

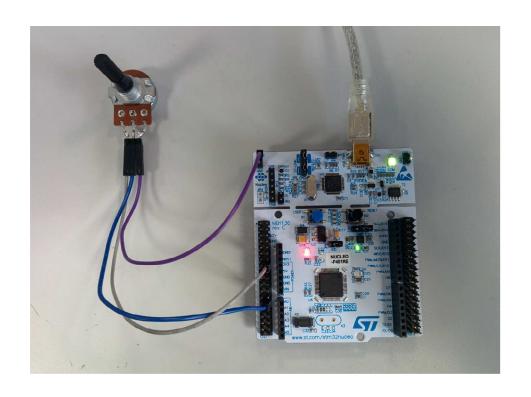
Esercitazione Talentis

Marco Branciforte



Scopo 2

Accendere e variare la luminosita` di un LED

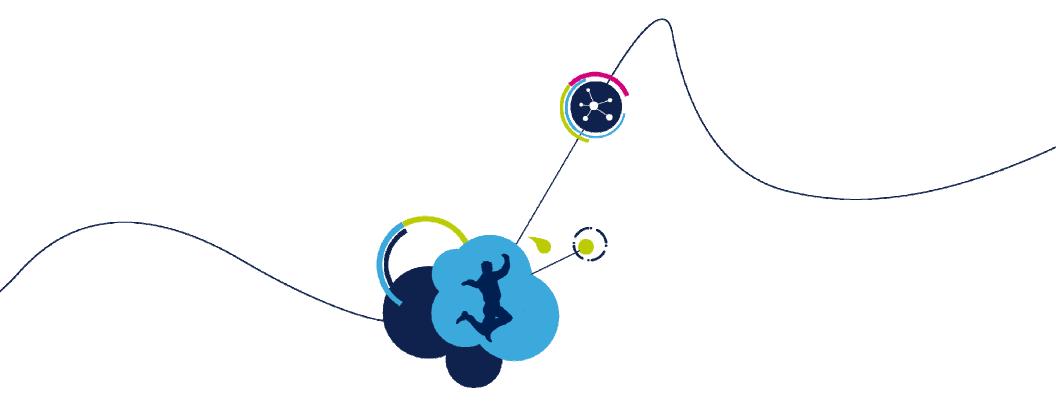




Periferiche utilizzate

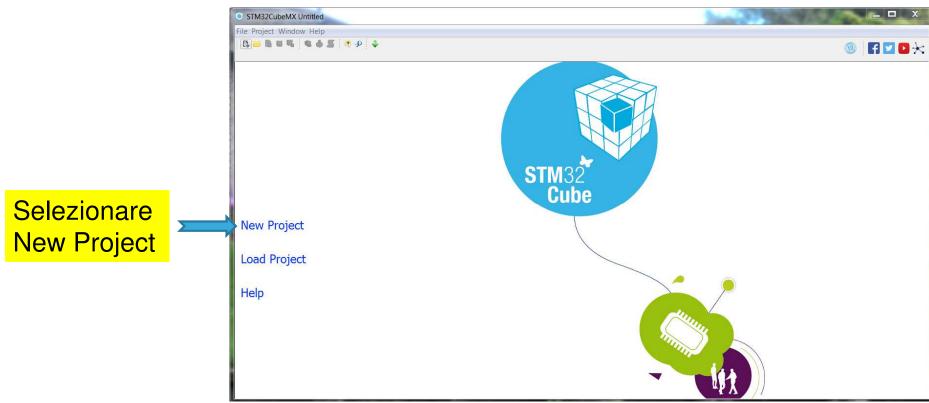
- PWM => per pilotare il LED
 - Timer 2 Channel 1 PWM mode
 - 100Hz
- ADC => per variare la luminosita` del LED variando proporzionalmente al valore analogico acquisito il Duty Cycle del PWM
 - ADC1 IN0 Single and regular conversion
- TIMER INTERRUPT => per sincronizzare le acquisizioni dell'ADC
 - Timer 3 Base functionality
 - 1KHz (1ms)
- PULSANTE BLU => per accendere e spegnere il LED
 - External Interrupt



