

HANDS-ON WORKSHOP: S32 SDK FOR S32K

VLAD LIONTE
EMBEDDED SW ENGINEER

NON-AUTOSAR SOFTWARE SOLUTIONS BASED ON S32 SDK

AMF-AUT-T2689 | JUNE 2017



SECURE CONNECTIONS
FOR A SMARTER WORLD

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PUBLIC



AGENDA

- Introduction
 - S32 SDK
 - S32 Design Studio
- Hands-on
 - Blinking LED
 - Secured CAN Communication
- Q&A





01.

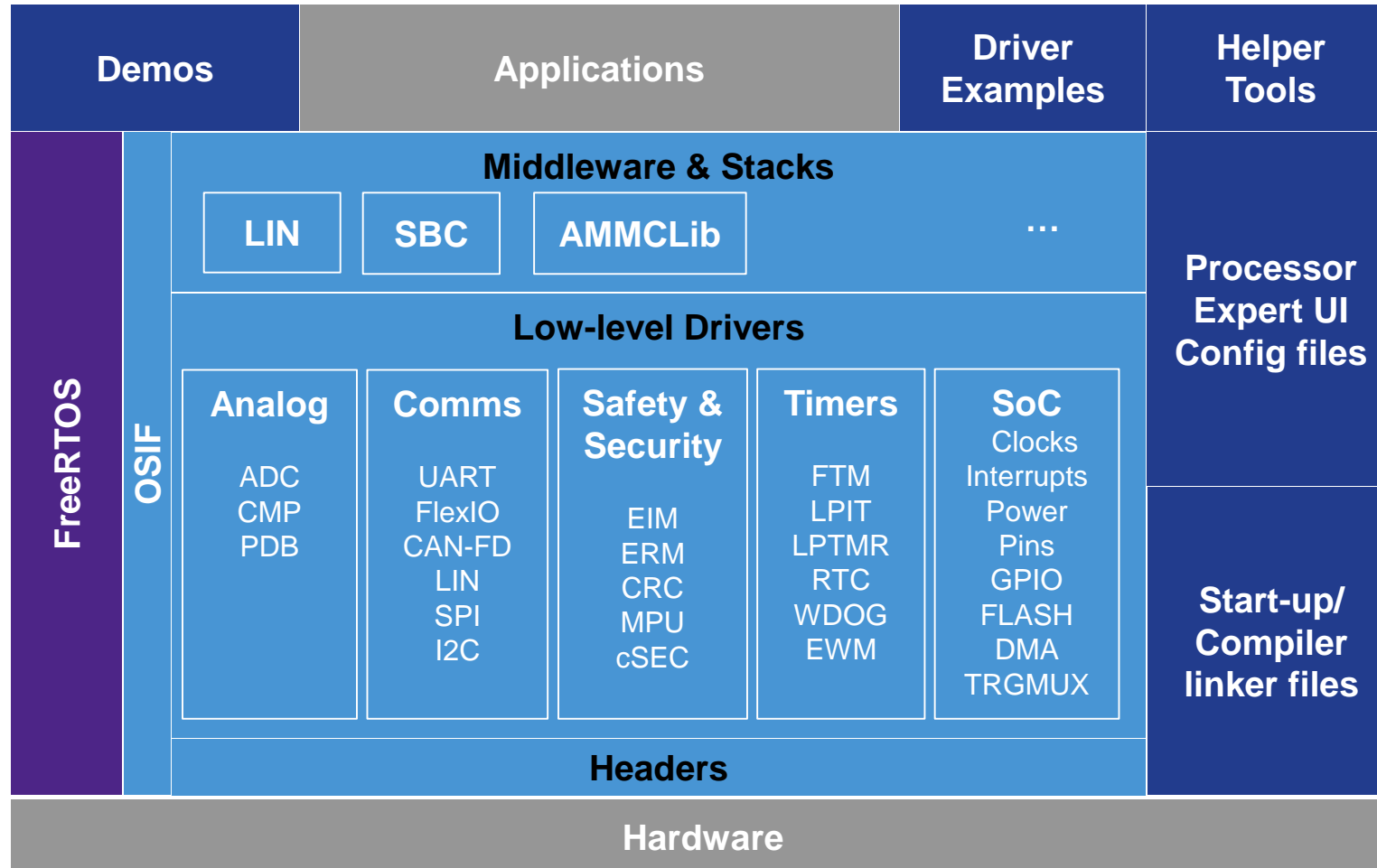
Introduction

S32 Software Development Kit (SDK)

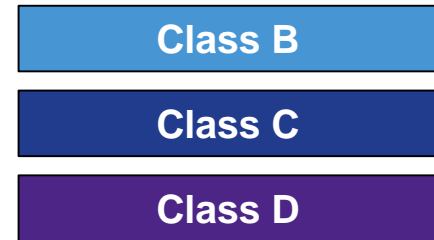
- Non-Autosar Software package
- **Automotive Grade: SPICE/CMMI** compliant, MISRA 2012
- Graphical-based configuration
- Compatible with Eclipse & other IDEs
- Supports all S32K MCU Families
- Supports multiple toolchains



S32 SDK – Architecture



SW Quality Class

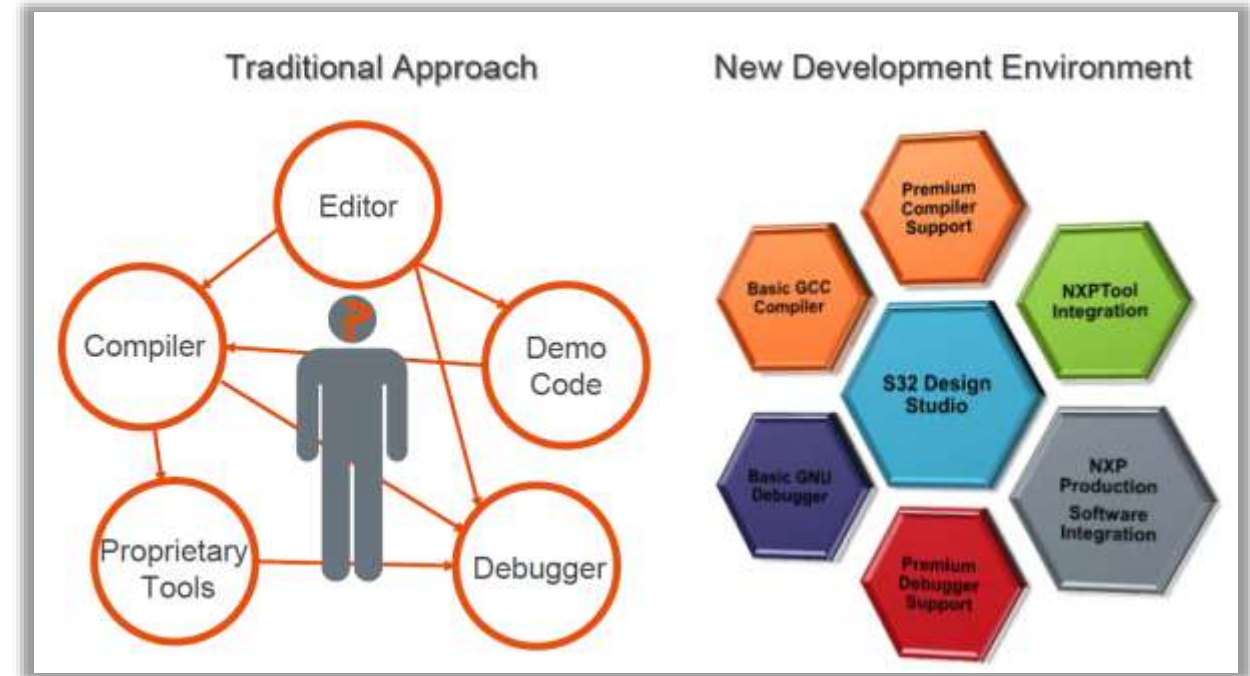


Features

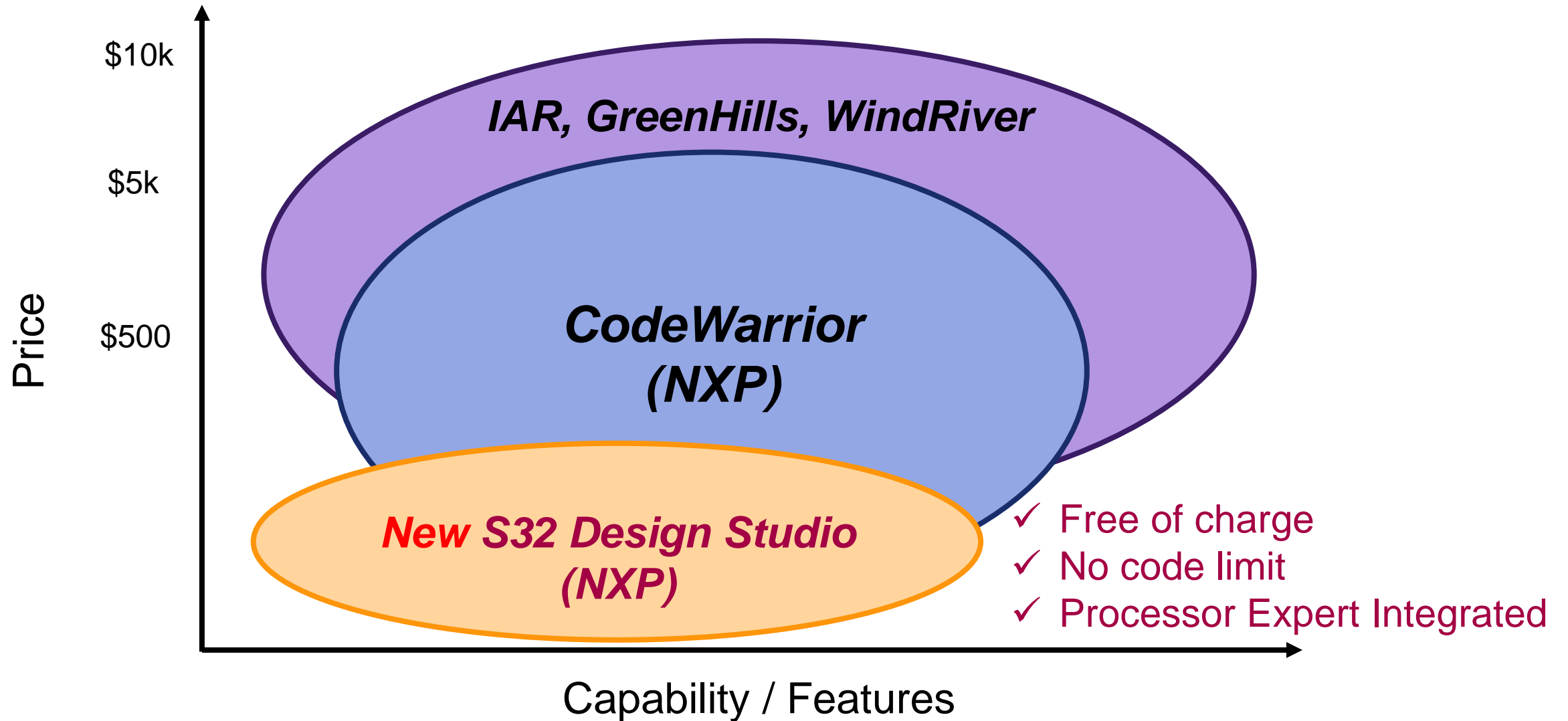
- Integrated **Non-Autosar SW Production-grade** software
- Graphical-based Configuration
- Layered Software Architecture
- Documented Source Code and Examples
- Integrated with S32 Design Studio and other IDEs
- Featuring various Middleware
- FreeRTOS integration
- Multiple toolchains supported
- Several examples and demos

