

Lab 3: DMA & PWR

Activity 1: DMA Configuration

Aim:

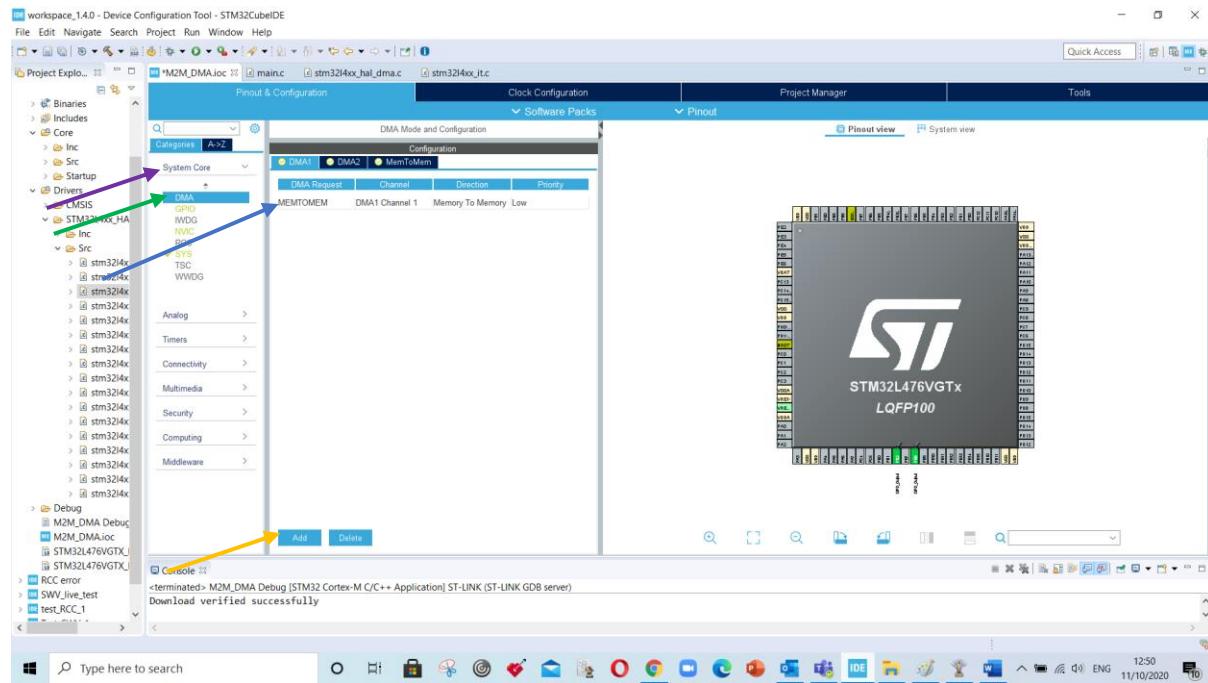
To configure a DMA channel for a memory-to-memory transfer.

Objectives:

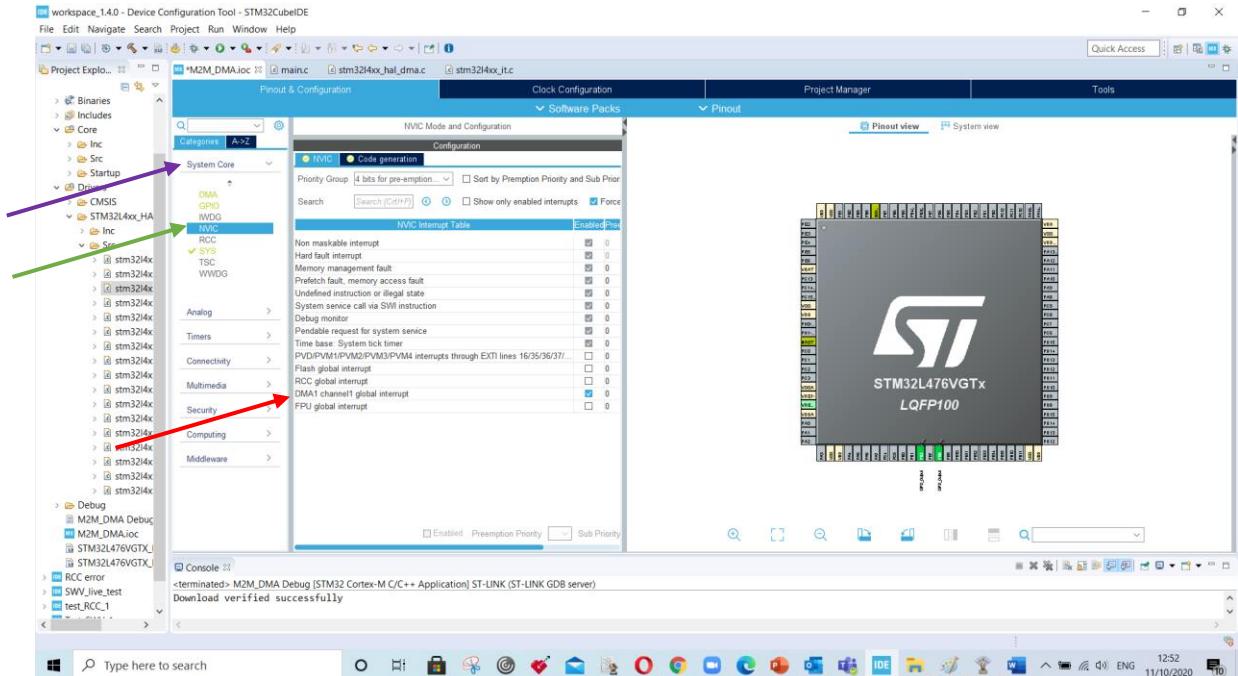
- 1- Learn how to configure DMA channel for a memory-to-memory transfer using NVIC interrupt.
- 2- Using logic analyzer to measure the CPU unloading and DMA transfer efficiency.
- 3- Developing understanding for various errors.

