OLED1 Integration

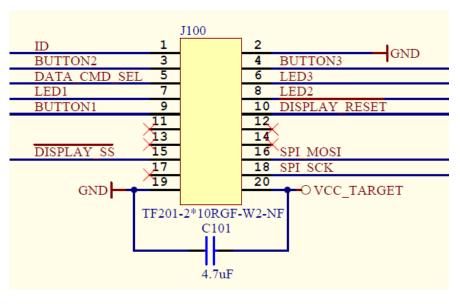


A Leading Provider of Smart, Connected and Secure Embedded Control Solutions



OLED1 Xplained Pro - SSD1306





ID EXT1	1	\sim	2	GND
ADC(+)	3	$\frac{1}{2}$	4	ADC(-)
GPIO	5	$\frac{1}{2}$	6	GPIO
PWM(+)	7	$\frac{1}{2}$	8	PWM(-)
IRQ/GPIO	9	$\frac{1}{2}$	10	SPI SS B/GPIO
TWI SDA	11	$\frac{1}{2}$	12	TWI SCL
UART RX	13	$\frac{1}{2}$	14	UART TX
SPI SS A	15		16	SPI MOSI
SPI MISO	17	$\frac{1}{2}$	18	SPI SCK
GND	19		20	VCC P3V3
GND		0		VCC_P3V3

PA08 PA09 PD10 PD12 PB14 PB15 PD11 PB28 PD09 PD08 PB30 PB31 PC24 PB24 PC25 PB25	ADC1/AIN2 ADC1/AIN3 GPIO1 GPIO3 TCC4/W00 TCC4/W01 R425 IRQ/GPIO2 SPI0 SS GPIO2 SYS SDA6 SYS SCL6 UART5 RX UART5 TX SPI0 SS A SPI0 MOSI SPI0 MISO SPI0 SCK R426 39R	PIN3_ADC(+) PIN4_ADC(-) PIN5_GPIO PIN6_GPIO PIN7_PWM(+) PIN8_PWM(-) PIN9_IRQ/GPIO PIN10_SPI_SS_B/GPIO PIN11_I2C_SDA PIN12_I2C_SCL PIN13_UART_RX PIN14_UART_TX PIN15_SPI_SS_A PIN16_SPI_MOSI PIN17_SPI_MISO PIN18_SPI_SCK	EXT2
---	--	--	------

BUTTON2	3	PA08	
BUTTON3	4	PA09	
DATA_CMD_SEL	5	PD10	
LED3	6	PD12	
LED1	7	PB14	
LED2	8	PB15	
BUTTON1	9	PD11	
DISPLAY_RESET	10	PB28	
DISPLAY_SS_N	15	PC24	SPIO_SS_A
SPI_MOSI	16	PB24	SPI0_MOSI
SPI_SCK	18	PB25	SPIO_SCK



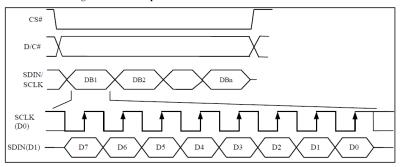


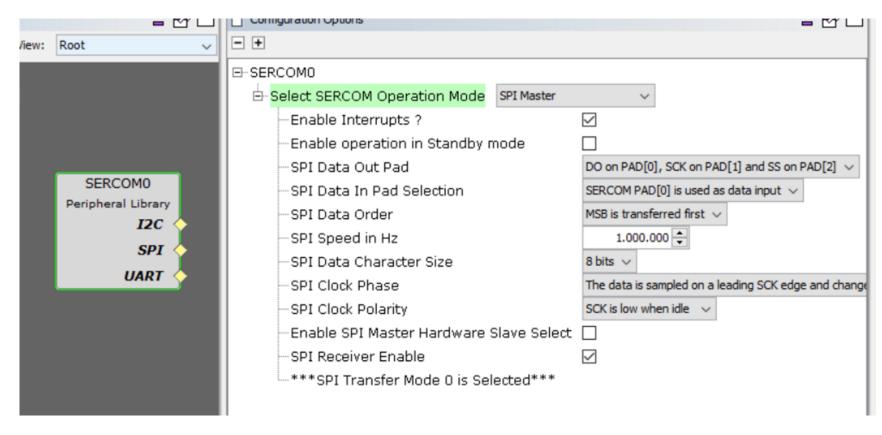
Content Manager **Device Resources** ▼ Libraries ▼ ○ Harmony ▶ Board Support Packages (BSPs) Drivers Libraries ▼ Peripherals AC ADC ► CAN ▶ CCL DAC DSU ▶ EIC FREQM PDEC ► PM QSPI RAM ▶ RSTC ▶ RTC ▶ SDHC ▼ SERCOM SERCOM0 SERCOM2