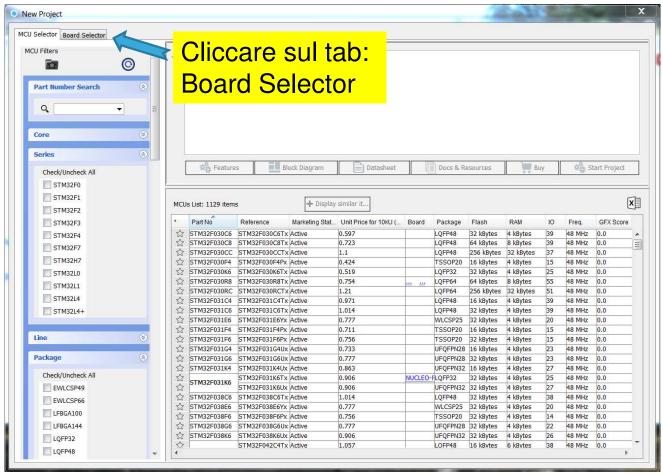


Cube MX

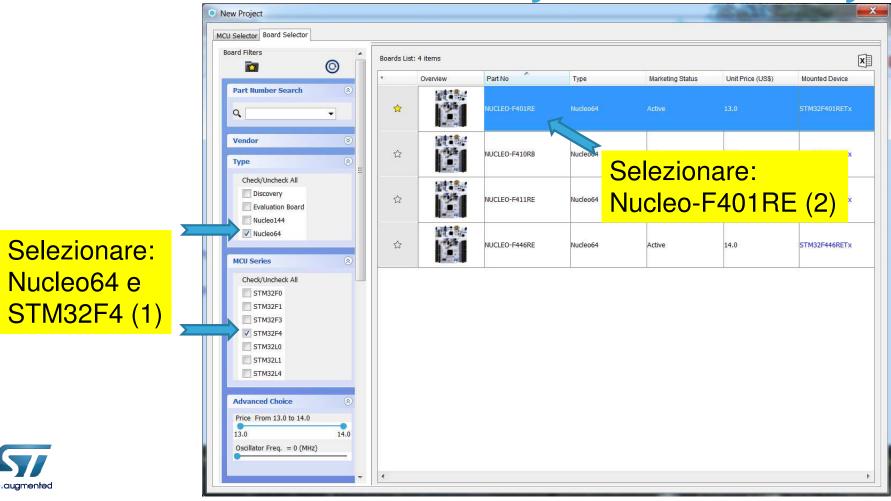




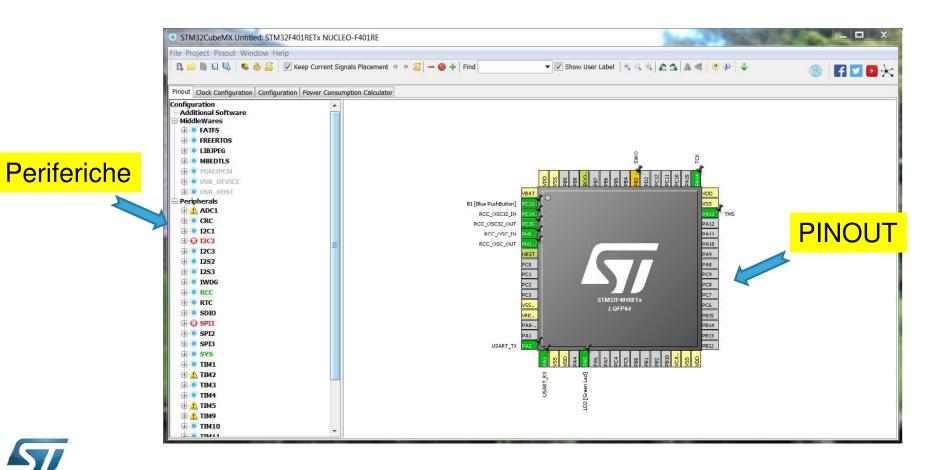




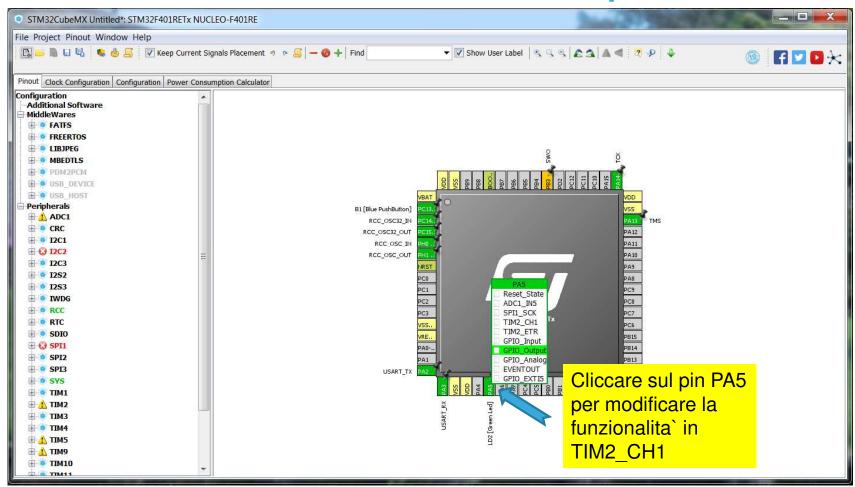




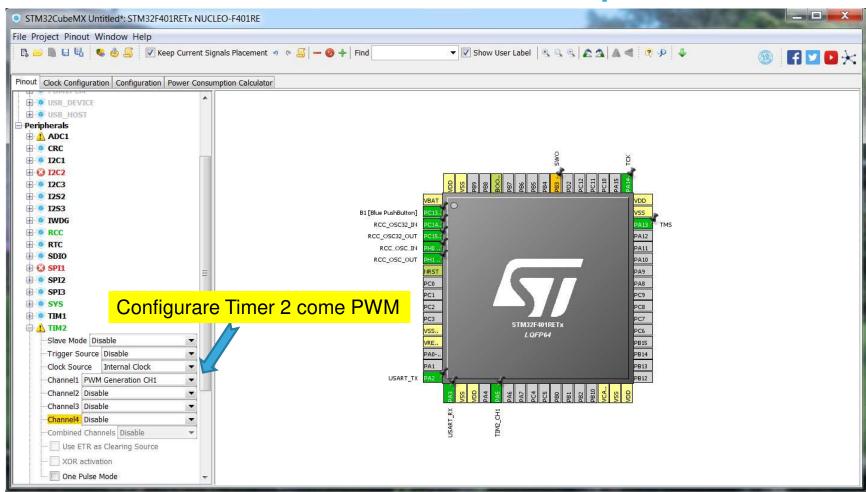




