



# STM32G4 Technique Training

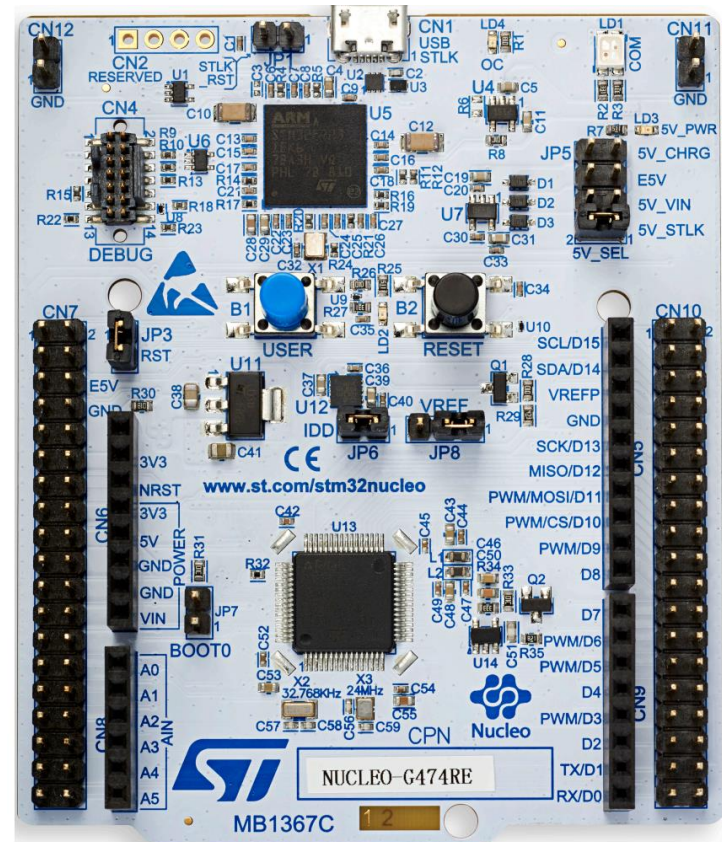


# STM32G4 hands-on LAB2

# STM32G4 hands-on

3

- Objective
  - Toggle the LED of the NUCLEO-G474RE
  - Control LED by EXTI
  - Enable TIM3 feature : 1Hz interrupt and control LED
- Step 1
  - Create a project in STM32CubeMX
    - Configure Clocks, GPIO
  - Generate the CubeIDE project and initialization code
  - Add the user code, compile and run
- Step 2
  - Enable GPIO-EXTI
  - Generate, compile again and run
- Step 3
  - Enable TIM3 and global interrupt
  - Generate, compile again and run

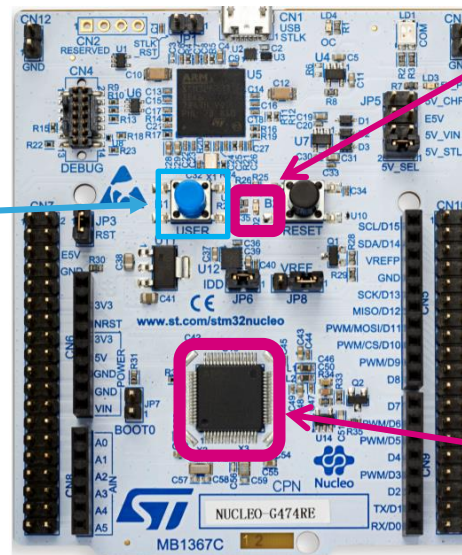
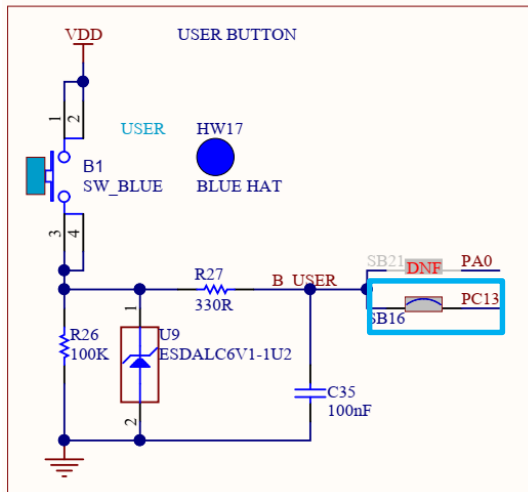