NXP S32 Design Studio IDE www.nxp.com/S32DS

- Free of charge
- Unlimited code size
- Eclipse based environment
- GNU compiler & debugger integrated
- S32 SDK integrated (graphical configuration)
- Processor Expert integrated (automatic code generator)
- Can use with 3rd party compilers & debuggers (IAR) via Connection Utility
- Supports S32K and Power Architecture (MPC) products
- Not a replacement for NXP's CodeWarrior IDE
- Not intended to compete with premium 3rd party IDEs




NXP & 3rd Party IDEs – Performance/Price Map



S32 Design Studio @ www.nxp.com/S32DS


on Downloads Hardware & Tools

Libraries (1)


 **Automotive Math and Motor Control Library Set** [Download Options](#)

Automotive Math and Motor Control Library Set

IDE - Debug, Compile and Build Tools (2)

 **S32 Design Studio for ARM® v1.2 - Windows/Linux**^(REV 1.2) [Download](#)

HTML 195 B S32DS-ARM-1.2 2016-04-19 00:00:00

 **S32 Design Studio for ARM v1.3 - Windows/Linux**^(REV 1.3) [Download](#)

S32 Design Studio for ARM v1.3 has fully integrated S32 SDK EAR v0.8.2, IAR Debug in new project wizard, updates to SEGGER and P&E debug plug-ins and new device support for S32K144 v2.0. See Release Notes for additional information on new features and defect

HTML 198 B S32DS-ARM-1.3 2016-11-25 16:57:00

- **S32DS_v1.3 (includes SDK v0.9.0)**
 - Supports S32K144 MCU, 0N47T & 0N57U mask sets
- **S32DS_v1.2 (includes SDK_v0.8.2)**
 - Supports S32K144 MCU, 0N77P mask set only (early silicon for alpha customers only – not available to mass market customers)

Hardware & Tools (2)

S32 Design Studio – graphical configuration environment

The screenshot displays the S32 Design Studio for ARM interface. The main window is titled "Component Inspector - pin_mux" and shows the "Routing" tab. The "Signals" section is expanded, showing a table of signals for CAN0, CAN1, and CAN2. The table has columns for "Receiver Input", "Transmitter Output", and "Selected Pin/Signal Name". The "Receiver Input" and "Transmitter Output" columns contain the text "No pin routed". The "Selected Pin/Signal Name" column is empty. The console at the bottom shows the following output:

```
COT Build Console [S32K144_SDK_Lab_Clocks]
Finished building: ../Generated_Code/clockMan1.c
Finished building: ../Generated_Code/pin_mux.c
Building target: S32K144_SDK_Lab_Clocks.e1f
Executing target #16 S32K144_SDK_Lab_Clocks.e1f
Invoking: Standard S3205 C Linker
arm-none-eabi-gcc -o "S32K144_SDK_Lab_Clocks.e1f" "S32K144_SDK_Lab_Clocks.args"
Finished building target: S32K144_SDK_Lab_Clocks.e1f

16:01:09 Build Finished (took 8s.789ms)
```

An "Updates Available" notification is visible in the bottom right corner, stating: "Updates are available for your software. Click to review and install updates. Set up Reminder options."

S32 Design Studio – graphical configuration environment

Pins configuration

The screenshot displays the S32 Design Studio interface for configuring pins. The main window is titled "Component Inspector - pin_mux". The "Routing" tab is active, showing a table of signals for the CAN peripheral. The table has columns for "Signals", "Receiver Input", "Transmitter Output", and "Selected Pin/Signal Name". The signals listed are CAN0, CAN1, and CAN2, each with its respective input and output configurations. The console at the bottom shows the build process for the S32K144_SDK_Lab_Clocks project, indicating that the build is finished.

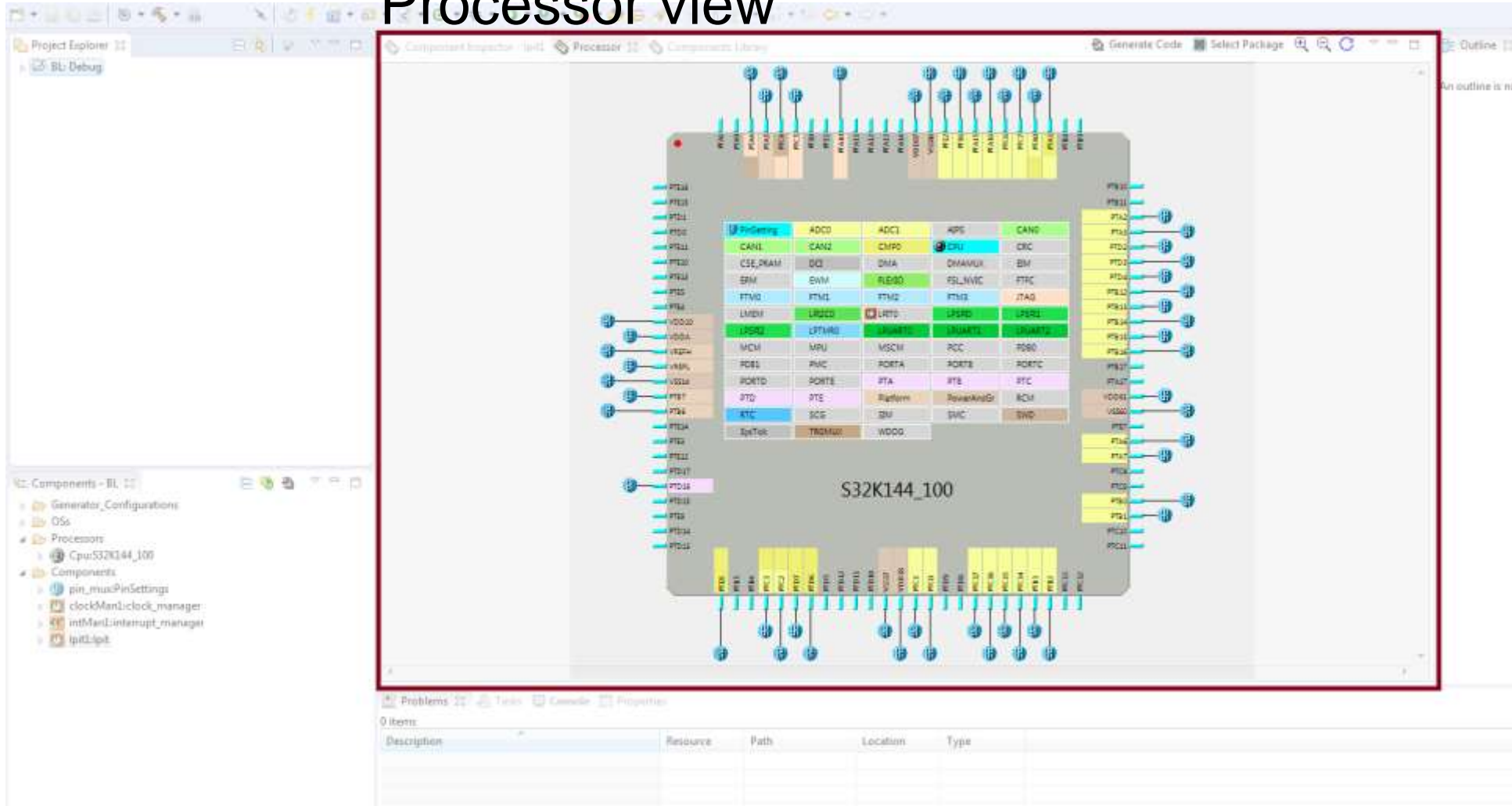
Signals	Receiver Input	Transmitter Output	Selected Pin/Signal Name
▲ CAN0	No pin routed	No pin routed	
Receiver Input	No pin routed	Input	
Transmitter Output	No pin routed	Output	
▲ CAN1	No pin routed	No pin routed	
Receiver Input	No pin routed	Input	
Transmitter Output	No pin routed	Output	
▲ CAN2	No pin routed	No pin routed	
Receiver Input	No pin routed	Input	
Transmitter Output	No pin routed	Output	

```
CDT Build Console [S32K144_SDK_Lab_Clocks]
Finished building: ../Generated_Code/clockMan.c
Finished building: ../Generated_Code/pin_mux.c
Building target: S32K144_SDK_Lab_Clocks.elf
Executing target #16: S32K144_SDK_Lab_Clocks.elf
Invoking: Standard S32DS C Linker
arm-none-eabi-gcc -o "S32K144_SDK_Lab_Clocks.elf" "@S32K144_SDK_Lab_Clocks.args"
Finished building target: S32K144_SDK_Lab_Clocks.elf

16:01:00 Build Finished (took 8s.789ms)
```

S32 Design Studio – graphical configuration environment

Processor view



S32 Design Studio – graphical configuration environment

Components library

The screenshot displays the S32 Design Studio interface with the Components Library window open. The library lists various components and their HALs, all from the S32K144_SDK01 repository. The components are filtered for S32K144_100 (S32K144_SDK_Lab_Clocks).

