GigaDevice Semiconductor Inc.

GD32150G-START

User Guide V3.1

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USBDP

USBDP pull up pin



1. Summary

GD32150G-START-V1.1 board uses GD32F150G8U6 as the main controller. As a complete development platform of GD32F1x0 powered by ARM® Cortex™-M3 core, the board supports full range of peripherals. It uses mini-USB interface to supply 3.3V 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

 Function
 Pin
 Description

 LED
 PA1
 LED1

 KEY
 PA0
 K1-User Key

 RESET
 K2-Reset

 PA11
 USBDM

PA12

PA15

Table 2-1 Pin assignment

USB

3. Getting started

The START Board uses mini-USB connecter 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 GD32F1x0_AddOn.3.2.0.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.GD32F1x0_DFP.3.2.0.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_GD32F1x0_ADDON.3.2.0.exe to load the

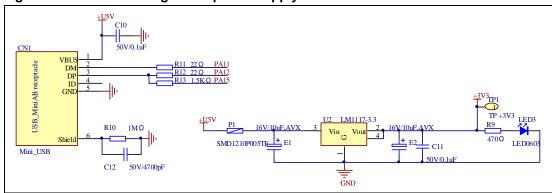


associated files.

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

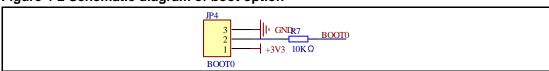
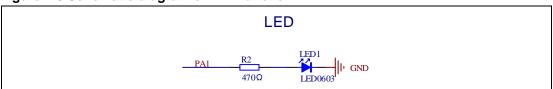


Table 4-1 Boot configuration

BOOT1	ВООТ0	Boot Mode
Default	2-3	User memory
Delault	1-2	System memory
Changed by ISP	1-2	SRAM memory

4.3. LED

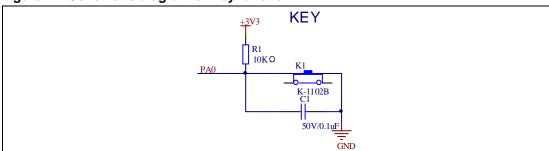
Figure 4-3 Schematic diagram of LED function





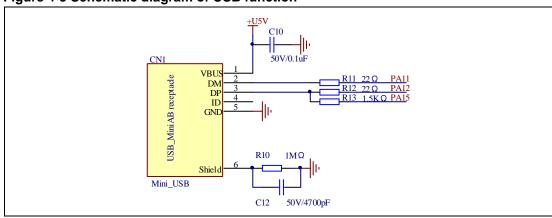
4.4. KEY

Figure 4-4 Schematic diagram of Key function



4.5. USB

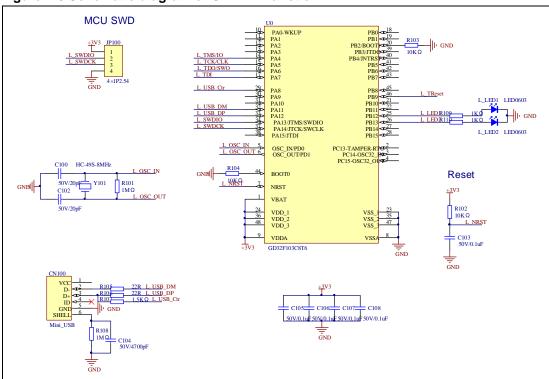
Figure 4-5 Schematic diagram of USB function





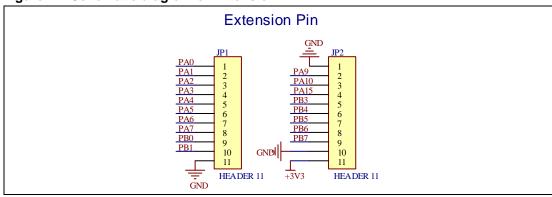
4.6. GD-Link

Figure 4-6 Schematic diagram of GD-Link function



4.7. Extension

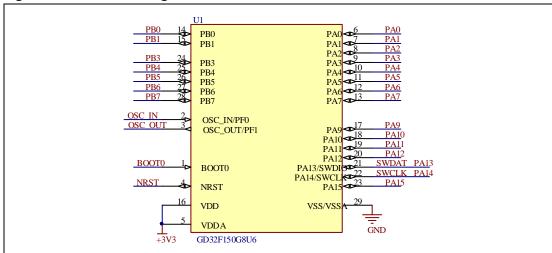
Figure 4-7 Schematic diagram of Extension Pin





4.8. MCU

Figure 4-8 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

GD32150G-START-V1.1 board has one LED. The LED1 is 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 state of LED1 is toggled every 500ms.

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

GD32150G-START-V1.1 board has two keys and one LED. The two keys are Reset key and User key. The LED1 is 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 LED1.

5.2.2. DEMO running Result

Download the program <02_GPIO_Key_Polling_mode> to the board, 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

GD32150G-START-V1.1 board has two keys and one LED. The two keys are Reset key and User key. The LED1 is 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, the LED1 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. USBD_HID_keyboard

5.4.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn how to use the USBD peripheral mode
- Learn how to implement USB HID(human interface) device



GD32150G-START-V1.1 board has two keys and LED1. The two keys are Reset key and User key. In this demo, the START board is enumerated as an USB Keyboard, which uses the native PC Host HID driver, as shown below. The USB Keyboard uses user key to output one characters 'a'.



5.4.2. DEMO running result

Download the program <04_USBD_HID_Keyboard)> to the START board and run. If you press the User key, will output 'a'.



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
3.0	Updated format across the whole document	Nov.20, 2019
3.1	Updated format across the whole document	Dec.31, 2021



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