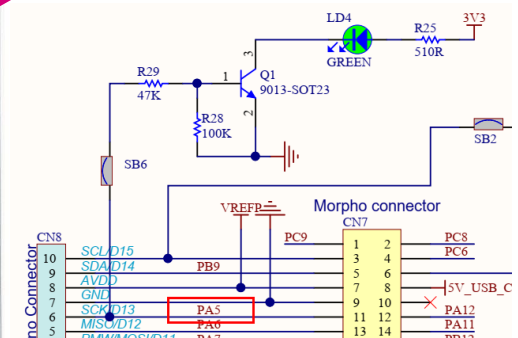
# LAB2 GPIO

# NUCLEO-G474RE Board

- MCU – **STM32G474RET6**
- LED
  - LD2 (**GREEN**) – GPIO **PA5** pin
- USER button
  - GPIO **PC13** pin



Green user LED



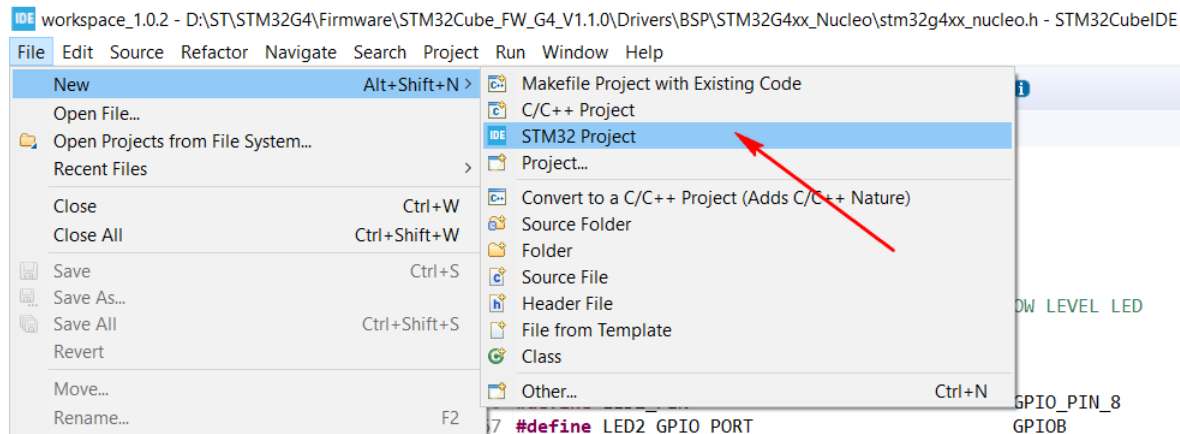
## STM32G4 MCU

- ARM Cortex-M4 core 170MHz
- 512KBytes of Flash
- 128 KB of RAM

# Create a new project(1/2)

6