Component	Component Repository	Description
fsi_adc	S32K144_SDK01	S32 SDK Peripheral Driver for Analog-to-Digital Converter (ADC)
fsi_adc_hal	S32K144_SDK01	S32 SDK HAL for Analog-to-Digital Converter (ADC HAL)
fsi_clock_manager	S32K144_SDK01	S32 SDK Peripheral Driver for Clock Manager (clock_manager)
fsi_cmp	S32K144_SDK01	S32 SDK Peripheral Driver for Comparator (cmp)
fsi_cmp_hal	S32K144_SDK01	S32 SDK HAL for Comparator (cmp)
fsi_crc	S32K144_SDK01	S32 SDK Peripheral Driver for Cyclic Redundancy Check (CRC)
fsi_crc_hal	S32K144_SDK01	S32 SDK HAL for Cyclic Redundancy Check (CRC HAL)
fsi_dmamux_hal	S32K144_SDK01	S32 SDK HAL for Direct Memory Access Multiplexer (dmamux)
fsi_edma	S32K144_SDK01	S32 SDK Peripheral Driver for Enhanced Direct Memory Access controller ...
fsi_edma_hal	S32K144_SDK01	S32 SDK HAL for Enhanced Direct Memory Access controller(edma)
fsi_flash	S32K144_SDK01	S32 SDK Peripheral Driver for Flash Memory (FLASH)
fsi_flexcan	S32K144_SDK01	S32 SDK Peripheral Driver for Flexible Controller Area Network (FlexCAN)
fsi_flexcan_hal	S32K144_SDK01	S32 SDK HAL for Flexible Controller Area Network (FlexCAN HAL)
fsi_flexio_hal	S32K144_SDK01	S32 SDK HAL for Flexible I/O (Flexio)
fsi_flexio_i2c	S32K144_SDK01	S32 SDK Peripheral Driver for Inter-Integrated Circuit over Flexible I/O (FL...
fsi_flexio_spi	S32K144_SDK01	S32 SDK Peripheral Driver for Serial Peripheral Interface over Flexible I/O (...)
fsi_ftm	S32K144_SDK01	S32 SDK Peripheral Driver for FlexTimer Module (FTM)
fsi_ftm_hal	S32K144_SDK01	S32 SDK HAL for FlexTimer Module (FTM HAL)
fsi_gpio_hal	S32K144_SDK01	S32 SDK HAL for General-Purpose Input/Output (GPIO HAL)
fsi_interrupt_manager	S32K144_SDK01	S32 SDK Peripheral Driver for Interrupt Manager (interrupt_manager)
fsi_lin	S32K144_SDK01	S32 SDK Peripheral Driver for Local Interconnect Network (LIN)
fsi_lpi2c	S32K144_SDK01	S32 SDK Peripheral Driver for Low Power Inter-Integrated Circuit (LP12C)
fsi_lpi2c_hal	S32K144_SDK01	S32 SDK HAL for Low Power Inter-Integrated Circuit (LP12C HAL)
fsi_lpit	S32K144_SDK01	S32 SDK Peripheral Driver for Low Power Interrupt Timer (LPIT)
fsi_lpit_hal	S32K144_SDK01	S32 SDK HAL for Low Power Interrupt Timer Module (LPIT HAL)
fsi_lpspi	S32K144_SDK01	S32 SDK Peripheral Driver for Low Power Serial Peripheral Interface (LPSP1)
fsi_lpspi_hal	S32K144_SDK01	S32 SDK HAL for Low Power Serial Peripheral Interface (LPSP1 HAL)

Filter on for S32K144_100 (S32K144_SDK_Lab_Clocks)

CDT Build Console (S32K144_SDK_Lab_Clocks)
Finished building: ../Generated_Code/clockMan1.c
Finished building: ../Generated_Code/pin_aux.c
Building target: S32K144_SDK_Lab_Clocks.eif
Executing target #18 S32K144_SDK_Lab_Clocks.eif
Invoking: Standard S32DS C Linker
arm-none-eabi-gcc -o "S32K144_SDK_Lab_Clocks.eif" "S32K144_SDK_Lab_Clocks.args"
Finished building target: S32K144_SDK_Lab_Clocks.eif
16:01:09 Build Finished (took 8s.799ms)

Updates Available
Updates are available for your software. Click to review and install updates.
Set up [Reminder options](#)

S32 Design Studio – graphical configuration environment

The screenshot displays the S32 Design Studio interface. On the left, the Project Explorer shows a project structure with folders like Binaries, Includes, Generated_Code, Project_Settings/Startup_Code, SDK, Sources, math, include, Debug, Documentation, Project_Settings, ProcessorExpert.pd, S32K144_SDK_Lab_GPIOs, and S32K144_SDK_Lab_Interrupts. The main window is titled 'Component Inspector - pin_max 22' and shows a 'Routing' view. It features a 'View Mode' section with 'Collapsed' and 'Fins' options, and an 'Options' section with 'Show Only Configurable Signals'. Below this is a row of component tabs: ADC, CAN, CMP, EWM, FLEDO, FTM, GPRD, JTAG, LPDC, LPSPI, LPTMR, LPUART, Platform, PowerAndGround, RTC, SWD, and TROMUX. The 'Signals' section contains a table with columns for 'Signals', 'Selected Pin/Signal Name', and 'Direction'. The table lists CAN0, CAN1, and CAN2, each with 'Receiver Input' and 'Transmitter Output' signals, all showing 'No pin routed'. A tooltip indicates 'The group contains selection of the pin routing for peripheral type LPDC'. The bottom console shows build logs for 'S32K144_SDK_Lab_Clocks' and 'pin_max.c', including the command 'arm-none-eabi-gcc -o "S32K144_SDK_Lab_Clocks.elf" "S32K144_SDK_Lab_Clocks.args"' and the message 'S32K144 build finished (took 8s.789ms)'. A small 'Updates Available' dialog is visible in the bottom right corner.

Signals	Selected Pin/Signal Name	Direction
CAN0		
Receiver Input	No pin routed	Input
Transmitter Output	No pin routed	Output
CAN1		
Receiver Input	No pin routed	Input
Transmitter Output	No pin routed	Output
CAN2		
Receiver Input	No pin routed	Input
Transmitter Output	No pin routed	Output

Project components

```
Components - S32K144_SDK_Lab_Clocks
├── Generator_Configurations
├── OSs
├── Processors
│   └── CpuS32K144_100
├── Components
│   ├── pin_maxPinSettings
│   └── clockMani.fhl_clock_manager
```

```
CDT Build Console [S32K144_SDK_Lab_Clocks]
Finished building: ../Generated_Code/clockMani.c
Finished building: ../Generated_Code/pin_max.c
Building target: S32K144_SDK_Lab_Clocks.elf
Executing target #16 S32K144_SDK_Lab_Clocks.elf
Invoking: Standard S32DS C Linker
arm-none-eabi-gcc -o "S32K144_SDK_Lab_Clocks.elf" "S32K144_SDK_Lab_Clocks.args"
Finished building target: S32K144_SDK_Lab_Clocks.elf

S32K144 build finished (took 8s.789ms)
```


S32 Design Studio – graphical configuration environment

Component inspector

The screenshot displays the S32 Design Studio interface with the Component Inspector window open for the LPUART1 component. The window is divided into several sections:

- Properties:** Shows the component name as 'lpuart1', the device as 'LPUART0', and the component version as 'S32K344_S0K01'.
- Configurations:** Includes a 'State structure name' field set to 'lpuart1_State' and a 'Configurations list' table.
- Configurations list:** A table with columns for Configuration, Name, Type, Read only configuration, Baud rate, Parity mode, Stop bits, and Bits per char. It contains one entry:

#	Configuration	Name	Type	Read only configuration	Baud rate	Parity mode	Stop bits	Bits per char
0	<input checked="" type="checkbox"/>	lpuart1_InitConfig0	lpuart_user_config_t	<input checked="" type="checkbox"/>	600	Disabled	1	8

The bottom of the interface shows the Processor Expert console with the following log output:

```
Processor Expert
Sep 20, 2016 7:31:15 PM Starting Processor Expert service
System directory = C:\Freescale\S32_ARM_v1.2_clean\eclipse\ProcessorExpert
Internal cache directory = C:\ProgramData\Processor Expert\PECache\ef2a88e7
Processor Expert license file = not used (no license file)
Sep 20, 2016 7:31:16 PM Successfully started Processor Expert service
GroupItem.loadItem: Null item - ignored symbol:null
```

An 'Updates Available' notification is present in the bottom right corner, stating: 'Updates are available for your software. Click to review and install updates. Set up [flexible updates](#)'.

S32 Design Studio – graphical configuration environment

Code generation

The screenshot displays the S32 Design Studio interface. The Project Explorer on the left shows the project structure for 'S32K144_SDK_Lab_Clocks'. The 'Generated_Code' folder is expanded, and 'ipuart1.c' and 'ipuart1.h' are highlighted with red boxes. The Components Library in the center shows the 'ipuart1' component selected. The main editor window displays the generated C code for 'ipuart1.c', with a red box highlighting the configuration structure definition:

```
/* ipuart1 configuration structure */
const ipuart_user_config_t ipuart1_initConfig = {
    .baudRate = 6000,
    .parityMode = LPUART_PARITY_DISABLED,
    .stopBitCount = LPUART_ONE_STOP_BIT,
    .bitCountPerChar = LPUART_8_BITS_PER_CHAR,
};

/* Driver state structure */
ipuart_state_t ipuart1_State;
```

The bottom panel shows the CDT Build Console output, indicating the successful completion of the build process:

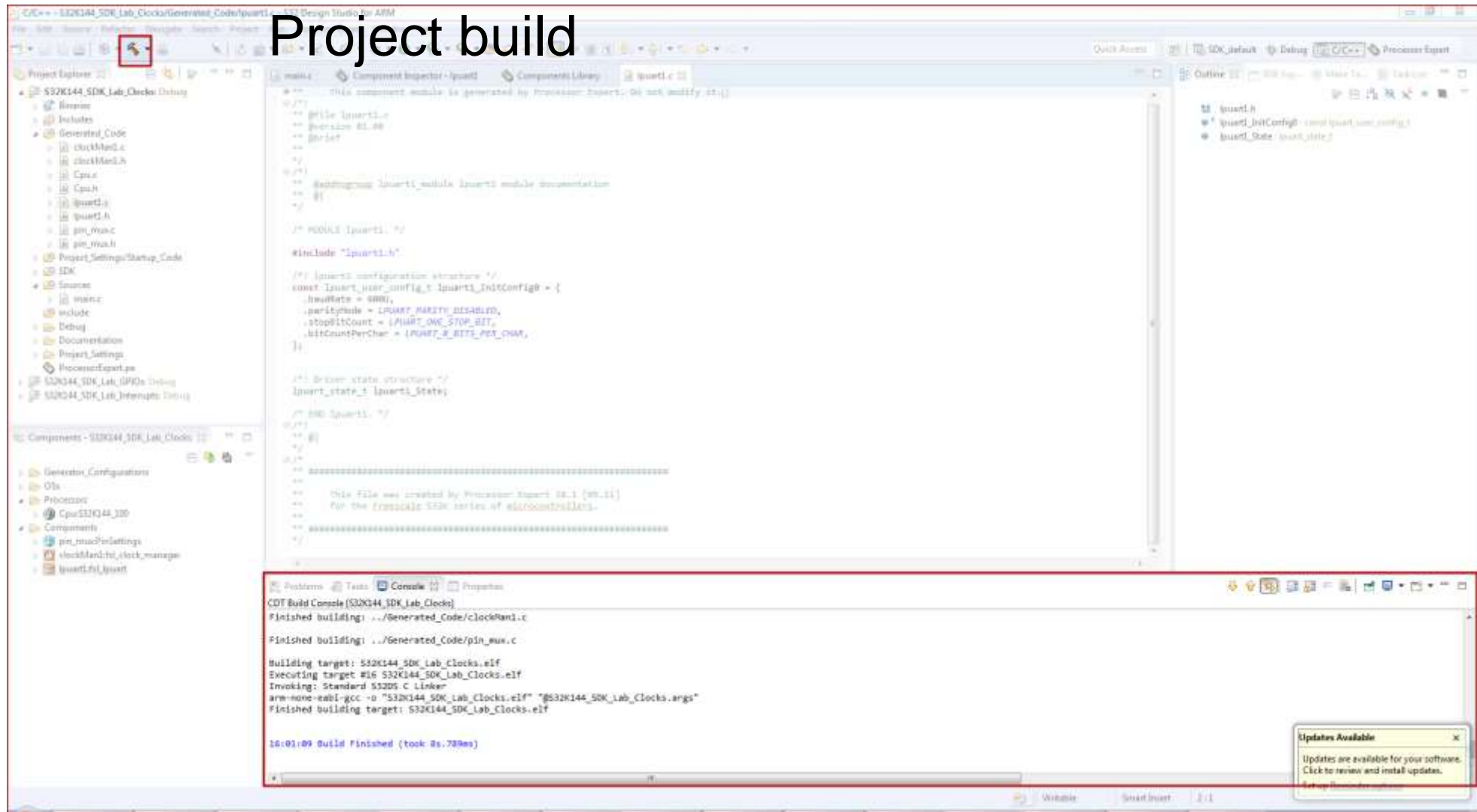
```
CDT Build Console [S32K144_SDK_Lab_Clocks]
Finished building: .../Generated_Code/clockMan1.c
Finished building: .../Generated_Code/pin_mux.c
Building target: S32K144_SDK_Lab_Clocks.elf
Executing target #16 S32K144_SDK_Lab_Clocks.elf
Invoking: Standard S32DS C Linker
g++ -mcpu=nmbl-jcc -o "S32K144_SDK_Lab_Clocks.elf" "S32K144_SDK_Lab_Clocks.args"
Finished building target: S32K144_SDK_Lab_Clocks.elf

18:11:09 Build Finished (took 86.786ms)
```

An 'Updates Available' notification is visible in the bottom right corner of the IDE.