Step 1: Create a project in STM32CubeIDE and configure GPIO 'PE8' and 'PB2' as outputs.

Step 2: Go to '**System Core**', select '**DMA**', click on '**Add**' and select '**MEMTOMEM**' and use default DMA settings.



Step 3: From 'System Core' menu, select 'NVIC' and check the 'DMAv1 Channel 1 global interrupt'.



Step 4: Generate the code and for no DMA transfer write the codes on location shown by comments, as below:

```
/* USER CODE BEGIN PTD */
#define M2M_DMA_size 8000
```

```
/* USER CODE BEGIN 1 */
    uint32_t source[M2M_DMA_size];
    uint32_t destination[M2M_DMA_size];
    uint32_t i;
```

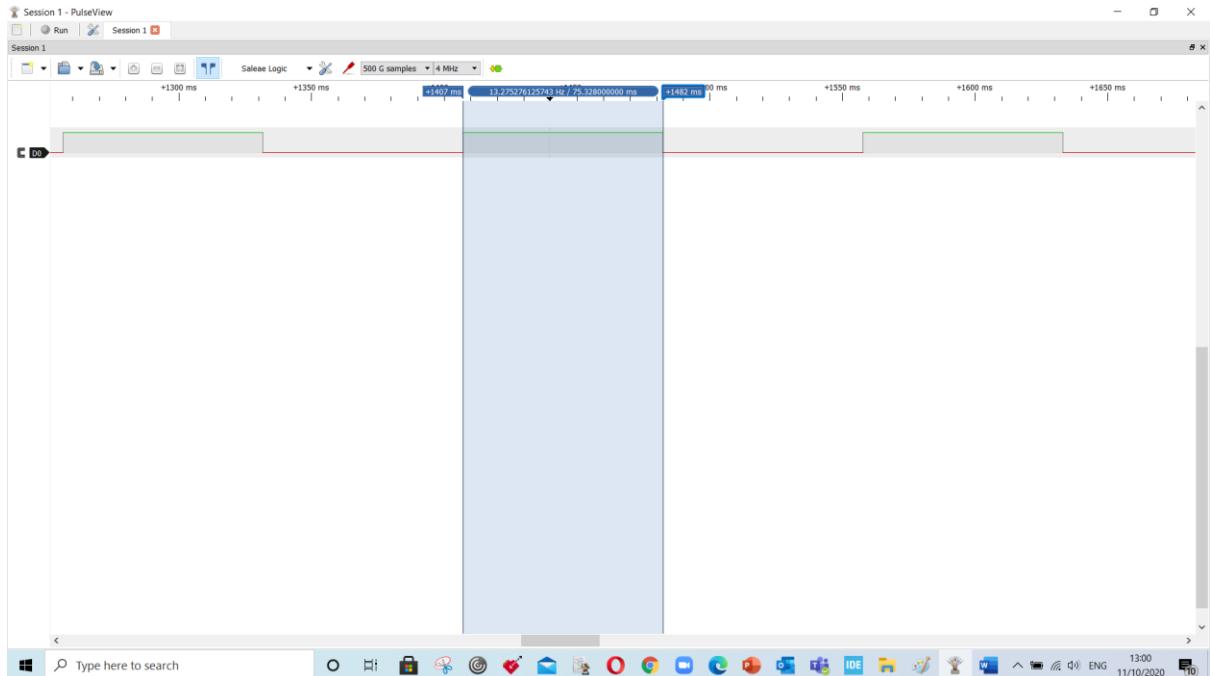
```
/* USER CODE BEGIN 2 */
for (i=0;i<=M2M_DMA_size; i++)
{
    source[i]=i;
}
```

```
/* USER CODE BEGIN 3 */
HAL_GPIO_TogglePin(GPIOE, GPIO_PIN_8);

for (i=0;i<=M2M_DMA_size; i++)
{
    destination[i] = source[i];
}
```



Step 5: Run 'Session 1' and build the code. You will not find any error. Now test your code execution by capturing the trace of 'PE8' in logic analyzer and measure the time period for data transfer (13Hz approx). Note the Sampling time is 4MHz.



Step 6 (DMA Transfer): In generated code files, select folders 'Core', then select folder 'Src', then select 'STM32L4xx_it.c' and in function 'DMA1_channel1_IRQHandler' add toggle led code as below:

```
/* USER CODE BEGIN DMA1_Channel1_IRQHandler */
    HAL_GPIO_TogglePin(GPIOB, GPIO_PIN_2);
```

Start the DMA Transfer by enabling the DMA global interrupt. Comment the for-loop transfer code as below:

```
/* USER CODE BEGIN 3 */

HAL_DMA_Start_IT(&hdma_memtomem_dma1_channel1, source, destination, M2M_DMA_size);

/*     HAL_GPIO_TogglePin(GPIOE, GPIO_PIN_8);

    for (i=0;i<=M2M_DMA_size; i++)
    {
        destination[i] = source[i];
    }*/
}
```

