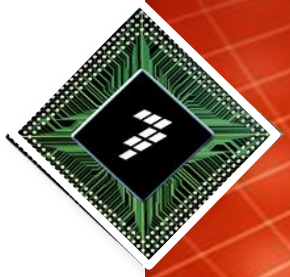
Lab1 PE and eGUI with CW10.3

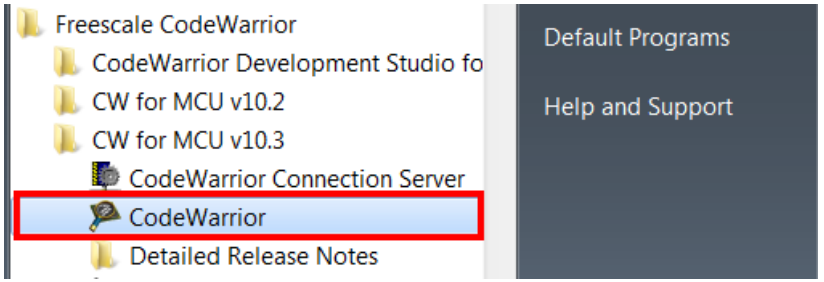
Luis Casado
FAE



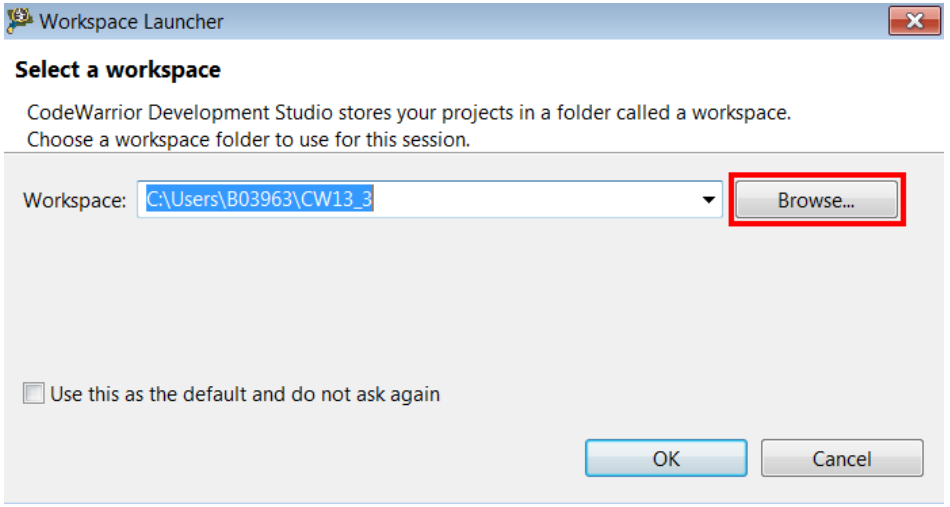
1

CW MCU v10.3

- Open **CW for MCU v10.3**

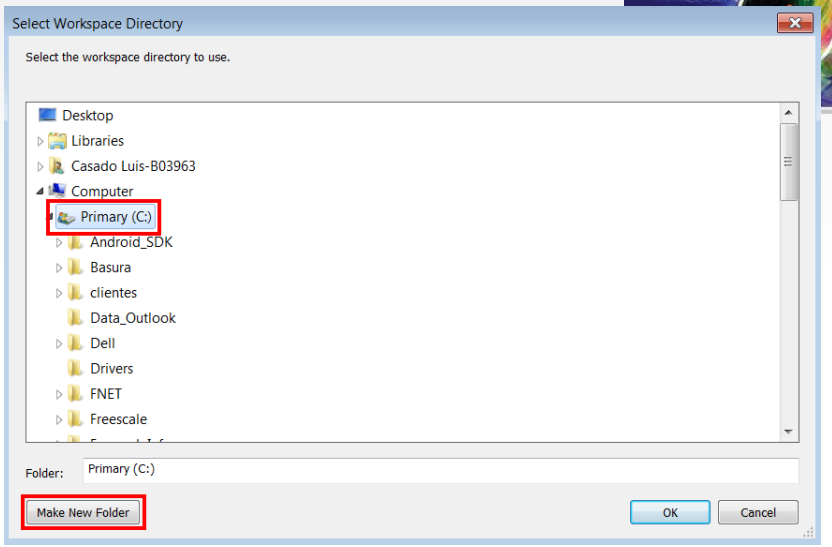


- Create a New Workspace for this session- **Click Browse..**

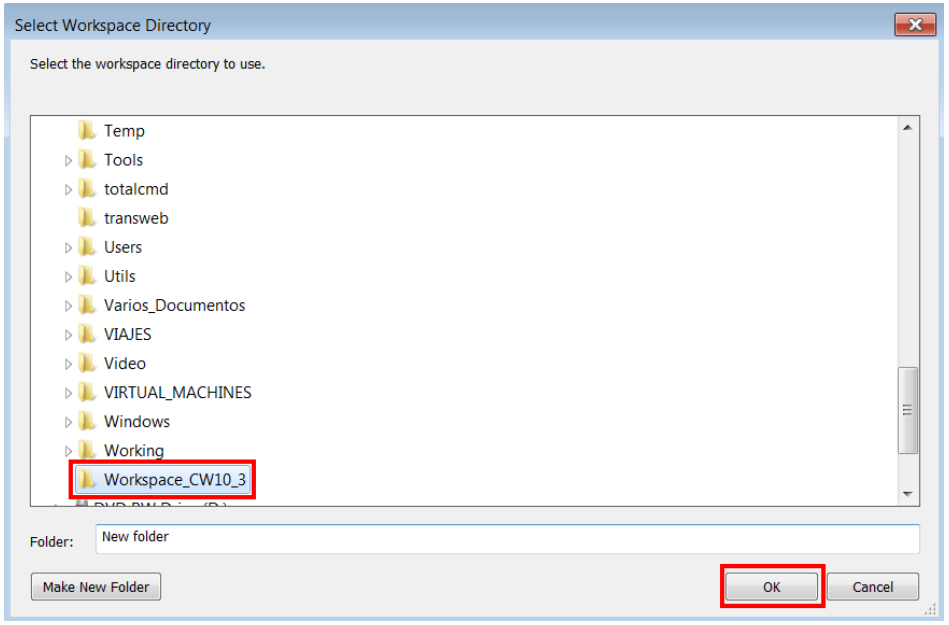


CW MCU v10.3

- Select **c:** and **“Make New Folder”**

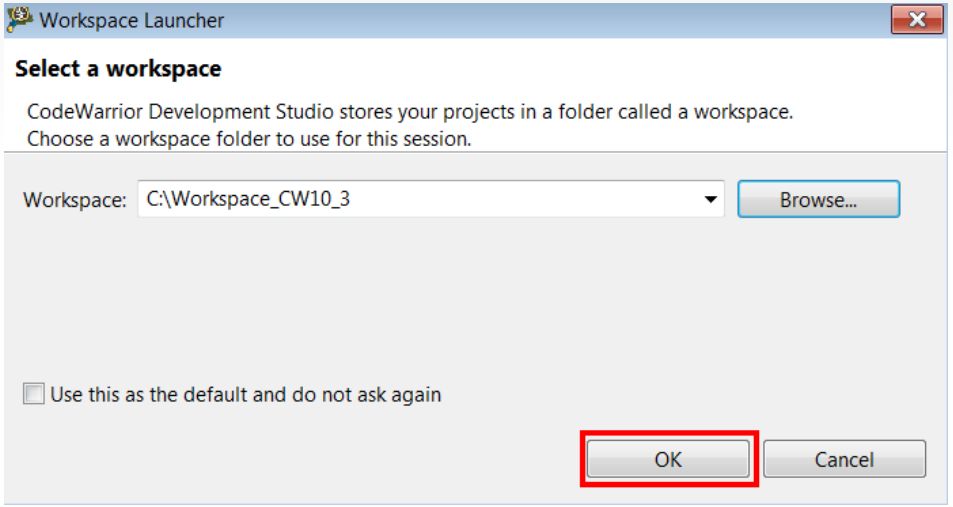


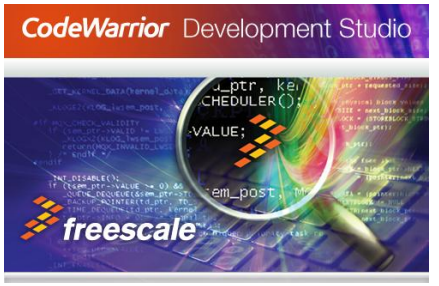
- Give name **“Workspace_CW10_3”** and OK



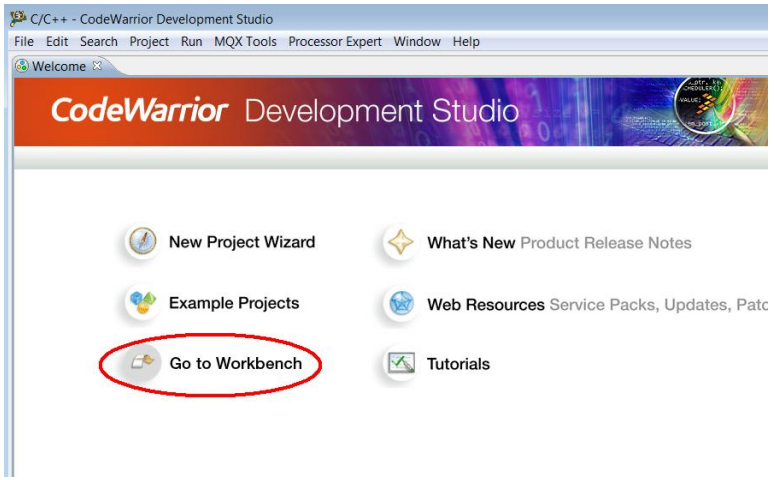
CW MCU v10.3

- **Click OK**

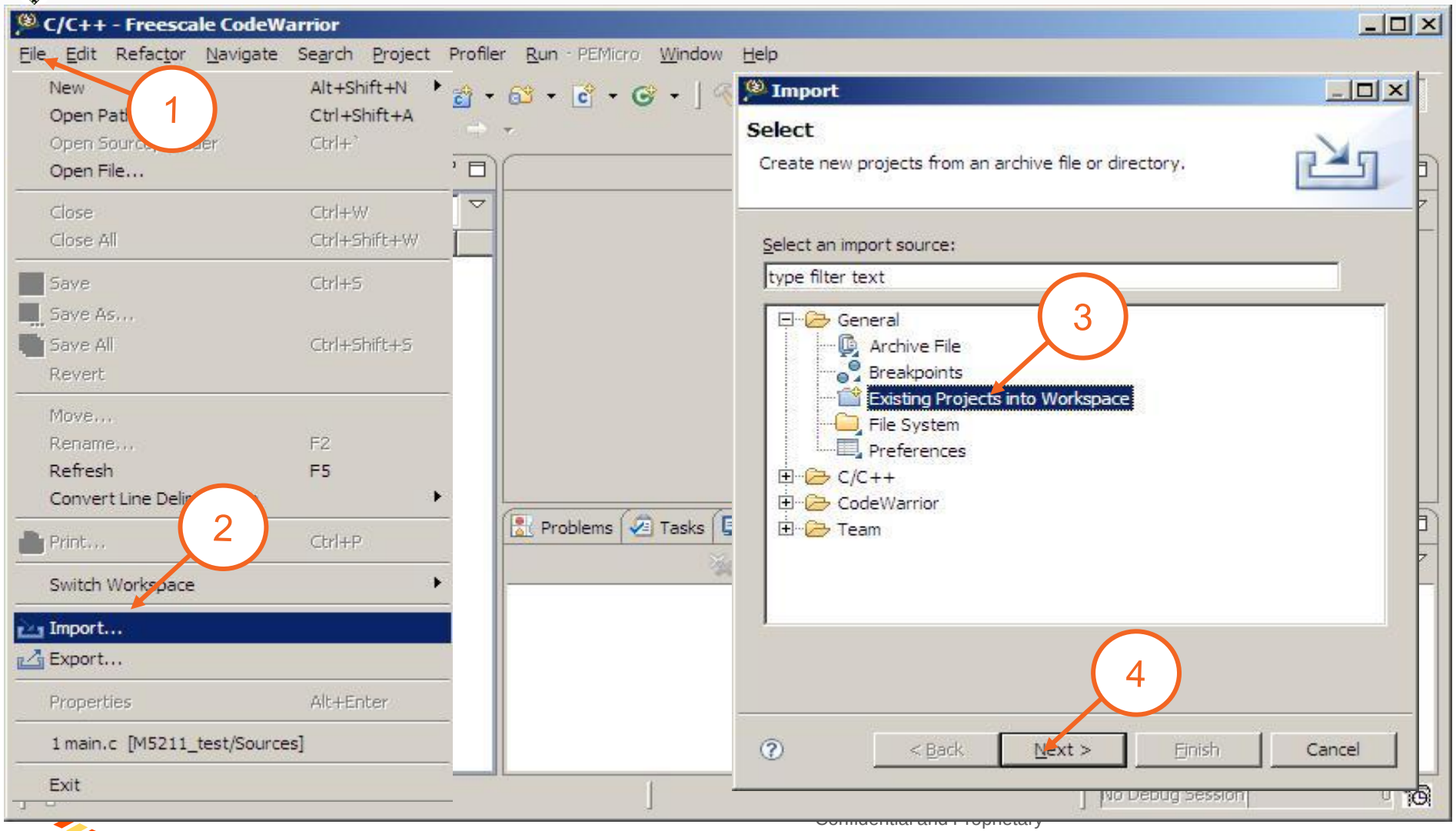




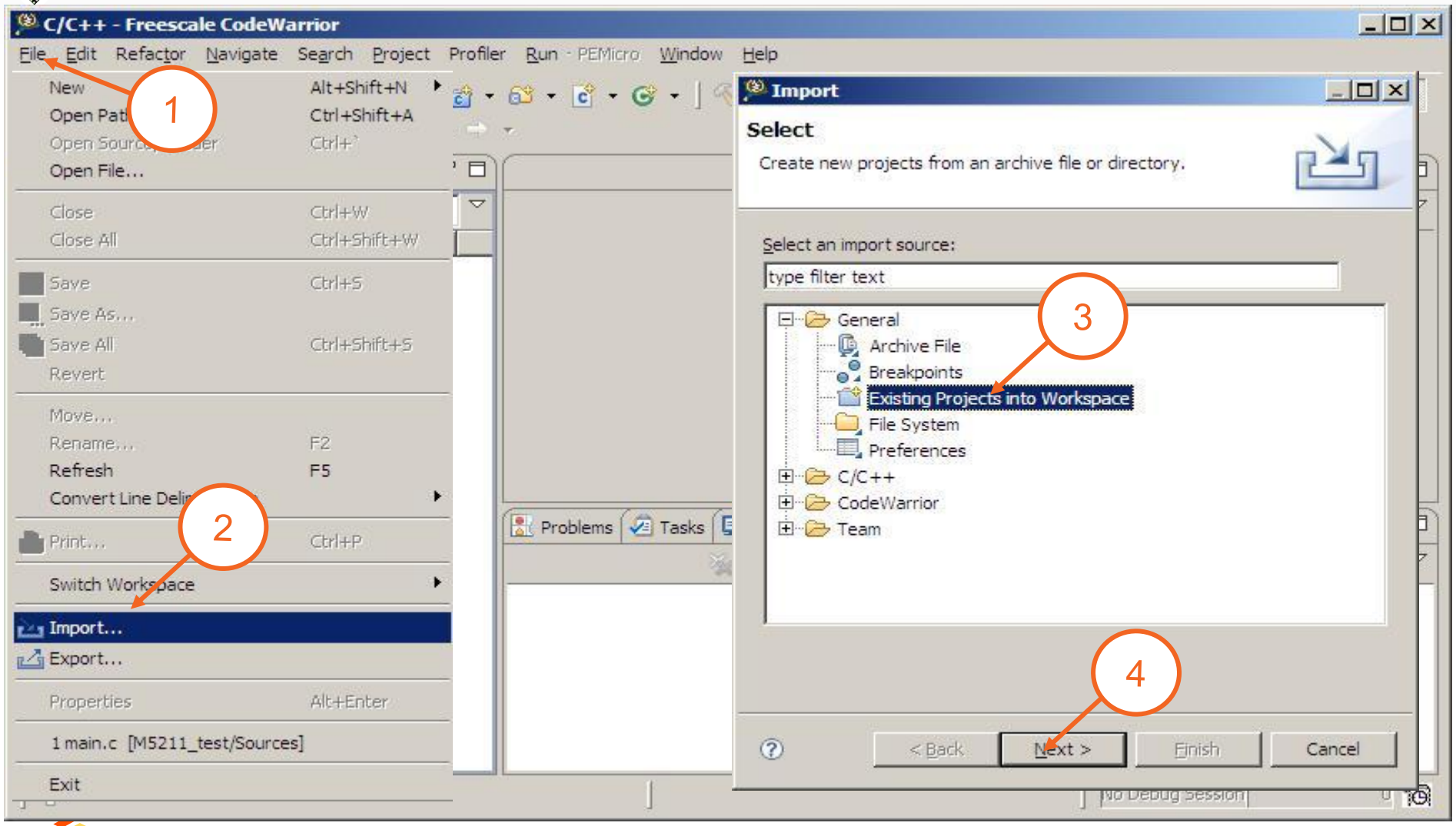
- Click Go to **Workbench**



Import Existing Project



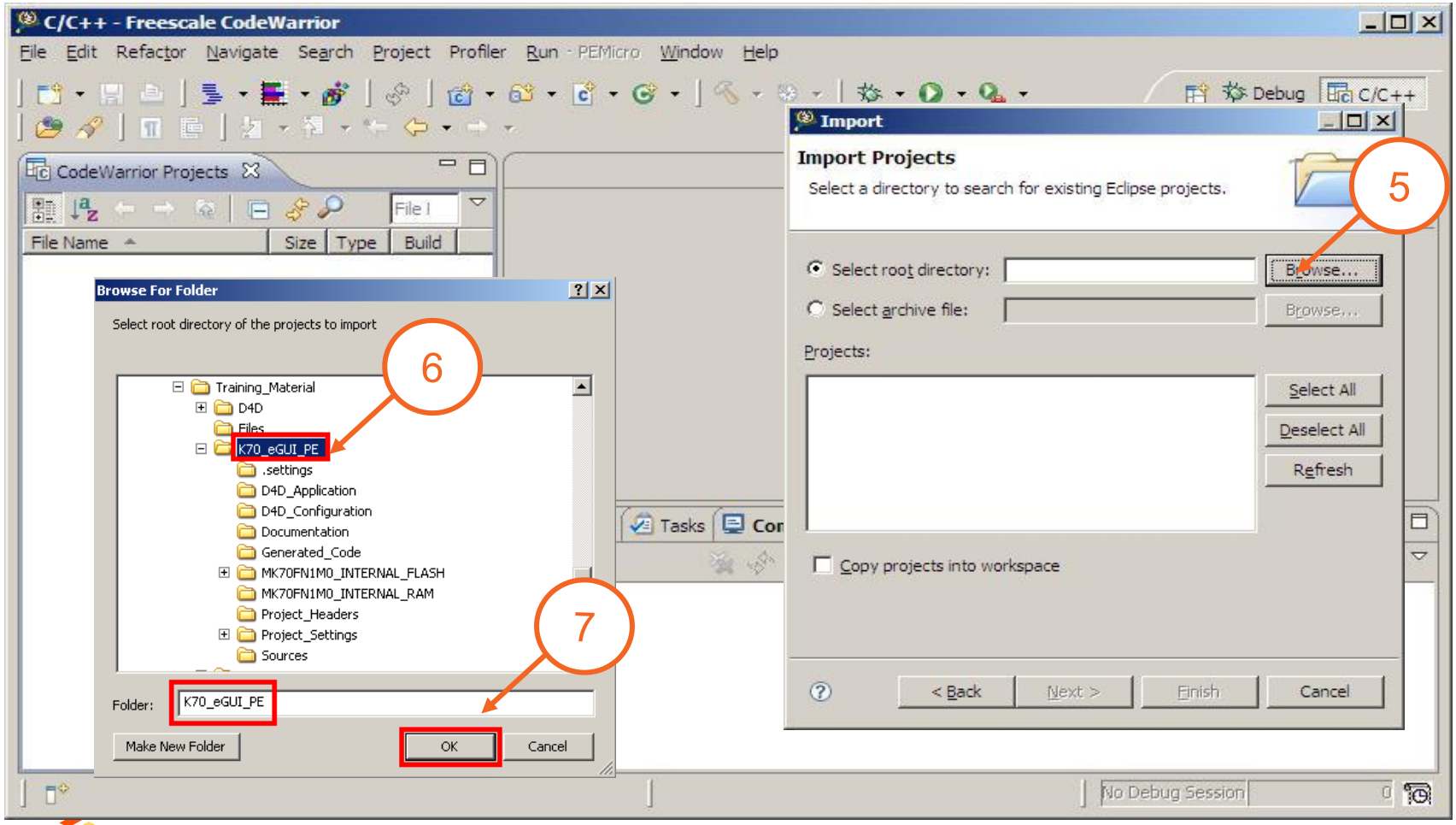
Import Existing Project



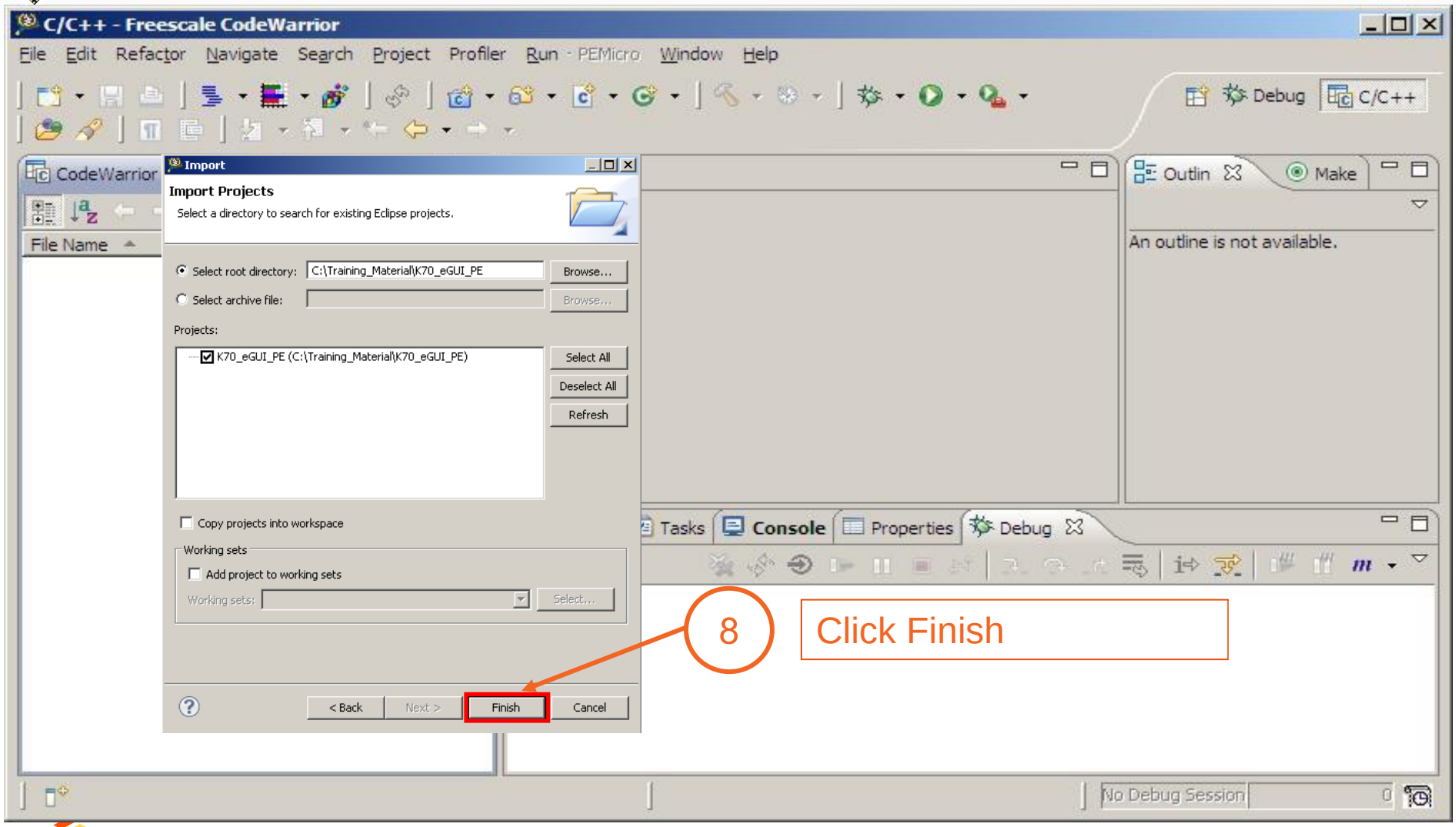
Import Existing Project

Browse to :