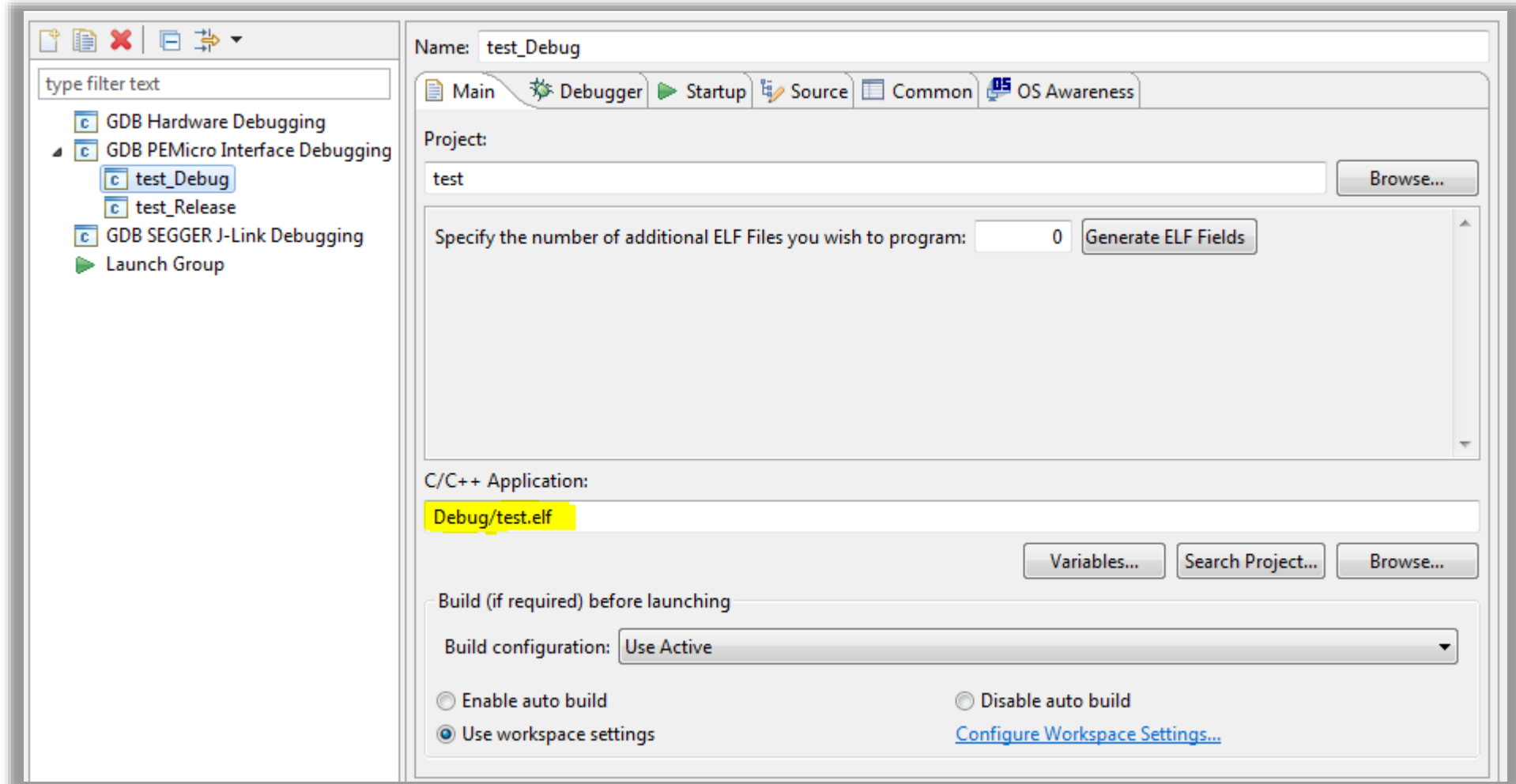
S32 Design Studio – graphical configuration environment

Project build



S32 Design Studio – deploying the application

Target debug





02.

Hands-on – Blinking LED

S32K144 Blinking LED: Objective

- In this lab you will learn:
 - About the GPIOs structure in S32K144
 - How interrupts works on S32K144
 - How to create a new SDK project with S32DS.
 - How to set a pin as output/input with SDK
 - How the use the LPIT peripheral
 - Set up an interrupt in S32K144 using SDK
 - Blink an LED every 0.5 sec using the LPIT interrupt

S32K144 Blinking LED: Resources to be used

- In this lab will be used the following components of the EVB:
 - RGB LED

LED	S32K144 PIN
BLUE	PTD0
RED	PTD15
GREEN	PTD16



RGB LED

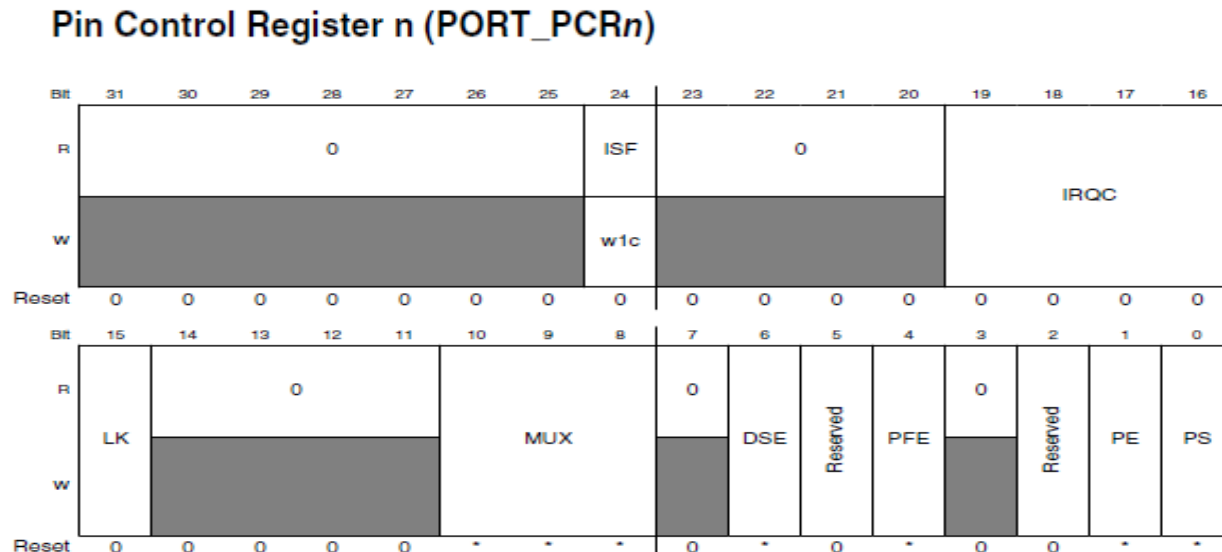
S32K144 Blinking LED: Theory

- There are up to 89 GPIOs in the S32K144
 - 5 PORTs (PTA, PTB, PTC, PTD, PTE)
- 8 high current pins (up to 20 mA each):
 - PTD1, PTD0, PTD16, PTD15, PTB5, PTB4, PTE1, and PTE0
- Each I/O is interrupt capable
- Each I/O is DMA capable
- Support for edge or level sensitive
- Each can wake up MCU from low power modes
- Digital filter included for each I/O

Package	GPIOs	High current pins
100 LQFP	89	8 <ul style="list-style-type: none">- PTD1- PTD0- PTD16- PTD15- PTB5- PTB4- PTE1- PTE0
64 LQFP	59	8 <ul style="list-style-type: none">- PTD1- PTD0- PTD16- PTD15- PTB5- PTB4- PTE1- PTE0

S32K144 Blinking LED: Theory

- Each I/O is multiplexed with different functionalities
- I/O functionality is selected with PORTx register, MUX bits.
- Alternative 1 (MUX=0b001) is GPIO functionality for all I/OS
- I/O interrupt configuration is controlled independently
- I/O Pull resistor is controlled independently



S32K144 Blinking LED: Theory

- Each port pin is mapped to the following 32-bit GPIO registers, each bit represents a pin in the port x:
 - GPIOx->PDOR. Data Output
 - GPIOx->PSOR. Set Output
 - GPIOx->PCOR. Clear Output.
 - GPIOx->PTOR. Toggle Output
 - GPIOx->PDIR. Input register
 - GPIOx->PIDR. Input disable register
 - GPIOx->PDDR. Data Direction register

S32K144 Blinking LED: Theory

GPIO Direction selected with PDDR register.

GPIO INPUT

- Logic state available in PDIR register

GPIO OUTPUT

- Logic state controlled via PDOR or PCOR, PSOR and PTOR.

If	Then
A pin is configured for the GPIO function and the corresponding port data direction register bit is clear.	The pin is configured as an input.
A pin is configured for the GPIO function and the corresponding port data direction register bit is set.	The pin is configured as an output and the logic state of the pin is equal to the corresponding port data output register.