Configure the SERCOMO with MCC

Figure 8-5: Write procedure in 4-wire Serial interface mode





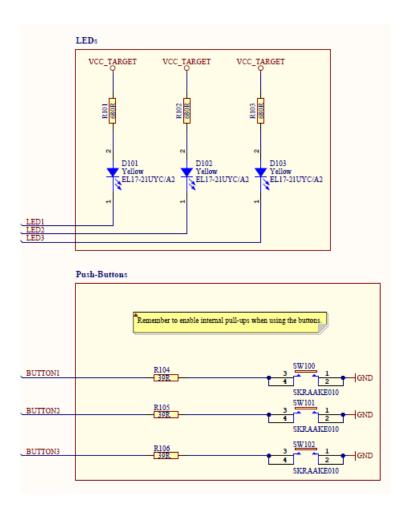


Configure Pins

32	VDDIO			~	Digital	High Impedance	~	Low			NORMAL	~
33	PA08	BUTTON2	GPIO	~	Digital	In	~	High	\checkmark		NORMAL	~
34	PA09	BUTTON3	GPIO	~	Digital	In	~	High	\checkmark		NORMAL	~
35	DA 10		Available	.,	Digital	High Impedance	.,	Low			NODMAI	
74	LDTO		Available	~	Digital	High Impedance	~	LOW		ш	NORMAL	~
43	PB14	LED1	GPIO	~	Digital	Out	~	Low			NORMAL	~
44	PB15	LED2	GPIO	~	Digital	Out	~	Low			NORMAL	~
AF	CND				Distant	I field Toront design		1			NODMAI	
70	פטעין ו		Avaliable	V		nightimpedance	~	LOW			INURMAL	~ .
				-	Digital		_					
49	PD10	DATA_CMD_SEL	GPIO	~	Digital	Out	~	Low			NORMAL	~
50	PD11	BUTTON1	GPIO	~	Digital	In	~	High	\checkmark		NORMAL	~
51	PD12	LED3	GPIO	~	Digital	Out	~	Low			NORMAL	~
		I										
צב	PD23	1	Avallable	~	Digital	nign impedance	~	LOW			INUKMAL	V.
				_			-					_
100	PB24		SERCOM0_PAD0	~	Digital	High Impedance	~	n/a			NORMAL	~
101	PB25		SERCOM0_PAD1	~	Digital	High Impedance	\vee	n/a			NORMAL	~
102	DDDC		Available		Digital	High Impedance		Low			NODMAI	
103	PB27		Available	~	Digital	High Impedance	~	Low			NORMAL	~
104	PB28	DISPLAY_RESET	GPIO	~	Digital	Out	~	Low			NORMAL	~
105	PB29		Available	~	Digital	High Impedance	~	Low			NORMAL	~
106	GND			V	Digital	High Impedance	V	Low			NORMAL	~
107	VDDIO			V	Digital	High Impedance	V	Low			NORMAL	~
108	PC24	DISPLAY_SS_N	GPIO	~	Digital	Out	~	High			NORMAL	~
100	DC25		Available		Digital	High Impedance		Low			NODMAI	