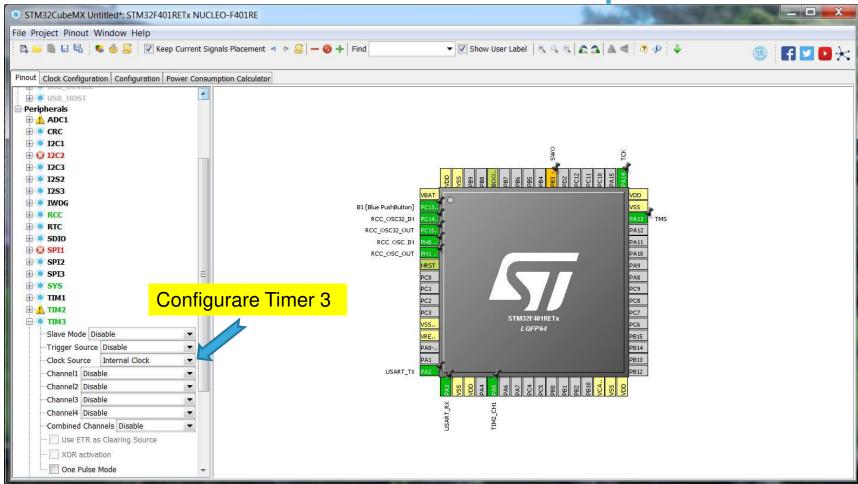




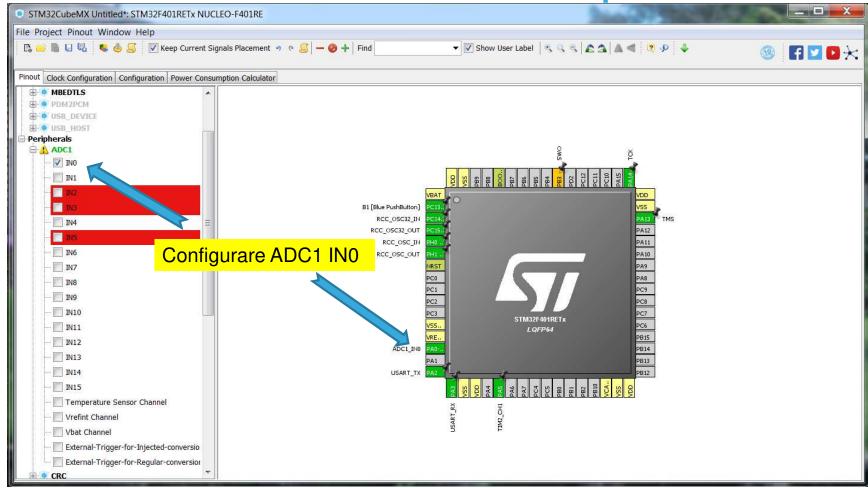








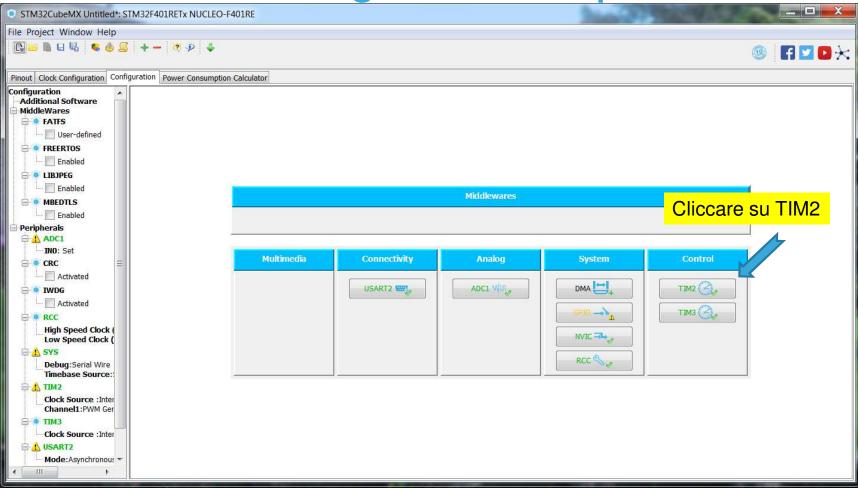




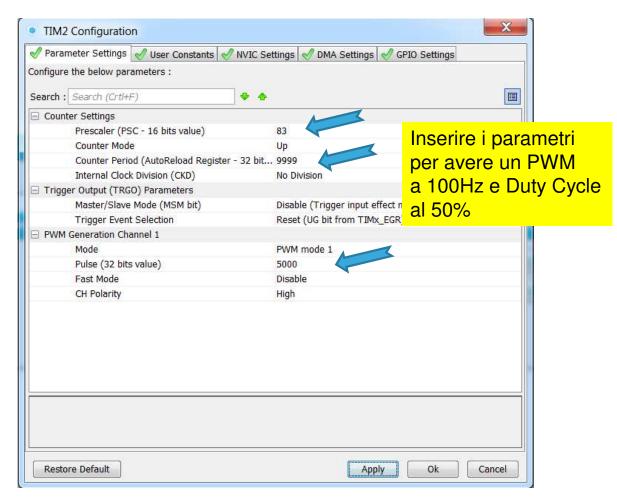




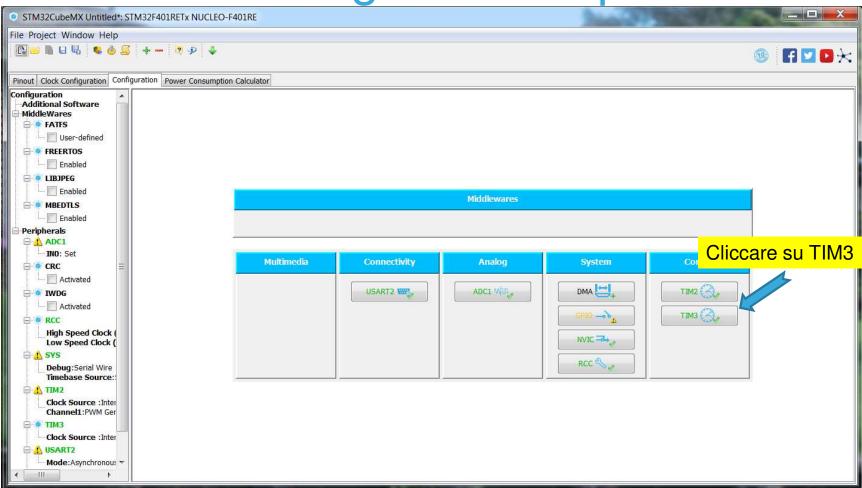




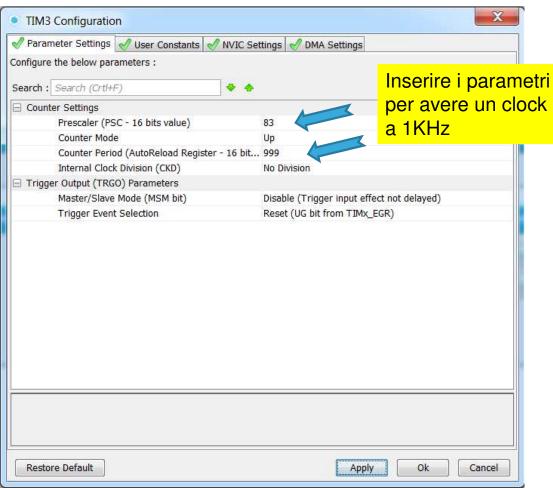




