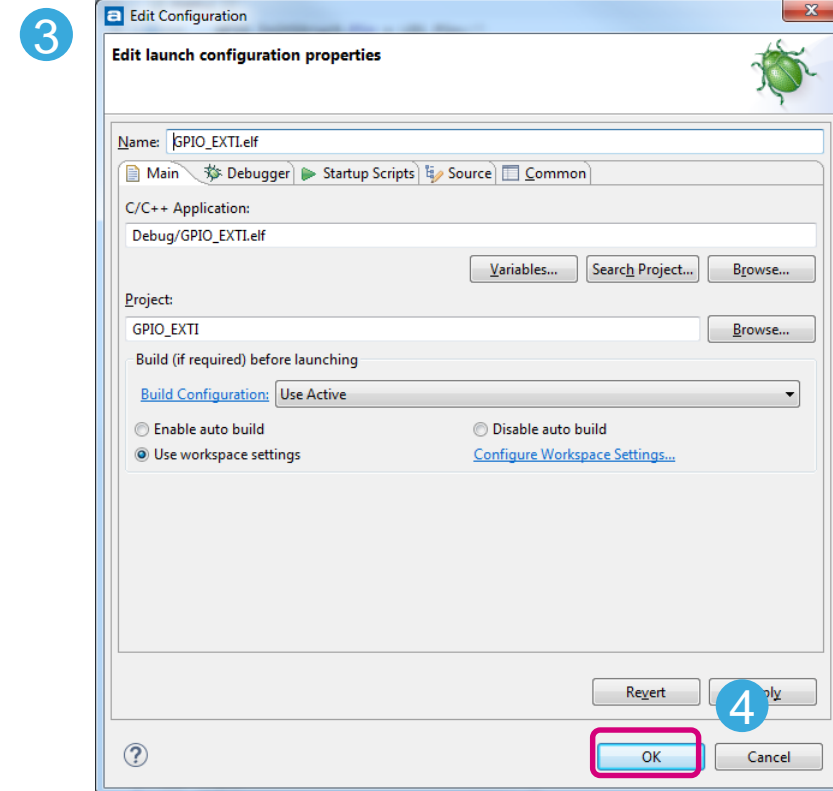
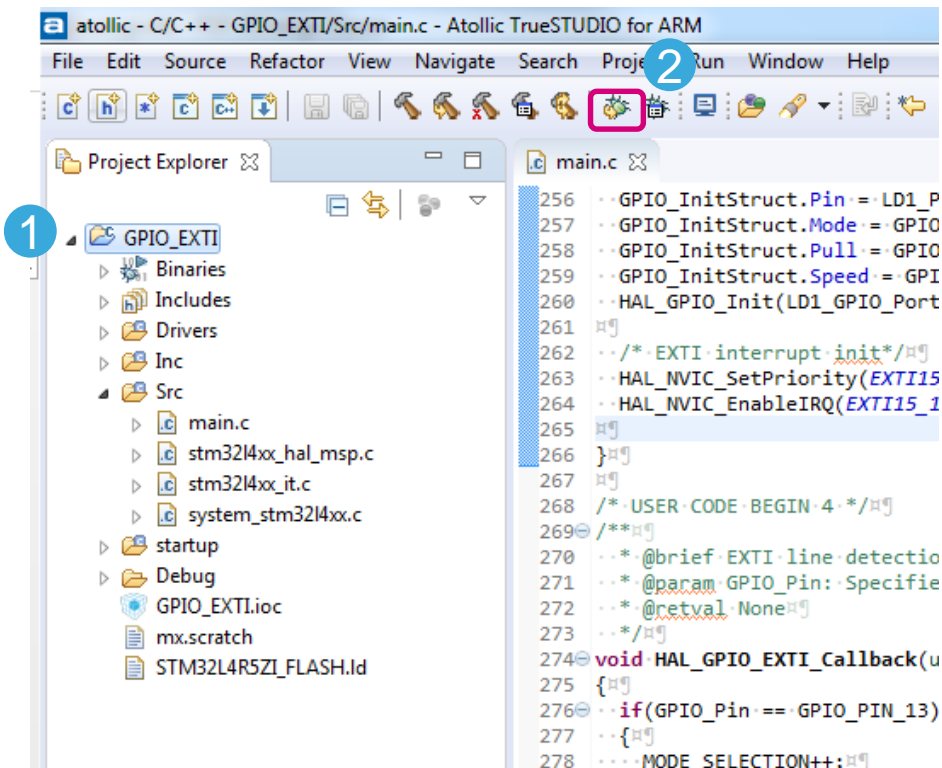
- Override `_write()` function used to send data over UART using HAL function

```
/* USER CODE BEGIN 4 */  
  
int _write(int file, char *ptr, int len)  
{  
    HAL_UART_Transmit(&h1puart1,(uint8_t *)ptr,len,HAL_MAX_DELAY);  
    return len;  
}  
..  
..  
..
```