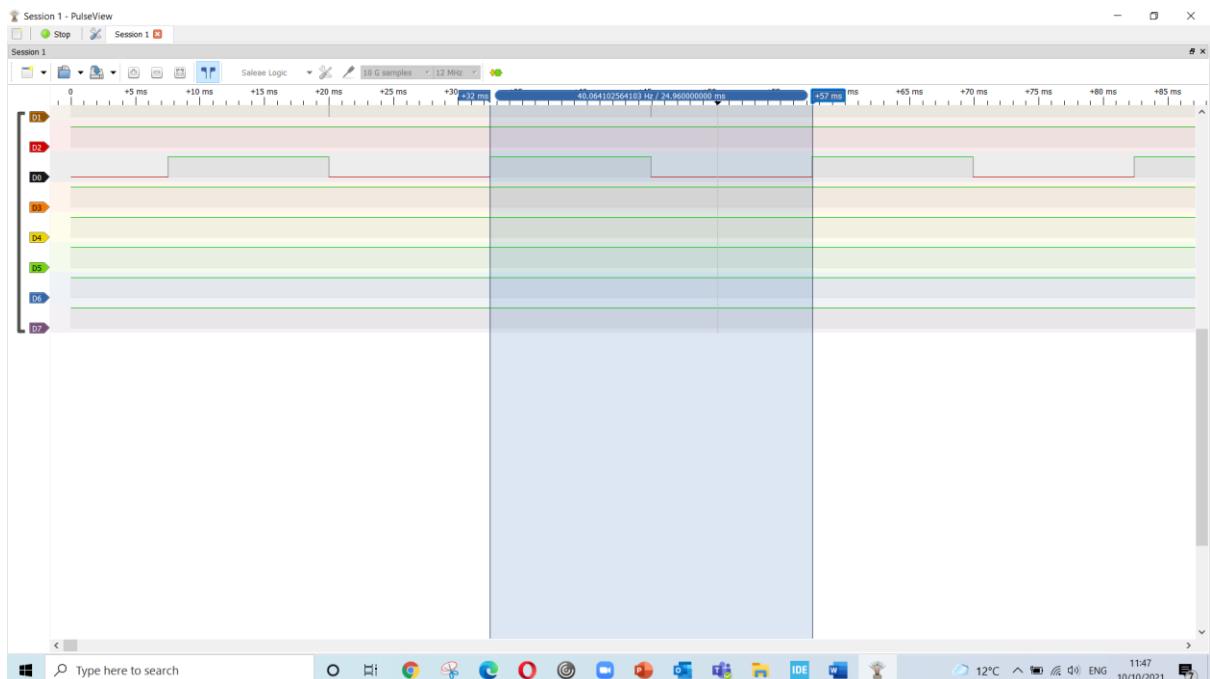
The screenshot shows the STM32CubeIDE interface. The code editor displays the main.c file with the DMA1_Channel1_IRQHandler function highlighted. The Project Explorer shows the project structure, including Core, Src, and STM324xx_HAL_Driver. The Memory Analyzer shows memory regions and usage details.

```

191 }
192 /*
193 =====
194 /* STM32L4xx Peripheral Interrupt Handlers
195 /* Add here the Interrupt Handlers for the used peripherals.
196 /* For the available peripheral interrupt handler names,
197 /* please refer to the startup file (startup_stm32l4xx.s).
198 */
199 ****
200 /**
201 * @brief This function handles DMA1 channel1 global interrupt.
202 */
203 void DMA1_Channel1_IRQHandler(void)
204 {
205     /* USER CODE BEGIN DMA1_Channel1_IRQn 0 */
206
207     /* USER CODE END DMA1_Channel1_IRQn 0 */
208     HAL_DMA_IRQHandler(&hdma_menomen_dma1_channel1);
209     /* USER CODE BEGIN DMA1_Channel1_IRQn 1 */
210
211     HAL_GPIO_TogglePin(GPIOB, GPIO_PIN_2);
212
213
214     /* USER CODE END DMA1_Channel1_IRQn 1 */
215
216     /* USER CODE BEGIN 1 */
217
218     /* USER CODE END 1 */
219
220     **** (C) COPYRIGHT STMicroelectronics *****END OF FILE*****
221

```

Step 7: Run ' ' and build the code. You will not find any error. Now test your code execution speed by Capturing the trace of 'PB2' in logic analyzer and measure the time period of waveform (40 Hz approx.)



To do task:

Try to introduce error and note their responses:

- 1- Define the higher sized of typedef variable 65k

```
/* USER CODE BEGIN PTD */  
#define M2M_DMA_size 65000
```

- 2- Declare 'i' of 8-bit

```
Uint8_t i;
```

- 3- Use both for loop and DMA transfer together and observe the waveform

- 4- Optional: Add another DMA channel for memory-to-memory transfer and execute both at same time and observe the execution speed.

Activity 2: Low Power mode configuration

Aims:

Learn how to setup Low power mode on STM32L476VG MCU.

Objectives:

1. Configure GPIO & Generate the Code.
2. Activate the low power mode.
3. Debug the code and investigate Special function register (SFR) for low power setting bits.
4. Configure RCC and activate MCO.