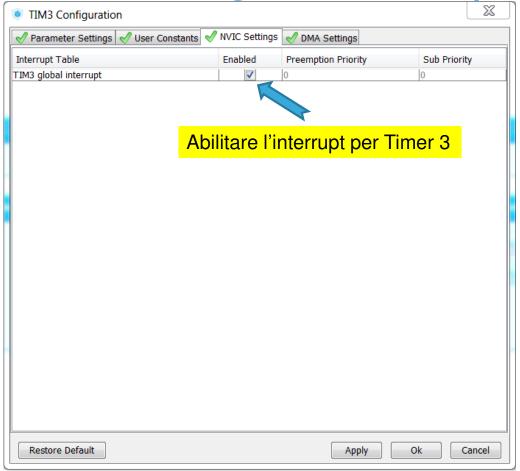








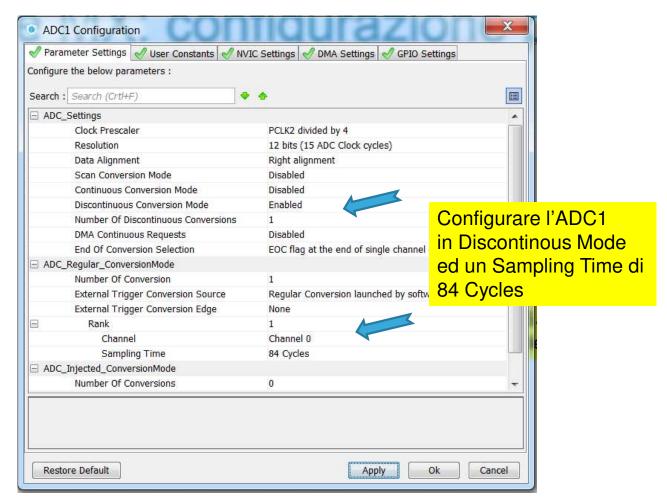




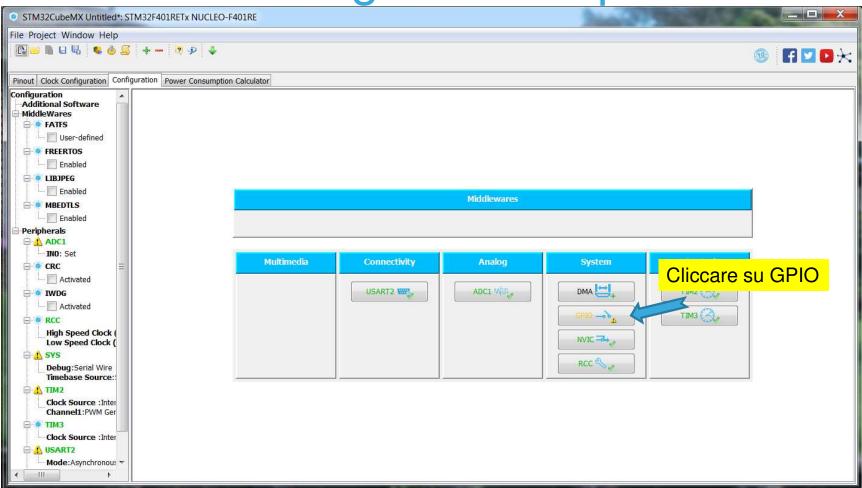




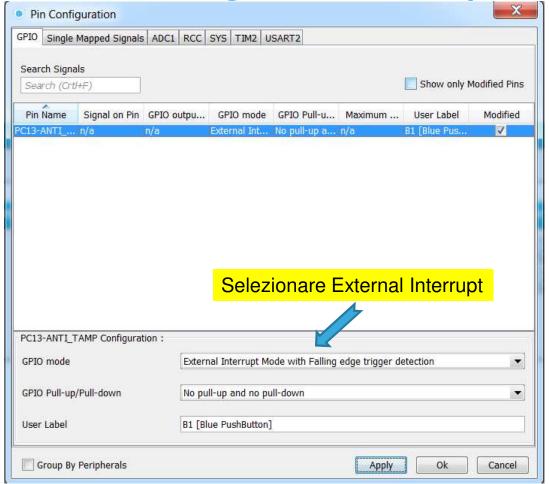




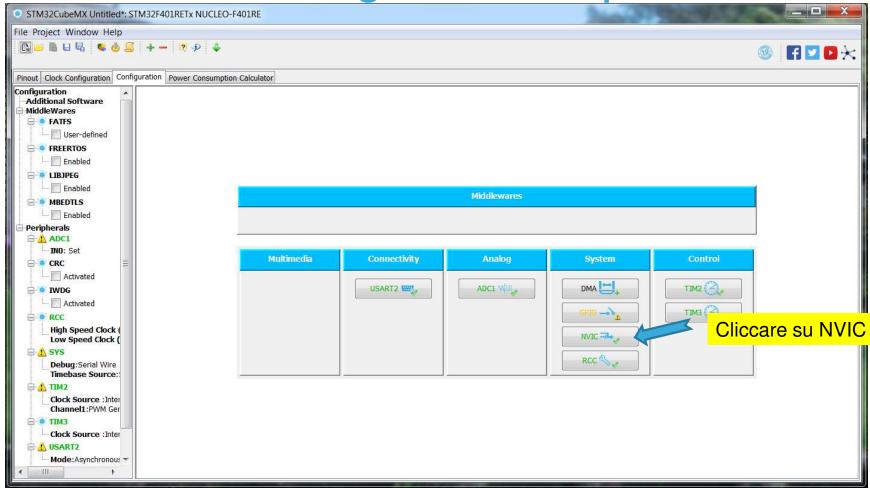