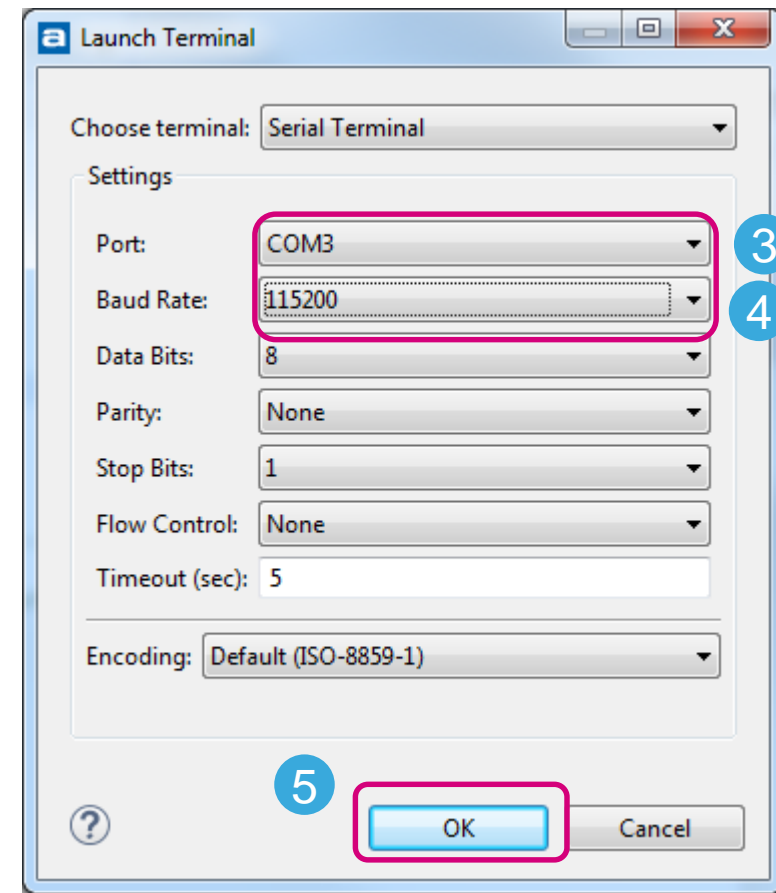
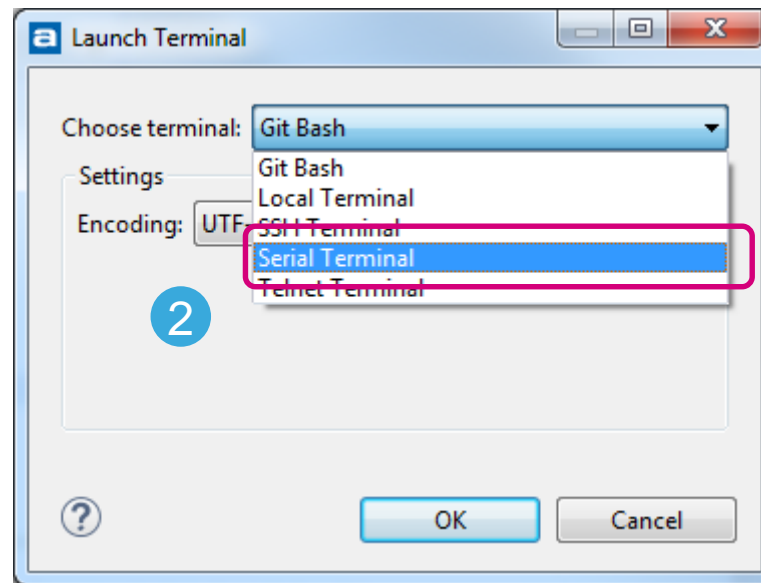
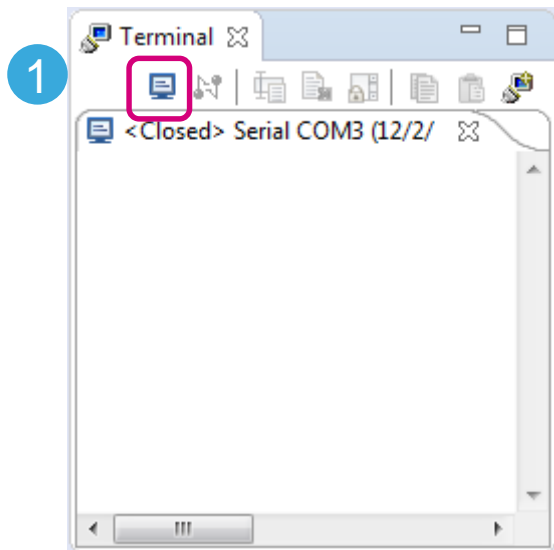