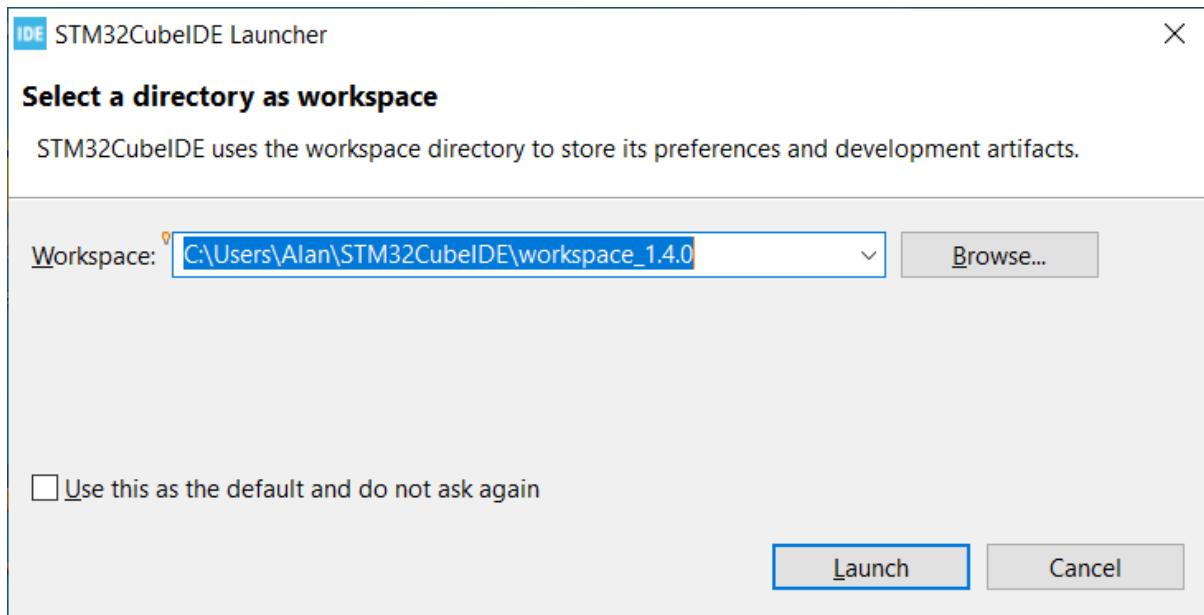
Step 1:



Double click the 'STM32CubeIDE' icon on the desktop.

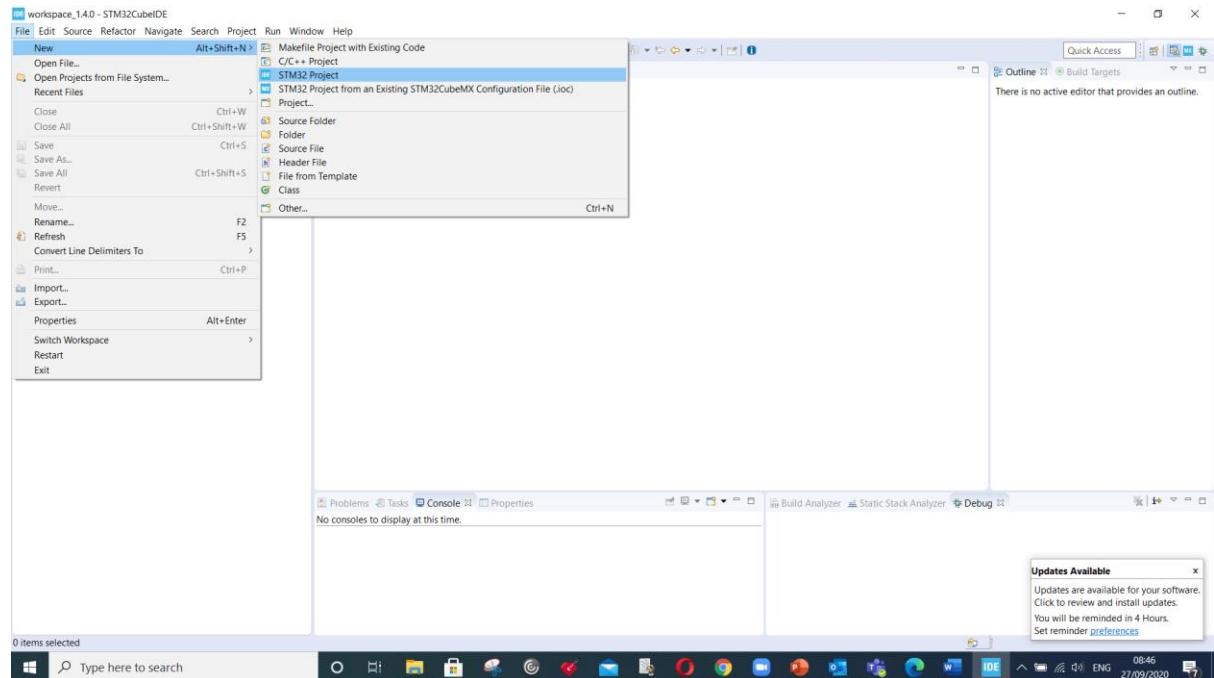
Step 2:

Select the workspace location, Default location is prefered



Step 3:

Open new project: File-> New-> STM32 Project



Step 4:

Type in 'STM32L476VG' in part number area.

A screenshot of the STM32CubeMX MCU/MPU Selector interface. The title bar says 'STM32 Project'. The 'Target Selection' tab is active, with a warning message: '⚠️ STM32 target or STM32Cube example selection is required'. On the left, there's a 'MCU/MPU Selector' sidebar with filters for Core, Series, Line, Package, Other, and Peripheral. A red arrow points to the 'Part Number' dropdown field, which contains 'stm32l476vg' and 'STM32L476VG'. The main panel shows 'Features', 'Block Diagram', 'Docs & Resources', 'Datasheet', and 'Buy'. It features a blue banner with 'SIL Ready', 'ASIL Ready', 'ClassB Ready', and 'Partner Program' icons, and the text 'Build your certified safety system with STM32 and STM8'. Below this is a table titled 'MCUs/MPUs List: 1 item' with one row for 'STM32L476...'. At the bottom are buttons for 'Display similar items', 'Export', and navigation links: '< Back', 'Next >', 'Finish', and 'Cancel'.