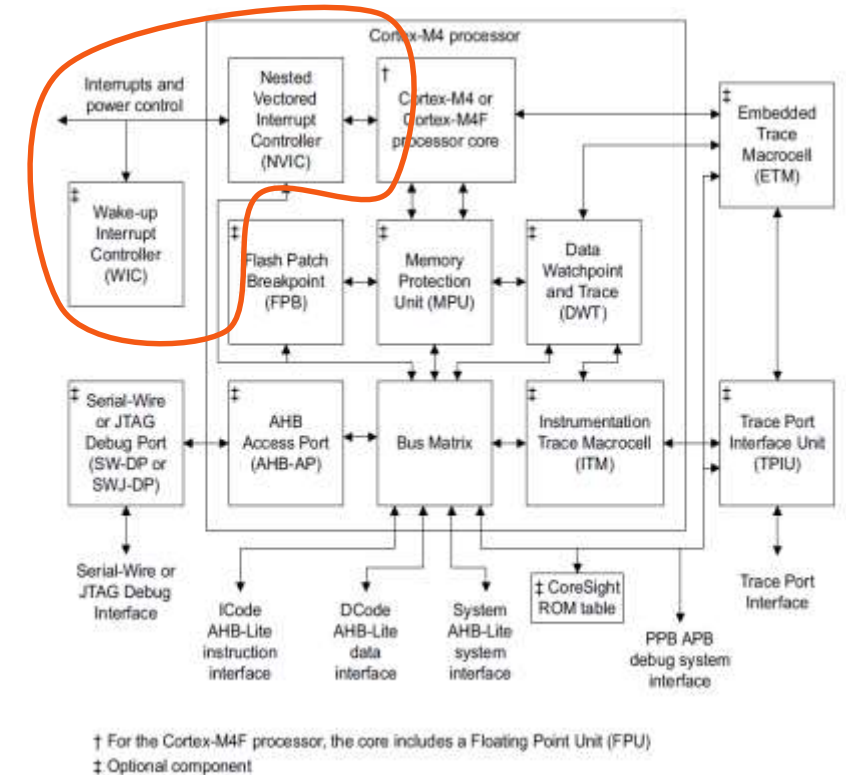
S32K144 Blinking LED: Theory

NVIC (Nested Vector Interrupt Controller)

- Responsible of interrupt handling
- Supports vector table relocation
- Up to 240 vectored interrupts
- 111 interrupts available in S32K144

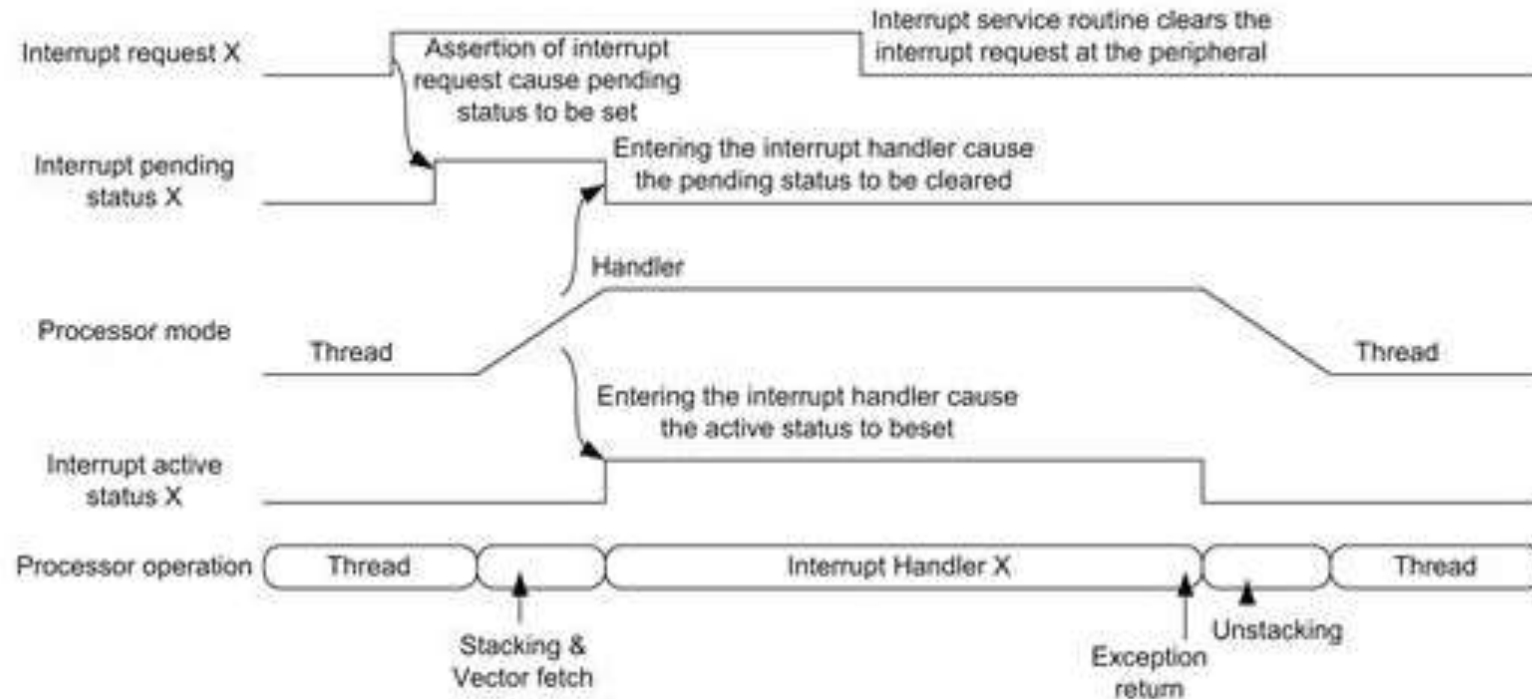
Asynchronous Wake-up Interrupt Controller (AWIC)

- Detect asynchronous wake-up events in stop modes
- Signal to clock control logic to resume system clocking
- After clock restart, NVIC observes the pending interrupt and performs normal interrupt process
- Used during low power modes to generate an wake up signal



S32K144 Blinking LED: Theory

What happens when an interrupt occurs in an ARM Cortex M4?

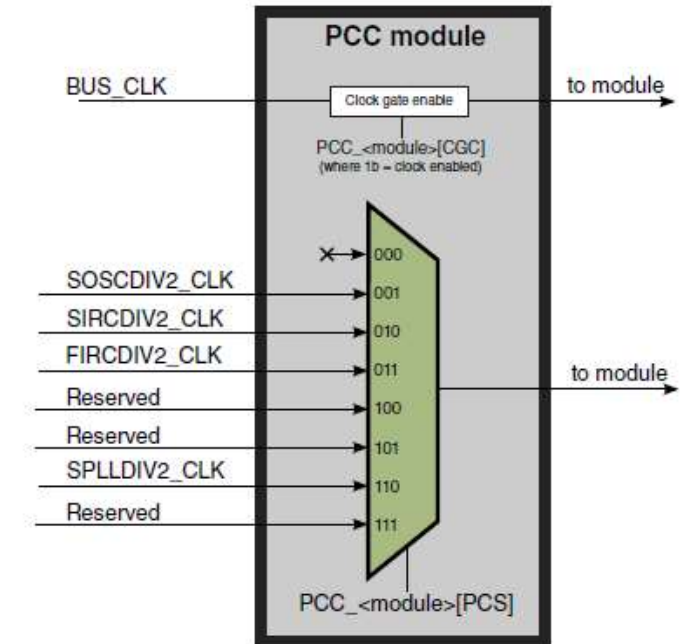


S32K144 Blinking LED: Theory

LPIT (Low power interrupt timer)

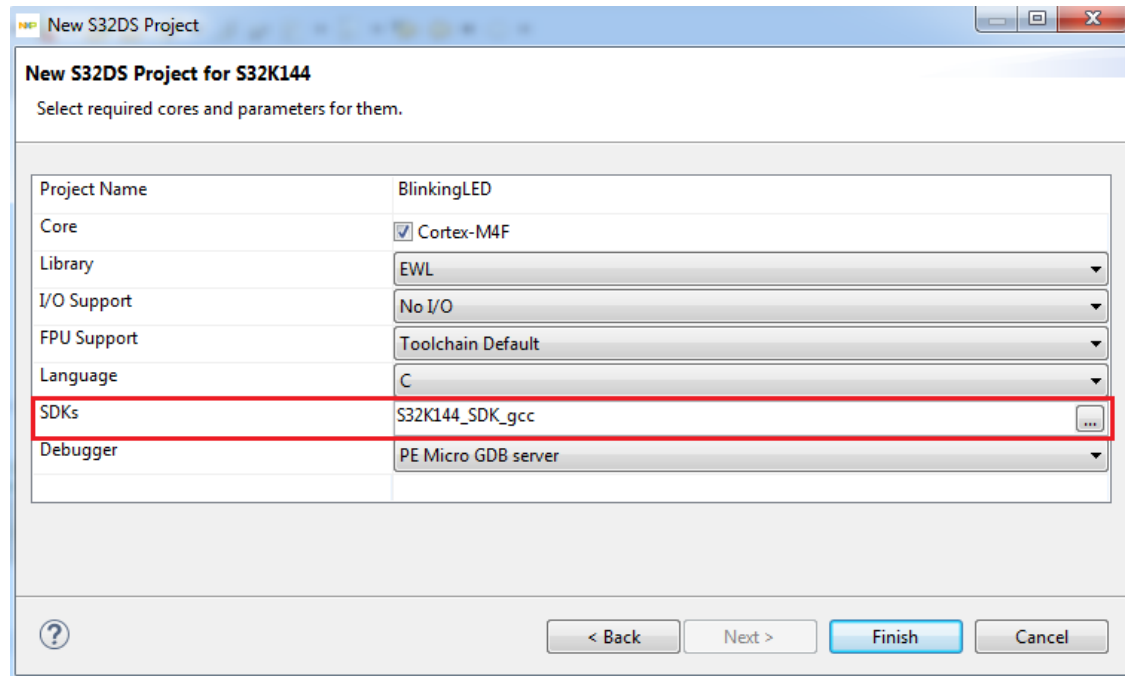
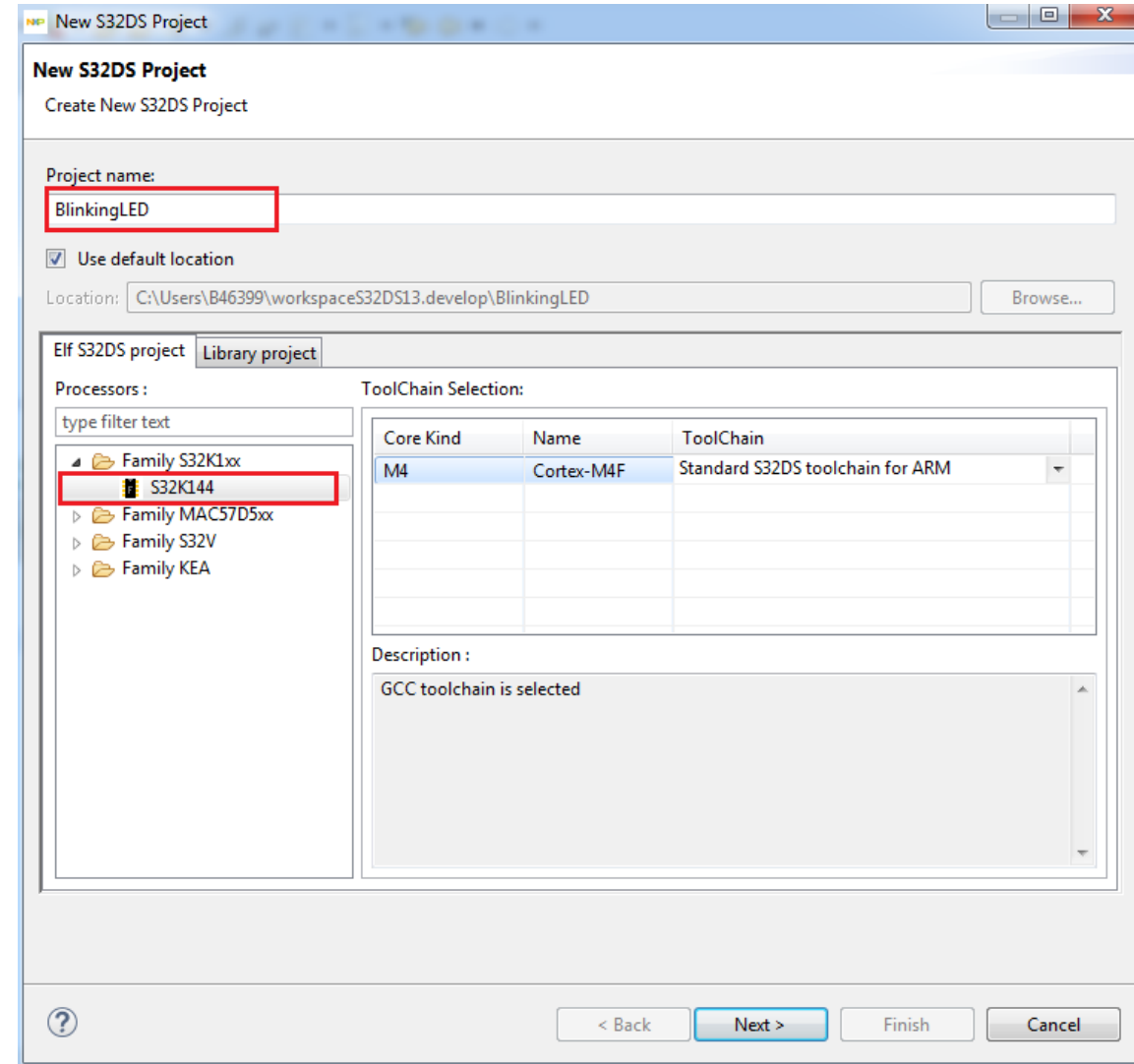
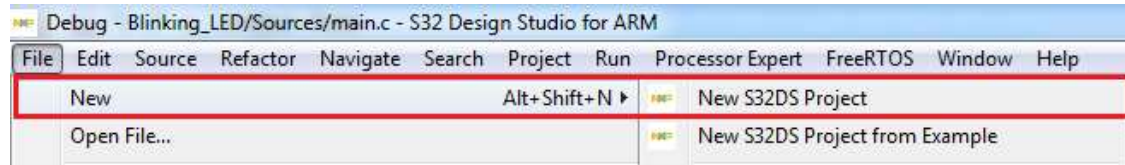
- 4 channels
- Individual or chained channel operation
- 32 bit counter per channel
- 4 operation modes:
 - 32-bit Periodic Counter
 - Dual 16-bit Periodic Counter
 - 32-bit Trigger Accumulator
 - 32-bit Trigger Input Capture