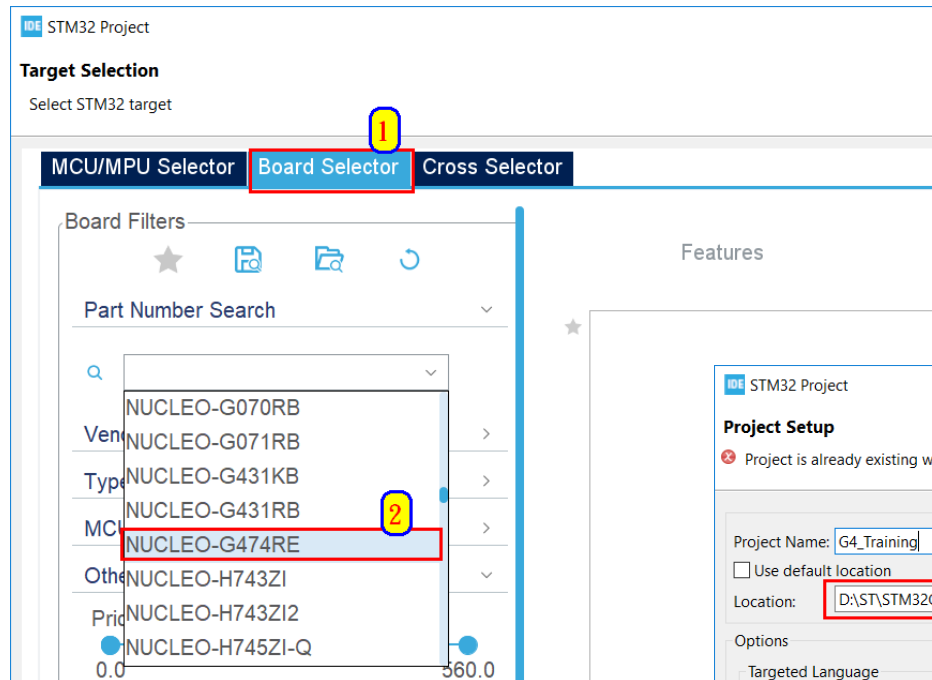
- New a STM32 Project.



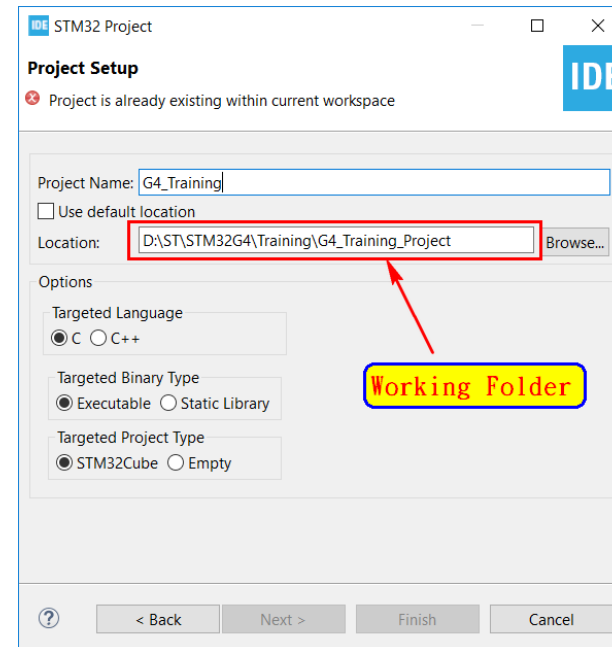
# Create a new project(2/2)

7

- Selector NUCLEO-G474RE Board for use



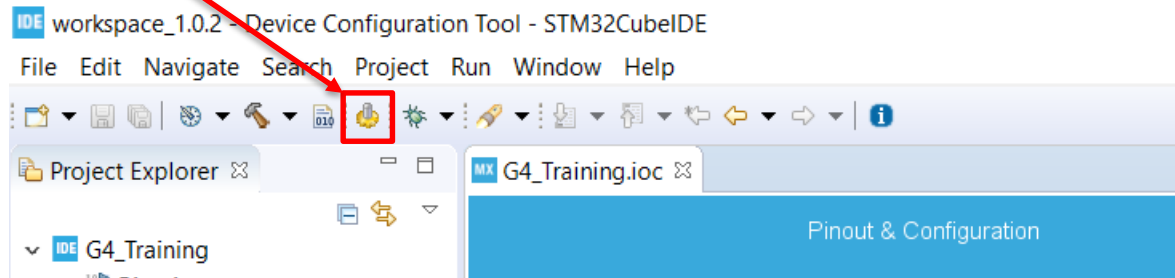
- Select your working folder.



## - STM32CubeIDE

- Click “Code Generation” button to generate source code.

