

## HLib - An arm-based hardware library

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# Chapter 1

## Class Index

### 1.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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## Chapter 2

# Class Documentation

### 2.1 hd44780\_c Class Reference

#### Public Member Functions

- [hd44780\\_c](#) ()  
*Construction function. Do nothing.*
- void [Start](#) (void)  
*Initialize all HD44780 control pins, set default mode, and return home.*
- void [Clear](#) (void)  
*Send Clear Display command.*
- void [Home](#) (void)  
*Send Cursor Home command.*
- void [EntryMode](#) (bool shift, bool increase)  
*Send Entry Mode command.*
- void [OnOff](#) (bool displayOn, bool cursorOn, bool cursorBlink)  
*Send Display On Off command.*
- void [Goto](#) (uint8\_t charLine, uint8\_t charCol)  
*Set display cursor to a specified position.*
- void [Print](#) (char printChar)  
*Print one character to the LCD.*
- void [Print](#) (char \*printStr)  
*Print one string to the LCD.*
- void [Print](#) (uint32\_t printNum, uint8\_t radix)  
*Print one unsigned number to the LCD.*
- void [Print](#) (uint32\_t printNum)  
*Print one unsigned number to the LCD in decimal.*
- void [Print](#) (int32\_t printNum)  
*Print one signed number to the LCD in decimal.*

#### 2.1.1 Constructor & Destructor Documentation

##### 2.1.1.1 hd44780\_c::hd44780\_c ( void )

Construction function. Do nothing.

#### Returns

None

## 2.1.2 Member Function Documentation

### 2.1.2.1 void hd44780\_c::Clear ( void )

Send Clear Display command.

Returns

None

### 2.1.2.2 void hd44780\_c::EntryMode ( bool *shift*, bool *increase* )

Send Entry Mode command.

Parameters

<i>shift</i>	TRUE the display will be shifted, FALSE the display will not be shifted
<i>increase</i>	TRUE increase cursor position, FALSE decrease cursor position

Returns

None

### 2.1.2.3 void hd44780\_c::Goto ( uint8\_t *charLine*, uint8\_t *charCol* )

Set display cursor to a specified position.

Parameters

<i>charLine</i>	LCD's line
<i>charCol</i>	LCD's column

Returns

None

### 2.1.2.4 void hd44780\_c::Home ( void )

Send Cursor Home command.

Returns

None

### 2.1.2.5 void hd44780\_c::OnOff ( bool *displayOn*, bool *cursorOn*, bool *cursorBlink* )

Send Display On Off command.

Parameters

<i>displayOn</i>	TRUE set the display on, FALSE set the display off
------------------	--



<i>cursorOn</i>	TRUE set the cursor on, FALSE set the cursor off
<i>cursorBlink</i>	TRUE the cursor is blinked, FALSE the cursor is not blinked

**Returns**

None

**2.1.2.6 void hd44780\_c::Print ( char *printChar* )**

Print one character to the LCD.

**Parameters**

<i>printChar</i>	Character to print
------------------	--------------------

**Returns**

None

**2.1.2.7 void hd44780\_c::Print ( char \* *printString* )**

Print one string to the LCD.

**Parameters**

<i>printString</i>	String to print
--------------------	-----------------

**Returns**

None

**2.1.2.8 void hd44780\_c::Print ( uint32\_t *printNum*, uint8\_t *radix* )**

Print one unsigned number to the LCD.

**Parameters**

<i>printNum</i>	Unsigned number to print
<i>radix</i>	Valid values are 2, 8, 10, 16

**Returns**

None

**2.1.2.9 void hd44780\_c::Print ( uint32\_t *printNum* )**

Print one unsigned number to the LCD in decimal.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

## Parameters

<i>printNum</i>	Unsigned number to print
-----------------	--------------------------

## Returns

None

2.1.2.10 void hd44780\_c::Print ( int32\_t *printNum* )

Print one signed number to the LCD in decimal.

## Parameters

<i>printNum</i>	Unsigned number to print
-----------------	--------------------------

## Returns

None

## 2.1.2.11 void hd44780\_c::Start ( void )

Initialize all HD44780 control pins, set default mode, and return home.

## Return values

<i>None</i>
-------------

## 2.2 leds\_c Class Reference

### Public Member Functions

- [leds\\_c](#) (void)  
*Construction. Enable clock, set output mode for LEDs' pins.*
- void [Set](#) (uint8\_t ledIndex, bool val)  
*Set state of an LED.*
- void [On](#) (uint8\_t ledIndex)  
*Turn on an LED.*
- void [Off](#) (uint8\_t ledIndex)  
*Turn off an LED.*
- void [Toggle](#) (uint8\_t ledIndex)  
*Toggle state of an LED.*

### 2.2.1 Constructor & Destructor Documentation

## 2.2.1.1 leds\_c::leds\_c ( void )

Construction. Enable clock, set output mode for LEDs' pins.