Module	VLPR	VLPW	Stop	VLPS
LPIT	Full functionality	Full functionality	Async operation	Async operation



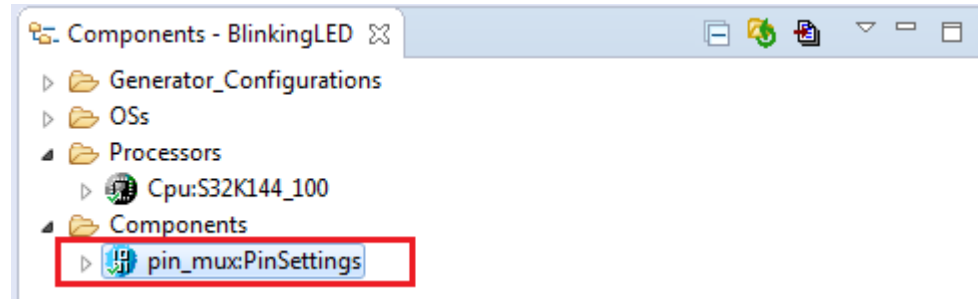
S32K144 Blinking LED: Create New Project

- Create a new S32DS Project



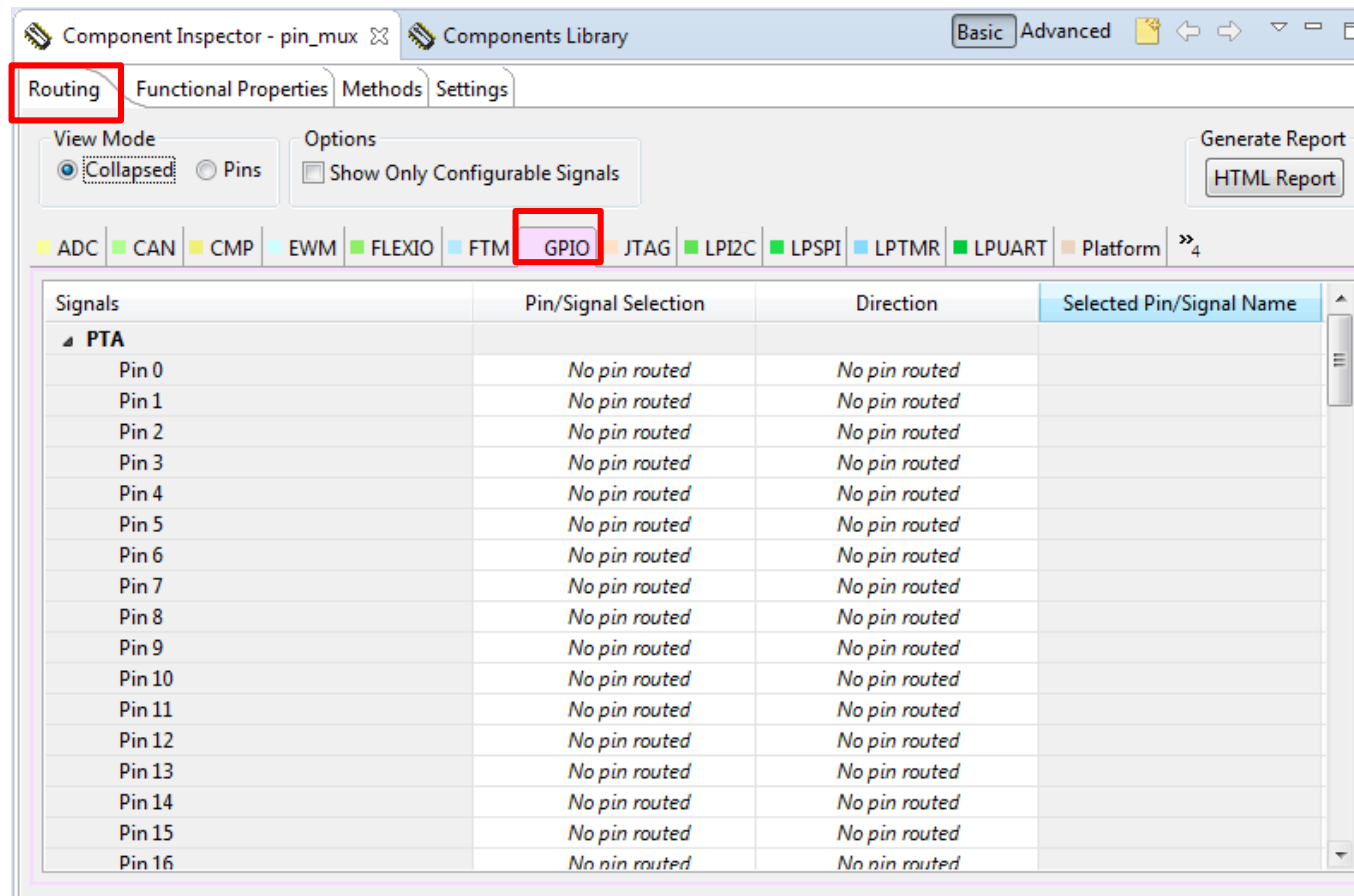
S32K144 Blinking LED: Configuring pins

- Select the **pin_mux** component in the **Components** window



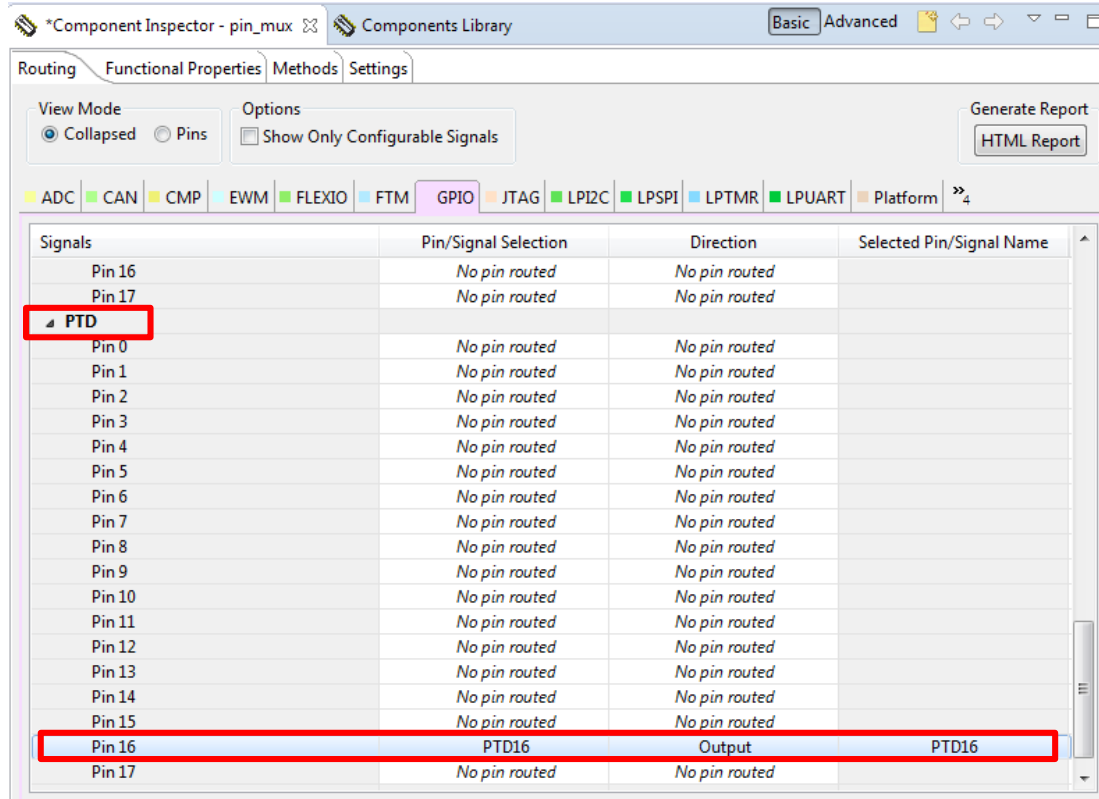
S32K144 Blinking LED: Select I/O pins direction

- In the **Component Inspector** window
- Select **GPIO** tab inside the **Routing** tab