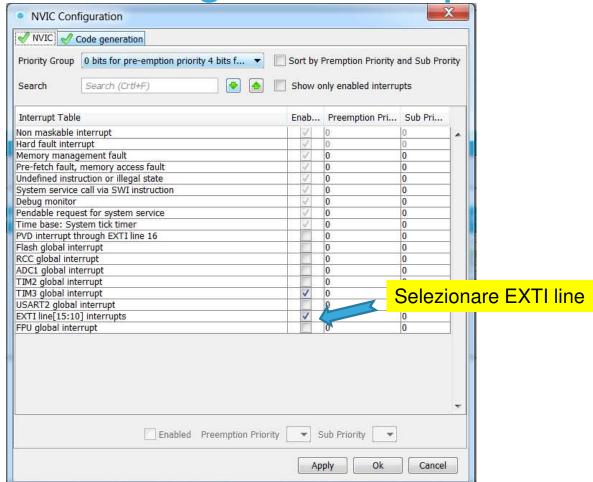














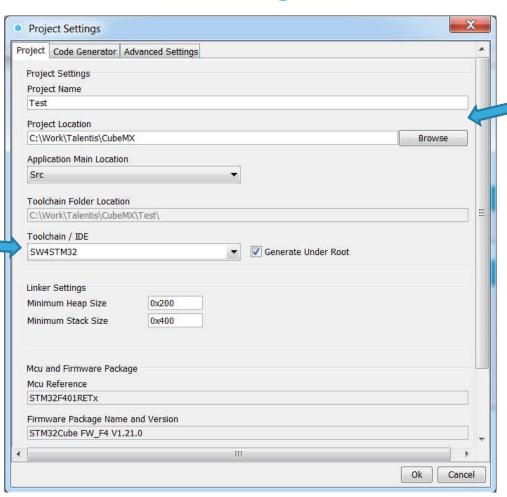
Cube MX: generare il progetto





Selezionare il path

Cube MX: generare il progetto



Selezionare IDE SW4STM32

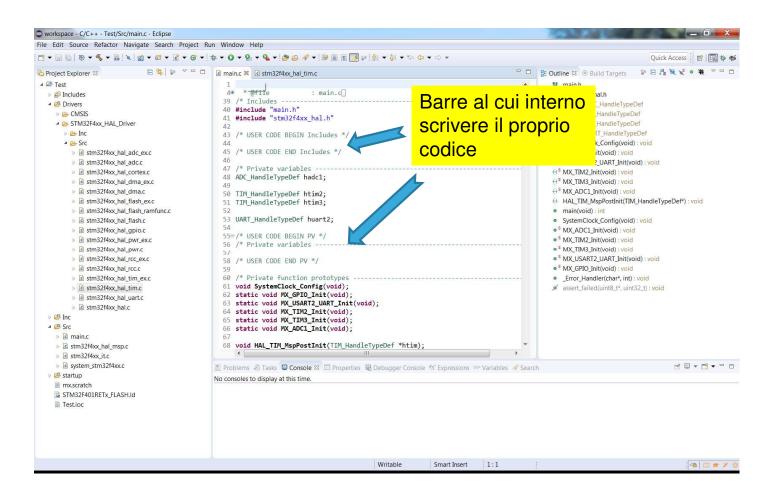




SW4STM32 (AC6)

