

# Embedded Thursday

Binary, Registers and Blinky

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# Today

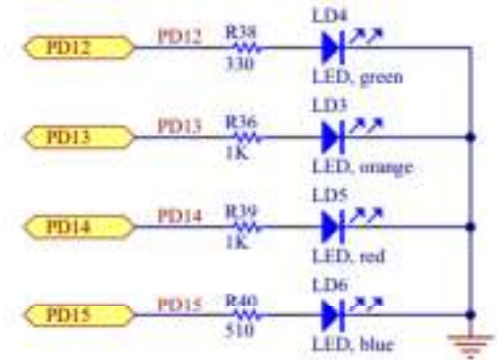
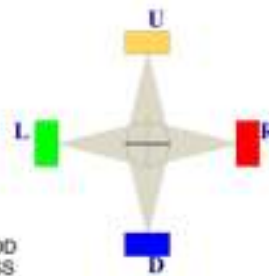
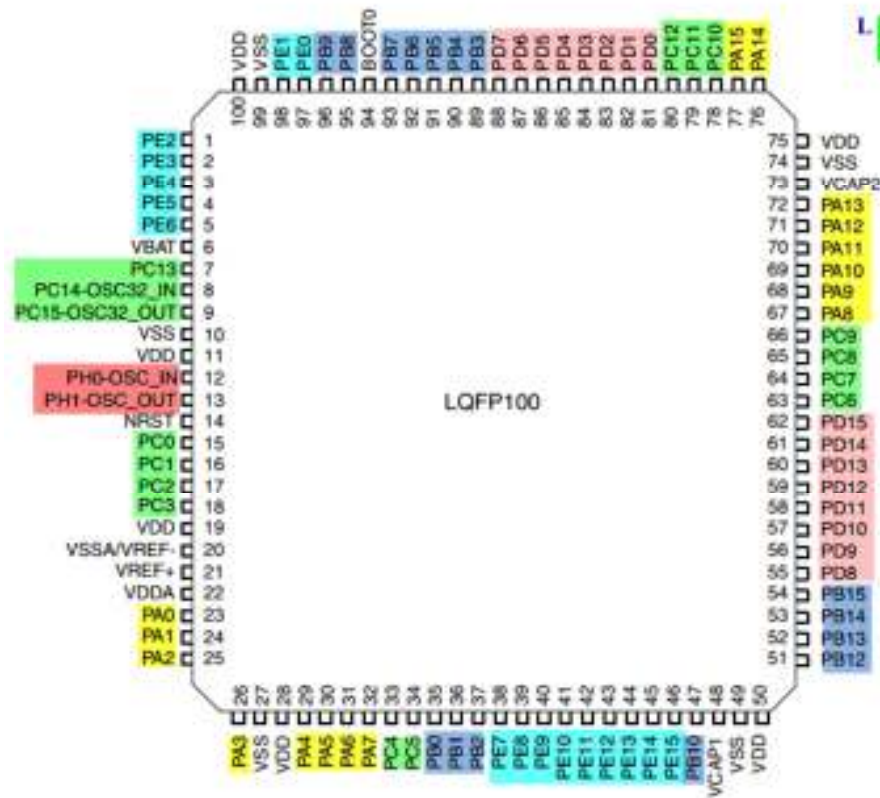
- › The project Goal and System
- › Registers Discussion
- › Binaries
- › Blinky

## Goal Description

- › Learn C as embedded language
- › Use C to understand underlying processor
- › Have a project so learning stays
  - We are making a self balancing robot

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# STM32F411E



- > Port-A: 0-15
- > Port-B: 0-10, 12-15
- > Port-C: 0-15
- > Port-D: 0-15
- > Port-H: 0-1

# Why Registers?

- › It allows us to set up the configuration for the controller
- › It allows us to control ports

## 6.3.9 RCC AHB1 peripheral clock enable register (RCC\_AHB1ENR)

Address offset: 0x30

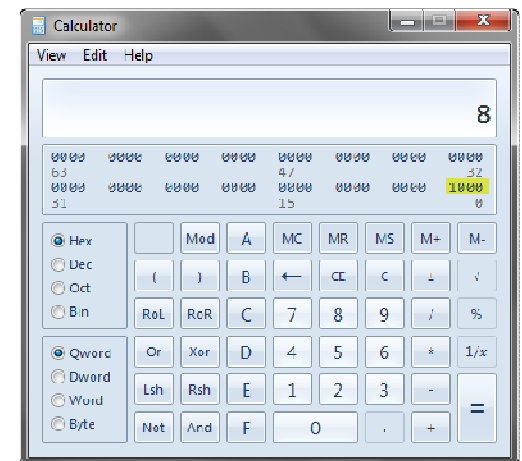
Reset value: 0x0000 0000

Access: no wait state, word, half-word and byte access.