Code  
Generation





- Add application code in project
  - Open main.c then add HAL\_GPIO\_TogglePin( ) and HAL\_Delay( ) API in Infinite loop.
- Browse the [main.c](#) file to review the STM32CubeMX generated initialization code.
- Add the **user code** to toggle GPIOs driving the LED to the specific **USER CODE BEGIN \ END** section in the [main.c](#)
- Make sure to save the changes.

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

    /* USER CODE BEGIN 3 */
    HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_5);
    /* Insert delay 100 ms */
    HAL_Delay(100);

}
/* USER CODE END 3 */
```

# Build and Debug project

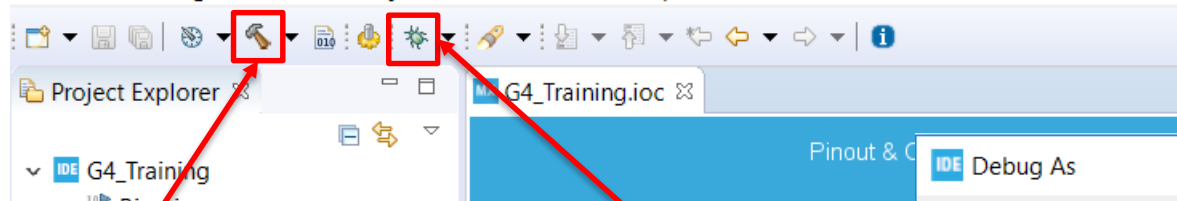
10

## - STM32CubeIDE

- Build the project by click “Make” and then “Download and Debug”.

IDE workspace\_1.0.2 - Device Configuration Tool - STM32CubeIDE

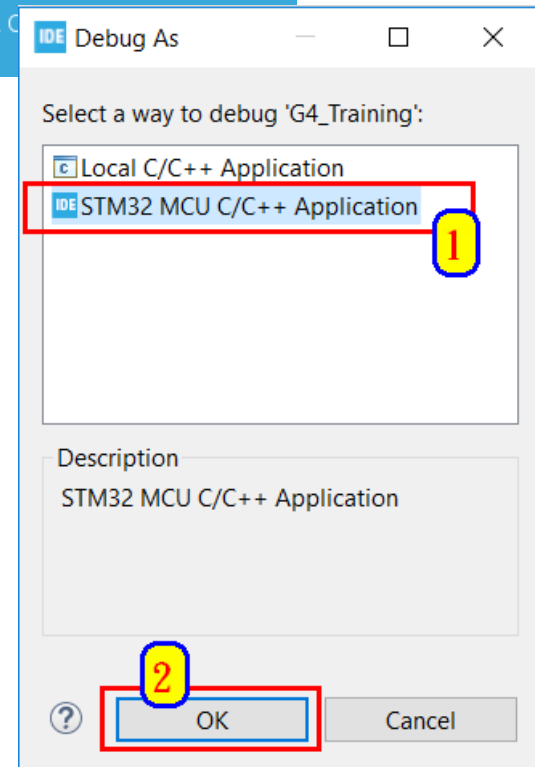
File Edit Navigate Search Project Run Window Help

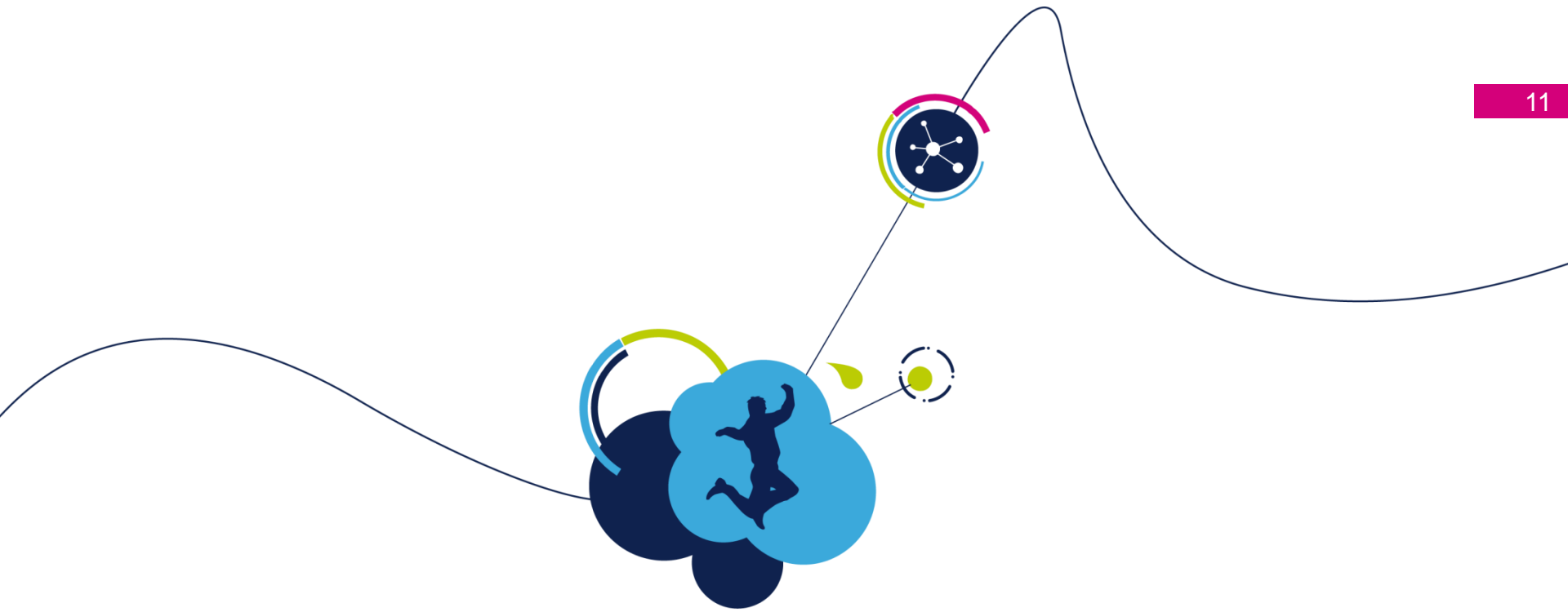


Build  
Project

Debug

- Select STM32 Application for debug



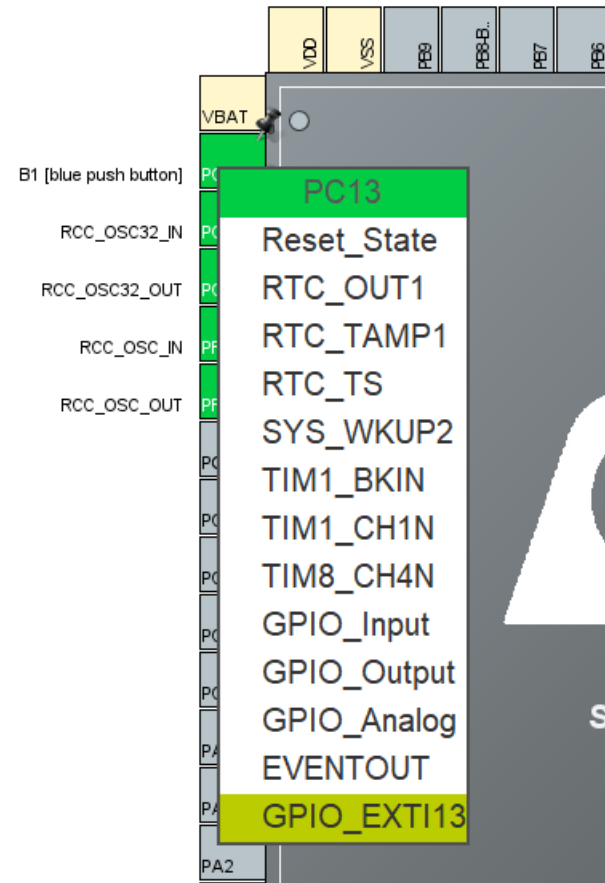


# LAB2 GPIO-EXTI

# Regenerating the initialization code

12

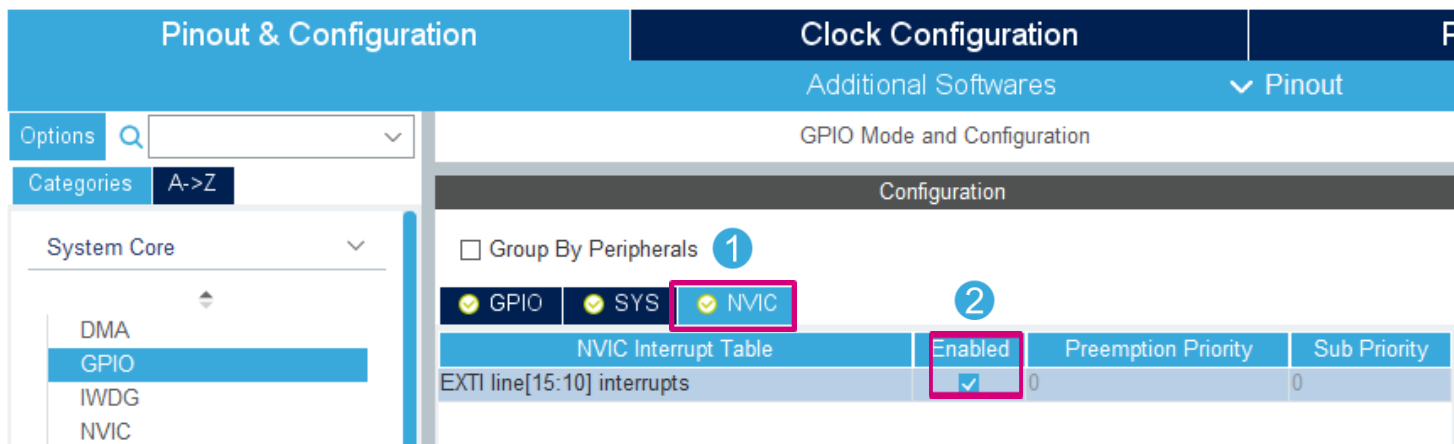