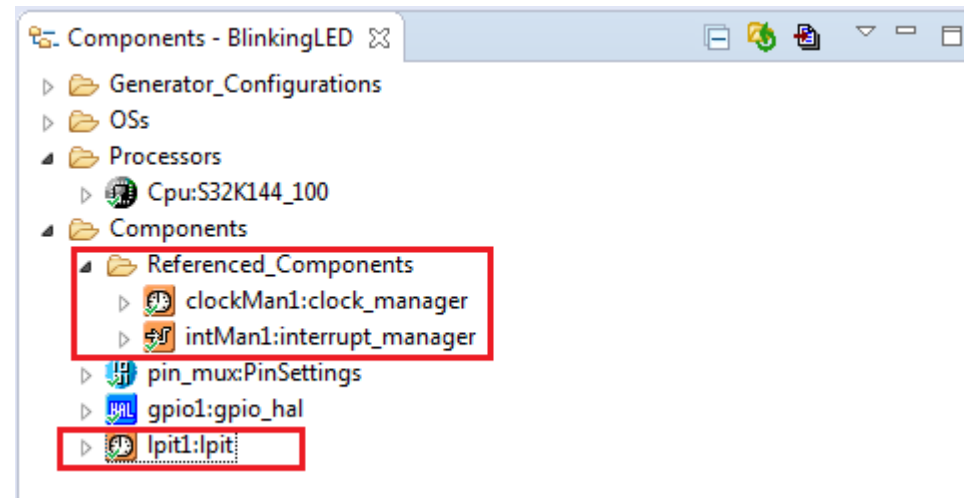
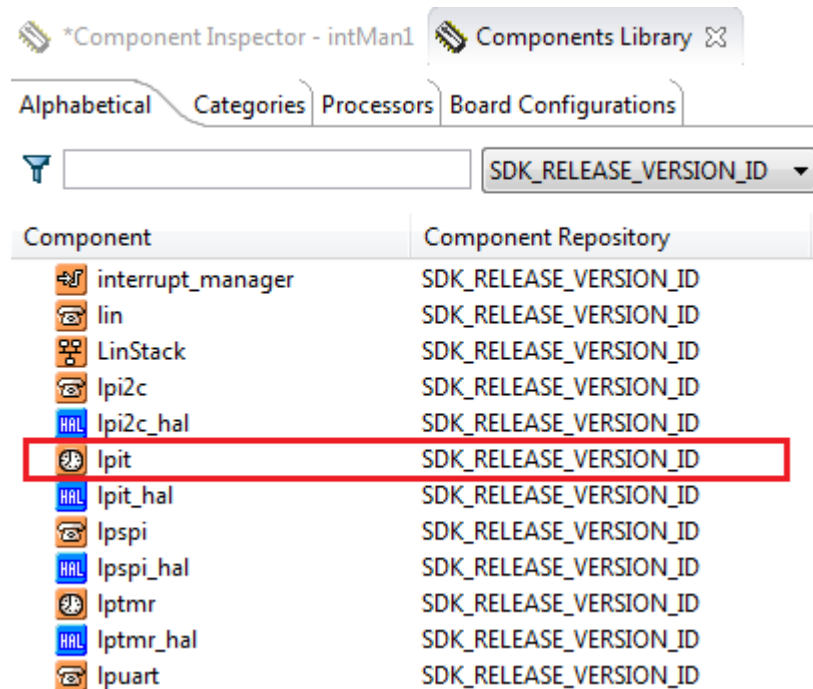
S32K144 Blinking LED: Select Output pin

- Go to **PTD** and select pin **16**.
- In the **Pin/Signal Selection** Colum, select **PTD16**.
- In the **Direction** Colum, select **Output**.



S32K144 Blinking LED: Add LPIT Component

- Go to **Component Library** window.
- Select the **lpit** in the Alphabetical tab.
- Double click **lpit** to add to your project.
- Lpit component should appear on the component window.
- Adding the lpit component will automatically add clock_manager and interrupt_manager components



S32K144 Blinking LED: Peripheral Clocks

- When adding a component to project, the clock_manger component enables the appropriate peripheral clocks.

Clock Config | Callbacks | Shared components | Inherited components

Clock configurations: 1

#	Clock configuration	...
0	clockMan1_InitConfig0	...

Details for selected row:

Clock configuration 0

Settings | SIRC | FIRC | RTC | SOSOC | SPLL | CLKOUT | LPO | SIM | TCLK | Trace | Clock Values Summary

Peripheral Clocks						
Clock Name	Enable	Interface Clock	Functional Clock	Multiply	Divide	Frequency
FTM3_CLK	<input type="checkbox"/>	SYS_CLK	SIRCDIV1_CLK			0 Hz
LPI2C0_CLK	<input type="checkbox"/>	BUS_CLK	SIRCDIV2_CLK			0 Hz
LPIT0_CLK	<input checked="" type="checkbox"/>	BUS_CLK	SIRCDIV2_CLK			8 MHz
LPSP10_CLK	<input type="checkbox"/>	BUS_CLK	SIRCDIV2_CLK			0 Hz
LPSP11_CLK	<input type="checkbox"/>	BUS_CLK	SIRCDIV2_CLK			0 Hz
LPSP12_CLK	<input type="checkbox"/>	BUS_CLK	SIRCDIV2_CLK			0 Hz
LPTMR0_CLK	<input type="checkbox"/>	BUS_CLK	SIRCDIV2_CLK	*1	/1	0 Hz

Clock Config | Callbacks | Shared components | Inherited components

Clock configurations: 1

#	Clock configuration	...
0	clockMan1_InitConfig0	...

Details for selected row:

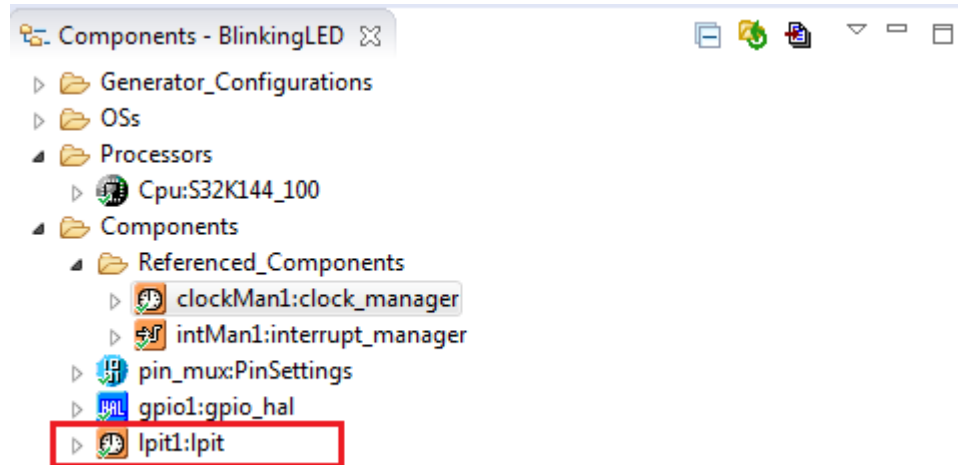
Clock configuration 0

Settings | SIRC | FIRC | RTC | SOSOC | SPLL | CLKOUT | LPO | SIM | TCLK | Trace | Clock Values Summary

Peripheral Clocks					
Clock Name	Enable	Interface Clock	Functional Clock	Multiply	Divide
PDB1_CLK	<input type="checkbox"/>	SYS_CLK			
PORTA_CLK	<input checked="" type="checkbox"/>	BUS_CLK			
PORTB_CLK	<input checked="" type="checkbox"/>	BUS_CLK			
PORTC_CLK	<input checked="" type="checkbox"/>	BUS_CLK			
PORTD_CLK	<input checked="" type="checkbox"/>	BUS_CLK			
PORTE_CLK	<input checked="" type="checkbox"/>	BUS_CLK			
RTC0_CLK	<input type="checkbox"/>	BUS_CLK			

S32K144 Blinking LED: LPIT Configuration

In the **Components Window** select the **lpit** component



S32K144 Blinking LED: LPIT Configuration

- Go to **Components Inspector**.
- Check the **Timer Run In Debug Mode** box
- Check the **Interrupt enable** box
- Select **Microsecond unit** as period unit
- In the **Time period** field type **500000** counts for 0.5 sec.

Configurations Shared components Inherited components

Global configuration

Timer Run In Debug Mode
 Timer Run In Doze Mode

Channel configurations list - 1 + ^ v

#	Configuration	Name	Read only	Timer mode
0	<input checked="" type="checkbox"/>	lpit1_ChnConfig0	<input type="checkbox"/>	32 bit periodic counter

Details for selected row:

Configuration 0 The LPIT clock frequency is 8000000 [Hz]!

Name lpit1_ChnConfig0

Read only

Timer mode 32 bit periodic counter

Period units Microsecond unit

Timer period 500000

Trigger source External trigger

Trigger select Channel 0

Reload on trigger


Stop on interrupt

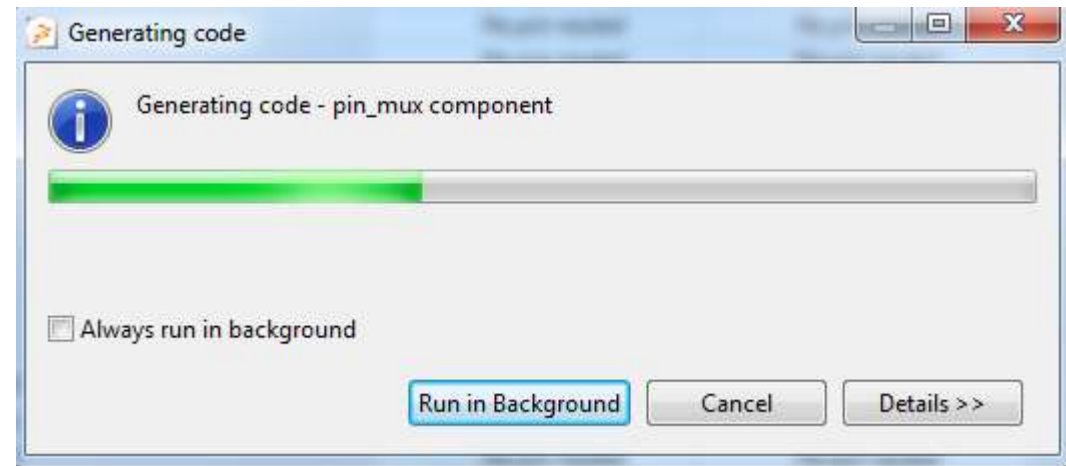
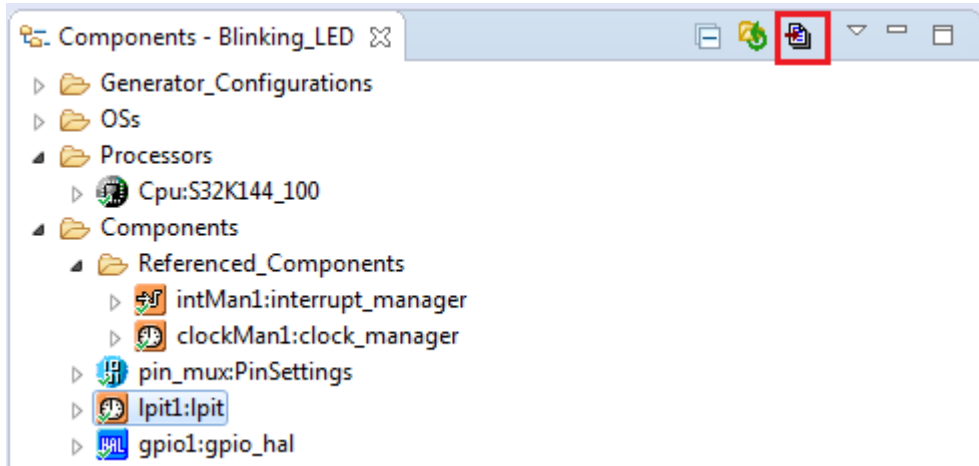
Start on trigger