# Start the debugger 41

1. Select project in Project Explorer view
2. Click on Debug button (  ) or press **F11** to start debug session
3. [Debug Configuration] dialog box will appear when debugging project the first time
4. Click [OK] to accept default configuration



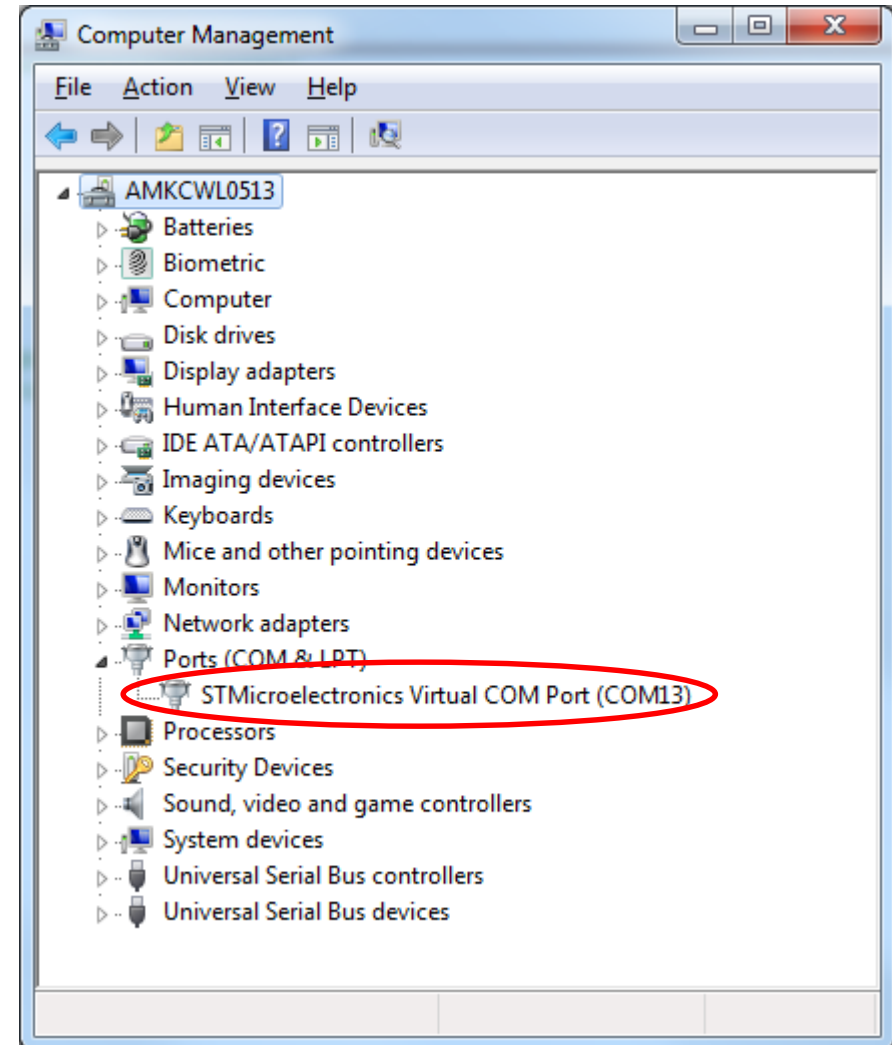
- Allows I/O communication with target using Serial communication
- Steps to configure
  1. Open a Terminal
  2. Select “Serial Terminal”
  3. Select [Port] – refer to next slide to determine your port name
  4. Change [Baud Rate] to the one configured on MCU (115200)
  5. Click [OK]



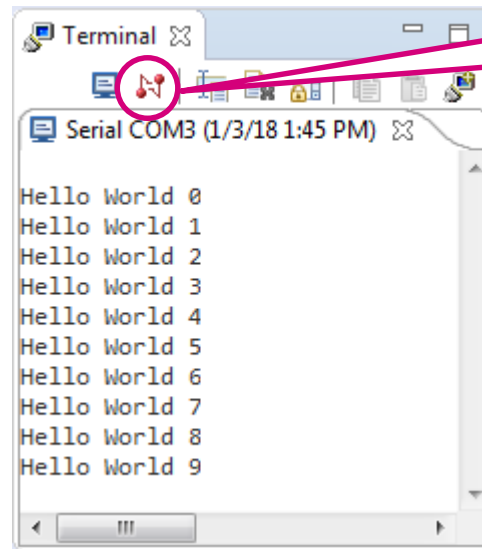
# Virtual COM Port name (COM#)

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- If you have successfully installed the driver, you should be able to find the COM Port number from Windows Device Manager
- If not please install refer to the installation instructions again



- Expected behaviour
  - The message “Hello World” and incrementing count value will appear in the Terminal View
  - If you suspend/pause the program execution, the message will stop printing.



Close COM port  
when done