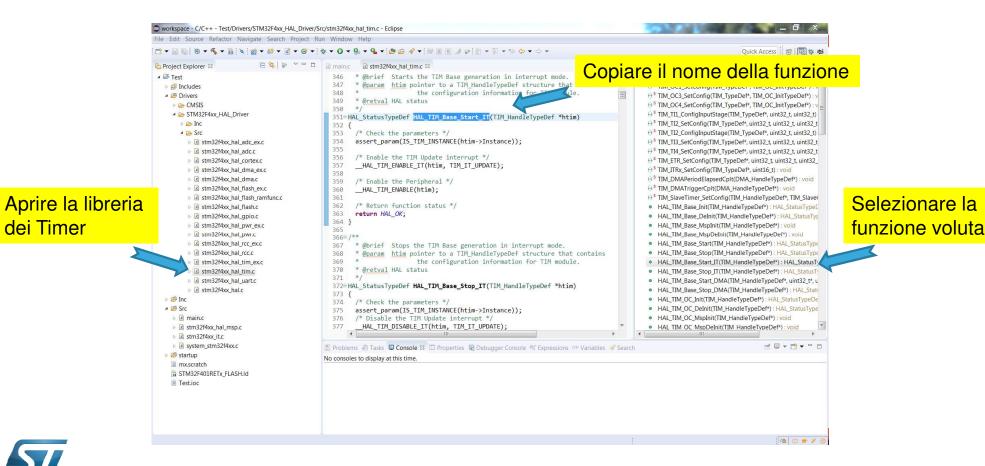


SW4STM32 IDE 28





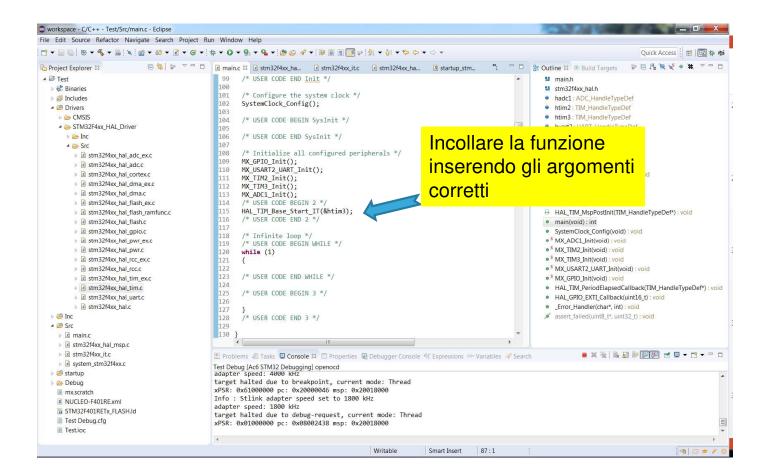
SW4STM32: come utilizzare funzioni di libreria