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16
Reserved										DMA2EN	DMA1EN	Reserved			
Reserved										rw	rw	Reserved			
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
Reserved			CRCEN	Reserved				GPIOH EN	Reserved	GPIOEEN	GPIOD EN	GPIOC EN	GPIOB EN	GPIOA EN	
Reserved			rw	Reserved				rw	Reserved	rw	rw	rw	rw	rw	

Bit 3 **GPIO DEN**: IO port D clock enable  
Set and cleared by software.  
0: IO port D clock disabled  
1: IO port D clock enabled

- › `RCC_AHB1ENR = 0x00000008` Enable GPIO D
- › `RCC_AHB1ENR = 0x00000001` Enable GPIO A
- › `RCC_AHB1ENR |= 0x00000008` Add GPIO A enable



# Registers Expected by microcontroller

- › At power up all GPIOs are disabled
  - To blink an LED enable PORT where LED are connected
- › GPIO PORT enabled can be INPUT or OUTPUT
  - Set LEDs to be OUTPUTS
  - IN/OUT Register control is GPIOx\_MODER

## 8.4.1 GPIO port mode register (GPIOx\_MODER) (x = A..E and H)

Address offset: 0x00

LED6		LED5		LED3		LED4											
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16		
MODER15[1:0]		MODER14[1:0]		MODER13[1:0]		MODER12[1:0]		MODER11[1:0]		MODER10[1:0]		MODER9[1:0]		MODER8[1:0]			
rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW		
15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0		
MODER7[1:0]		MODER6[1:0]		MODER5[1:0]		MODER4[1:0]		MODER3[1:0]		MODER2[1:0]		MODER1[1:0]		MODER0[1:0]			
rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW	rW		



Bits 2y:2y+1 MODERy[1:0]: Port x configuration bits (y = 0..15)

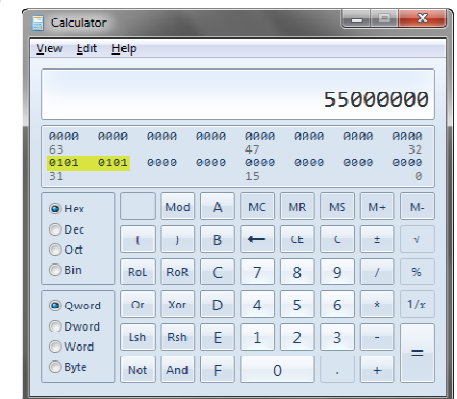
These bits are written by software to configure the I/O direction mode.

00: Input (reset state)

01: General purpose output mode

10: Alternate function mode

11: Analog mode



› GPIOD\_MODER = 0X55000000

## Operators Used

- › XOR  $\wedge=$  (switch bit to opposite value)
- › OR  $|=$  (Impact a bit, don't disturb others)
- › Member of  $->$  (similar to house.room)
  
- ›  $0100 \wedge= 0001 \rightarrow$  Results in 0101
- ›  $1101 |= 0100 \rightarrow$  Results in 1001
- ›  $1001 |= 0100 \rightarrow$  Results in 1101
- ›  $RCC \rightarrow AHB1ENR \rightarrow$  refers to  $RCC\_AHB1ENR$  where  $RCC$  is a pointer in memory for the register

# Blinky

```
12 #include "stm32f4xx.h"
13 #include "stm32f411e_discovery.h"
14
15 int main(void) {
16     // RCC->AHB1ENR |= RCC_AHB1ENR_GPIODEN; // enable the clock to PORT-D
17     RCC->AHB1ENR |= 0x00000008; // enable the clock to PORT-D
18     GPIOD->MODER = 0x55000000; // Set Port-D pin12 to 14 to OUTPUTS
19
20 /* GPIOD->MODER |= (1 << 24); // set pin 12 to be general purpose output.
25     volatile int i;
26
27     while (1){
28 /* GPIOD->ODR ^= (1 << 12);
33     GPIOD->ODR ^= 0x0000F000; //
34     for (i = 0; i < 500000; i++);
35     }
36 }
--
```