Step 5:

Select the MCU and Press 'Next'

The screenshot shows the 'Target Selection' step of the STM32 Project setup. On the left, there's a sidebar with filters for MCU/MPU Selector, Board Selector, Example Selector, and Cross Selector. The main area displays the 'STM32L4 Series' with the 'STM32L476VG' selected. This card provides details like 'Ultra-low-power with FPU ARM Cortex-M4 MCU 80 MHz with 1 Mbyte Flash, LCD, USB OTG, DFSDM'. Below it is a table titled 'MCUs/MPUs List: 1 item' with one row for the selected device. The table includes columns for Part No., Reference, Marketing..., Unit Price f..., Board, Package, Flash, RAM, IO, and Freq. The 'Freq.' column shows '80 MHz'. At the bottom, there are buttons for '?', '< Back', 'Next >', 'Finish', and 'Cancel'.

Step 6:

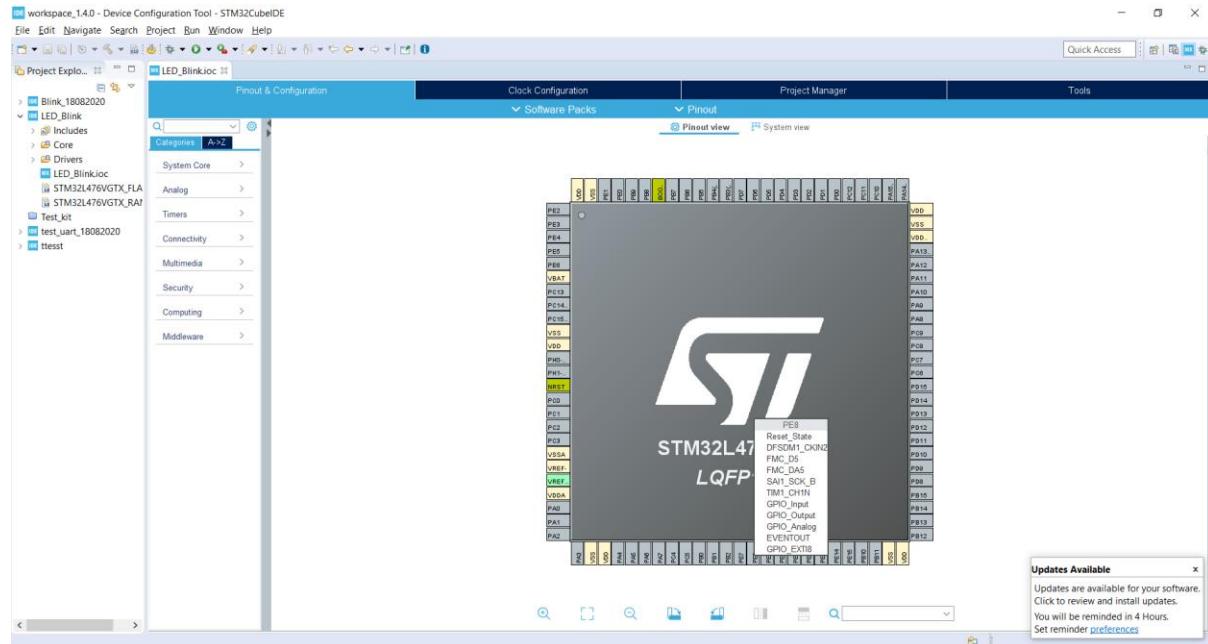
Name your project and observe the default options.

The screenshot shows the 'Setup STM32 project' step. It has two main sections: 'Project' and 'Options'. In the 'Project' section, 'Project Name:' is set to 'LED_Blink' with a checked checkbox for 'Use default location' and a location path 'C:/Users/Alan/STM32CubeIDE/workspace_1.4.0'. In the 'Options' section, under 'Targeted Language', 'C' is selected over 'C++'. Under 'Targeted Binary Type', 'Executable' is selected over 'Static Library'. Under 'Targeted Project Type', 'STM32Cube' is selected over 'Empty'. At the bottom are buttons for '?', '< Back', 'Next >', 'Finish', and 'Cancel'.

Step 7:

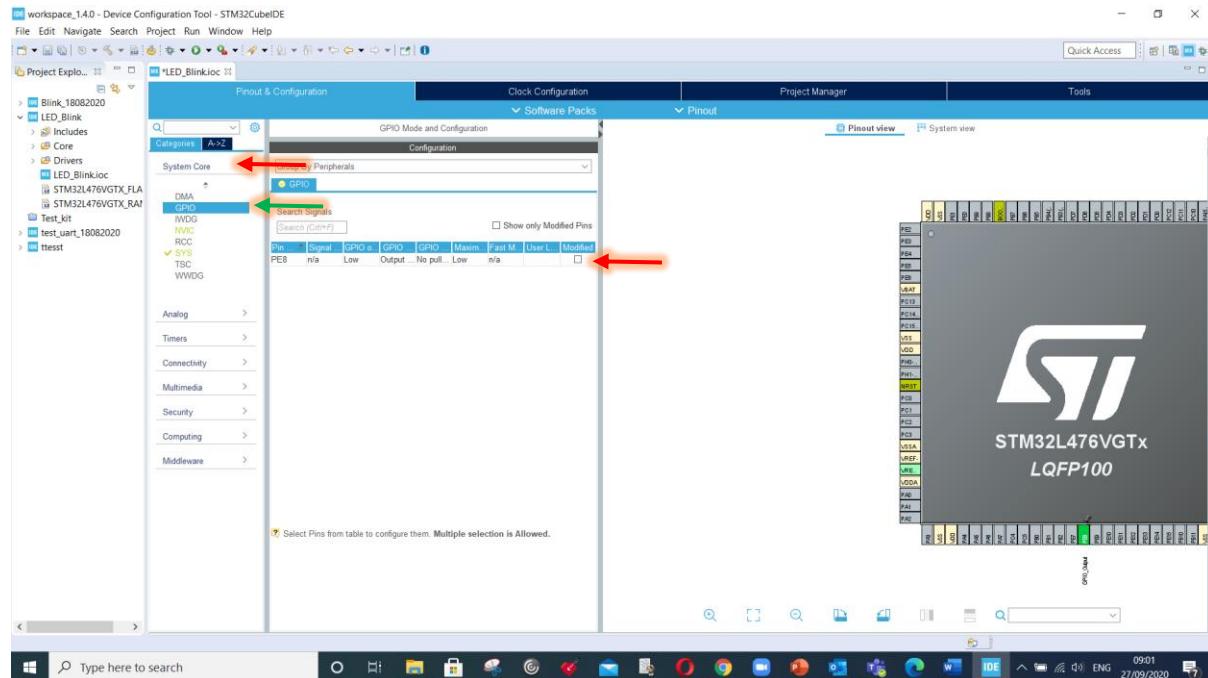
Left click on 'PE8' and select 'GPIO_Output'.

Note: The PIN PE8 is connected to RED LED on the discovery Kit.

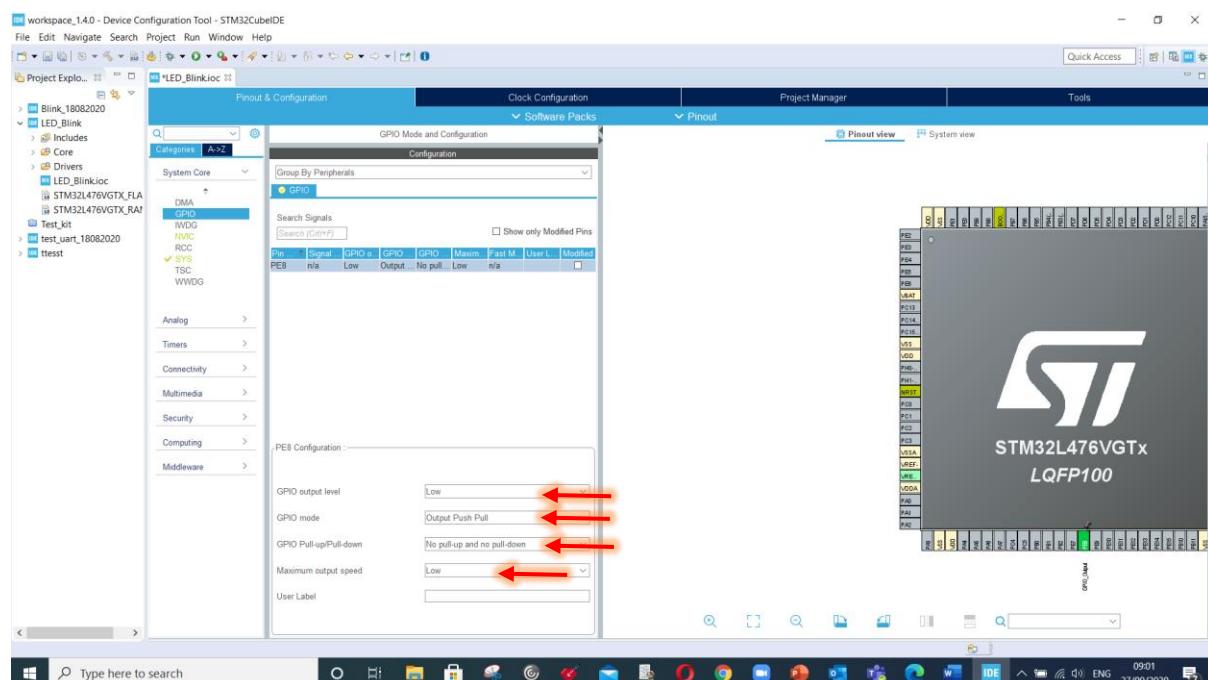


Step 8:

For GPIO configuration go to ‘System Core’ and click drop down menu and select ‘GPIO’.