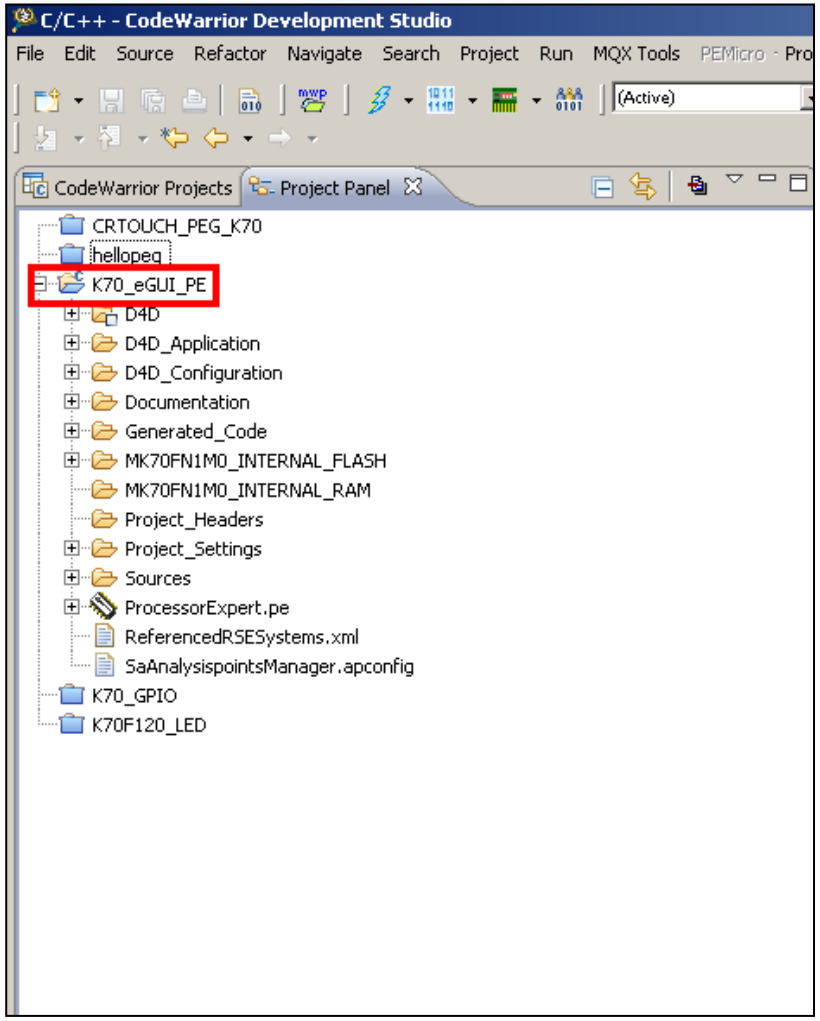
C:\Hands_on_Kinetis\Lab1\Training_Material\K70_eGUI_PE



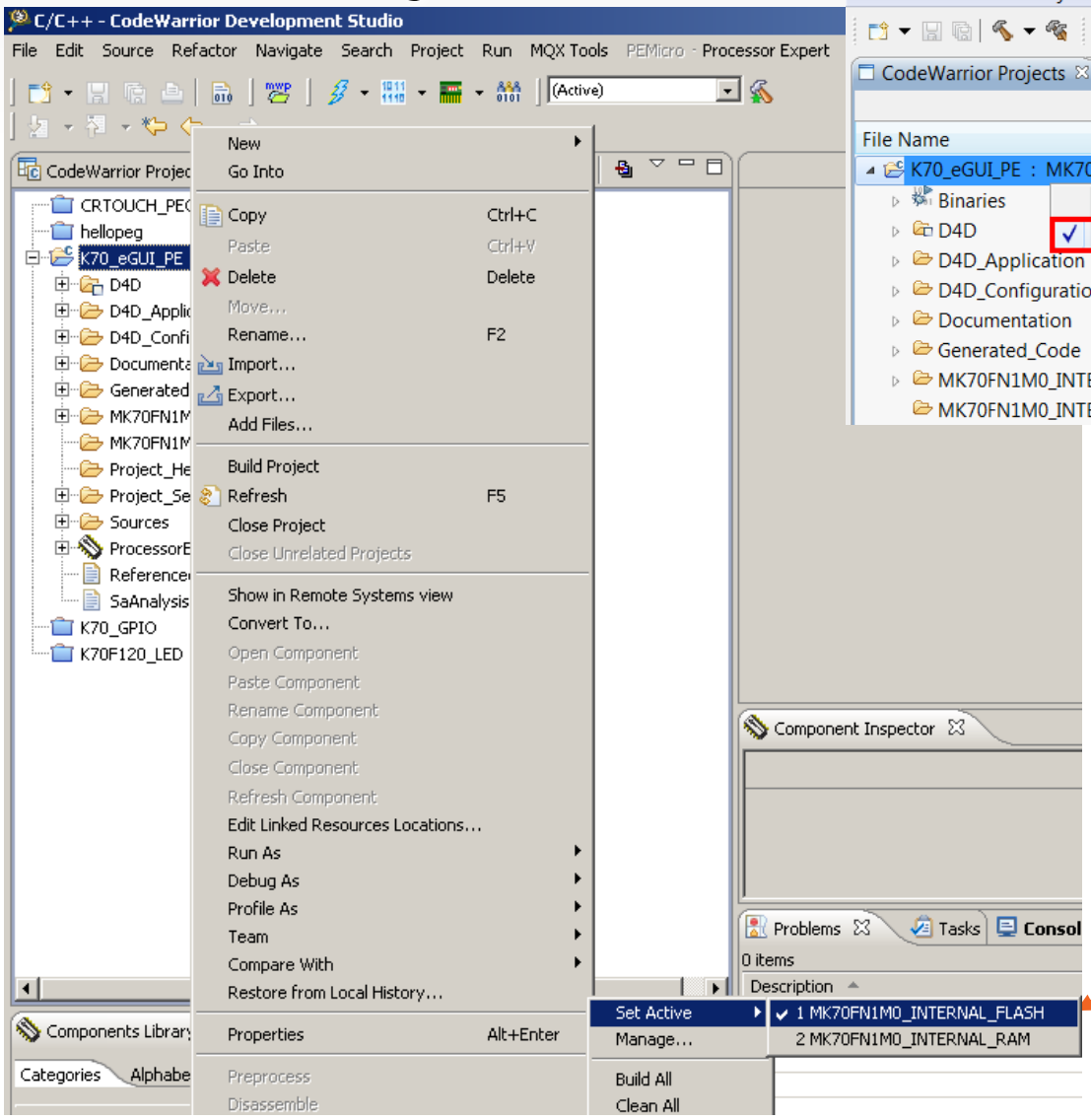
Import Existing Project

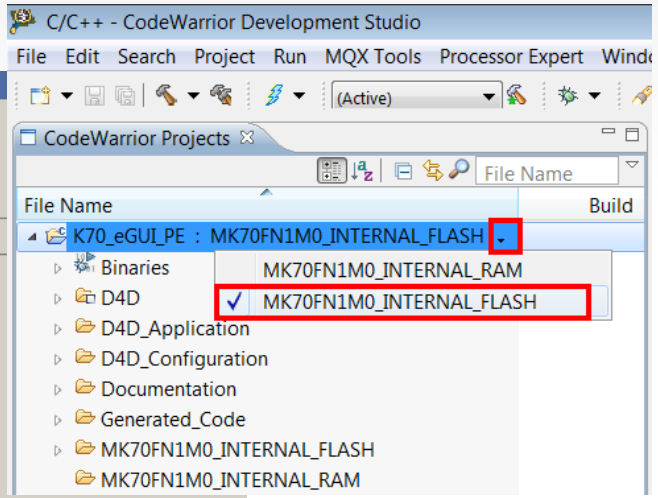


Import Existing Project



Build Project



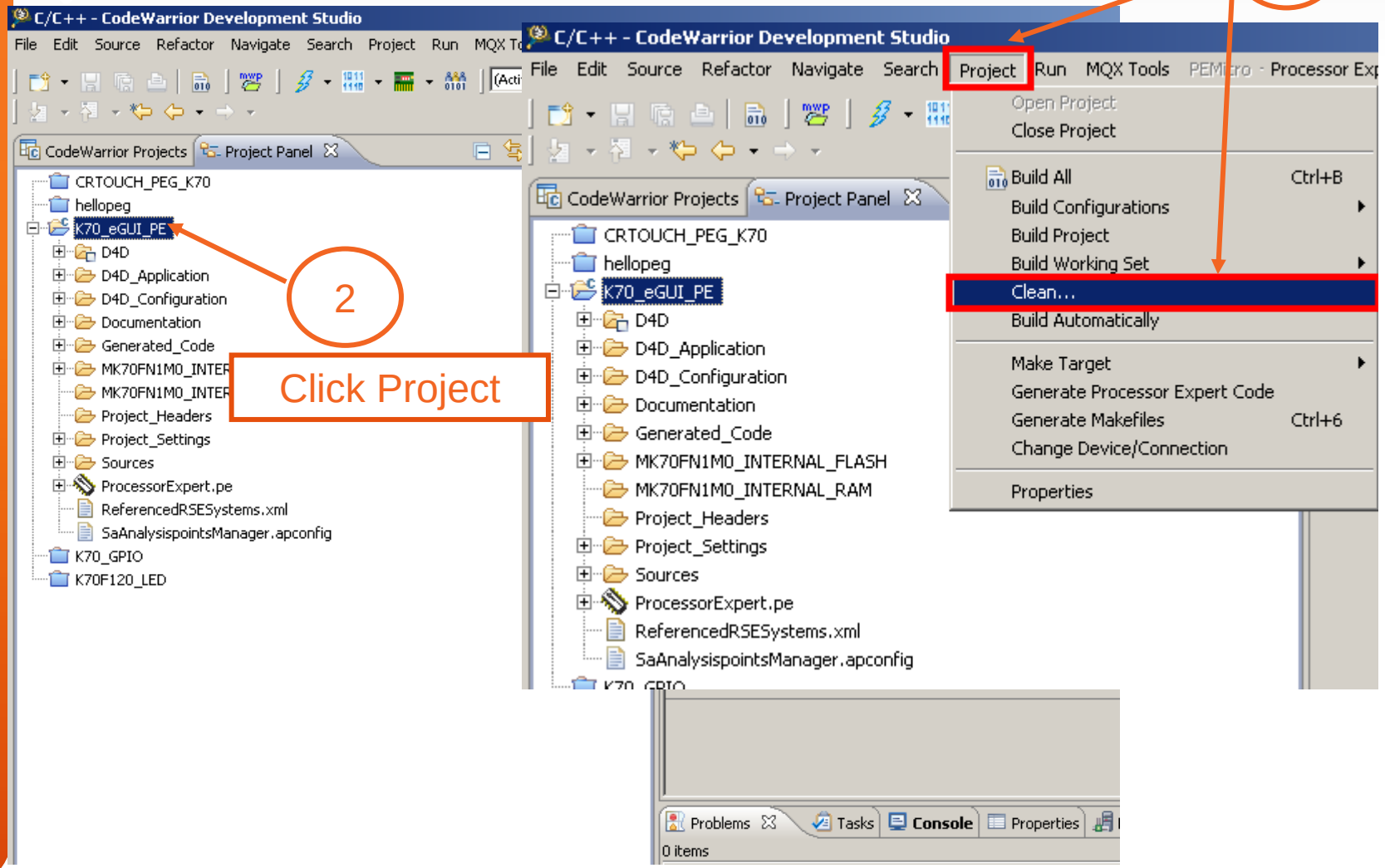


Check that Active Build Configuration is in FLASH

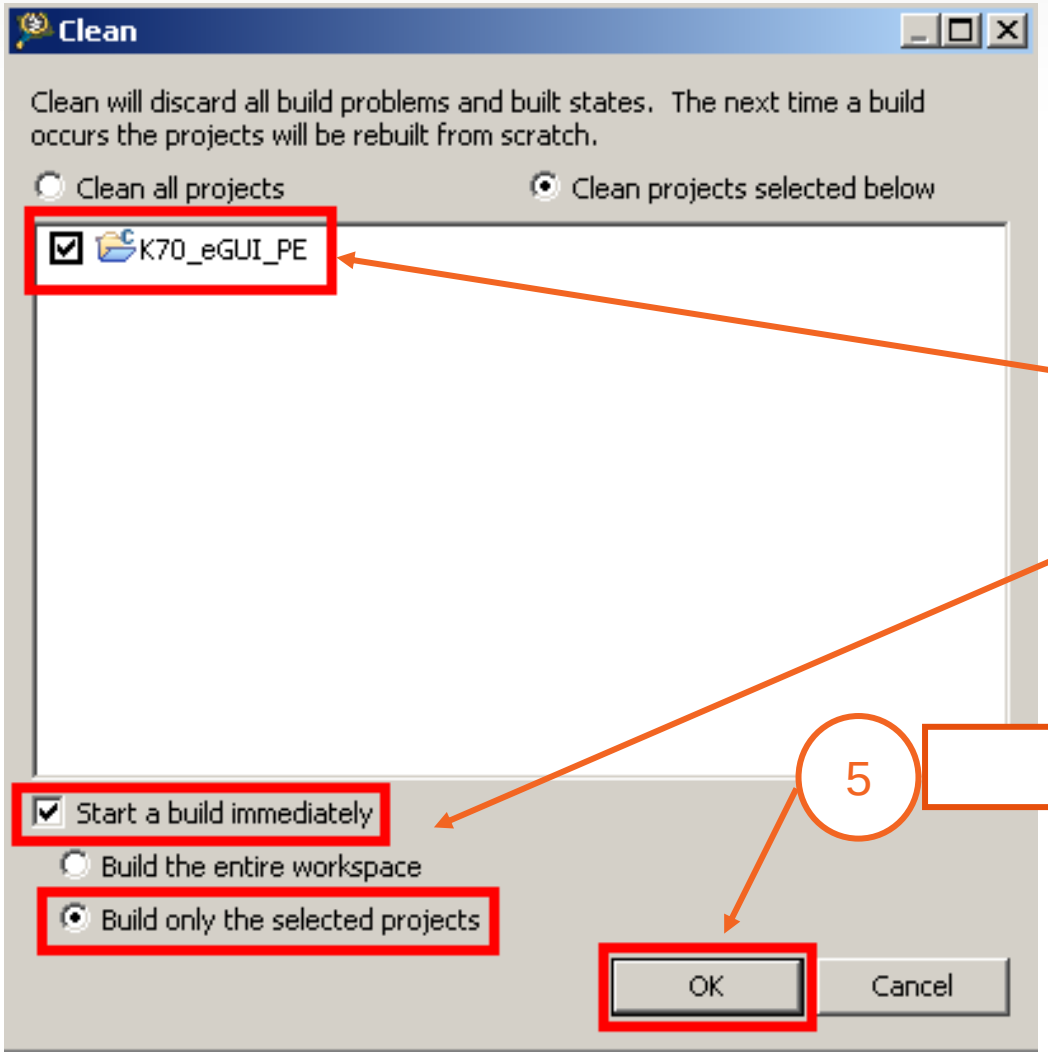
1

Build Project

Click Project -> Clean



Build Project



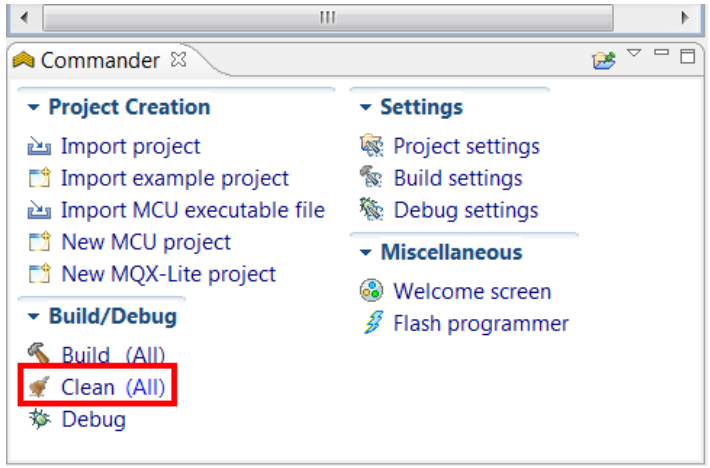
Select Project, Star Build immediately and Build only selected projects

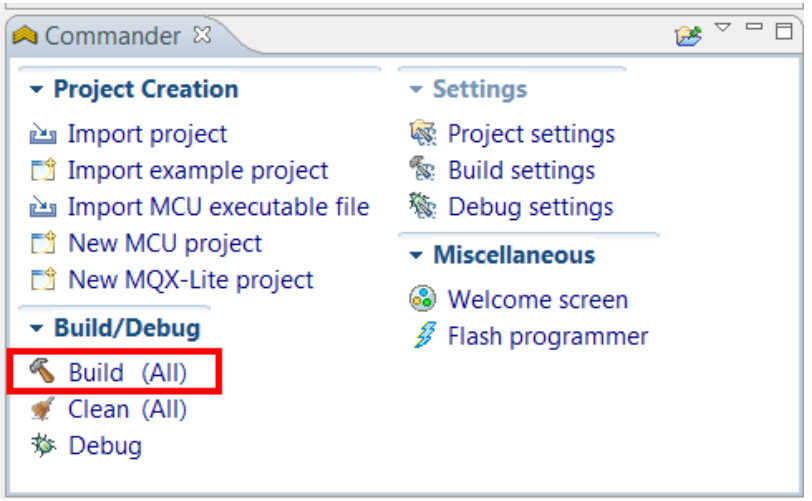
4

5

Click Ok

You can use the Commander View to clean and Build the project



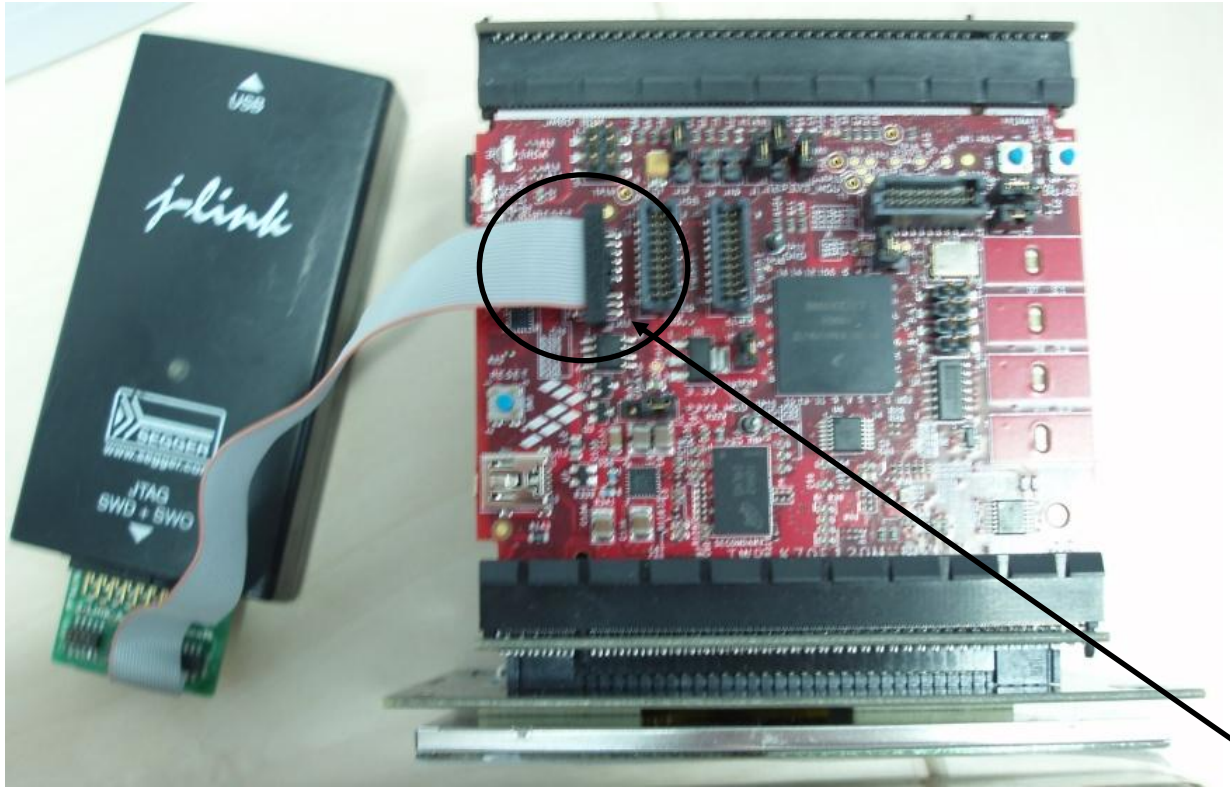


Prepare your hardware

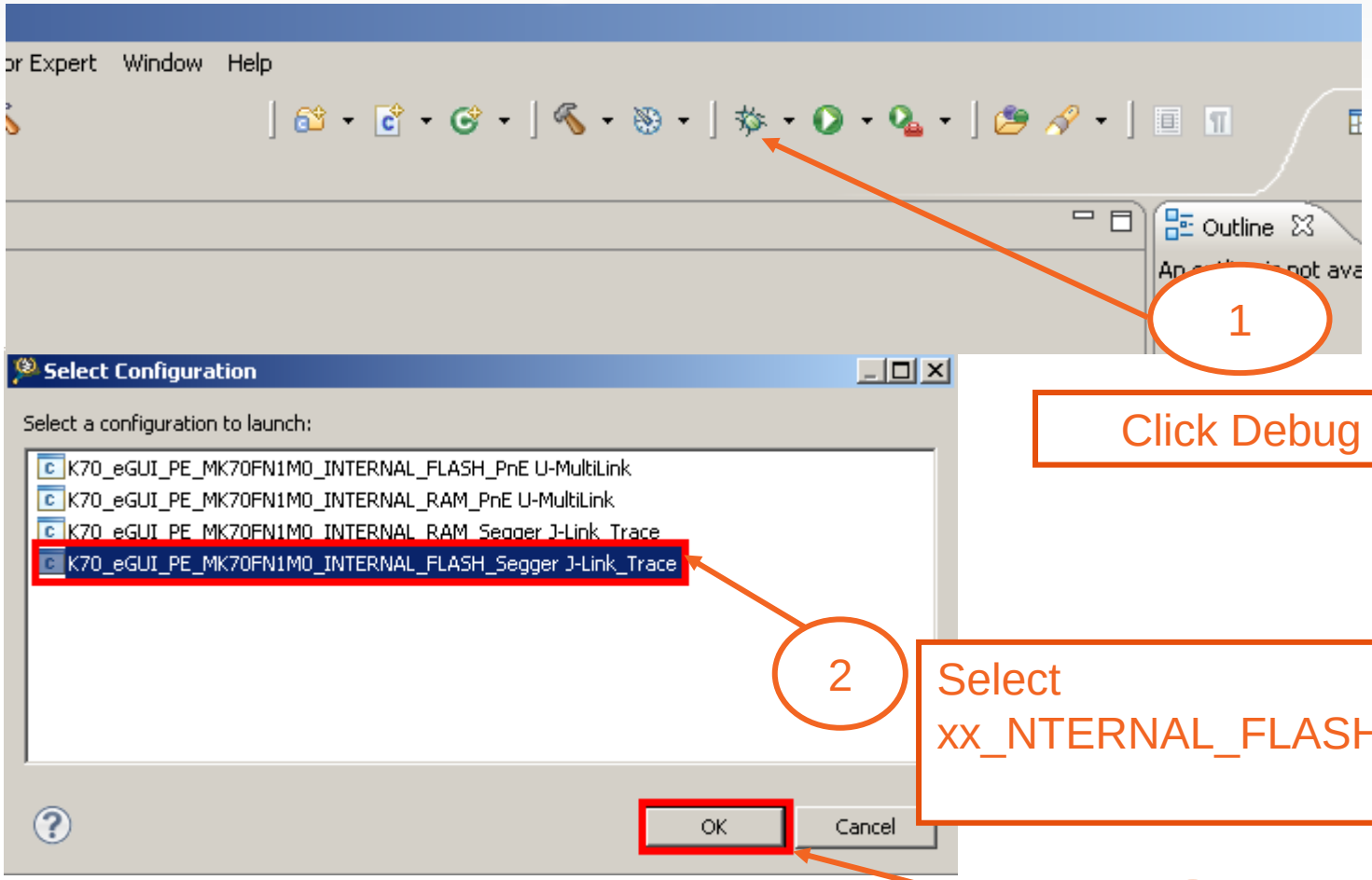
- Prepare your Tower System:
  - Connect **TWR-SER** and **TWR-K70F120M** to **TWR-ELEV** (Primary and Secondary with **TWR-LCD-RGB** attached)