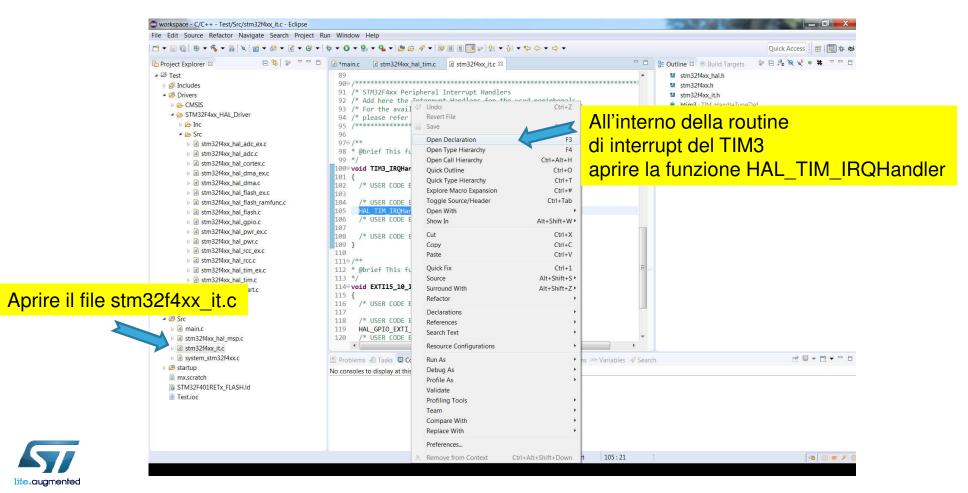


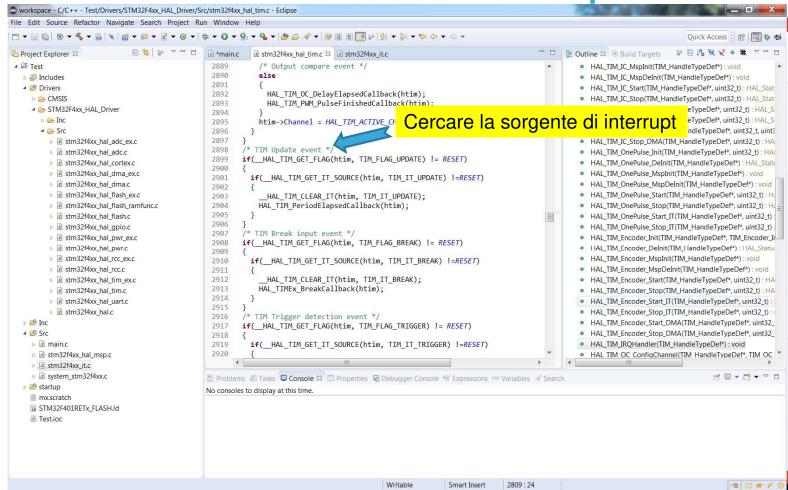
dei Timer

SW4STM32: come utilizzare funzioni di libreria

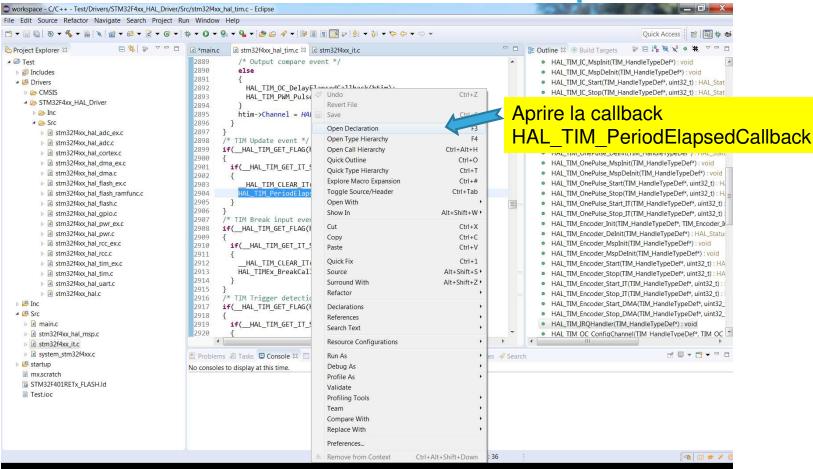




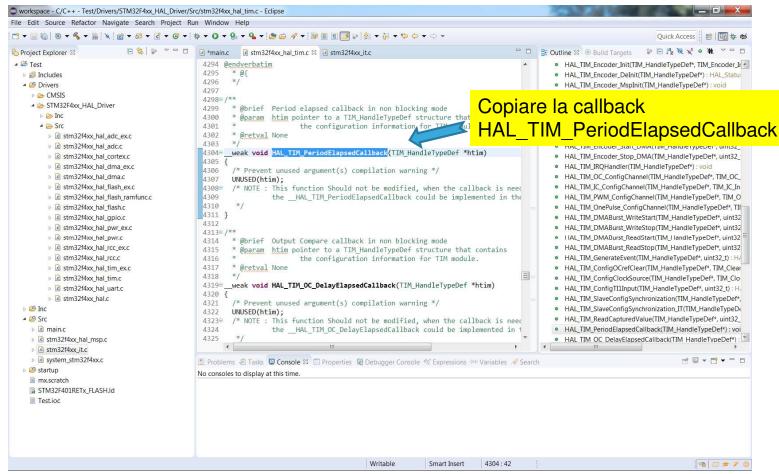




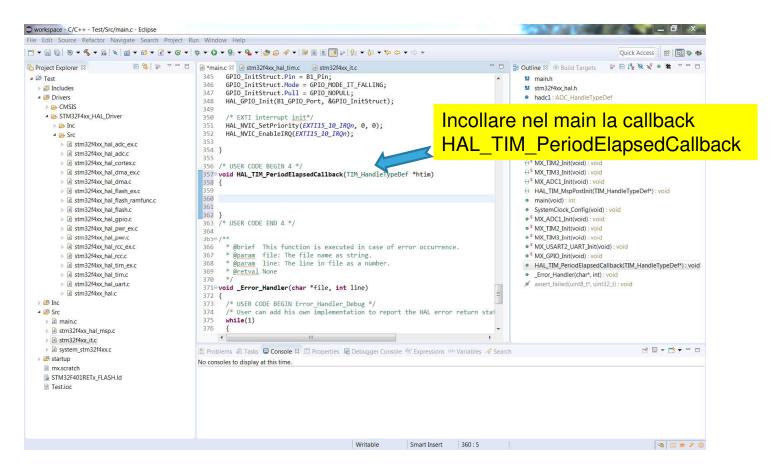




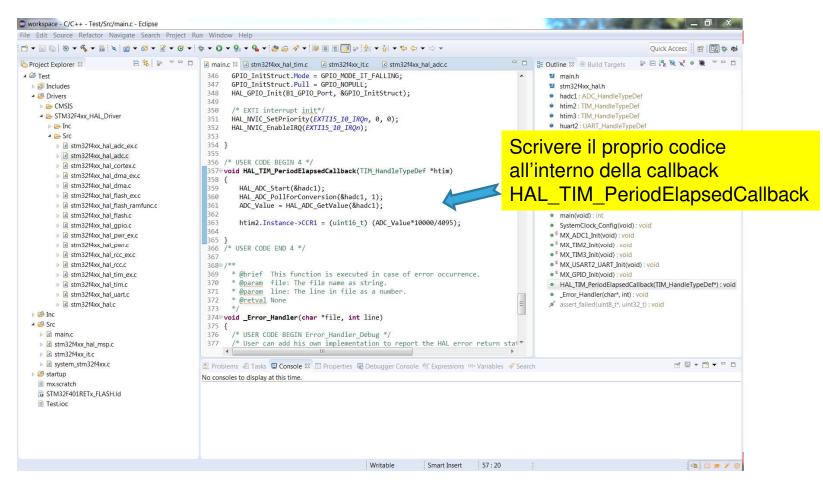




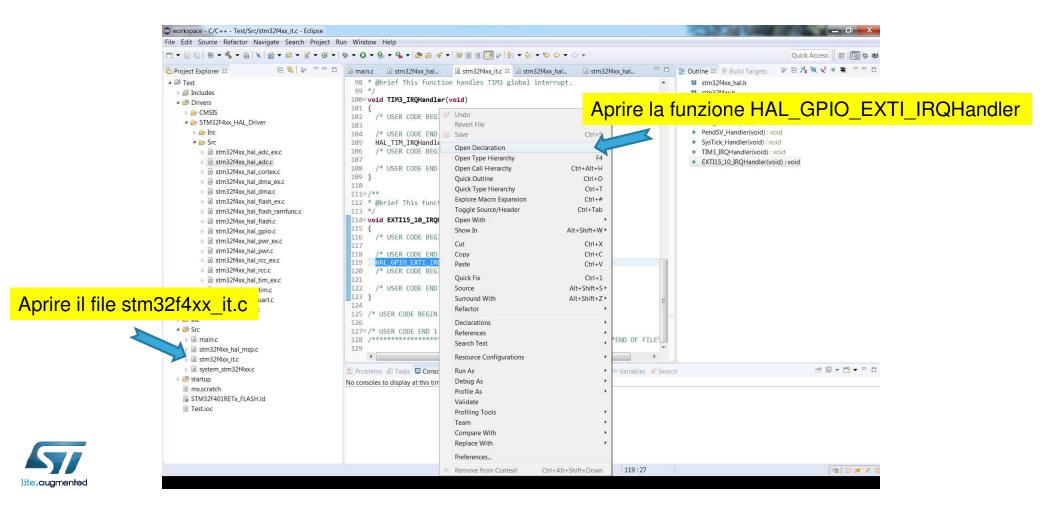


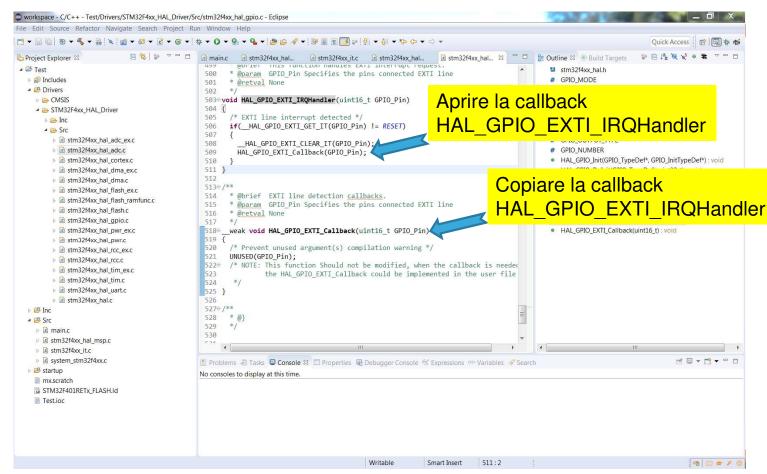




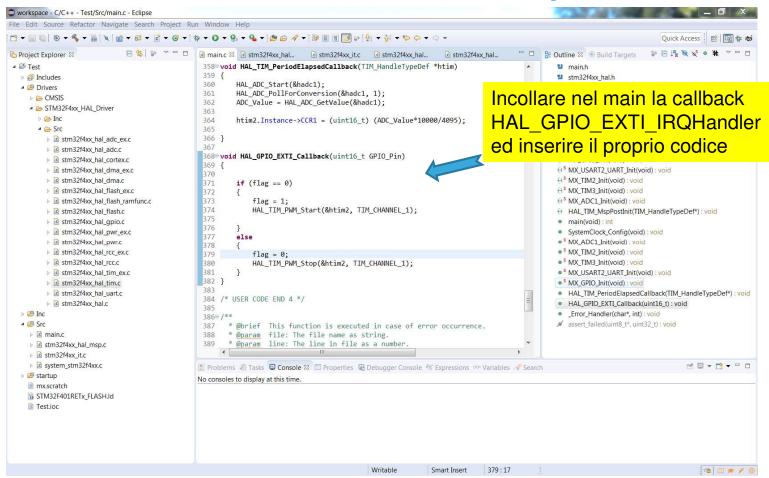






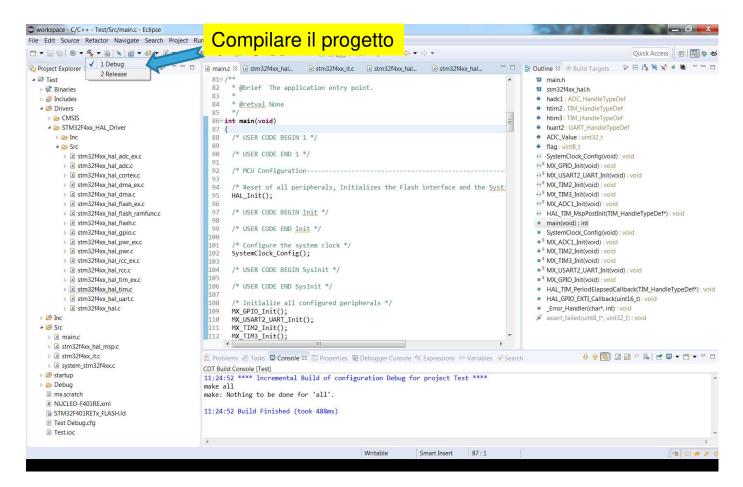






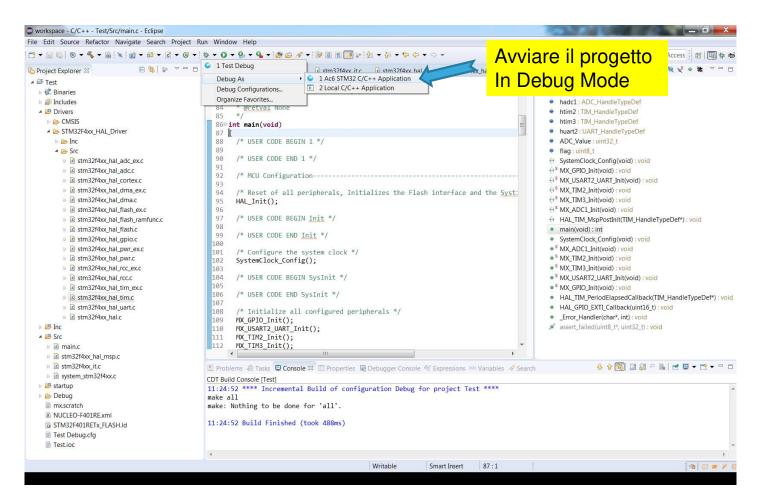


SW4STM32: Compilazione



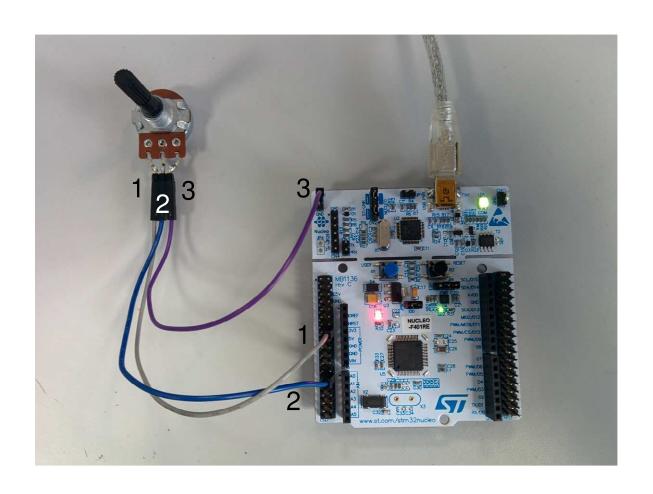


SW4STM32: Debug Mode





SW4STM32: Connection 42



- 1. 3.3V => Pin 16 CN7
- 2. AIN0 => Pin 28 CN7
- 3. Ground