- It is possible to regenerate the initialization code via the STM32CubeMX tool
- Open the STM32CubeMX project if you already closed it.
- Make the necessary changes to the peripheral settings, and then regenerate the project.
- In this case, configure **PC13**, which connect to blue button, as **GPIO\_EXTI13**



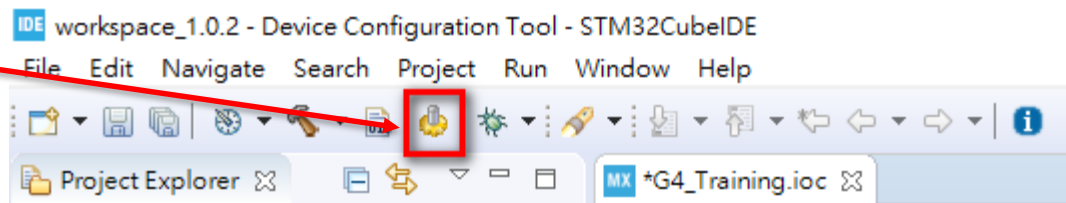
# Enable EXTI Interrupt

13

- Select NVIC tab, and enable the interrupt.



- That all, now click the **GENERATE CODE.**



# Complete the new code

14

- Complete the code for EXTI.
- 1. Need a variable.
- 2. Code in while loop.
- 3. Interrupt function.

3