Connect Segger J-Link

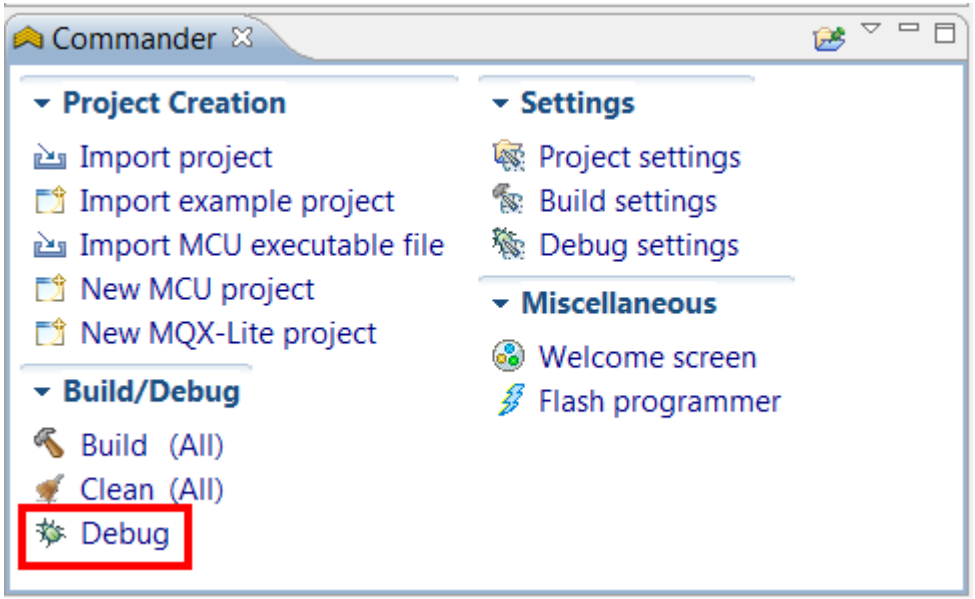
- Kinetis **TWR-K70F120** Tower Kit
- Segger J-Link probe

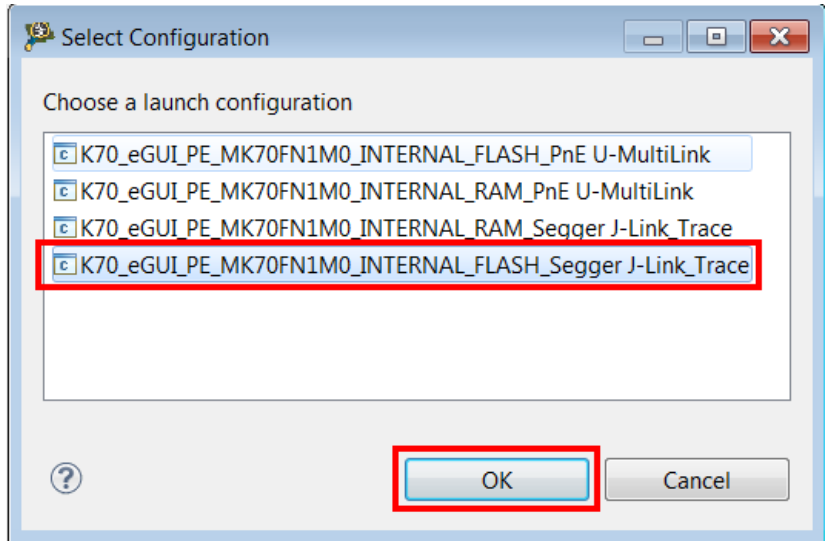


Run and debug Project



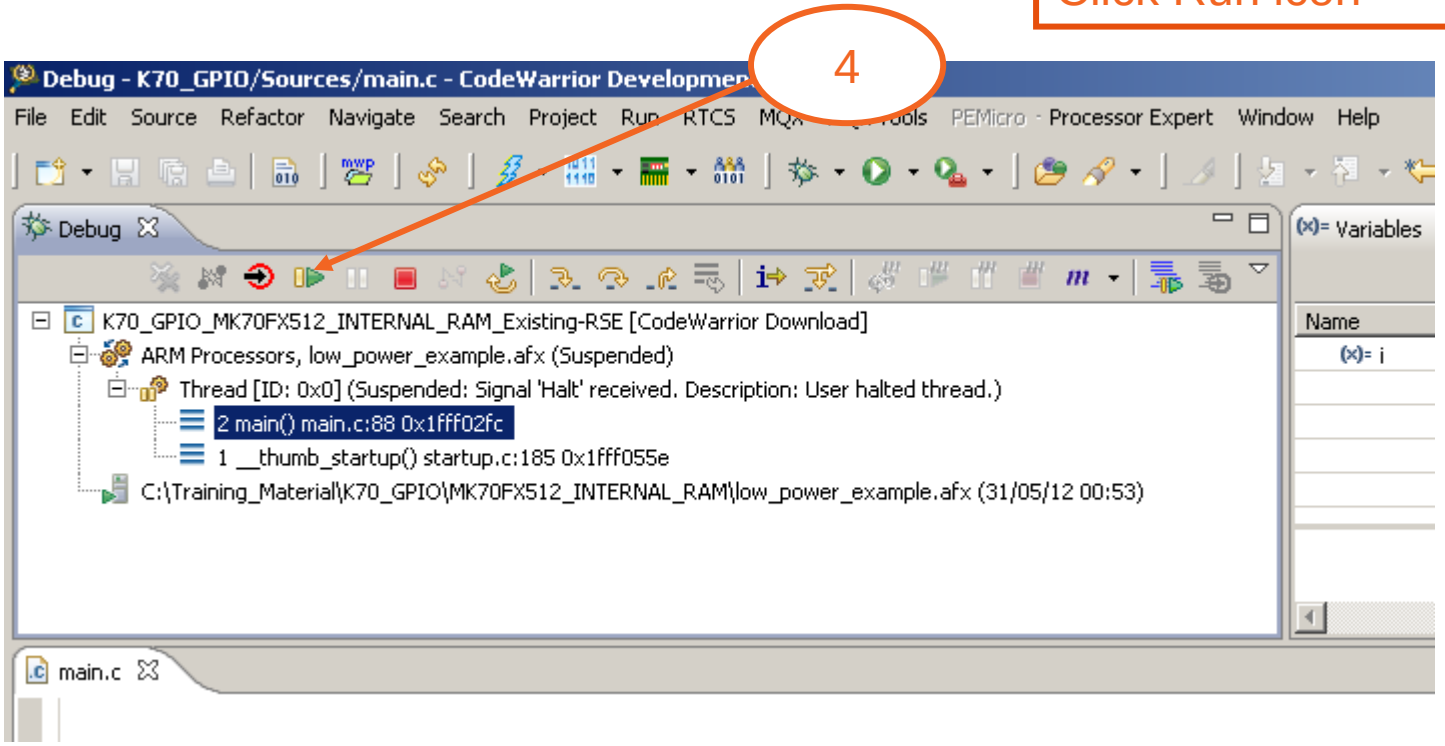
…Or using the commander View



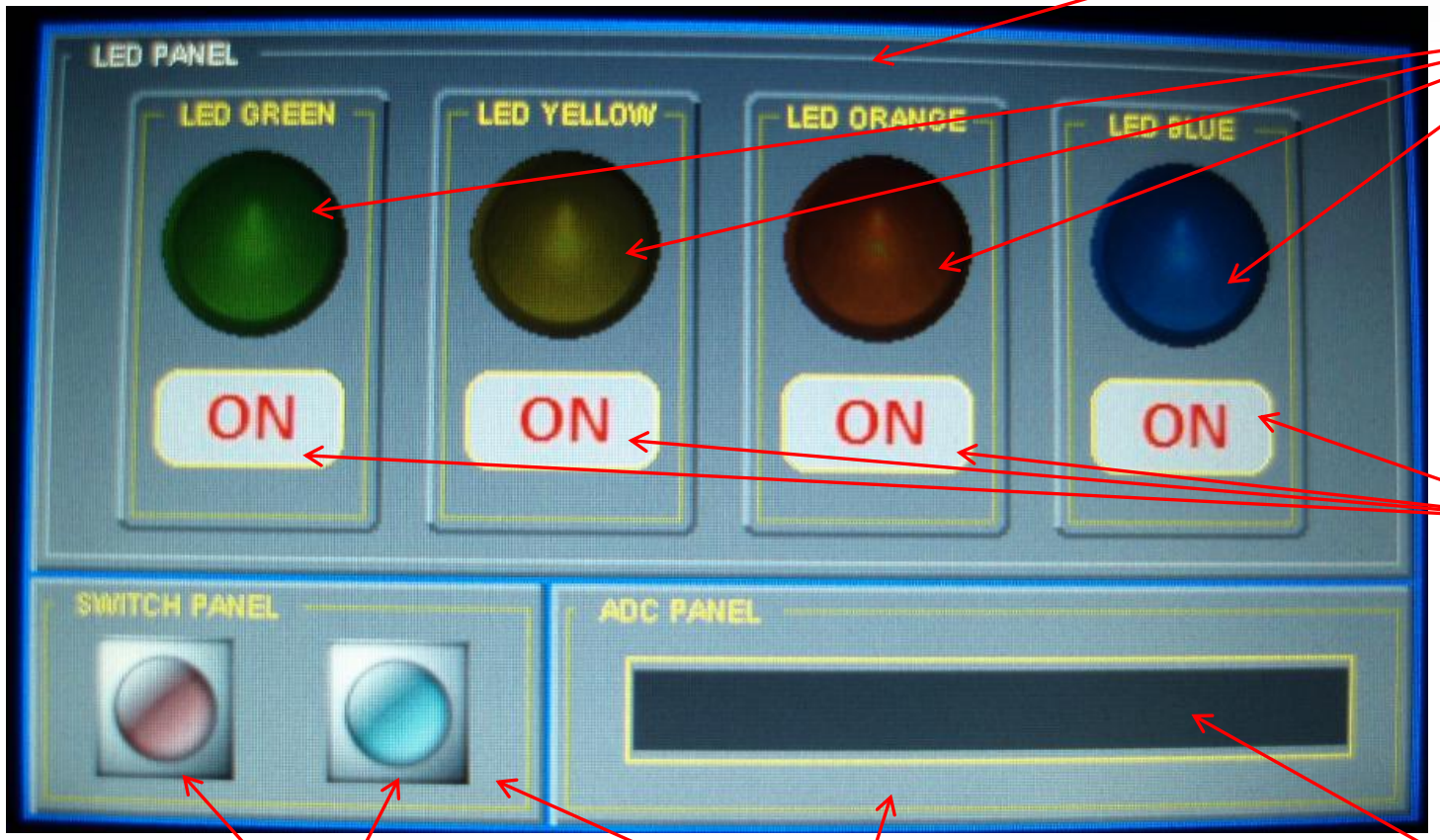


Run and debug Project

Click Run icon



Run Template Application



GROUP BOX

ICON

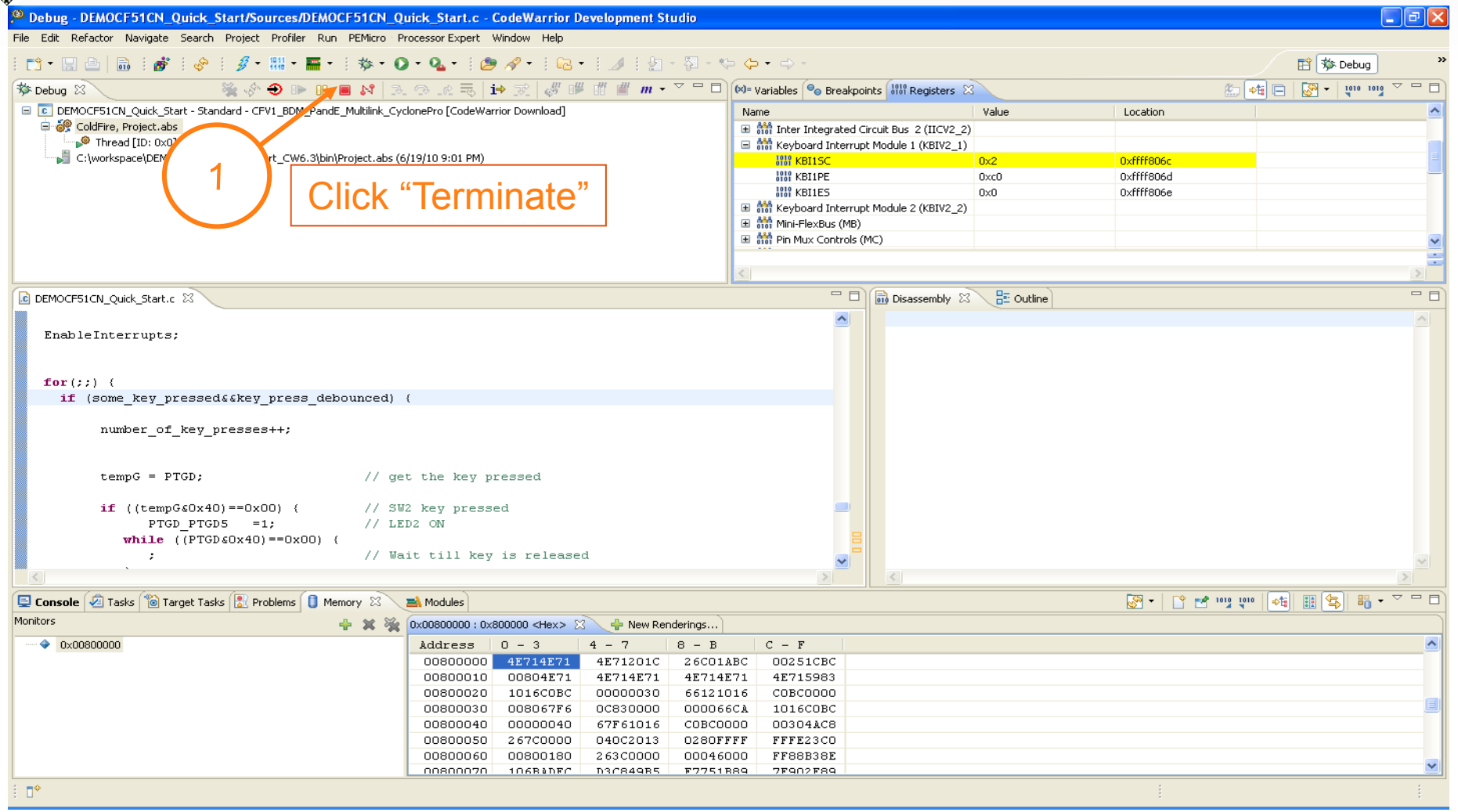
CHECKBOX

SLIDER

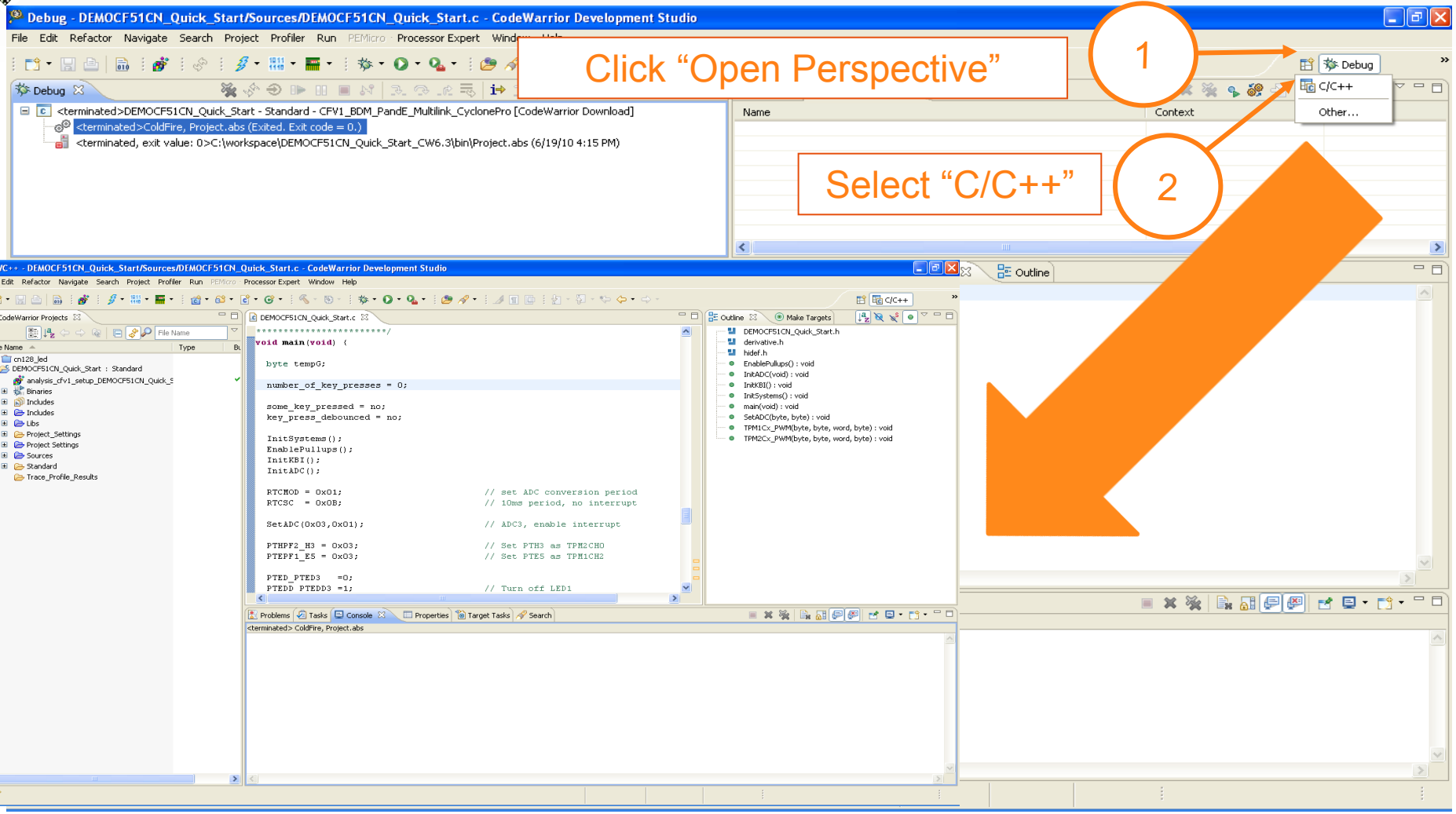
ICON

GROUP BOX

Terminate the Project



Change Perspective

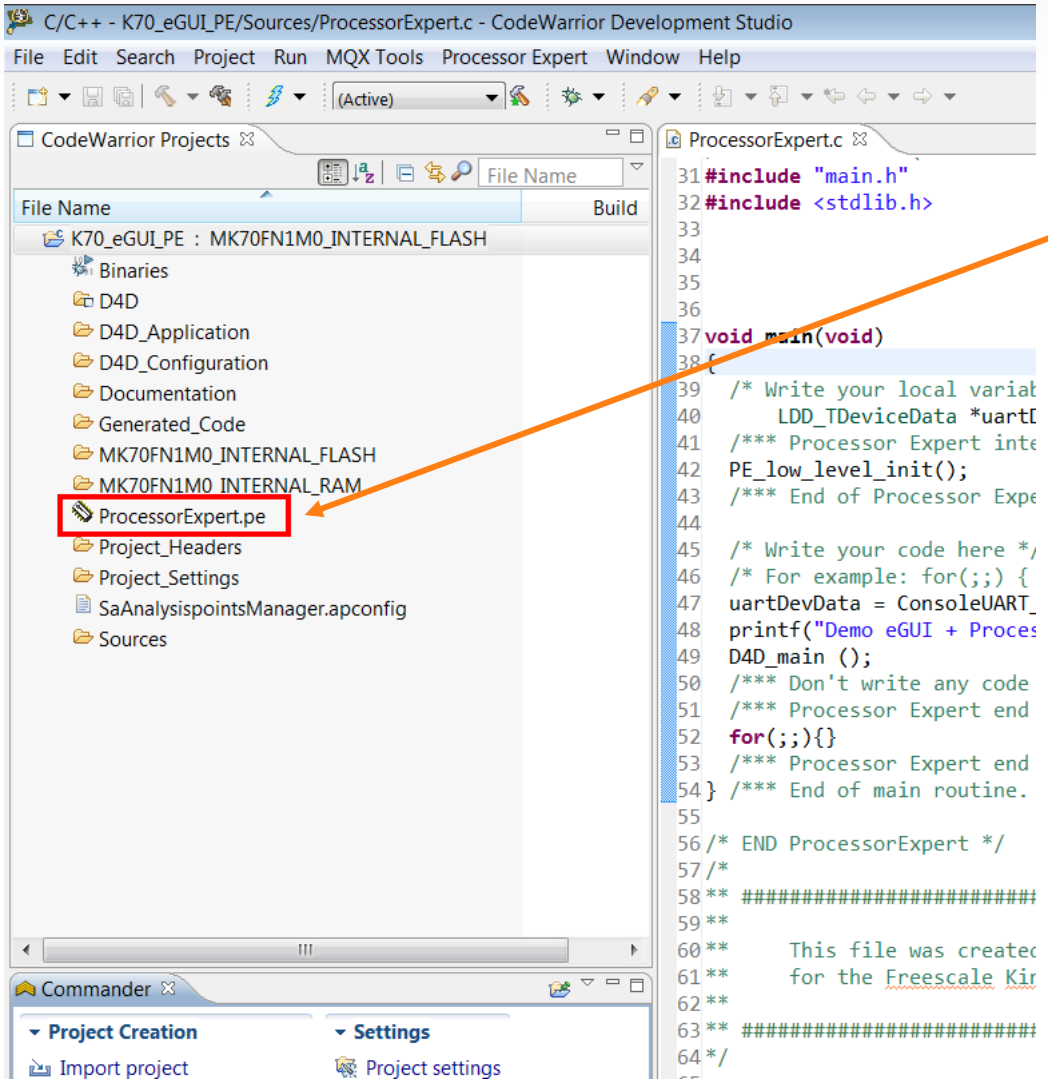


Add LED Output Components

- We have to add 4 **BitIO** Components, one for each LED in the **TWR-K70F120N**
- We will associate the LED On/Off to the status of the Led icons in **eGUI** Application (Led Panel)
- When any of the "**CheckBox object**" is touched, we change the icon image and set the GPIO port to On/Off

22

Processor Expert Views



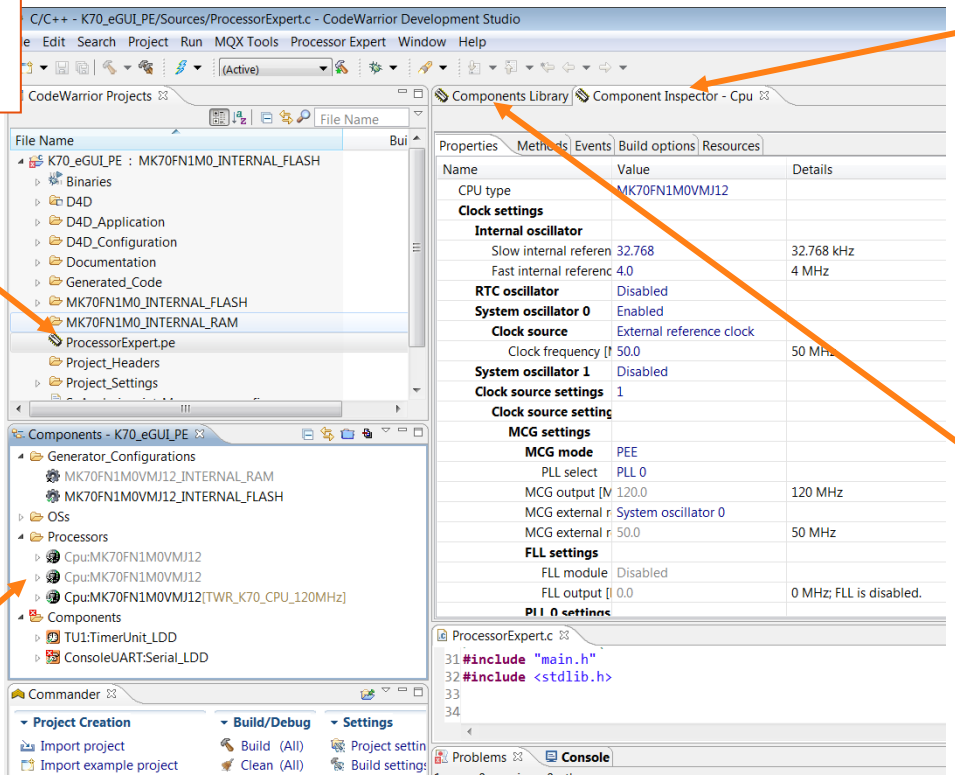
1

Duble Click on ProcessorExpert.pe

Processor Expert Views

Processor Expert file in project

Component Inspector

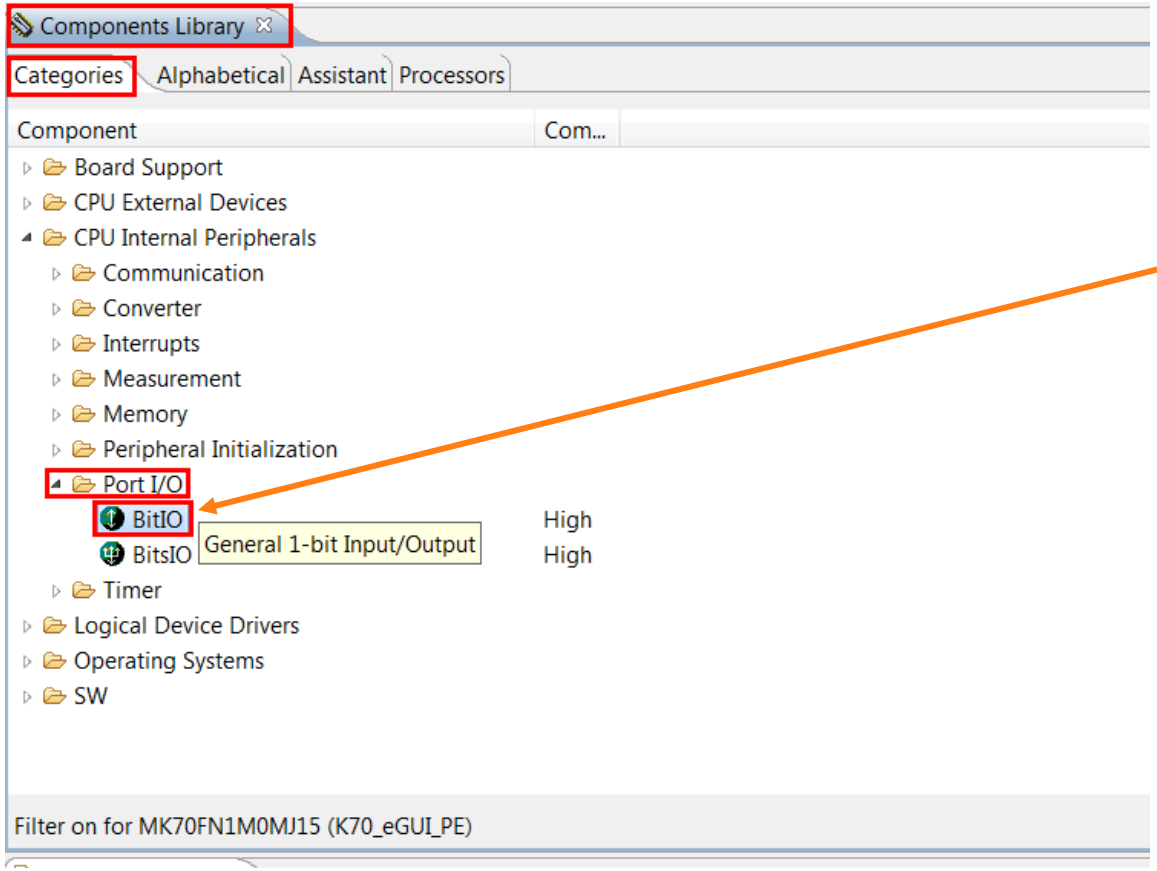


Library of Components

Components in your project

Add LED Output Components

- Go to Components Library and double click in **BitIO**

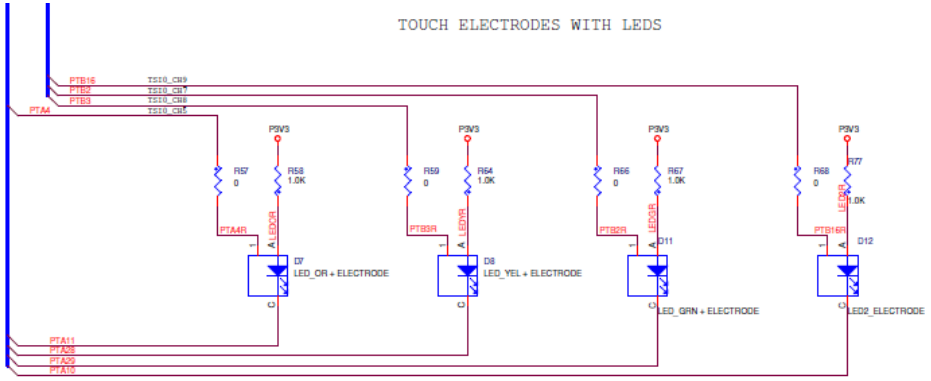


25

Add LED Output Components

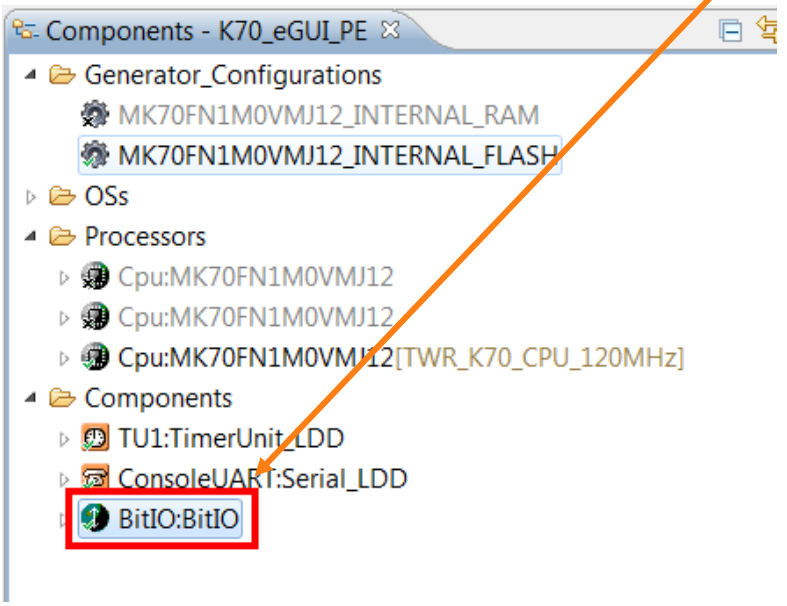
- Click in the new component added to project
- Edit the component fields to associate to **LED GREEN** (PTA29)

Pushbuttons	SW1 (IRQ0)	PTD0	PTD0
	SW2 (IRQ1)	PTE26	PTE26
	SW3 (RESET)	RESET_b	RESET_b
Touch Pads	E1 / Touch	PTA4	TSI0_CH5
	E2 / Touch	PTB3	TSI0_CH8
	E3 / Touch	PTB2	TSI0_CH7
	E4 / Touch	PTB16	TSI0_CH9
LEDs	E1 / Orange LED	PTA11	PTA11
	E2 / Yellow LED	PTA28	PTA28
	E3 / Green LED	PTA29	PTA29
	E4 / Blue LED	PTA10	PTA10
Potentiometer	Potentiometer (R71)	—	ADC1_DM1
Accelerometer	I2C SDA	PTE18	I2C0_SDA
	I2C SCL	PTE19	I2C0_SCL
	INT1	PTB4	PTB4
	INT2	PTB7	PTB7



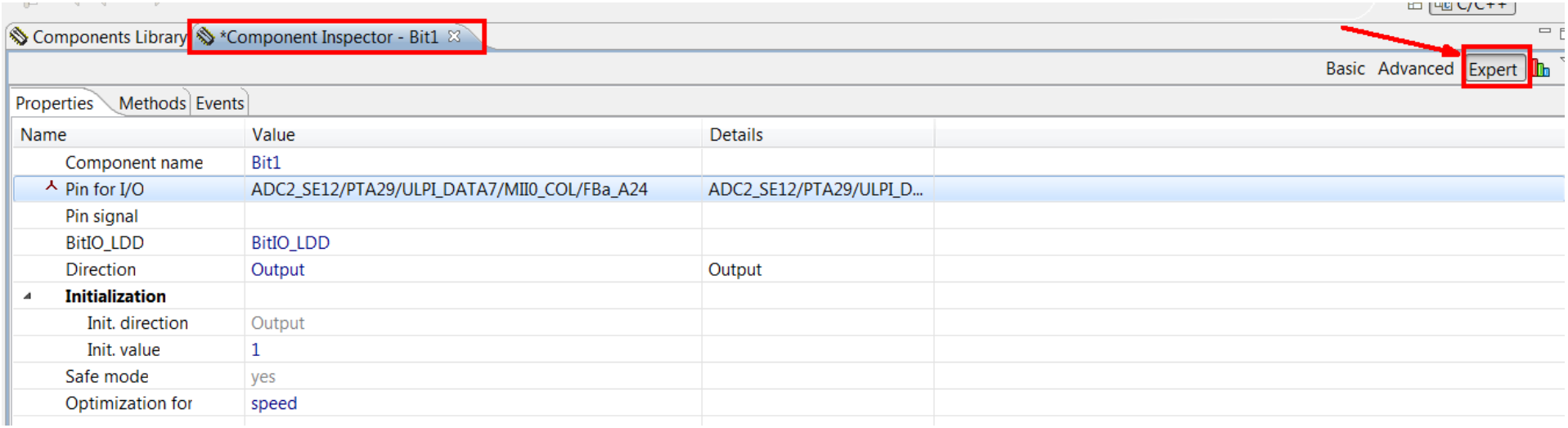
Click on BitIO

2



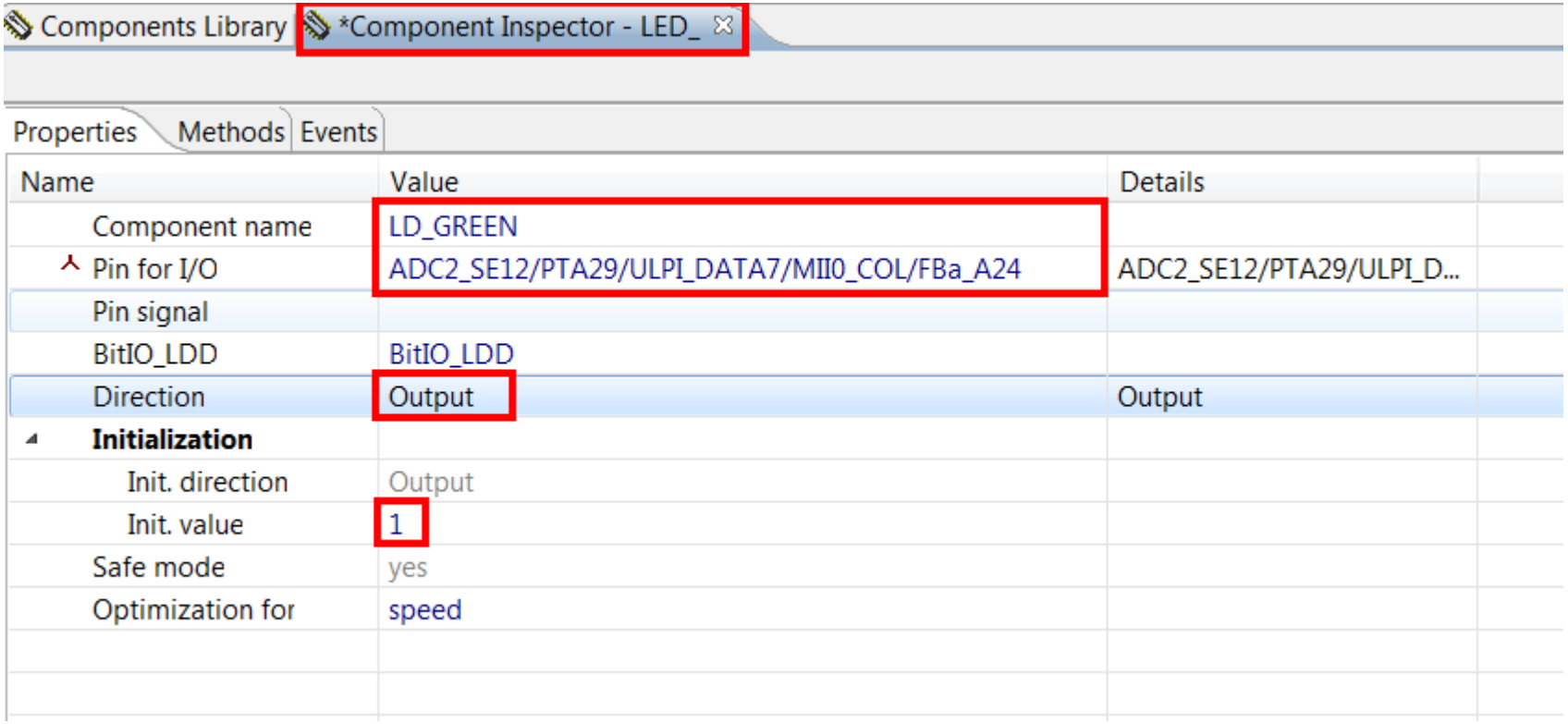
Add LED Output Components

- Change to **'Expert Mode'** in Components inspector



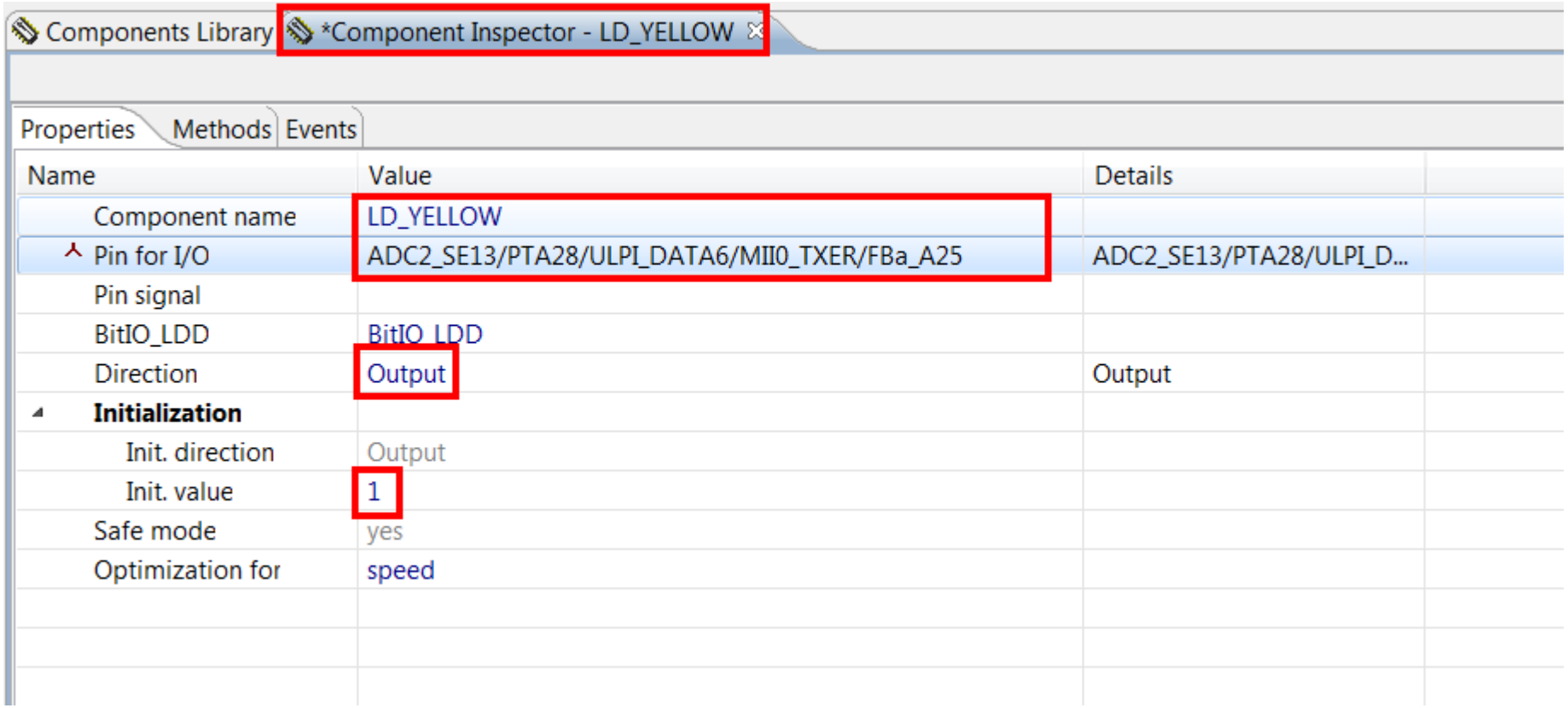
Add LED Output Components

- Changes the values in **Component Inspector**



Add LED Output Components

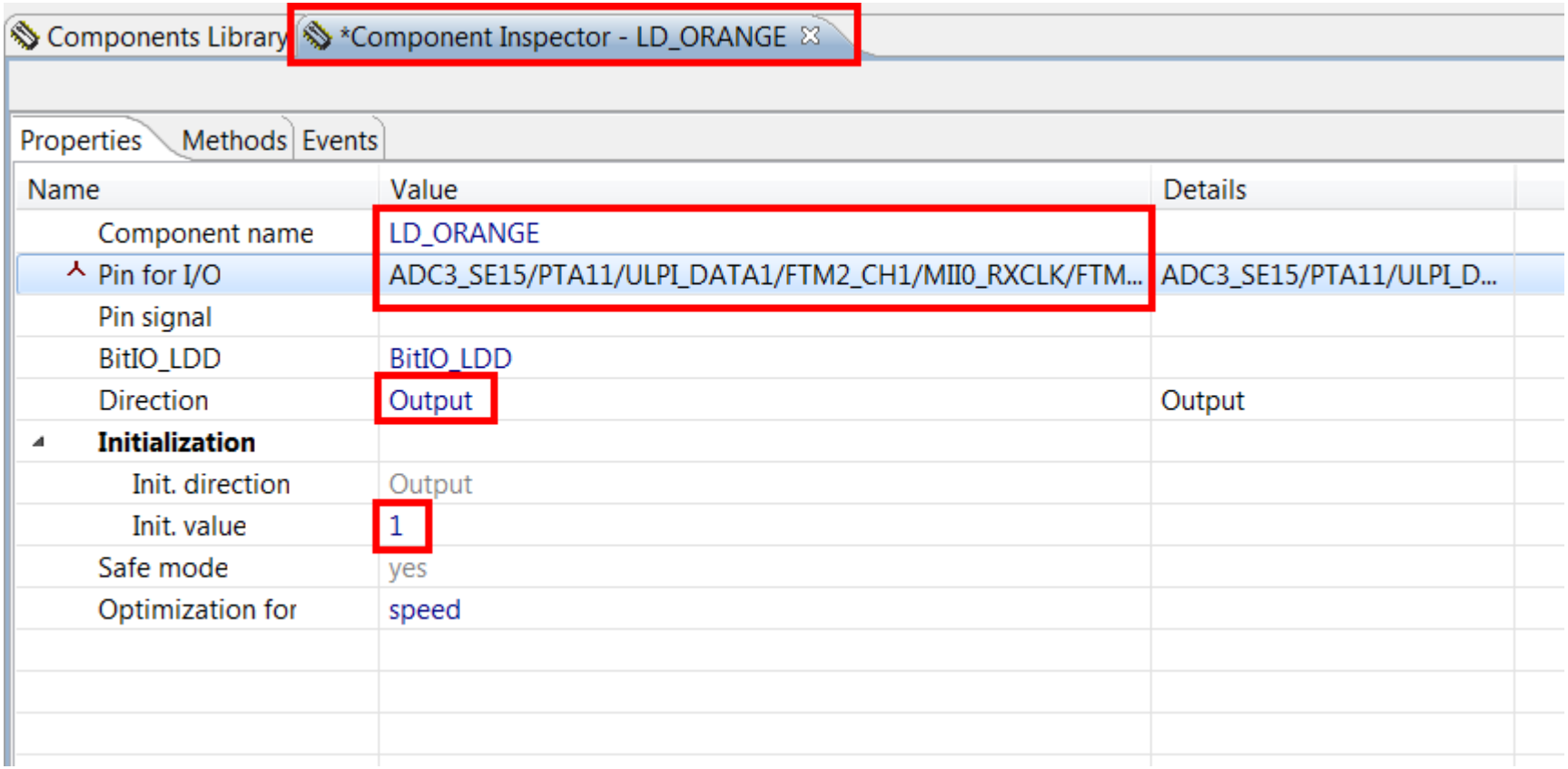
- **Repeat** the same steps to add the rest of LED components



29

Add LED Output Components

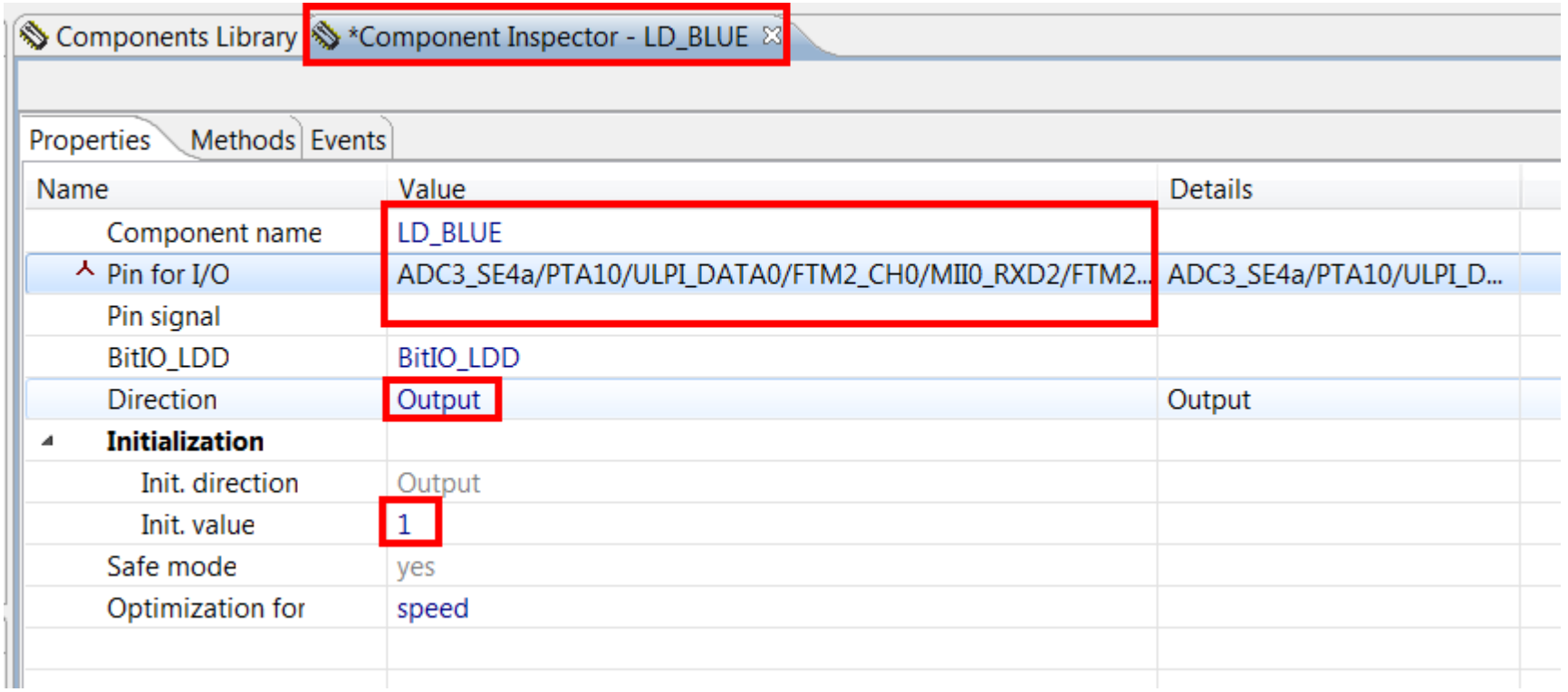
- **Repeat** the same steps to add the rest of LED components



30

Add LED Output Components

- **Repeat** the same steps to add the rest of LED components



31

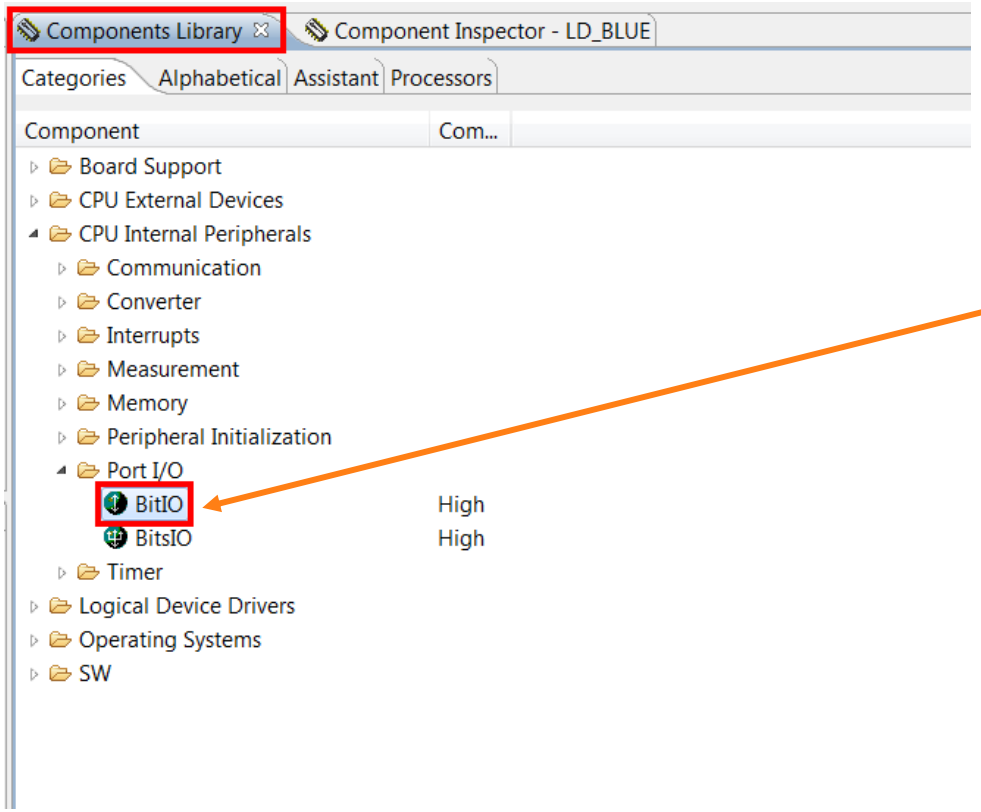
Add SW Input Components

- We have to add 2 **BitIO** Components, one for each Push - Button in the **TWR-K70F120N**
- We will associate the LED On/Off to the status of the Led icons in **eGUI** Application (Switch Panel)
- When any of the "**Push Button**" is pressed, we change the icon image in the Switch Panel.

32

Add SW Input Components

- Add two additional **BitIO** that will be associated to **SW1** and **SW2**

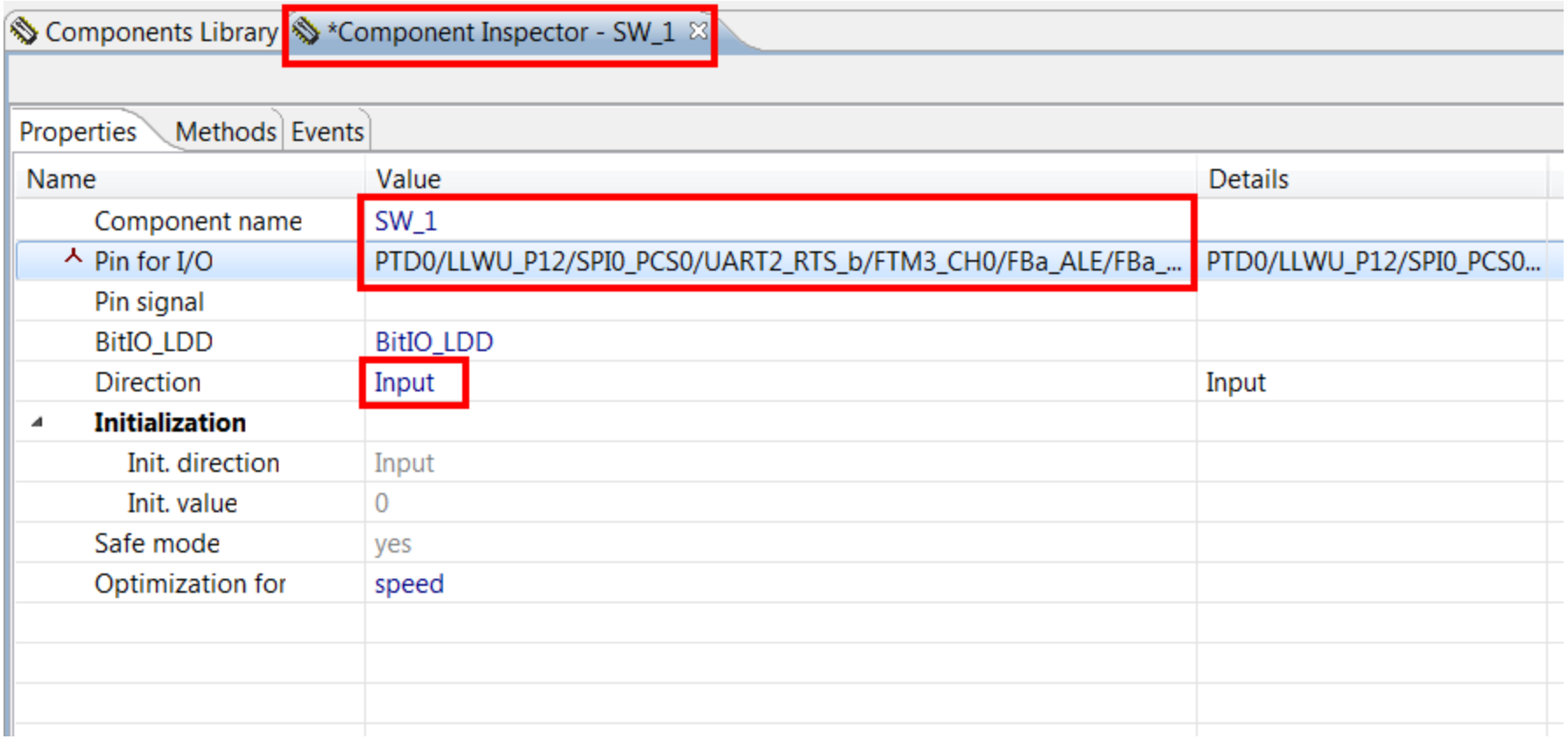


Double Click on BitIO

1

33

Add SW Input Components



34

Add SW Input Components

Components Library | *Component Inspector - SW_2

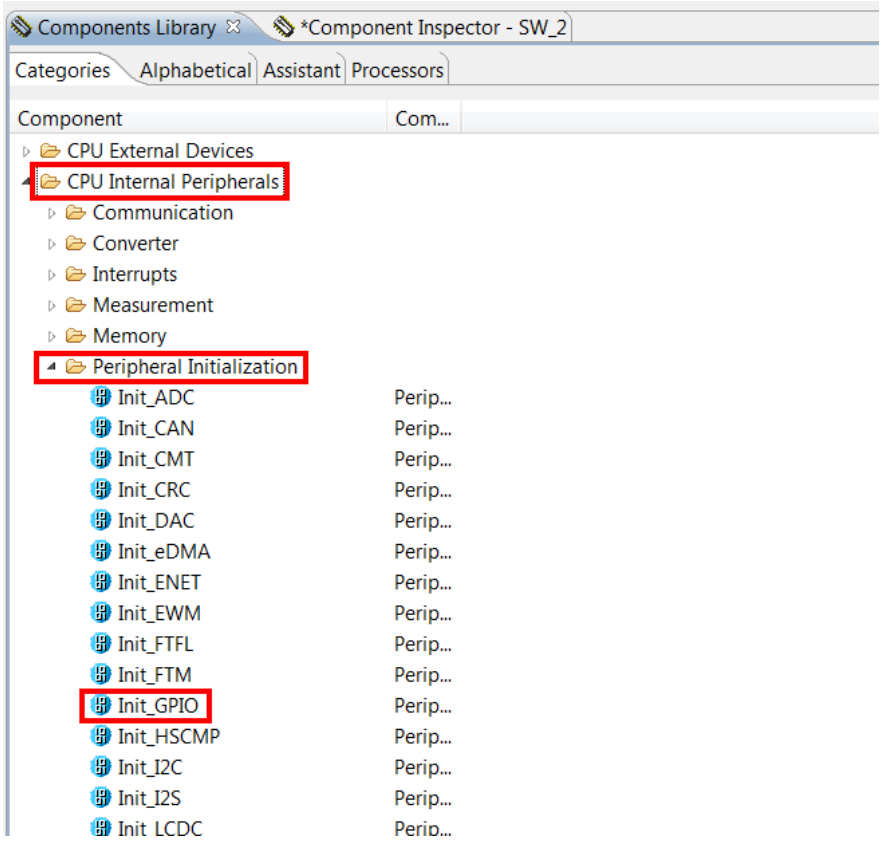
Properties | Methods | Events

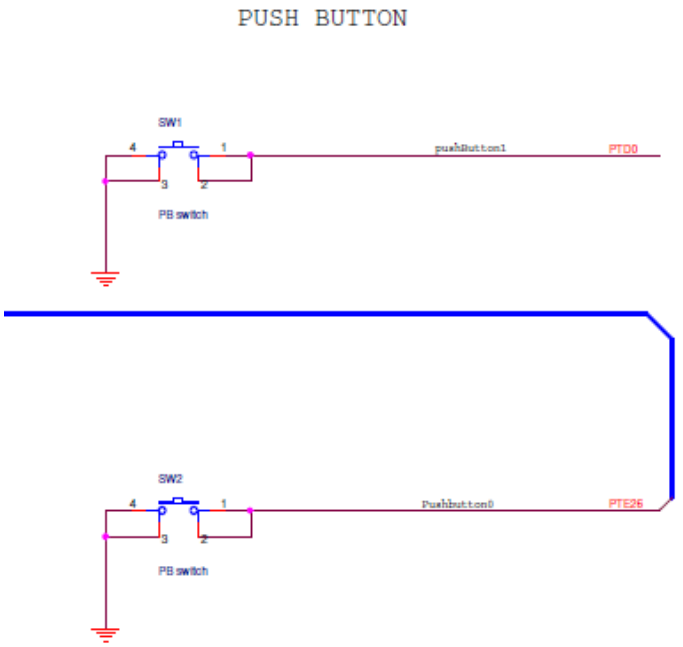
Name	Value	Details
Component name	SW_2	
Pin for I/O	ADC3_SE5b/PTE26/ENET_1588_CLKIN/UART4_CTS_b/I2S1_TXD0/GLC...	ADC3_SE5b/PTE26/ENET_1...
Pin signal		
BitIO_LDD	BitIO_LDD	
Direction	Input	Input
Initialization		
Init. direction	Input	
Init. value	0	
Safe mode	yes	
Optimization for	speed	

35

Add SW Input Components

- We need to enable Pull-up resistor for **SW1** and **SW2** pins
- Go to Components Library and expand **Peripheral Initialization**

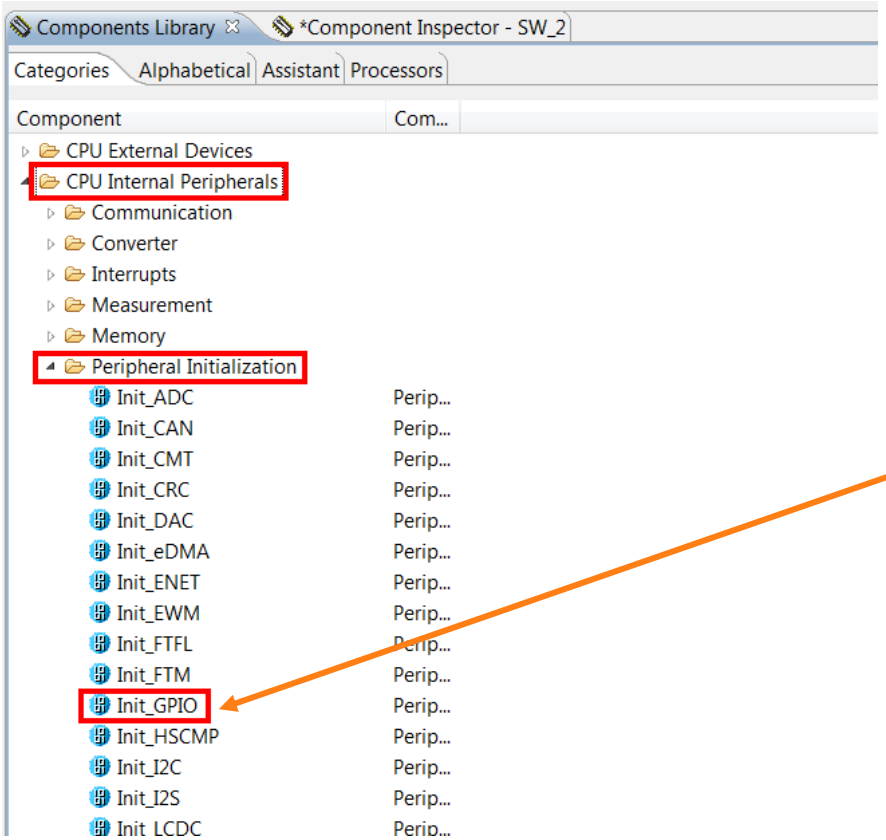




36

Add SW Input Components

- Add two **Init_GPIO**



Double Click on Init_GPIO

1

Add SW Input Components

- Click on **Init_GPIO** and Edit Component

Components Library | *Component Inspector - SW1

Properties | Methods

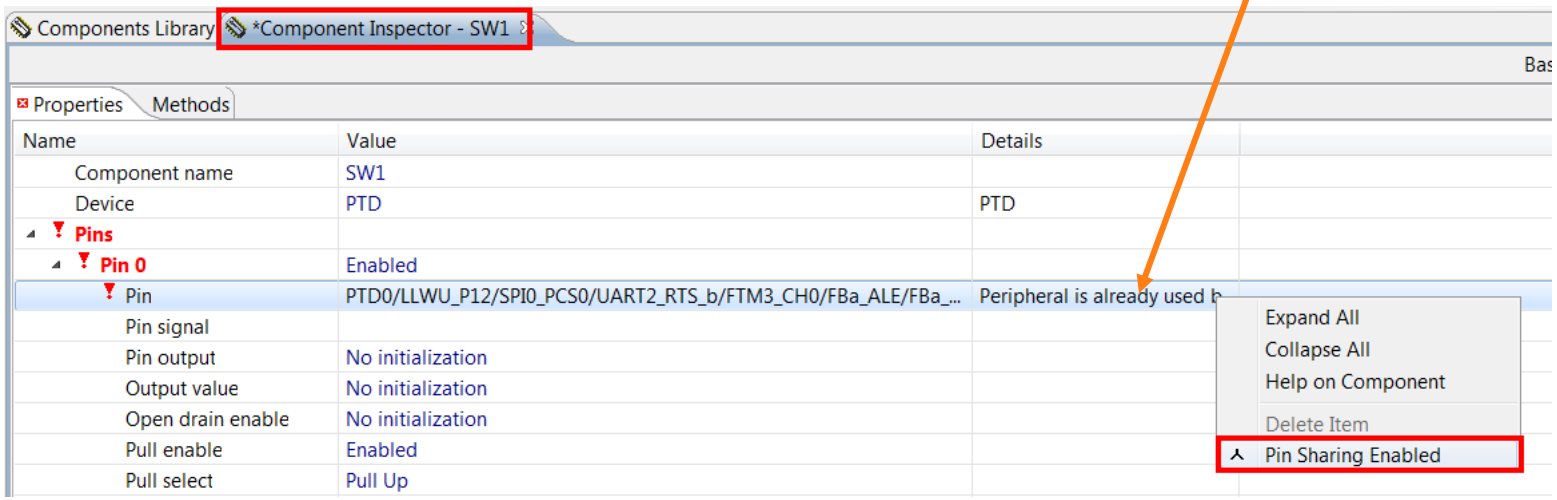
Name	Value	Details
Component name	SW1	
Device	PTD	PTD
Pins		
Pin 0	Enabled	
Pin	PTD0/LLWU_P12/SPI0_PCS0/UART2_RTS_b/FTM3_CH0/FBa_ALE/FBa_...	Peripheral is already used b...
Pin signal		
Pin output	No initialization	
Output value	No initialization	
Open drain enable	No initialization	
Pull enable	Enabled	
Pull select	Pull Up	
Slew rate	No initialization	
Drive strength	No initialization	
Interrupt configuration	No initialization	
Digital filter enable	No initialization	
Passive filter enable	No initialization	
Lock	No initialization	
Pin 1	Disabled	

Add SW Input Components

- We have a conflict as we are using two components for the same pin (**PTD0**)
- Right click on Pin item where error is reported. Enable "**Pin Sharing Enabled**" by single click on this command.

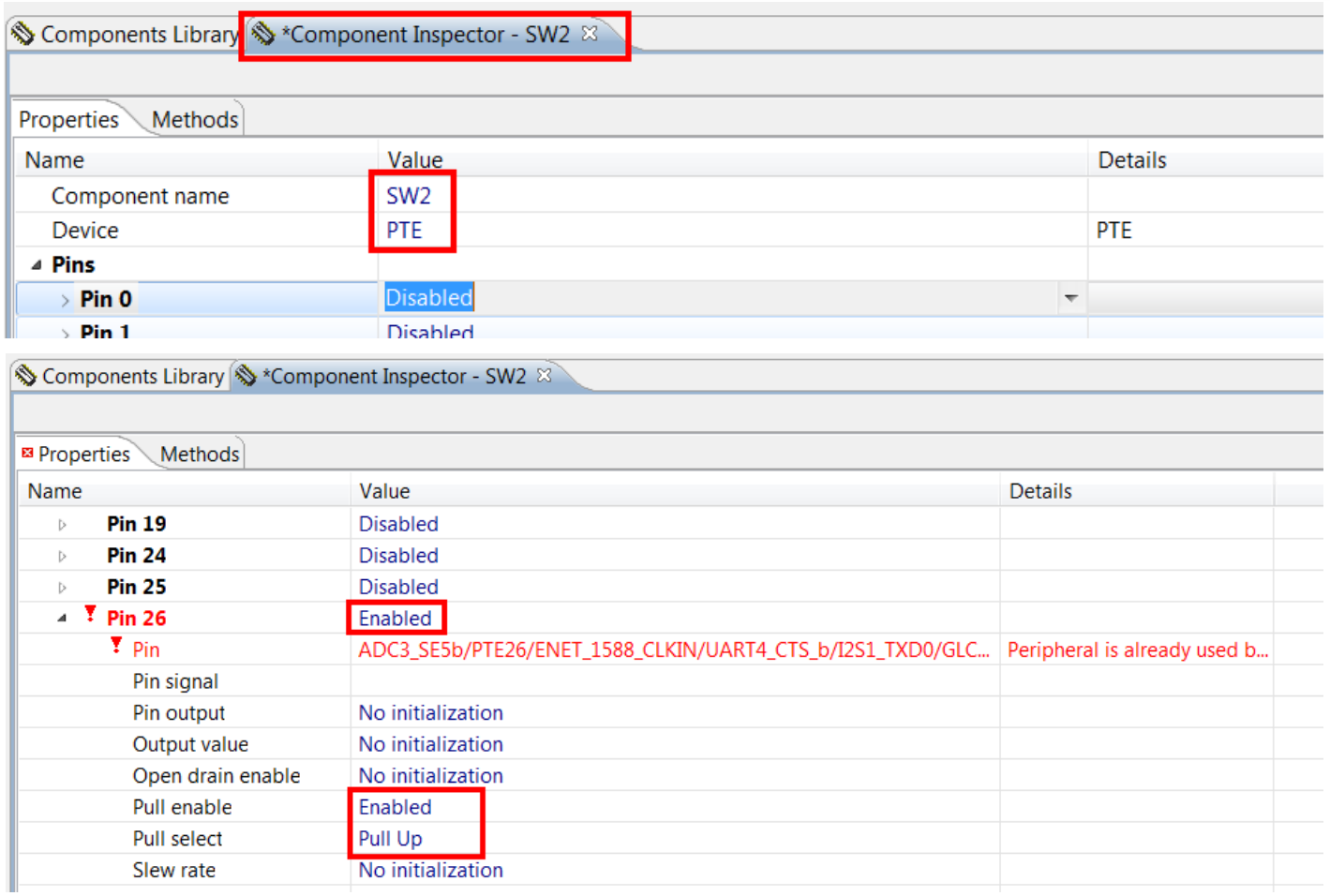
1

Right Click on Details column



Add SW Input Components

- Click on **Init_GPIO** and Edit Component

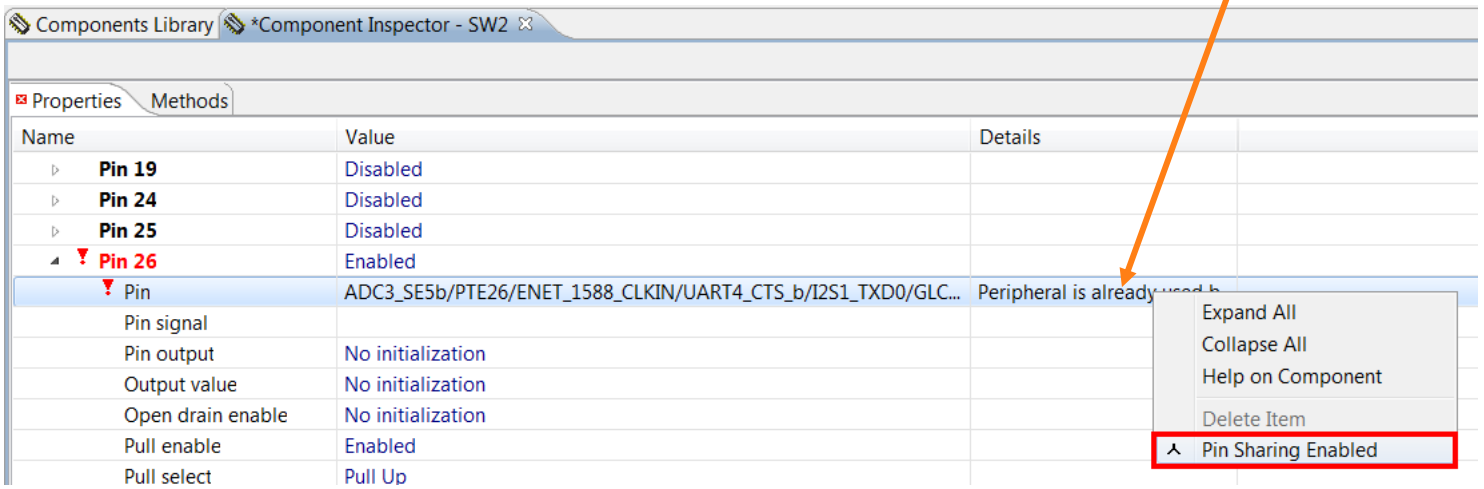


Add SW Input Components

- We have a conflict as we are using two components for the same pin (**PTE26**)
- Right click on Pin item where error is reported. Enable "**Pin Sharing Enabled**" by single click on this command.

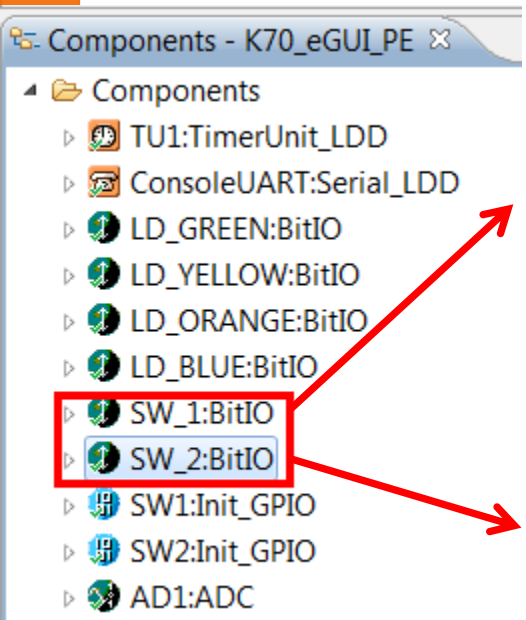
1

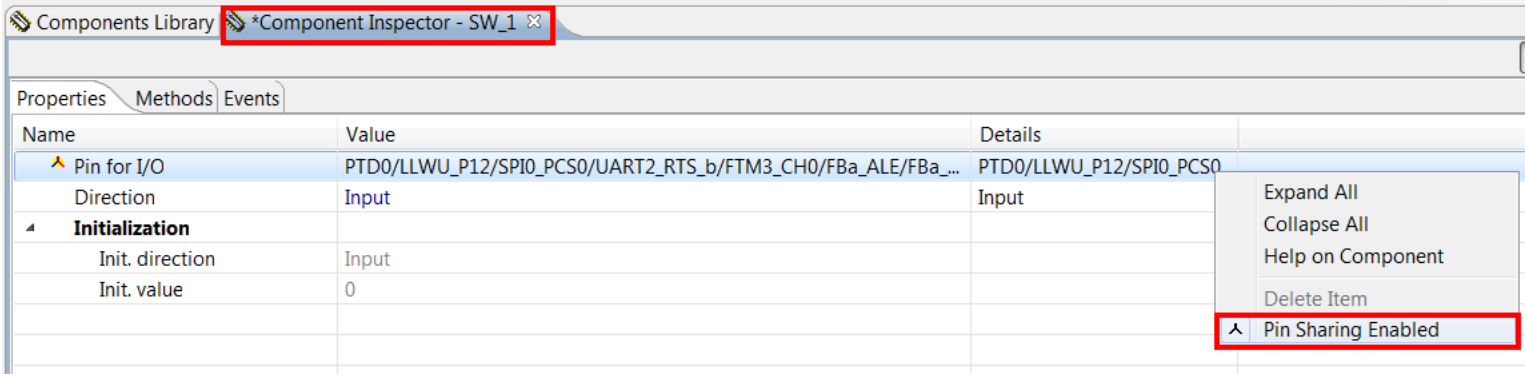
Right Click on Details column

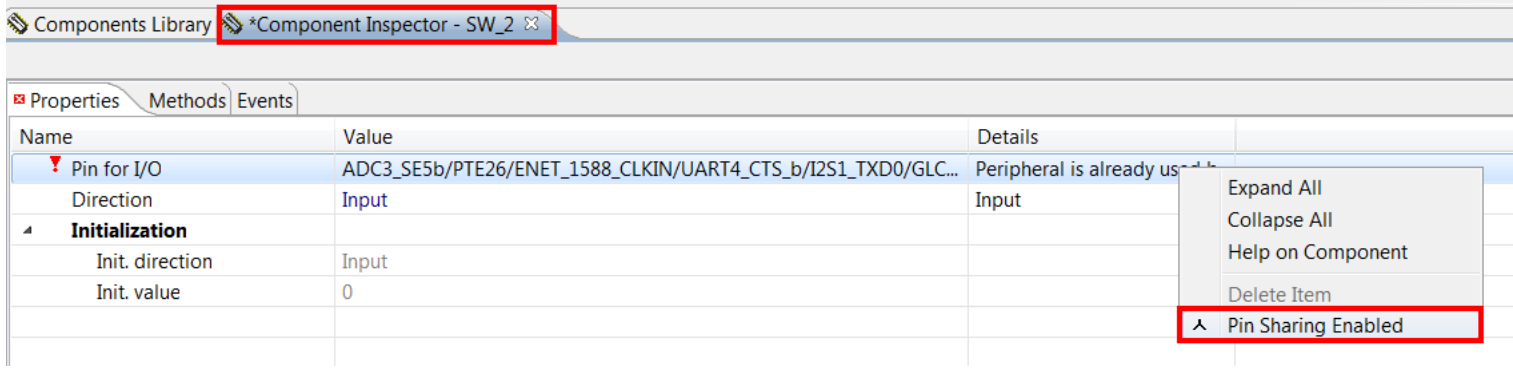


Add SW Input Components

- Got to **SW_1** and **SW_2 BitIO** components and enable **Pin Sharing**







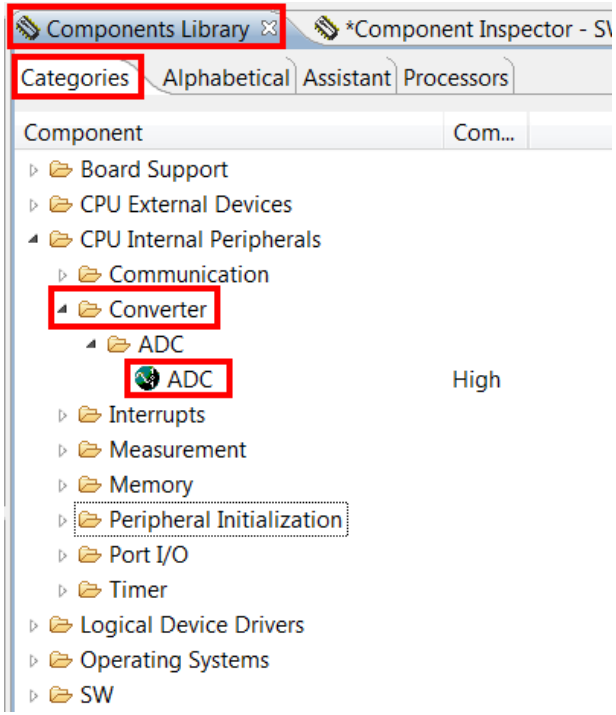
Add ADC Input Component

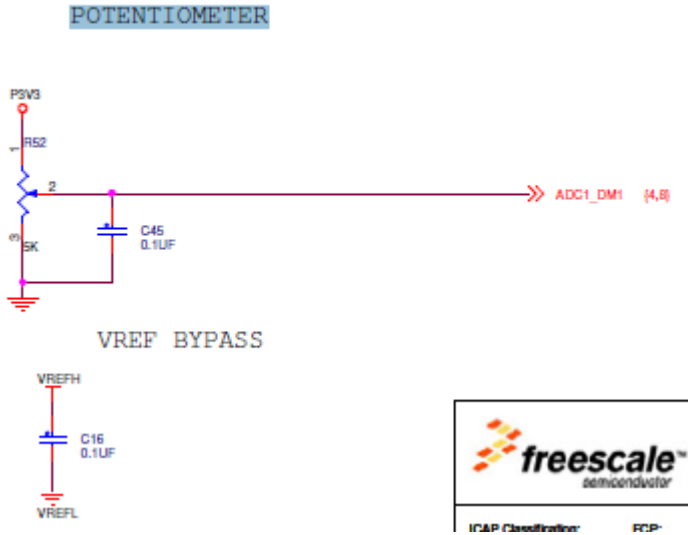
- We have to add **ADC** Component to measure the voltage in the Potentiometer of **TWR-K70F120N**
- We will associate the Potentiometer to the status of the Slider in **eGUI** Application (ADC Panel)
- When the "**Pot**" is changed, we change the Slider value in the ADC Panel.

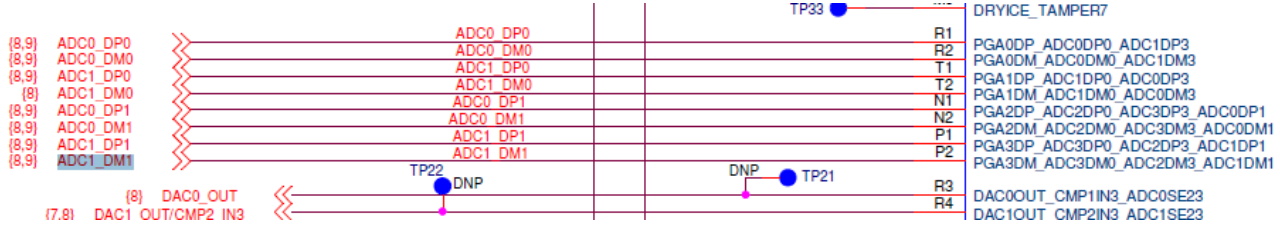
43

Add ADC Input Component

- Go to Components Library and double click in **ADC**







44

Add ADC Input Component

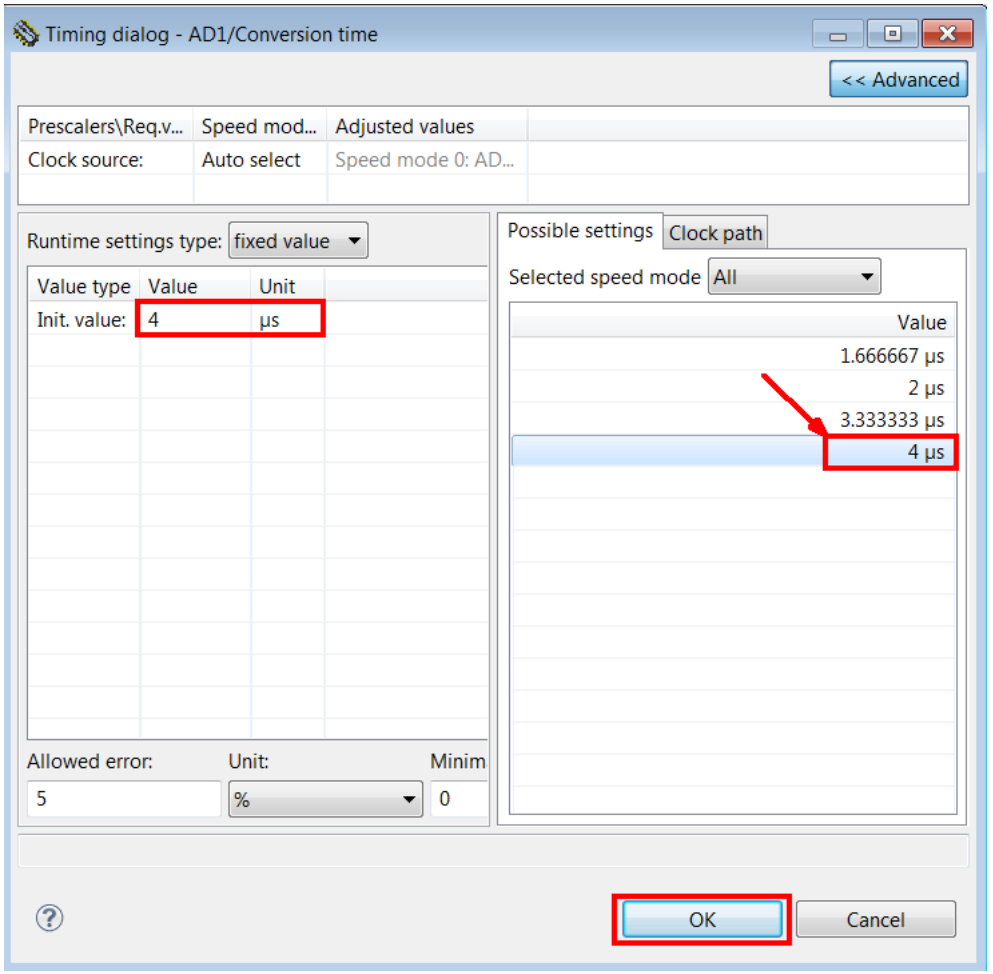
Components Library | *Component Inspector - AD1

Properties | Methods | Events

Name	Value	Details
Component name	AD1	
A/D converter	ADC1	ADC1
Sharing	Disabled	
ADC_LDD	ADC_LDD	Error in the inherited comp...
Interrupt service/event	Enabled	
A/D interrupt	INT_ADC1	INT_ADC1
A/D interrupt priority	medium priority	8
A/D channels	1	
Channel0		
A/D channel (pin)	PGA3_DM/ADC3_DM0/ADC2_DM3/ADC1_DM1	PGA3_DM/ADC3_DM0/AD...
A/D channel (pin) signal		
A/D channel (pin)	PGA3_DM/ADC3_DM0/ADC2_DM3/ADC1_DM1	PGA3_DM/ADC3_DM0/AD...
A/D channel (pin) signal		
Mode select	Single Ended	
A/D resolution	Autoselect	16 bits
Conversion time		... Unassigned timing
Low-power mode	Disabled	
High-speed conversion mode	Disabled	

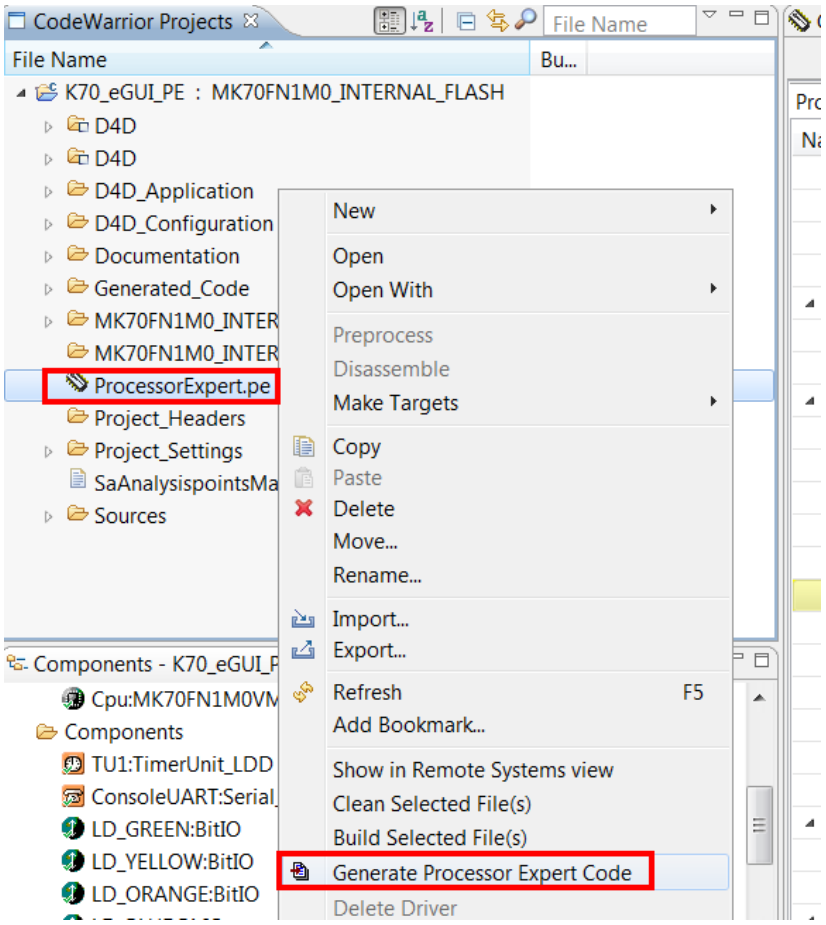
45

Add ADC Input Component



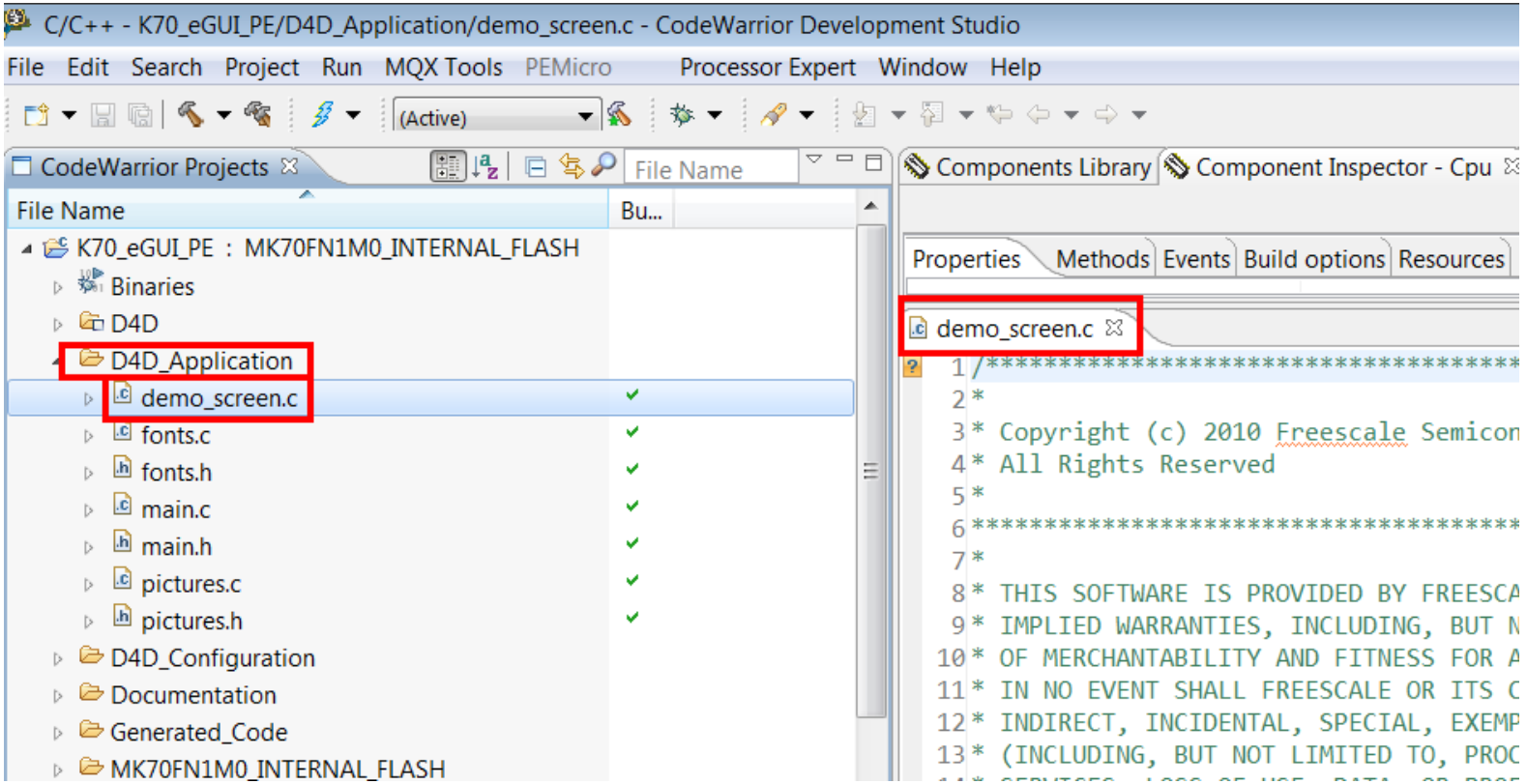
Generate Processor Expert Code

- Right Click over **ProcessorExpert.pe** and "**Generate Processor Expert Code**"



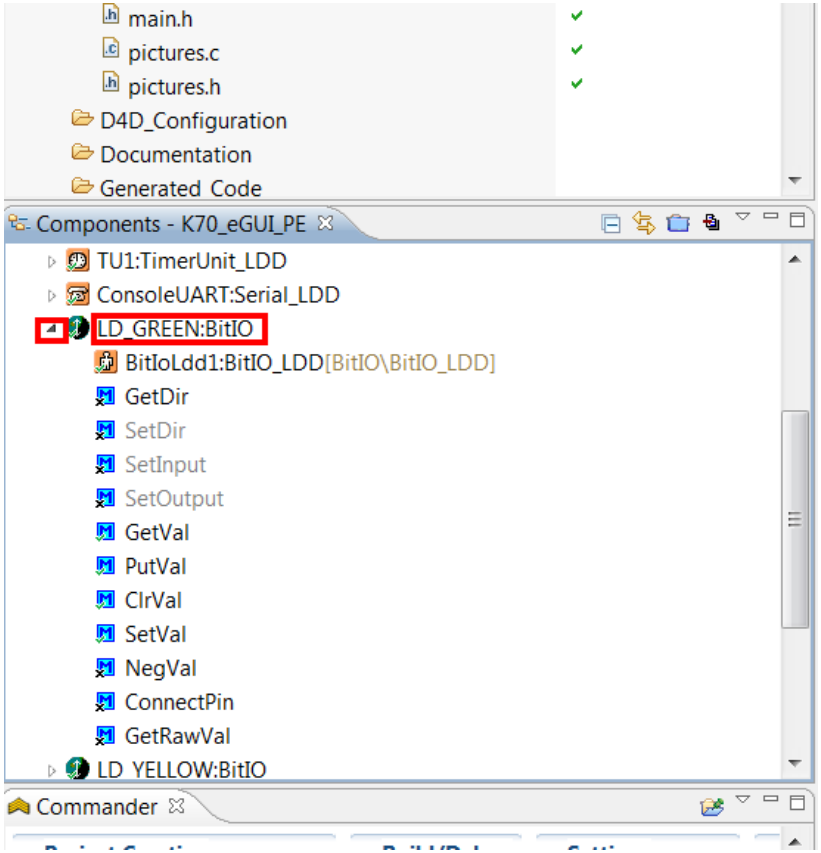
Add Components Code

- Open **demo_screen.c**



Add Components Code

- Expand the **LD_GREEN** Component in your **project**



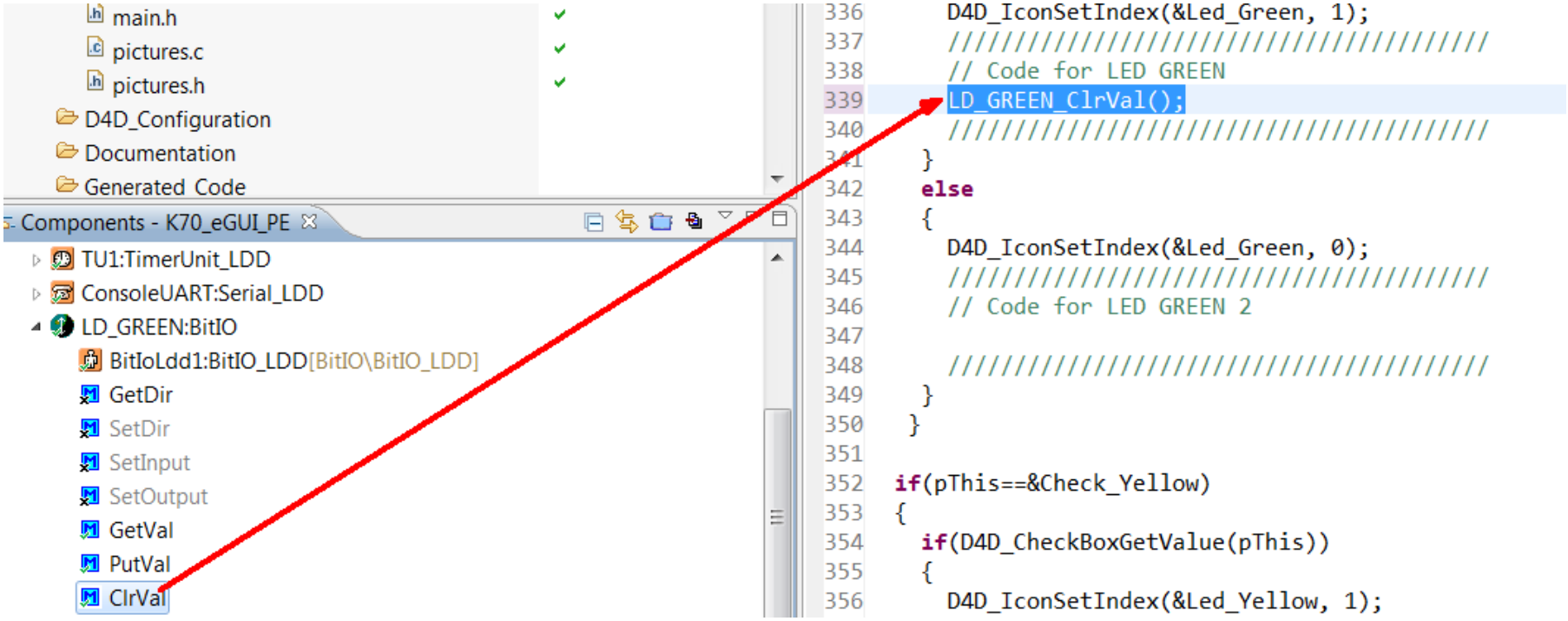
Add Components Code

- Search in code for **LED GREEN comments**
- Add code in **void OnChange_CheckBox** function

```
334     if(D4D_CheckBoxGetValue(pThis))
335     {
336       D4D_IconSetIndex(&Led_Green, 1);
337       ////////////////////////////////////////
338       // Code for LED GREEN
339
340       ////////////////////////////////////////
341     }
342     else
343     {
344       D4D_IconSetIndex(&Led_Green, 0);
345       ////////////////////////////////////////
346       // Code for LED GREEN 2
347
348       ////////////////////////////////////////
349     }
350   }
351
```

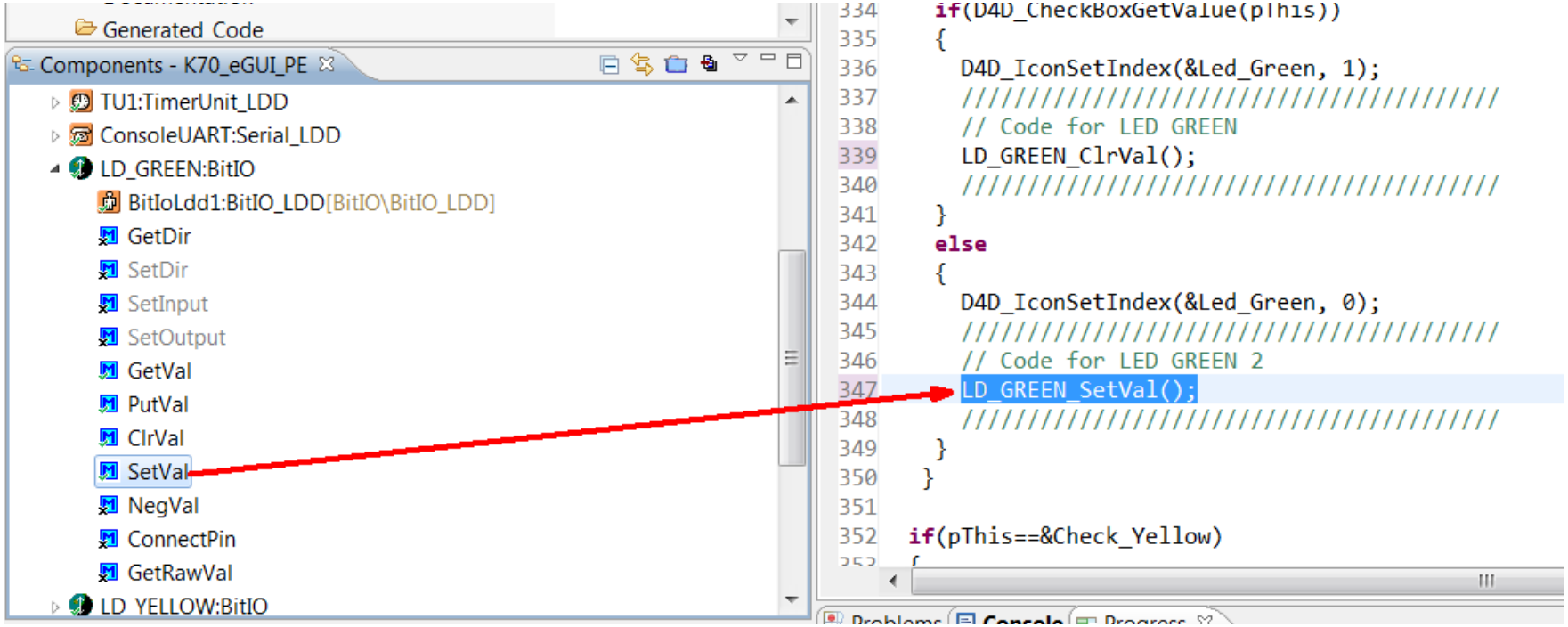
Add Components Code

- "Drag and Drop" **ClrVal** function



Add Components Code

- “Drag and Drop” **SetVal** function



Add Components Code

- Add code for **Orange, Yellow and Blue LED's in the same way**

```
352  if(pThis==&Check_Yellow)
353  {
354    if(D4D_CheckBoxGetValue(pThis))
355    {
356      D4D_IconSetIndex(&Led_Yellow, 1);
357      ////////////////////////////////////////
358      // Code for LED YELLOW
359      LD_YELLOW_ClrVal();
360      ////////////////////////////////////////
361    }
362    else
363    {
364      D4D_IconSetIndex(&Led_Yellow, 0);
365      ////////////////////////////////////////
366      // Code for LED YELLOW 2
367      LD_YELLOW_SetVal();
368      ////////////////////////////////////////
369    }
370  }
```

Add Components Code

- Add code for **Orange, Yellow and Blue LED's in the same way**

```
372  {
373    if(D4D_CheckBoxGetValue(pThis))
374    {
375      D4D_IconSetIndex(&Led_Orange, 1);
376      ////////////////////////////////////////
377      // Code for LED ORANGE
378      LD_ORANGE_ClrVal();
379      ////////////////////////////////////////
380    }
381    else
382    {
383      D4D_IconSetIndex(&Led_Orange, 0);
384      ////////////////////////////////////////
385      // Code for LED ORANGE 2
386      LD_ORANGE_SetVal();
387      ////////////////////////////////////////
388    }
389  }
```

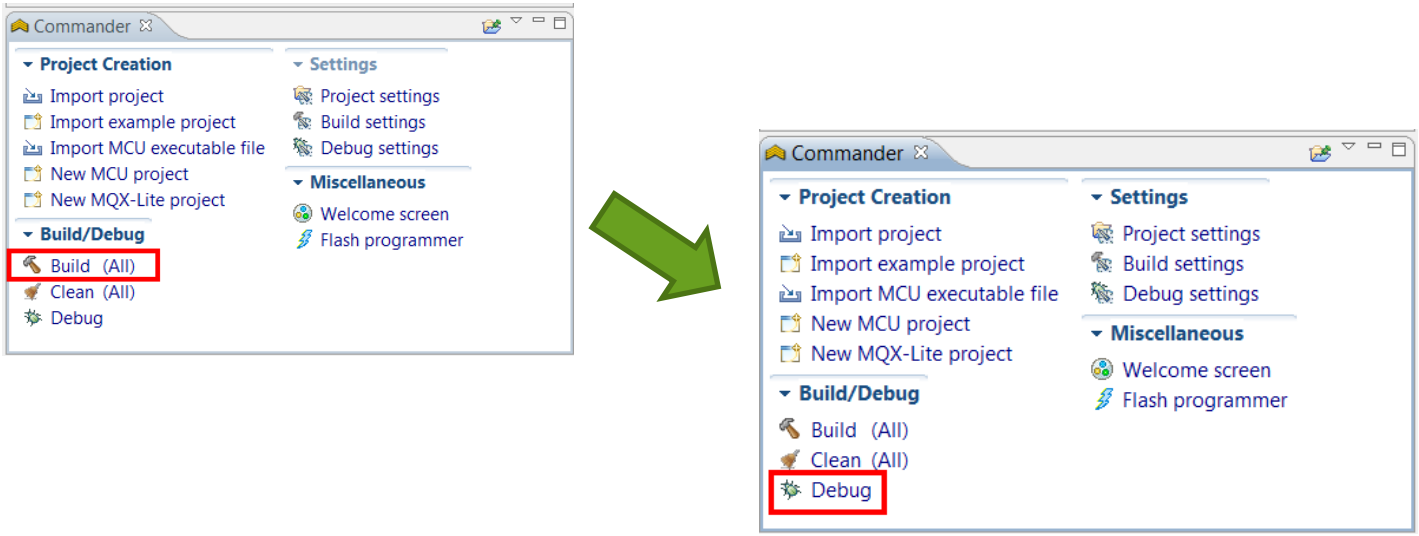
Add Components Code

- Add code for **Orange, Yellow and Blue LED's in the same way**

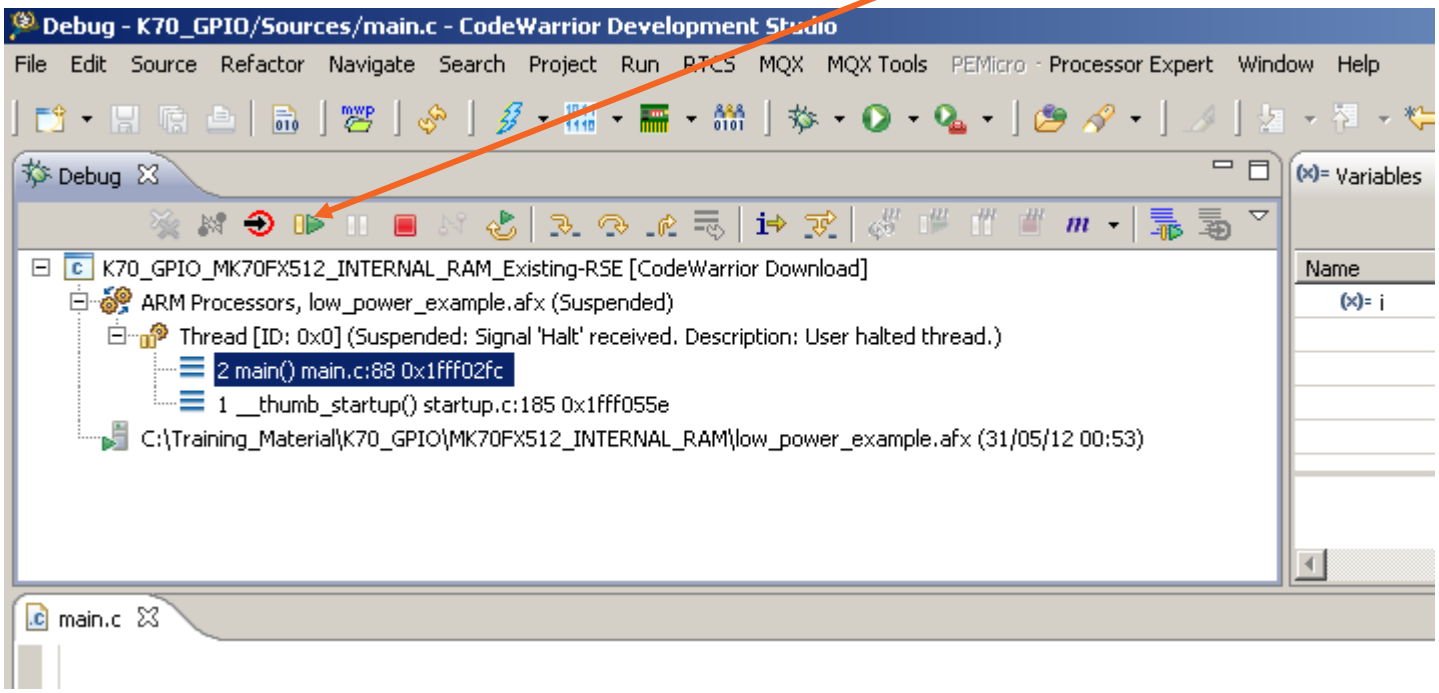
```
390  if(pThis==&Check_Blue)
391  {
392    if(D4D_CheckBoxGetValue(pThis))
393    {
394      D4D_IconSetIndex(&Led_Blue, 1);
395      ////////////////////////////////////////
396      // Code for LED BLUE
397      LD_BLUE_ClrVal();
398      ////////////////////////////////////////
399    }
400    else
401    {
402      D4D_IconSetIndex(&Led_Blue, 0);
403      ////////////////////////////////////////
404      // Code for LED BLUE 2
405      LD_BLUE_SetVal();
406      ////////////////////////////////////////
407    }
408  }
```

Test LED's

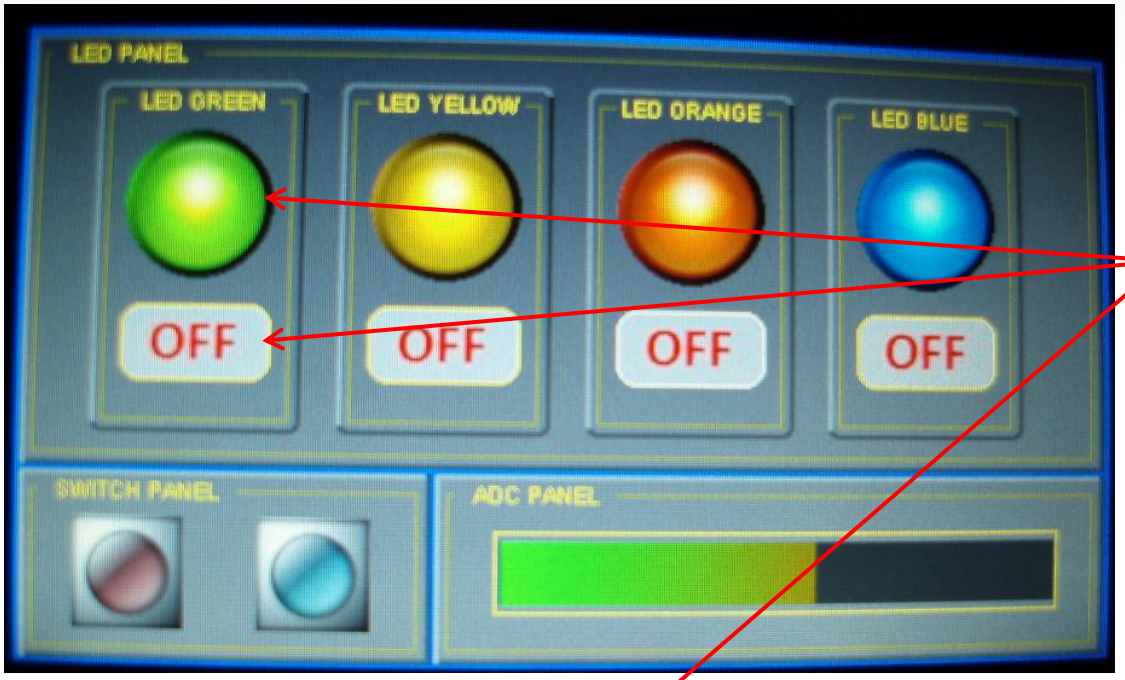
- **Build** Project
- **Debug** Project
- **Check** that you can switch on-off board LED's



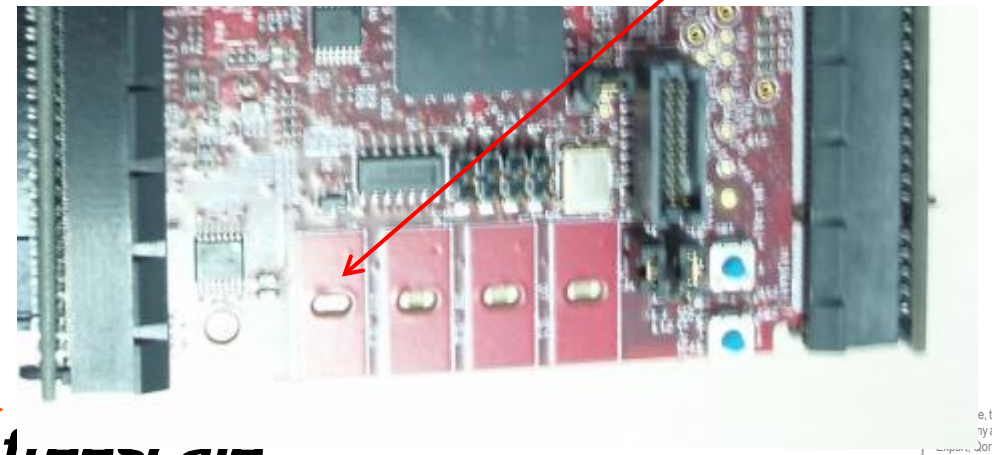
Run and debug Project



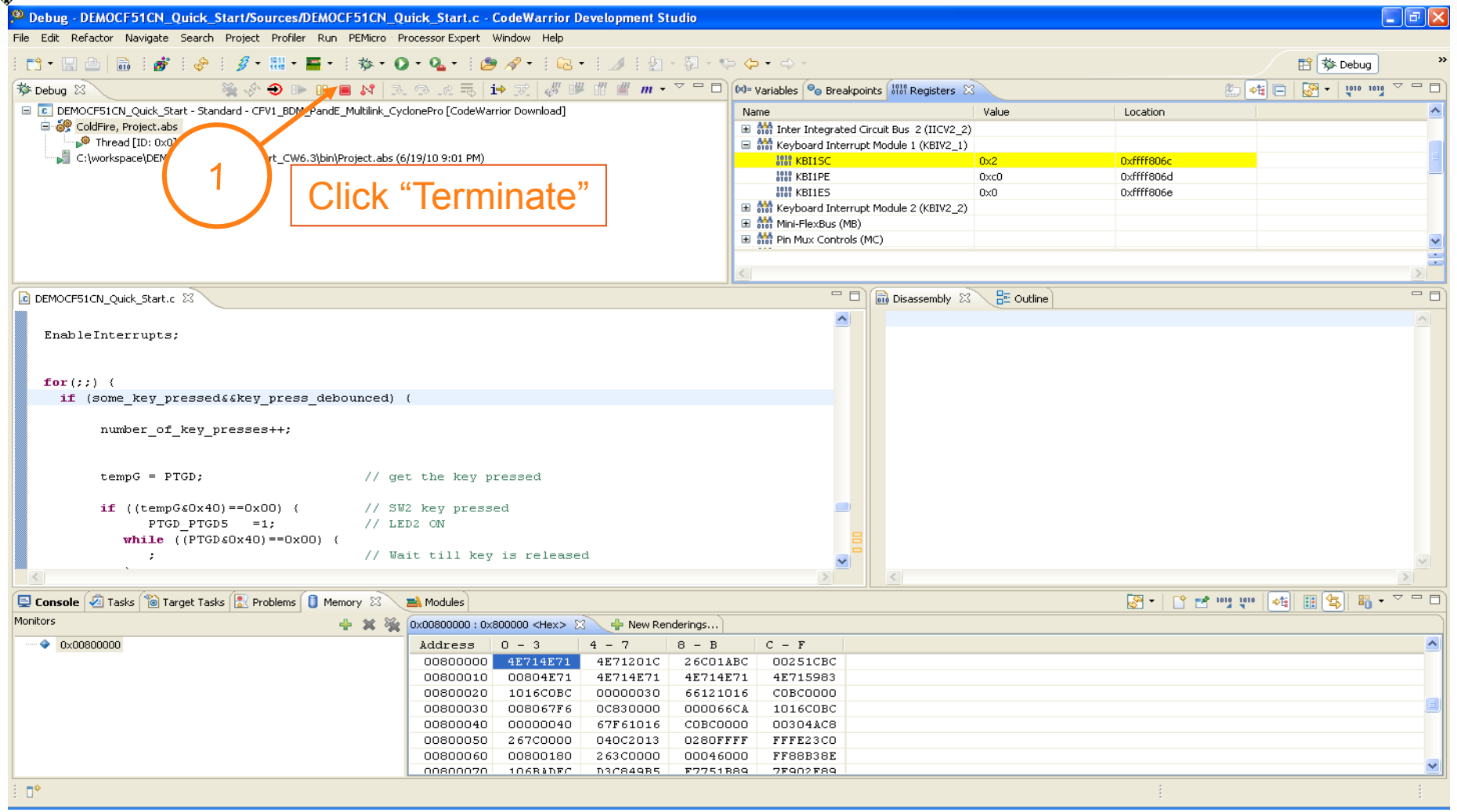
Test LED's



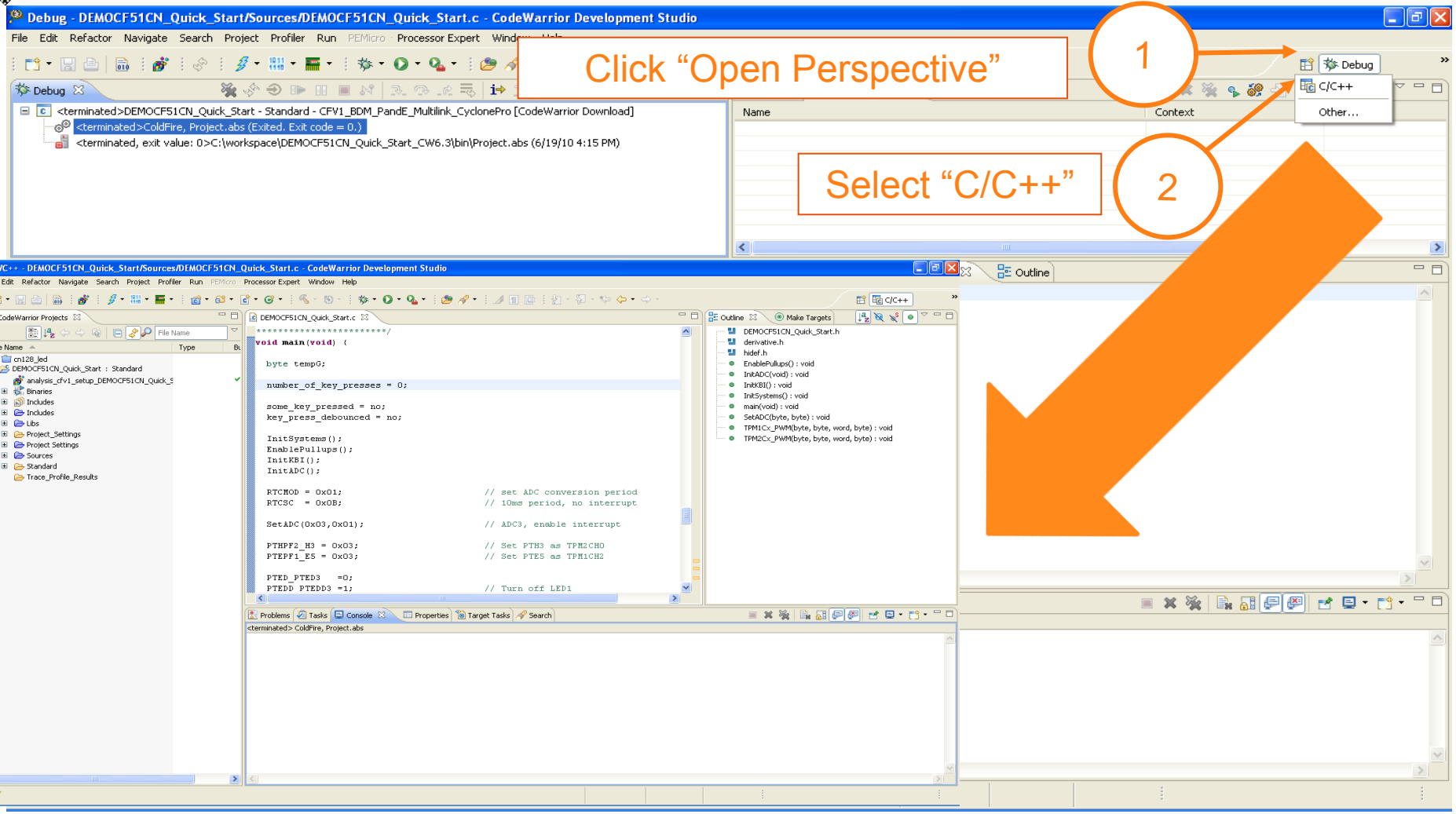
Touch CheckBox to switch On/Off Board LED



Terminate the Project



Change Perspective



Add Components Code

- Add code for **SW1** and **SW2**
- Add code in **static void ScreenDemo_OnMain()** function

demo screen.c | ProcessorExpert.c

```
288 static void ScreenDemo_OnMain()
289 {
290
291     LDD_TError error;
292
293 ////////////////////////////
294 // Add SW Code here
295     if(SW_1_GetVal()) D4D_IconSetIndex(&SW1, 0);
296     else D4D_IconSetIndex(&SW1, 1);
297
298     if(SW_2_GetVal())D4D_IconSetIndex(&SW2, 0);
299     else D4D_IconSetIndex(&SW2, 1);
300
301
302 ////////////////////////////////////////////////////
303
```

You can use Copy&Paste_lab1.txt file

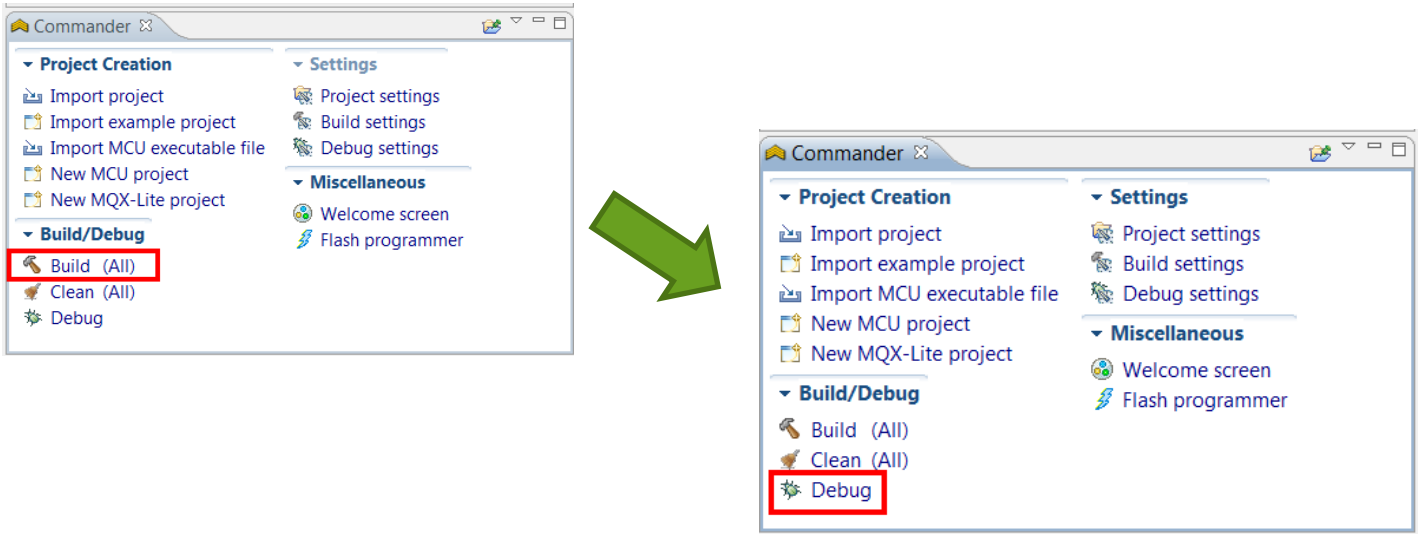
Add Components Code

- Add code for the **ADC** channel (**Pot**)

```
303
304 ////////////////////////////
305 // Add ADC Code here
306       if(time.bits.b100ms)
307       {
308          AD1_Measure(TRUE);
309          error= AD1_GetValue16(&data);
310          D4D_SldrSetValue(&Slr_ADC, (D4D_SLIDER_VALUE)((data*100)/65535));
311          time.bits.b100ms=0;
312       }
313
314
315 ////////////////////////////////////////////////
316
```

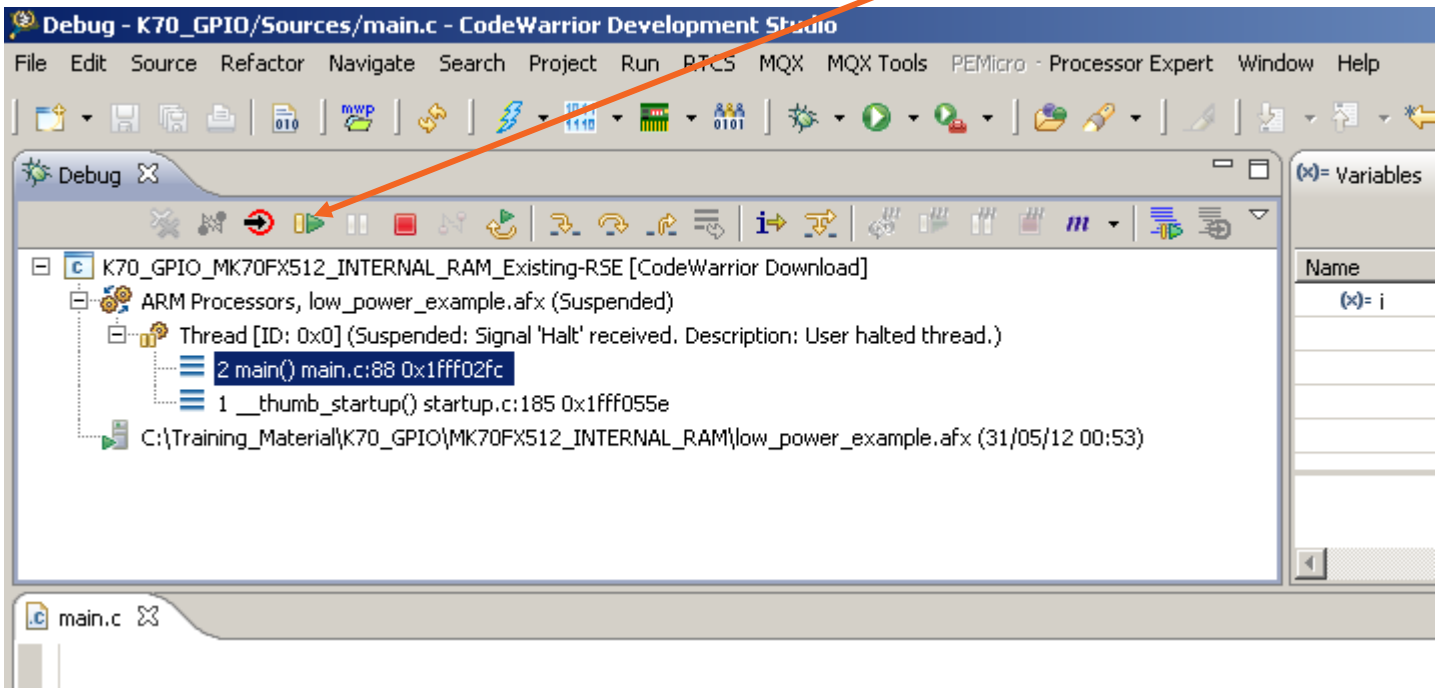
Test Application

- **Build** Project
- **Debug** Project
- **Check** that full application is running as expected

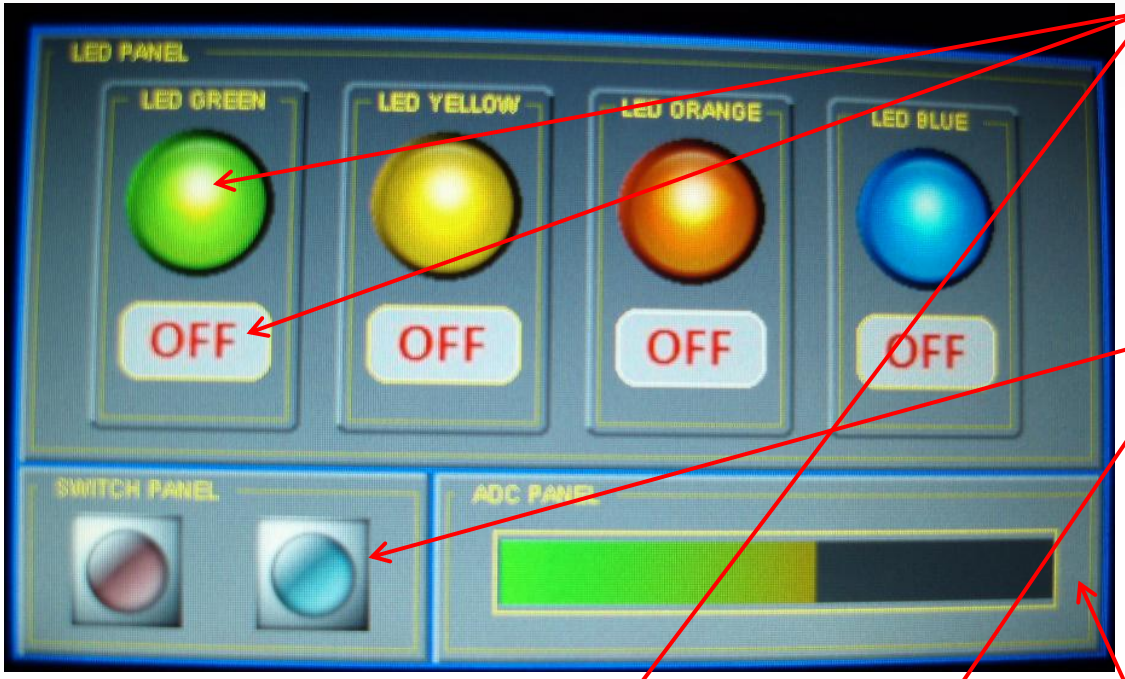


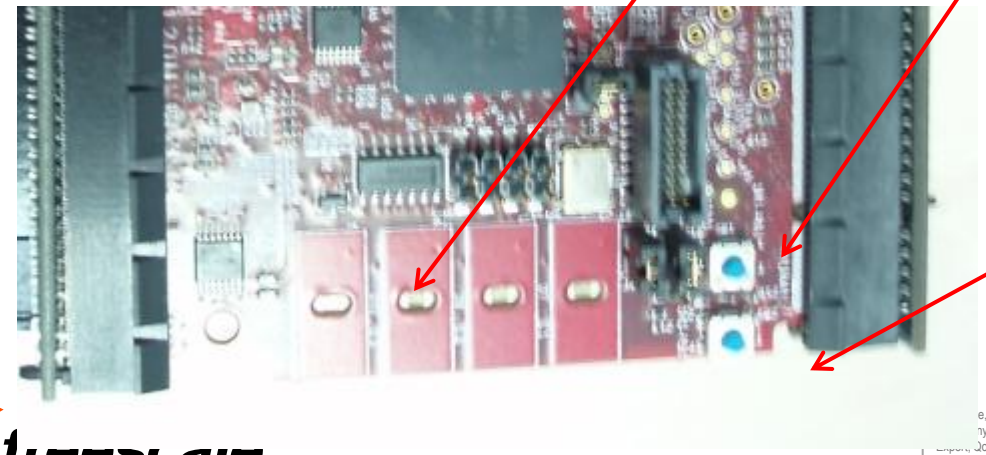
Run and debug Project

Click Run icon



Run the New Application



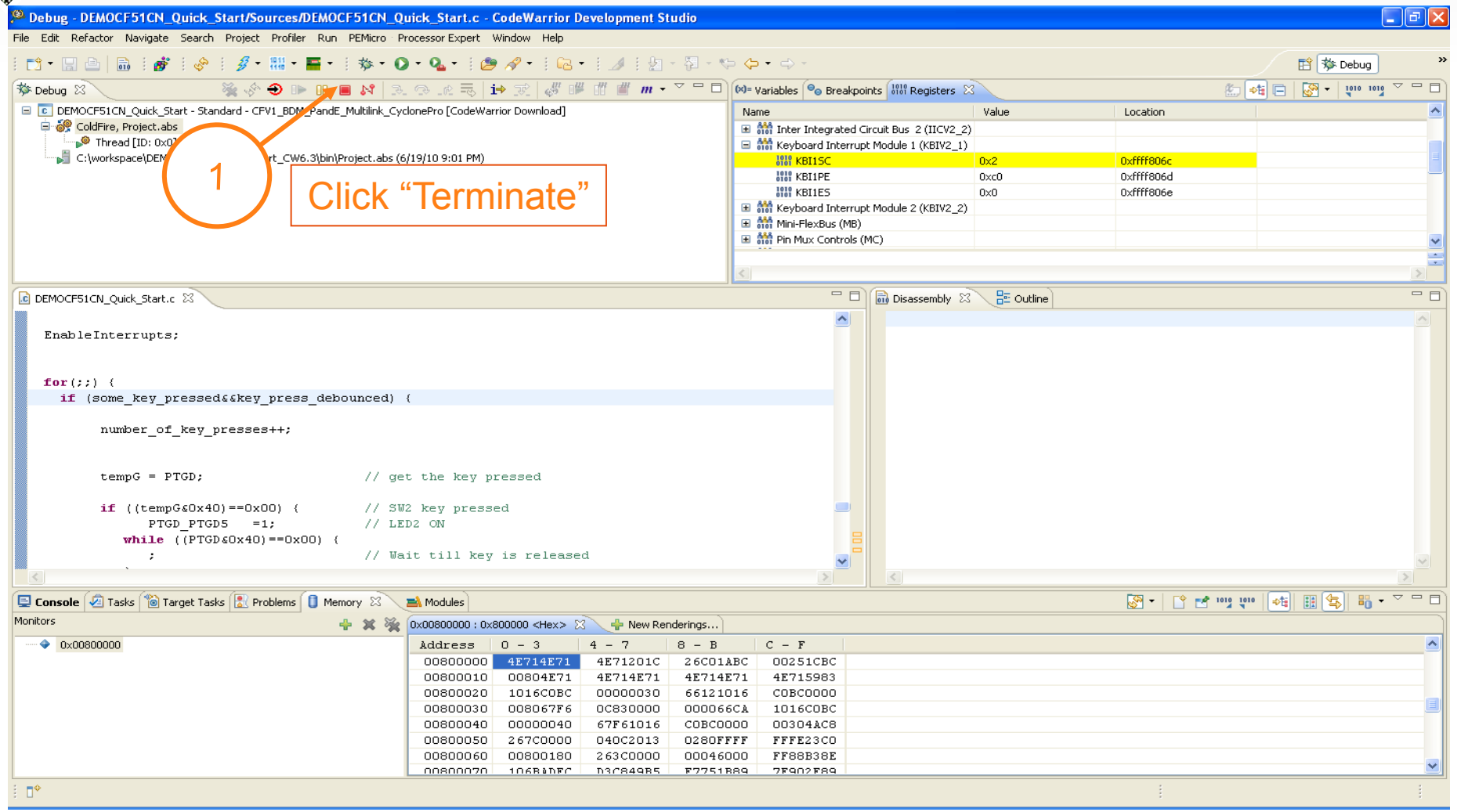


Touch CheckBox to switch On/Off Board LED

Push SW1/SW2

Move POT to change Slider

Terminate the Project

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