## 设置修改处说明:

```
ф 🔯
                                                                                                                                                                              main.c
                                                                                                                                                                                                                       sum += pdata[i];
sum = ~sum;
return sum;
 ☐ 🥰 Project: Project
                                                                                                                                                                                 198 | 199 | 200 | 201 | 3 | 202 | 203 | 4 | 205 | 4 | 205 | 4 | 205 | 206 | 4 | 205 | 206 | 4 | 205 | 207 | 208 | 4 | 205 | 206 | 207 | 208 | 4 | 205 | 206 | 207 | 208 | 206 | 207 | 208 | 207 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 | 208 
            亩 🚂 STM3210B-EVAL
                      ⊨ / User
                                 main.c
                                 stm32f10x it.c
                                                                                                                                                                                                        void LED_blink(void)
                                          note.txt
                                          platform_config.h
                                                                                                                                                                                                              uint8_t ii;
for (ii=0;ii<10;ii++)
                                          stm32f10x_conf.h
                                                                                                                                                                                                             GPIO_Toggle(GPIOA, LED_PIN);
deca_sleep(100);
                                          stm32f10x_it.h
                                                                                                                                                                                               ⊕ Dort.c

    StdPeriph_Driver

                       i CMSIS
                                system stm32f10x.c
                                 core cm3.c
                       ⊕ 🛅 Doc
                       □ 🗁 Decawave
                                 deca_device.c
                                                                                                                                                                                                      uint8_t Work_Mode=0; //模式选择,
uint8_t TAG_ID=0; //标签ID
uint8_t ANCHOR_ID=1; //基站ID
                                                                                                                                                                                                                                                                                                                                        0为基站 1为标签
                                 deca_params_init.c
                                 deca_range_tables.c
                                 deca_mutex.c
                                                                                                                                                                                                int main(void)

□ {
                                                                                                                                                                                 229
230
231
232
                                 deca sleep.c
                                 deca_spi.c
                                                                                                                                                                                                                      /* Start with board specific hardware init. */peripherals_init();//初始化外设
                                  ⊕ 📄 lcd.c
                                                                                                                                                                                 233
234
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247
                                                                                                                                                                                                             /* Display application name on LCD. */
// lcd_display_str(APP_NAME);
                                                                                                                                                                                                                    /* Reset and initialise DW1000.

* For initialisation, DW1000 clocks must be temporarily set to crystal speed. */
* performance. */
* reset_DW1000()://重启DW10000 /* Target specific drive of RSTn line into DW1000 lc spi_set_rate_low()://降低SPI频军
dwt_initialise(DWI_LOADUCODE)://初始化DW1000
spi_set_rate_high()://回复SPI频军
                                                                                                                                                                                                                       /* Configure DW1000. See NOTE 6 below. */dwt_configure(&config);//配置DW1000
```

## 测试示例:

