

MUNI
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PV198 - GPIO

One-chip Controllers

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Content

GPIO Overview

Buttons

Debouncing

Application

LED using SDK example

Button using config tools

Homework

- Have you checked the preliminaries in study materials?
- Do not forget to setup a new branch for this week!

What is GPIO

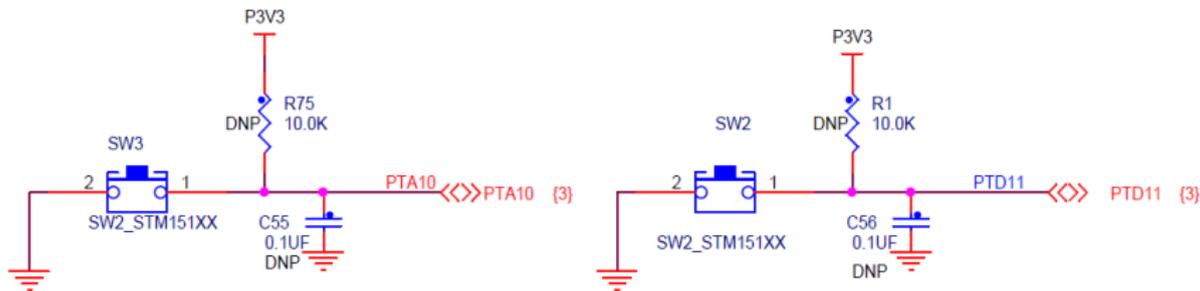
- **GPIO** – **G**eneral **P**urpose **I**nput **O**utput
- Direct control of pins of the MCU
- Basic interaction with external world
- Can be programmed as Input or Output
- Has only 2 states (logic 0, logic 1)

What is it used for

- Anything that works with 2 states – on/off
- LED
- Buttons
- Sensors
- And used by more sophisticated peripherals

How buttons on board work

Connects pin to ground (logic 0) or to voltage (logic 1)



Button debouncing

- Bouncing
 - Looks like button is pressed multiple times
 - Cause by mechanical contact of the switch
- Solution
 - HW debounce(add capacitor)
 - SW debounce(wait few miliseconds)

Steps required to create an application

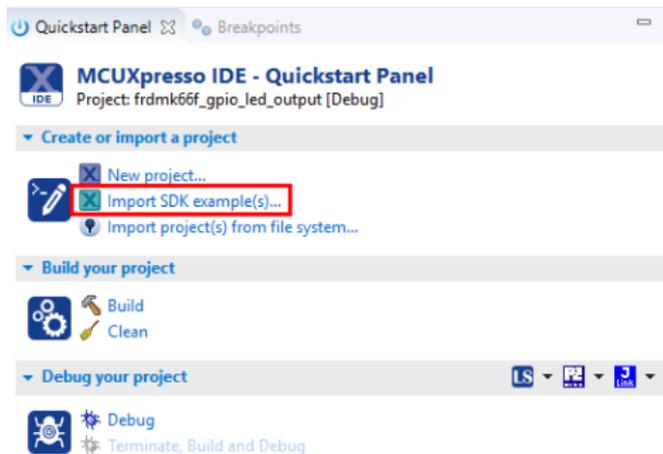
- Initialize(MCUXpresso Configuration Tools help here)
 - Pin
 - Clocks
 - Peripherals
- Write application code

Peripheral configuration options

1. Write everything from scratch
 - Error prone, time demanding, tedious
2. Use SDK example
 - Works out of box
 - Difficult to modify
3. Use config tools
 - Easy to use and modify

LED using the SDK example

- Select Import SDK example(s)...



- Open the K6x
- Select the MK66FN2M0xxx18
- Click the board image

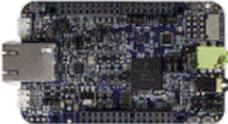
X Board and/or Device selection page

SDK MCUs
MCUs from installed SDKs

NXP MK66FN2M0xxx18
> K2x
▼ K6x
MK64FN1M0xxx12
MK66FN2M0xxx18
> KL0x
> LPC5411x
> LPC546xx
> LPC55xx

Available boards
Please select an available board for your project.

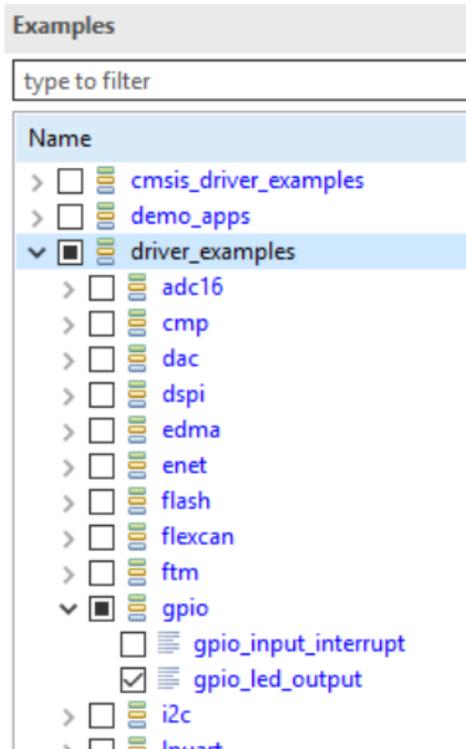
Supported boards for device: MK66FN2M0xxx18



SDK

[frdmk66f](#)

- Open driver_examples → gpio
- Select the “gpio_led_output” example
- Click Finish



Opened example project

- Pins, clocks are already configured
- GPIO_PinInit
- GPIO_PortToggle

Button control program

- We will show you how to check for button presses
- The end goal is to write program which will print text to console when SW2 is pressed

You should see the Pin tool now

The screenshot shows the MikroC IDE interface for the project "MK64FN1M0VLL12-LED_Buttone". The main window displays the Pin tool configuration for the "MK64FN1M0VLL12 - LOFP 100 package". The Pin tool window is open, showing a list of pins and their configurations. The "Routed Pins" window is also open, showing the routing for the selected pins. The "Configuration - HW Info" panel on the right shows the project settings, including the processor, part number, core, board, and IDE version.

Pin Tool Configuration:

Pin	Pin name	Label	Identifier	GPIO	UART	FTM	ADC
1	ADCC1_SQ0A/PTC1	J19P1/SQ0A_CS_0	SDHCC1_D1	PT08	UART1_TX		ADCC1_S0
2	ADCC1_SQ0A/PTC1	J19P1/SQ0A_CS_0	SDHCC1_D0	PT01	UART1_RX		ADCC1_S0
3	ADCC1_SQ0A/AD_	J19P1/SQ0A_CS_	SDHCC1_CLK	PT02	UART1_CTS_b		ADCC1_D0
4	ADCC1_SQ0A/AD_	J19P1/SQ0A_CS_	SDHCC1_CMD	PT03	UART1_PFS_b		ADCC1_D0
5	PT04/L0M0/AD_	J19P2/SQ0A_CS_0	SDHCC1_D3	PT04	UART1_TX		
6	PT05/S01_PCS_	J19P1/SQ0A_CS_0	SDHCC1_D2	PT05	UART1_RX		
7	PT05/S01_PCS_	J19P1/SQ0A_CS_	SDHCC1_CD	PT06	UART1_CTS_b	FTM1_CH0	
8	VDD18	PT03_KM6			UART1_CTS_b	FTM1_CH1	
9	VSS17	GN0					
10	USBD_DP	J20J1/K54_M0C_L	USB_DP				
11	USBD_DM	J20J1/K54_M0C_L	USB_DM				
12	VOUT33_K54	VOUT33_K54					
13	VREG0N	VREG0N_K54					
14	ADCC1_S01	A01		ADCC1_D1			
15	ADCC1_S01	A01		ADCC1_D0			
16	ADCC1_S01	A01		ADCC1_D1			
17	ADCC1_S01	A01		ADCC1_D0			
18	ADCC1_S01A/AD_	A01		ADCC1_D1			
19	ADCC1_S01A/AD_	A01		ADCC1_D0			
20	ADCC1_S01A/AD_	A01		ADCC1_D1			
21	ADCC1_S01A/AD_	A01		ADCC1_D0			
22	ADCC1_S01A/AD_	A01		ADCC1_D1			
23	VREG1H	VREG1H_KM6					
24	VREG1H	VREG1H					
25	VREFL	GN0					
26	VSSA	GN0					
27	VREG_OUT/COMP_	A01		VREG1_D1			
28	DACC1_OUT/INT_	A01	DACC1_OUT				
29	XTAL32	X31/J19ATL32_RTC	XTAL32K				
30	EXTAL32	X32P/J19ATL32_R	EXTAL32K				
31	VBAT						
32	ADCC1_S017/PTC_	A02/S19R04/QC0_	ACC0L_SCL	PT04	UART4_TX		ADCC1_S0

Routed Pins for BOARD_inPins:

#	Peripheral	Signal	Route to	Label	Identifier	Direction	GPIO instal.	GPIO inter.	Stw rate	Open drain	Drive stren	Pull select	Pull enable	Passive filter	Digital filter
1															
2															
3															
4															
5															
6															
7															
8															
9															
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Configuration - HW Info:

- Configuration - HW Info
- Processor: MK64FN1M0VLL12
- Part number: MK64FN1M0VLL12
- Core: Cortex-M4
- Board: FTD4-484F
- IDE Version: InStudio_5

Generated code:

- Update project code enabled
- board.in.pins.c
- board.in.pins.h

Functional groups:

- BOARD_inPins
- BOARD_inLEDButtons
- BOARD_inLedsButtons
- BOARD_inDS18B20
- BOARD_inI2C
- BOARD_inI2CButtons
- BOARD_inI2CButtons
- BOARD_inI2CButtons
- BOARD_inI2CButtons
- BOARD_inI2CButtons

Other tasks:

- Problems
- Issues

Problems:

Level	Issue	Origin
Warning	Peripheral GPIOC is not initialized	FuncBOARD_inButtonsPins
Warning	Peripheral GPIOA is not initialized	FuncBOARD_inButtonsPins
Warning	Peripheral UART0 is not initialized	FuncBOARD_inDEBUSS_UART0
Warning	Peripheral RTC is not initialized	FuncBOARD_inI2CButtons
Warning	Peripheral I2C0 is not initialized	FuncBOARD_inI2CButtons
Warning	Peripheral USB0 is not initialized	FuncBOARD_inI2CButtons

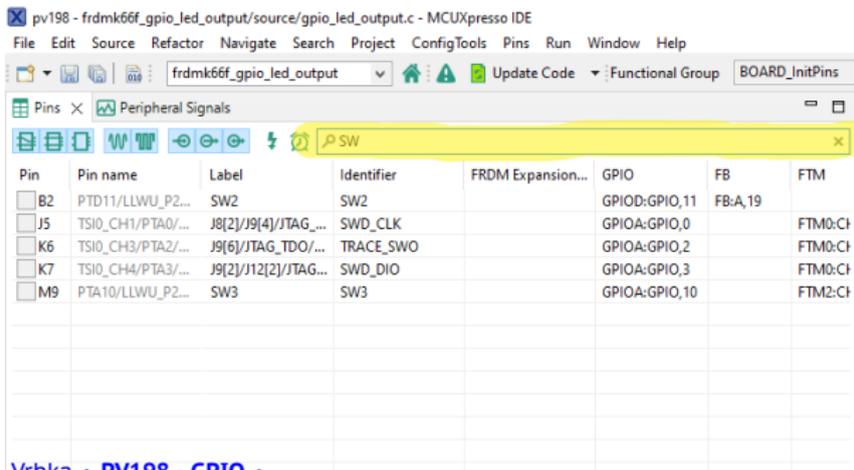
Initialization

How configuration tools can help us:

- Modify settings easily
- Visual representation of configuration
- Great for custom boards (generates defines for custom boards that simplify management)

Configuration

- Pins tool contains predefined configurations
- We should already see the red LED configured
- Add the configuration for SW2 and SW3 buttons
 - Search for SW2 and SW3 on the “pins” window
 - Click on the checkboxes for SW2 and SW3 and add the GPIO option
 - This will call initialization code for the button pins on program startup



The screenshot shows the MCUXpresso IDE interface. The 'Pins' tool is open, displaying a table of pins. The 'SW2' and 'SW3' rows are highlighted in yellow. The table columns are: Pin, Pin name, Label, Identifier, FRDM Expansion..., GPIO, FB, and FTM.

Pin	Pin name	Label	Identifier	FRDM Expansion...	GPIO	FB	FTM
<input type="checkbox"/>	B2	PTD11/LLWU_P2...	SW2		GPIOD:GPIO,11		
<input type="checkbox"/>	J5	TSIO_CH1/PTA0/...	J8[2]/J9[4]/JTAG...	SW2	GPIOA:GPIO,0	FB:A,19	FTM0:Cl
<input type="checkbox"/>	K6	TSIO_CH3/PTA2/...	J9[6]/JTAG_TDO/...	TRACE_SWO	GPIOA:GPIO,2		FTM0:Cl
<input type="checkbox"/>	K7	TSIO_CH4/PTA3/...	J9[2]/J12[2]/JTAG...	SWD_DIO	GPIOA:GPIO,3		FTM0:Cl
<input type="checkbox"/>	M9	PTA10/LLWU_P2...	SW3		GPIOA:GPIO,10		FTM2:Cl

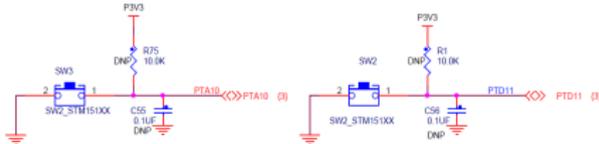
- Code preview was updated
- If you check the Code Preview tab, you should see that the `pin_mux.c` file now has extra SW2 and SW3 configuration
- You should see in the Routed Pins tab (lower-left corner) that button pins are routed to PTD11 (SW2) and PTA10 (SW3)

Routed Pins

type filter text

Routed Pins for BOARD_InitBUTTO... 2

#	Peripheral	Signal	Route to	Label	Identifier	Direction
B2	GPIOD	GPIO_11	PTD11	SW2	SW2	Input
M9	GPIOA	GPIO_10	PTA10	SW3	SW3	Input



Updating code

- Click the “Update Code” button
 - It opens the Update Files dialog
 - You can check which changes will be made
 - For now, just click OK

Writing actual code

Task - Reading a button and printing to console

- Read the current state of the GPIO Button (SW2 and/or SW3)
- If button is pressed, print text to console
- Otherwise, do nothing

Issues

- When you press the button, text is printed several times
 - Why?
 - What are the ways to resolve it?

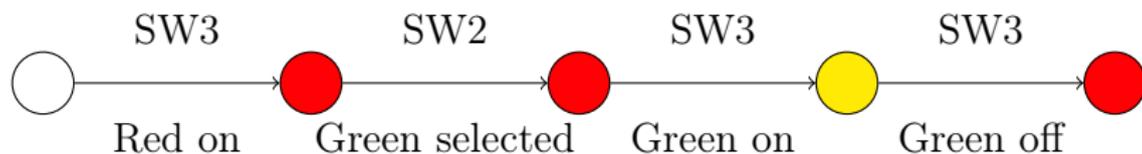
Work Progress

- Write an application that toggles green LED when SW3 is pressed
- Fix the issue with the button press being registered more than once
- Make the LED change color every time it is turned on
 - There are three controllable LEDs on the board

Homework

Write an application which reacts to both buttons

- SW2 selects color
- SW3 toggles the color on and off
- All colors start turned off
- Selected color starts on red
- Colors switch in the following order: Red \rightarrow Green \rightarrow Blue \rightarrow Red...
- Application must be immune to the effects of bouncing



Submission

- Git Branch - "Week_02" (Case sensitive!)
- Git tag - "Submission_02_x"
- One project per branch!

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