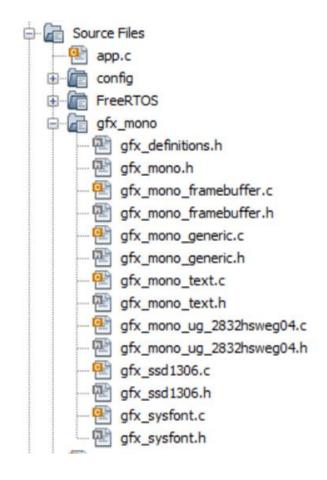


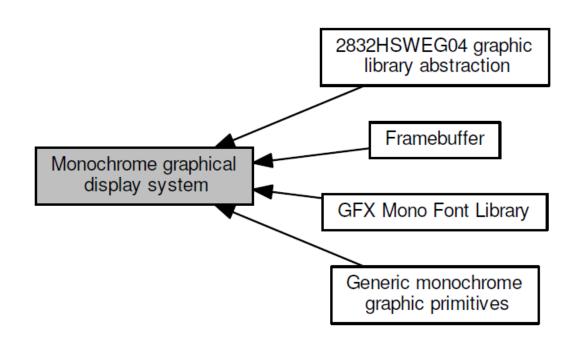
LED's and Buttons



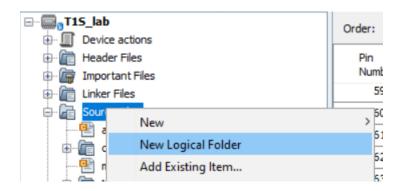


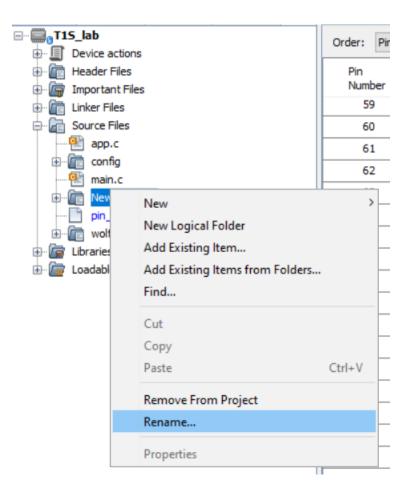
GFX Mono Library

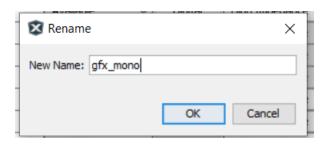




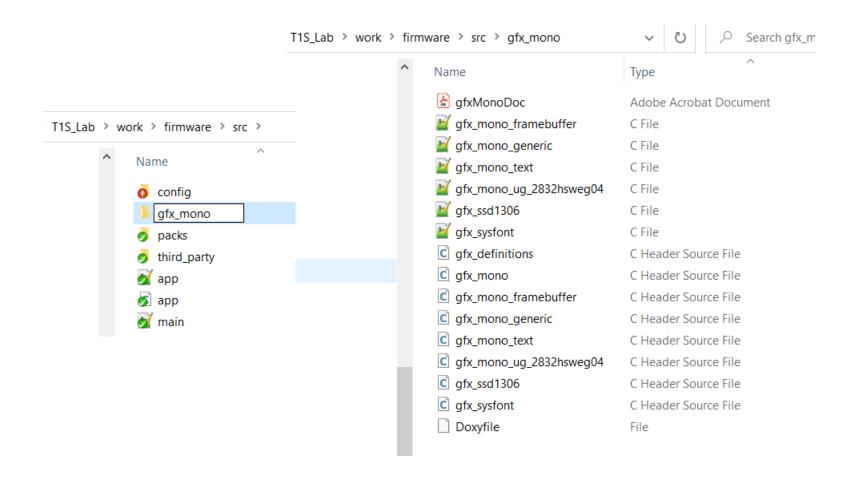




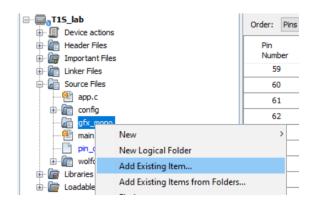


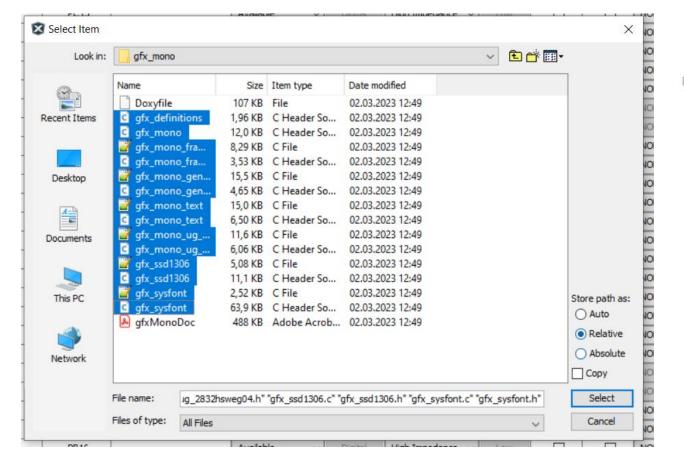


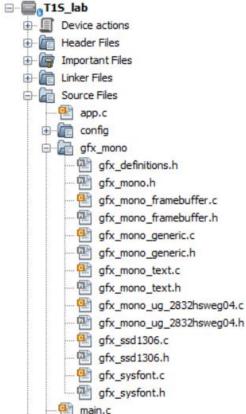














Add gxf_mono Glue

```
\src\gfx mono\gfx definitions.h
#include "../peripheral/port/plib port.h"
#include "../peripheral/sercom/spi master/plib sercom0 spi master.h"
#include "../system/time/sys time.h"
#define GFX DELAY FUNCTION(x)
      SYS TIME HANDLE tm hdl; \
      SYS TIME DelayMS (x, &tm hdl); \
     while(SYS TIME_DelayIsComplete(tm_hdl) == false); \
#define GFX SPI WRITE FUNCTION(x,y)
                                        SERCOMO SPI Write(x,y)
#define GFX SPI IS BUSY()
                                        SERCOMO SPI IsBusy()
#define GFX DISPLAY RESET CLEAR()
                                        DISPLAY RESET Clear()
#define GFX DISPLAY RESET SET()
                                        DISPLAY RESET Set()
#define GFX DISPLAY SS N CLEAR()
                                        DISPLAY SS N Clear()
#define GFX DISPLAY SS N SET()
                                        DISPLAY SS N Set()
#define GFX DATA CMD SEL CLEAR()
                                        DATA CMD SEL Clear()
#define GFX DATA CMD_SEL_SET()
                                        DATA CMD SEL Set()
```



gfx_mono Initialization

Add GFX Init at the end of SYS_Initialize

```
#include "peripheral/port/plib port.h"
#include "../../gfx_mono/gfx definitions.h"
void SYS Initialize ( void* data )
   init system function
   . . .
   APP Initialize();
   NVIC Initialize();
   gfx mono ssd1306 init();
   gfx mono print scroll ("LAN867x PLCA Node: %d", DRV ETHPHY PLCA LOCAL NODE ID);