## Returns

None

## 2.2.2 Member Function Documentation

### 2.2.2.1 void leds\_c::Off ( uint8\_t *ledIndex* )

Turn off an LED.

## Parameters

<i>ledIndex</i>	Index or the LED
-----------------	------------------

## Returns

None

2.2.2.2 void leds\_c::On ( uint8\_t *ledIndex* )

Turn on an LED.

## Parameters

<i>ledIndex</i>	Index or the LED
-----------------	------------------

## Returns

None

2.2.2.3 void leds\_c::Set ( uint8\_t *ledIndex*, bool *val* )

Set state of an LED.

## Parameters

<i>ledIndex</i>	Index or the LED
<i>val</i>	TRUE turn on the LED, FALSE turn off the LED

## Returns

None

2.2.2.4 void leds\_c::Toggle ( uint8\_t *ledIndex* )

Toggle state of an LED.

## Parameters

<i>ledIndex</i>	Index or the LED
-----------------	------------------

## Returns

None

## 2.3 pins\_c Class Reference

## Public Member Functions

- [pins\\_c](#) (void)  
*Construction function. Enable GPIO clocks.*
- void [Release](#) (uint8\_t pinIndex)  
*Release one pin to input floating state.*
- err\_t [SetMode](#) (uint8\_t pinIndex, pin\_mode\_t mode, pin\_type\_t type)

*Set operation mode for one pin.*

- void [SetOutVal](#) (uint8\_t pinIndex, bool val)

*Set output register to a specified value.*

- void [SetOutOne](#) (uint8\_t pinIndex)

*Set output register to one.*

- void [SetOutZero](#) (uint8\_t pinIndex)

*Set output register to zero.*

- bool [GetInput](#) (uint8\_t pinIndex)

*Get digital electronic value at one pin.*

## 2.3.1 Constructor & Destructor Documentation

### 2.3.1.1 pins\_c::pins\_c ( void )

Construction function. Enable GPIO clocks.

Returns

None

## 2.3.2 Member Function Documentation

### 2.3.2.1 bool pins\_c::GetInput ( uint8\_t pinIndex )

Get digital electronic value at one pin.

Parameters

<i>pinIndex</i>	Index of the pin
-----------------	------------------

Return values

<i>true</i>	pin is 1
<i>false</i>	pin is 0

### 2.3.2.2 void pins\_c::Release ( uint8\_t pinIndex )

Release one pin to input floating state.

Parameters

<i>pinIndex</i>	Index of the pin
-----------------	------------------

Returns

None

### 2.3.2.3 err\_t pins\_c::SetMode ( uint8\_t pinIndex, pin\_mode\_t mode, pin\_type\_t type )

Set operation mode for one pin.

**Parameters**

<i>pinIndex</i>	Index of the pin
<i>mode</i>	Operation mode. Please refer the table pin map for valid configuration
<i>type</i>	Type of pin

**Returns**

HL\_OK, HL\_INVALID

**Attention**

Please select type corresponding with selecte mode. If you make a wrong pin configuration, your system may behave in unpredictable manner. Therefore, we strongly recommend that you check return value of the function and make sure it is HL\_OK

**2.3.2.4 void pins\_c::SetOutOne ( uint8\_t *pinIndex* )**

Set output register to one.

**Parameters**

<i>pinIndex</i>	Index of the pin
-----------------	------------------

**Returns**

None

**Attention**

The actual value on the pin is also depend on pinMode, pull-up/pull-down resistor. Please ensure the pin is set as Output mode and pull-up/pull-down resistor is configured appropriately

**2.3.2.5 void pins\_c::SetOutVal ( uint8\_t *pinIndex*, bool *val* )**

Set output register to a specified value.

**Parameters**

<i>pinIndex</i>	Index of the pin
<i>val</i>	TRUE set one, FALSE set zero

**Returns**

None

**Attention**

The actual value on the pin is also depend on pinMode, pull-up/pull-down resistor. Please ensure the pin is set as Output mode and pull-up/pull-down resistor is configured appropriately

**2.3.2.6 void pins\_c::SetOutZero ( uint8\_t *pinIndex* )**

Set output register to zero.

## Parameters

<i>pinIndex</i>	Index of the pin
-----------------	------------------

## Returns

None

## Attention

The actual value on the pin is also depend on pinMode, pull-up/pull-down resistor. Please ensure the pin is set as Output mode and pull-up/pull-down resistor is configured appropriately