```
/* USER CODE BEGIN 4 */
void HAL_GPIO_EXTI_Callback(uint16_t GPIO_Pin)
{
    SpeedVar ^= 1;
}
/* USER CODE END 4 */
```

1

```
/* USER CODE BEGIN PV */
_Bool SpeedVar = 0;

/* USER CODE END PV */
```

2

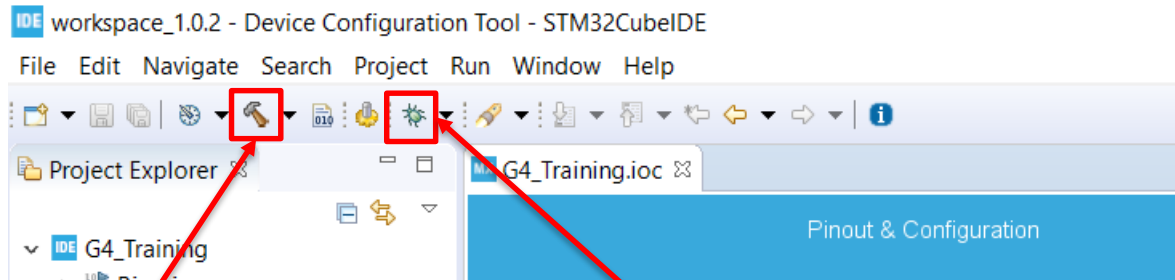
```
/* USER CODE BEGIN 3 */
    if(SpeedVar == 0)
    {
        HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_5);
        /* Insert delay 500 ms */
        HAL_Delay(500);
    }
    else
    {
        HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_5);
        /* Insert delay 100 ms */
        HAL_Delay(100);
    }
}
/* USER CODE END 3 */
```

# Build and Debug project

15

## - STM32CubeIDE

- Build the project by click “Make” and then “Download and Debug”.



Build  
Project

Debug



# LAB2 Timer



# Regenerating the initialization code

17

- Make the necessary changes to the peripheral settings, and then regenerate the project.
- In this case, configure **TIM3**.
- The Timer period is 1Hz.
  - $170\text{MHz}/170000/1000 = 1\text{Hz}$

The screenshot shows the STM32CubeMX Pinout & Configuration window. The left sidebar lists various peripherals, with TIM3 highlighted and marked with a red box and a yellow circle containing the number 1. The main panel is titled 'TIM3 Mode and Configuration' and is divided into two sections: 'Mode' and 'Configuration'.

In the 'Mode' section, the 'Clock Source' is set to 'Internal Clock', which is highlighted with a red box and a yellow circle containing the number 2. Other settings like 'Slave Mode' and 'Trigger Source' are set to 'Disable'.

In the 'Configuration' section, the 'Parameter Settings' tab is active. The 'Counter Settings' are configured as follows:

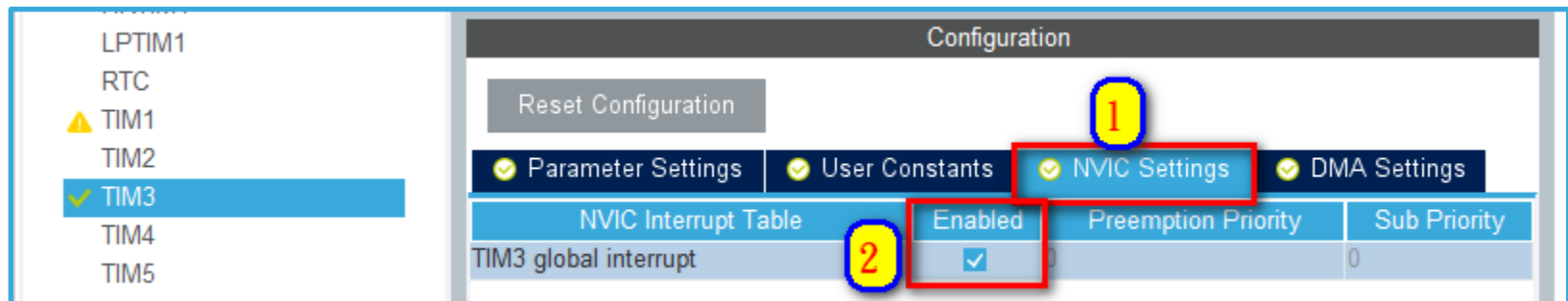
- 'Prescaler (PSC - 16 bits value)' is set to 17000, highlighted with a red box and a yellow circle containing the number 3.
- 'Counter Period (AutoReload Regis...)' is set to 10000, highlighted with a red box and a yellow circle containing the number 4.

Other settings in the 'Counter Settings' section include 'Counter Mode' set to 'Up', 'Dithering' set to 'Disable', and 'Internal Clock Division (CKD)' set to 'No Division'. The 'Trigger Output (TRGO) Parameters' section shows 'Master/Slave Mode (MSM bit)' set to 'Disable' and 'Trigger Event Selection TRGO' set to 'Reset (UG bit from TIMx\_EGR)'. The 'Pulse On Compare (Common for Channel...)' section shows 'Pulse Width Prescaler' and 'Pulse Width' both set to 0.

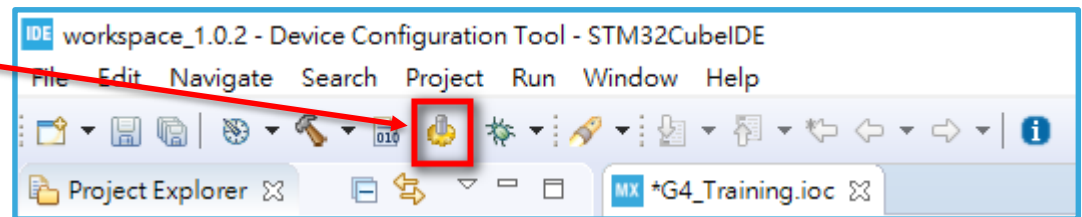
# Enable TIM3 Interrupt

18

- Select NVIC tab, and enable the interrupt.



- That all, now click the **GENERATE CODE.**



# Complete the new code

19

- Mark code in while loop of main.c file to prevent clash.
- Complete the code for TIM3.

2

```
/* USER CODE BEGIN 2 */
HAL_TIM_Base_Start_IT(&htim3);
/* USER CODE END 2 */
```

1

```
/* USER CODE BEGIN 3 */
    // if(SpeedVar == 0)
    // {
    //   HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_5);
    //   /* Insert delay 500 ms */
    //   HAL_Delay(500);
    // }
    // else
    // {
    //   HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_5);
    //   /* Insert delay 100 ms */
    //   HAL_Delay(100);
    // }
}
/* USER CODE END 3 */
```

- Interrupt Call Back function.

3

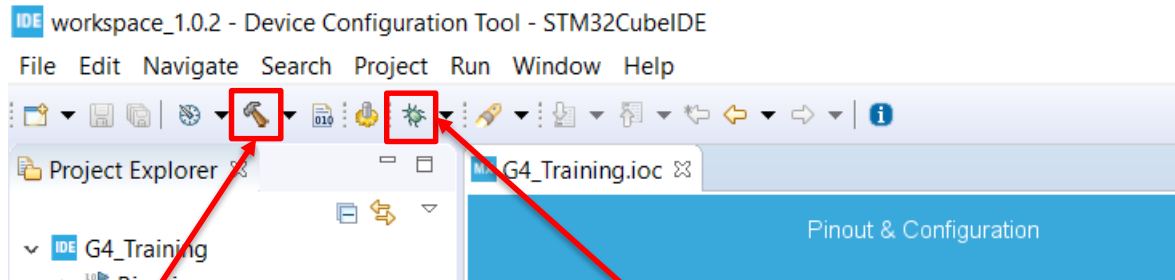
```
void HAL_TIM_PeriodElapsedCallback(TIM_HandleTypeDef *htim)
{
    HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_5);
}
```

# Build and Debug project

20

## - STM32CubeIDE

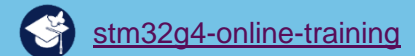
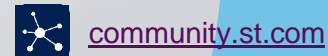
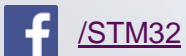
- Build the project by click “Make” and then “Download and Debug”.



Build  
Project

Debug

# Releasing Your Creativity



 [www.st.com/STM32G4](http://www.st.com/STM32G4)