   gfx mono print scroll("%s", TCPIP NETWORK DEFAULT MAC ADDR IDX0);
   gfx mono print scroll ("%s", TCPIP NETWORK DEFAULT IP ADDRESS IDX0);
```



Wait 1000 milli seconds

```
SYS TIME HANDLE tm hdl;
while(1){
   SYS TIME DelayMS ( 1000, &tm hdl );
   while(SYS_TIME_DelayIsComplete(tm_hdl) == false);
   LED3 Toggle();
SYS TIME DelayMS ( 1000, &tm hdl );
while(1){
   if(SYS TIME DelayIsComplete(tm hdl) == true) {
      LED3 Toggle();
      SYS TIME DelayMS ( 1000, &tm hdl );
```



Add Virtuel UART Receive Funtion

"send to terminal commands from firmware"

```
\peripheral\sercom\usart\plib sercom1 usart.c
void SERCOM1 USART Virtual Receive(char *str) {
    while (*str!=0) {
        if (SERCOM1 USART RxPushByte(*str) == true) {
            SERCOM1_USART_ReadNotificationSend();
        str++;
\peripheral\sercom\usart\plib sercom1 usart.h
void SERCOM1 USART Virtual Receive(char *str);
```



Add Button Poll and Action

```
#include "config/default/peripheral/port/plib_port.h"
#include "config/default/peripheral/sercom/usart/plib_sercom1_usart.h"
#include "gfx_mono/gfx_definitions.h"

{
    static int old_but1 = 0;
    int temp_but1 = BUTTON1_Get();
    if (temp_but1 && !old_but1) {
        LED1_Set();
    }
    if (!temp_but1 && old_but1) {
        LED1_Clear();
        SERCOM1_USART_Virtual_Receive("iperf -s\n");
        gfx_mono_print_scroll("iperf TCP server");
    }
    old_but1 = temp_but1;
```

```
static int old but2 = 0;
int temp but2 = BUTTON2 Get();
if (temp but2 && !old but2) {
    LED2 Set();
if (!temp_but2 && old_but2) {
    LED2 Clear();
    SERCOM1_USART_Virtual_Receive("iperf -s -u\n");
    gfx mono print scroll("iperf UDP server");
old but2 = temp but2;
static int old but3 = 0;
int temp but3 = BUTTON3 Get();
if (temp_but3 && !old_but3) {
   LED3 Set();
if (!temp but3 && old but3) {
   LED3 Clear();
    SERCOM1_USART_Virtual_Receive("iperfk\n");
   gfx mono print scroll("iperf kill server");
old but3 = temp but3;
```



set programming speed up