## 2.4 port\_pin\_t Struct Reference

## Public Attributes

- GPIO\_TypeDef \* **port**
- uint16\_t **pin**

## 2.5 uart\_c Class Reference

## Public Member Functions

- [uart\\_c](#) (uint8\_t uartNum)  
*Construction function.*
- err\_t [Start](#) (uint32\_t baudRate, uint16\_t stopBit)  
*Start serial communicating.*
- err\_t [Start](#) (uint32\_t baudRate)  
*Start serial communicating in default mode with 8 data-bit, 1 stop-bit, no-parity.*
- err\_t [Shutdown](#) (void)  
*Release I/O pins, stop UART clock.*
- err\_t [Print](#) (char outChar)  
*Send one character.*
- err\_t [Print](#) (char \*outStr)  
*Send one string.*
- err\_t [Print](#) (uint32\_t outNum, uint8\_t radix)  
*Convert one unsigned interger into string and then send it.*
- err\_t [Print](#) (uint32\_t outNum)  
*Convert one unsigned interger into string and then send it with default radix (decimal)*
- err\_t [Print](#) (int32\_t outNum)  
*Convert one signed interger into decimal string and then send it.*
- err\_t [Out](#) (uint8\_t outNum)  
*Send one raw 8-bit number.*
- err\_t [Out](#) (uint16\_t outNum)  
*Send one raw 16-bit number. The low-order part is sent first.*
- err\_t [Out](#) (uint32\_t outNum)  
*Send one raw 32-bit number. The low-order part is sent first.*
- err\_t [Out](#) (uint8\_t outBuf[], uint32\_t bufLen)  
*Send one buffer.*
- uint8\_t [Get](#) (void)  
*Get one received byte in receiving buffer.*
- bool [HasData](#) (void)  
*Check whether there is a new received byte in receiving buffer.*

## 2.5.1 Constructor & Destructor Documentation

### 2.5.1.1 `uart_c::uart_c ( uint8_t uartNum )`

Construction function.

Parameters

<i>uartNum</i>	UART will be used.
----------------	--------------------

Returns

None

## 2.5.2 Member Function Documentation

### 2.5.2.1 `uint8_t uart_c::Get ( void )`

Get one received byte in receiving buffer.

Returns

Received data

### 2.5.2.2 `bool uart_c::HasData ( void )`

Check whether there is a new received byte in receiving buffer.

Return values

<i>TRUE</i>	has new data
<i>FALSE</i>	no new data

### 2.5.2.3 `err_t uart_c::Out ( uint8_t outNum )`

Send one raw 8-bit number.

Parameters

<i>outNum</i>	8-bit number to send
---------------	----------------------

Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

### 2.5.2.4 `err_t uart_c::Out ( uint16_t outNum )`

Send one raw 16-bit number. The low-order part is sent first.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.



## Parameters

<i>outNum</i>	16-bit number to send.
---------------	------------------------

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

**2.5.2.5** `err_t uart_c::Out ( uint32_t outNum )`

Send one raw 32-bit number. The low-order part is sent first.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

## Parameters

<i>outNum</i>	32-bit number to send.
---------------	------------------------

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

**2.5.2.6** `err_t uart_c::Out ( uint8_t outBuff[], uint32_t bufLen )`

Send one buffer.

## Parameters

<i>outBuf</i>	Buffer to send
<i>bufLen</i>	Length in byte of the buffer

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

**2.5.2.7** `err_t uart_c::Print ( char outChar )`

Send one character.

## Parameters

<i>outChar</i>	Character to send
----------------	-------------------

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

**2.5.2.8** `err_t uart_c::Print ( char * outStr )`

Send one string.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

## Parameters

<i>outStr</i>	String to send
---------------	----------------

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

### 2.5.2.9 `err_t uart_c::Print ( uint32_t outNum, uint8_t radix )`

Convert one unsigned interger into string and then send it.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

## Parameters

<i>outNum</i>	Unsigned interger number to send
<i>radix</i>	Valid values are 2, 8, 10, 16

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

### 2.5.2.10 `err_t uart_c::Print ( uint32_t outNum )`

Convert one unsigned interger into string and then send it with default radix (decimal)

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

## Parameters

<i>outNum</i>	Unsigned interger number to send
---------------	----------------------------------

## Returns

HL\_OK, HL\_NOT\_STARTED, HL\_INVALID

### 2.5.2.11 `err_t uart_c::Print ( int32_t outNum )`

Convert one signed interger into decimal string and then send it.

## Parameters

<i>outNum</i>	Signed interger number to send @ HL_OK, HL_NOT_STARTED, HL_INVALID
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### 2.5.2.12 `err_t uart_c::Shutdown ( void )`

Release I/O pins, stop UART clock.

## Returns

HL\_OK, HL\_INVALID

### 2.5.2.13 `err_t uart_c::Start ( uint32_t baudRate, uint16_t stopBit )`

Start serial communicating.

## Parameters

<i>baudRate</i>	UART's baud rate
<i>stopBit</i>	UART's stopBit

## Returns

HL\_OK , HL\_INVALID

2.5.2.14 err\_t uart\_c::Start ( uint32\_t *baudRate* )

Start serial communicating in default mode with 8 data-bit, 1 stop-bit, no-parity.

This is an overloaded member function, provided for convenience. It differs from the above function only in what argument(s) it accepts.

## Parameters

<i>baudRate</i>	UART's baud rate
-----------------	------------------

## Returns

HL\_OK, HL\_INVALID

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