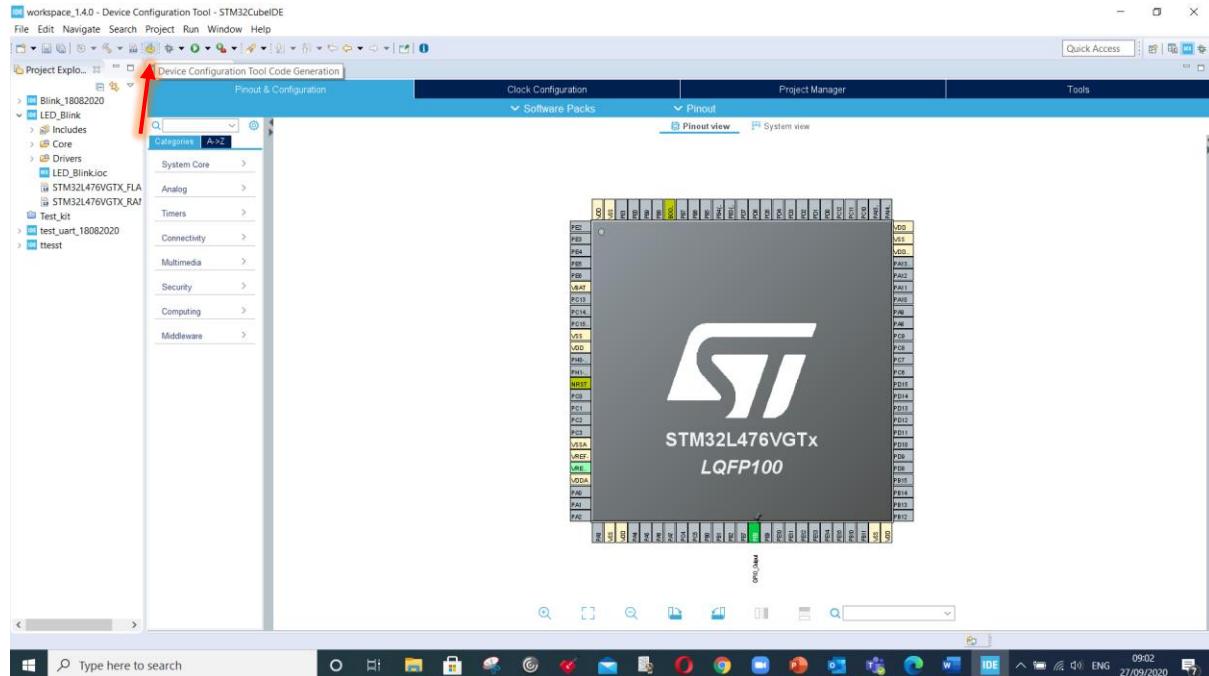


In GPIO menu select ‘PE8’ then it will the configuration make sure ‘GPIO output level’ is ‘low’, ‘GPIO mode’ is ‘Output push pull’, ‘GPIO Pull-Up/Pull-Down’ is ‘No pullup and pulldown’ and ‘maximum output speed’ is ‘Low’.



Step 9:

Click on ‘Project’ menu and select ‘Generate Code’ or use the icon as shown here

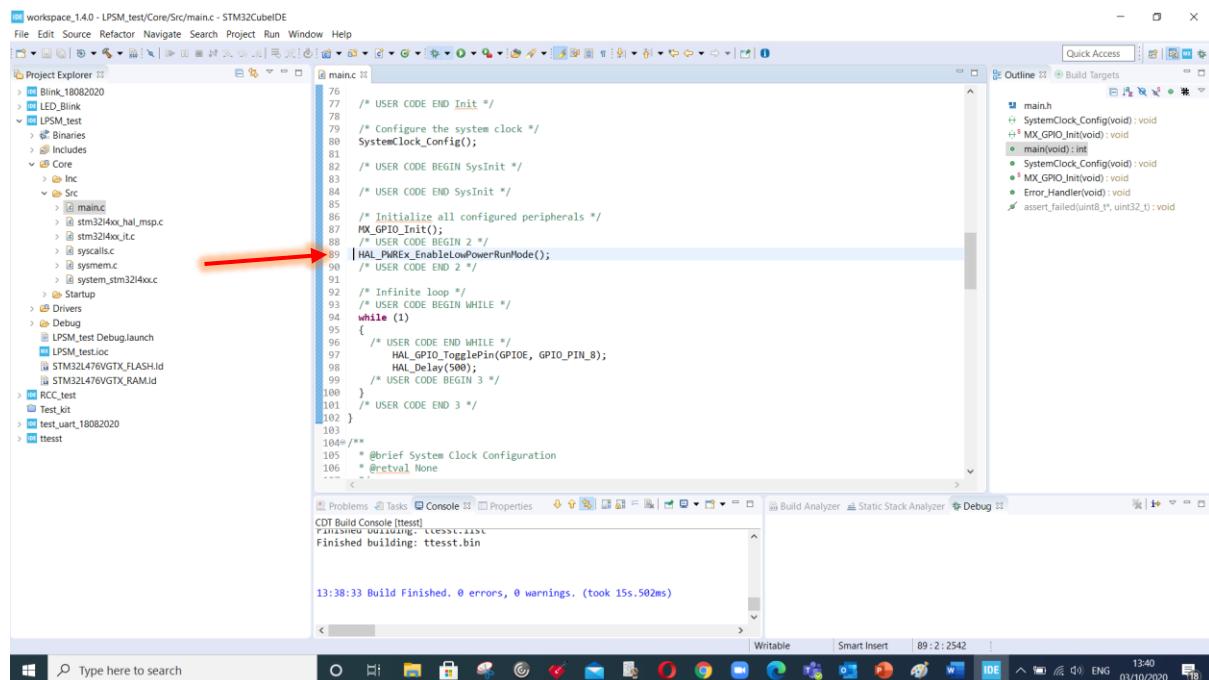


Step 10:

Enable the low power mode by using code below:

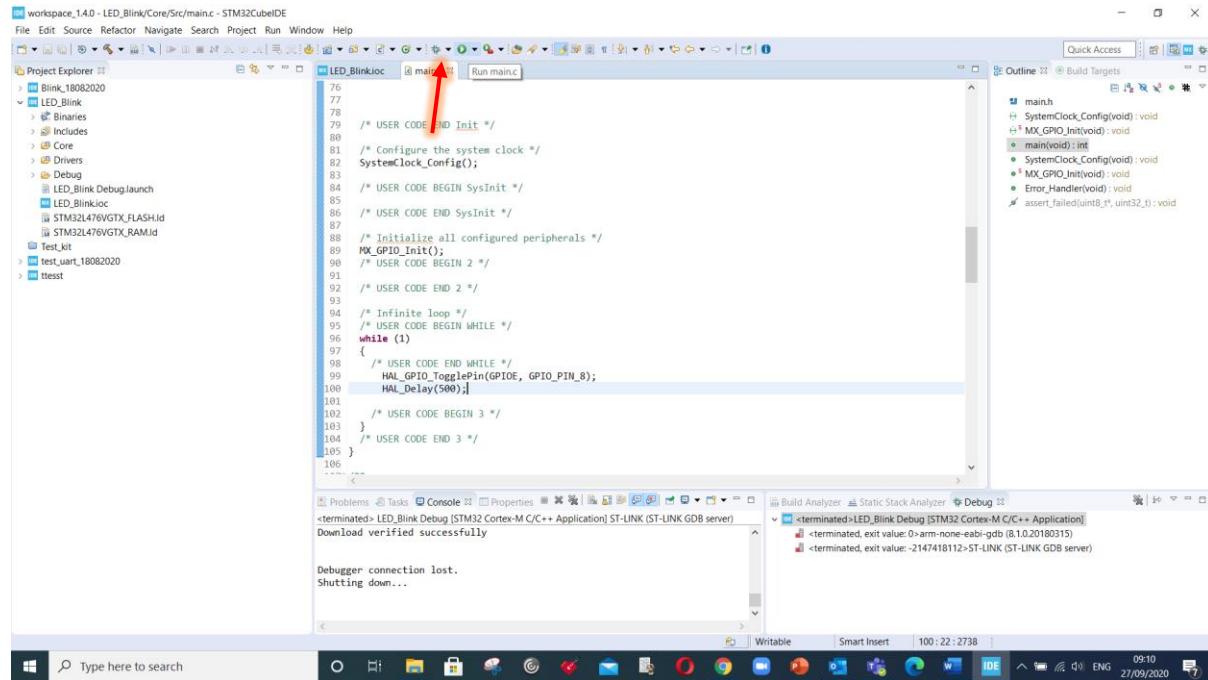
```
/* USER CODE BEGIN Init */
HAL_PWREx_EnableLowPowerRunMode();
```

Add the toggle LED Code HAL_GPIO_Toggle, use CTRL + SPACE to autofill the opts.



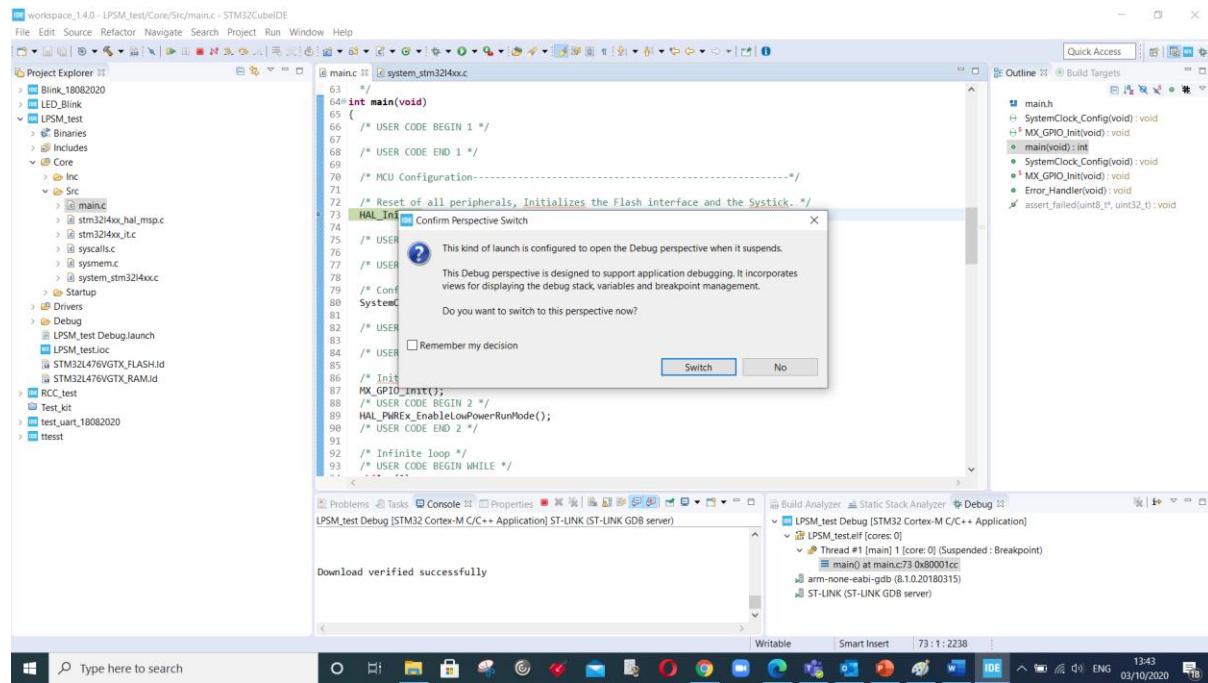
Step 11:

Press the Run button to build the project and then click on 'Debug' icon



Step 12:

Click 'Switch' on appearing menu.



Step 13:

Add a break point on toggle pin statement and then Click on ‘Resume’ icon to run/stop the execution. Observe LPR register-> Click on ‘SFRs’ and select ‘PWR’ and expand the list to view setting of ‘LPR’ bit which should change from ‘0’ to ‘1’.