Channel chain

Interrupt enable

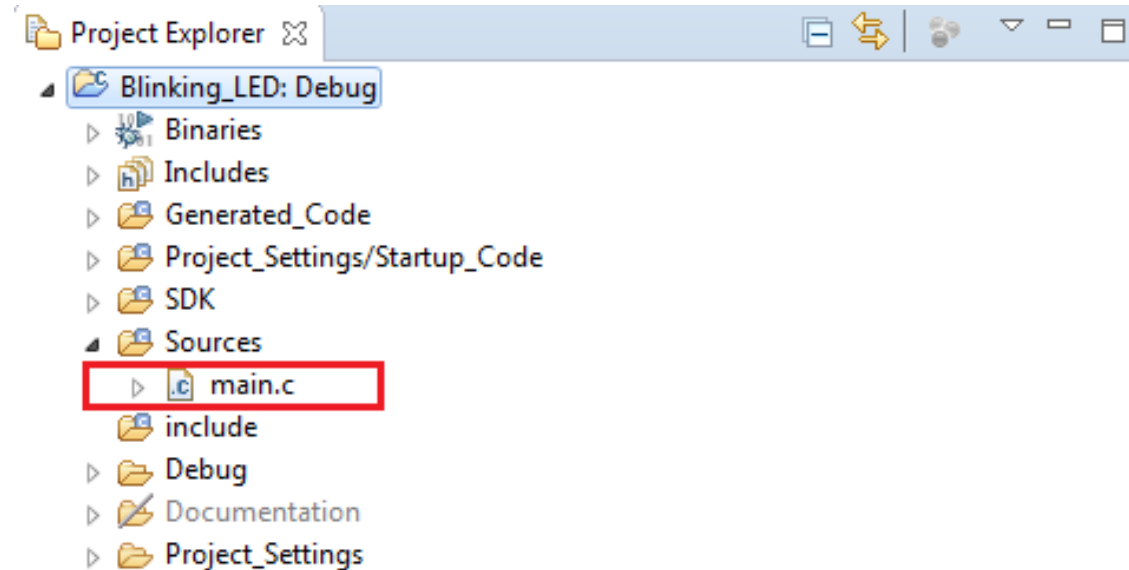
S32K144 Blinking LED: Generate the code

- To generate the code for the configuration select, click the **generate code** icon  in the **Components** window.
- Wait for the code to be generated.



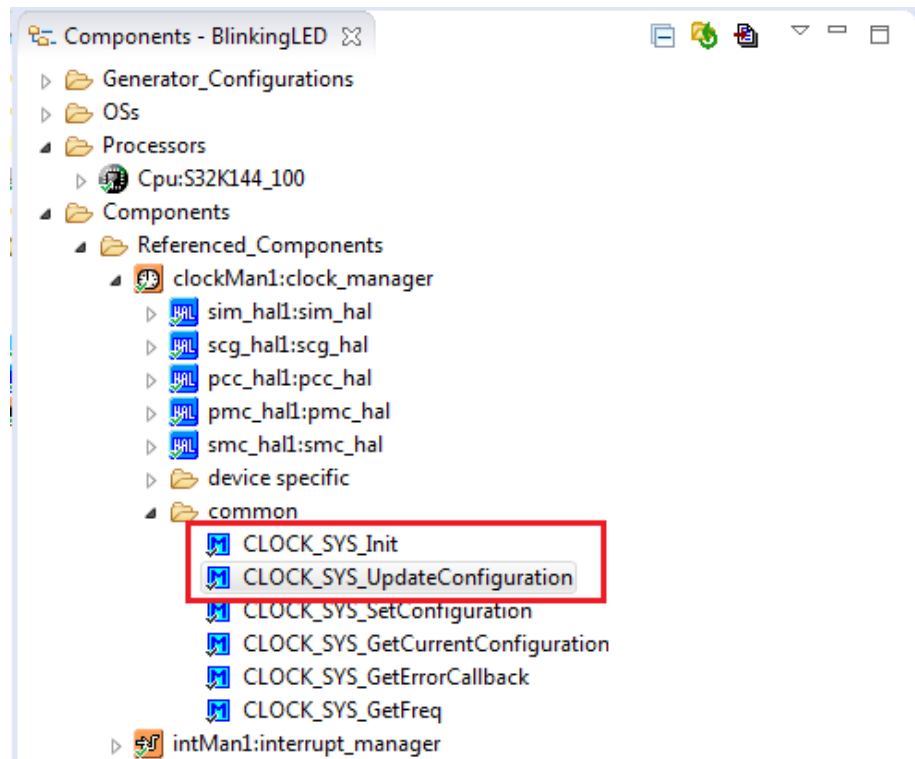
S32K144 Blinking LED: Application Code

- In the project window double click the **main.c** file to open it



S32K144 Blinking LED: Init and Update Configuration Functions

- Expand the **clock_manager** component in the **Components** Window
- Drag and drop the **CLOCK_SYS_Init** function into main.
- Drag and drop the **CLOCK_SYS_UpdateConfiguration** function into main.



```
main.c | lpt1.h | lpt1.c | lpt_driver.c | S32K144.h | *main.c
\brief The main function for the project.
\details The startup initialization sequence is the following:
* - startup asm routine
* - main()
*/
int main(void)
{
    /* Write your local variable definition here */

    /** Processor Expert internal initialization. DON'T REMOVE THIS CODE!!! */
    #ifdef PEX_RTOS_INIT
        PEX_RTOS_INIT();          /* Initialization of the selected RTOS. Macro is
    #endif
    /** End of Processor Expert internal initialization.          */

    /* Write your code here */
    /* For example: for(;;) { } */
    CLOCK_SYS_Init();
    CLOCK_SYS_UpdateConfiguration();

    /** Don't write any code pass this line, or it will be deleted during code generation
    /** RTOS startup code. Macro PEX_RTOS_START is defined by the RTOS component. DON'T M
    #ifdef PEX_RTOS_START
        PEX_RTOS_START();          /* Startup of the selected RTOS. Macro is defined
    #endif
```

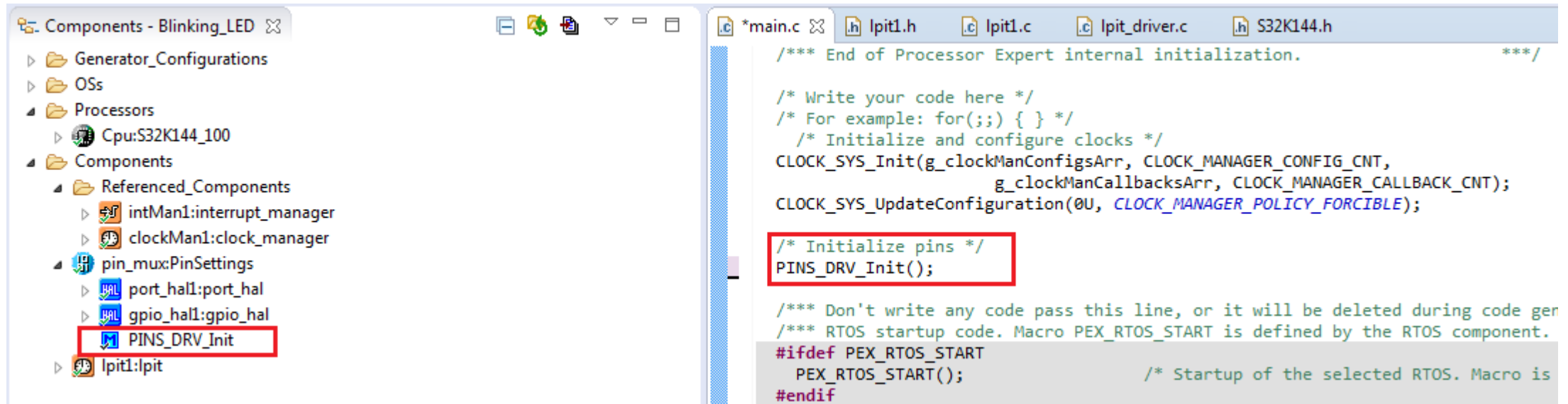
S32K144 Blinking LED: Init and Update Configuration Functions

- In the **CLOCK_SYS_Init** function add the following parameters.
 - g_clockManConfigsArr,
 - CLOCK_MANAGER_CONFIG_CNT,
 - g_clockManCallbacksArr,
 - CLOCK_MANAGER_CALLBACK_CNT
- In the **CLOCK_SYS_UpdateConfiguration** add the following parameters.
 - 0U,
 - CLOCK_MANAGER_POLICY_FORCIBLE

```
CLOCK_SYS_Init(g_clockManConfigsArr, FSL_CLOCK_MANAGER_CONFIG_CNT,  
               g_clockManCallbacksArr, FSL_CLOCK_MANAGER_CALLBACK_CNT);  
CLOCK_SYS_UpdateConfiguration(0U, CLOCK_MANAGER_POLICY_FORCIBLE);
```

S32K144 Blinking LED: Initialize Pins

- Expand the **pin_mux** component in the **Components** Window.
- Drag and drop the **Pins_DRV_Init** function inside the, into main, below the clock configuration



The screenshot shows the IDE interface. On the left, the 'Components - Blinking_LED' window is open, displaying a tree view of components. The 'pin_mux:PinSettings' component is expanded, and the 'PINS_DRV_Init' component is highlighted with a red box. On the right, the '*main.c' file is open, showing the following code:

```
/** End of Processor Expert internal initialization.          ***/  
  
/* Write your code here */  
/* For example: for(;;) { } */  
/* Initialize and configure clocks */  
CLOCK_SYS_Init(g_clockManConfigsArr, CLOCK_MANAGER_CONFIG_CNT,  
               g_clockManCallbacksArr, CLOCK_MANAGER_CALLBACK_CNT);  
CLOCK_SYS_UpdateConfiguration(0U, CLOCK_MANAGER_POLICY_FORCIBLE);  
  
/* Initialize pins */  
PINS_DRV_Init();  
  
/** Don't write any code pass this line, or it will be deleted during code gen  
/** RTOS startup code. Macro PEX_RTOS_START is defined by the RTOS component.  
#ifndef PEX_RTOS_START  
    PEX_RTOS_START();           /* Startup of the selected RTOS. Macro is  
#endif
```

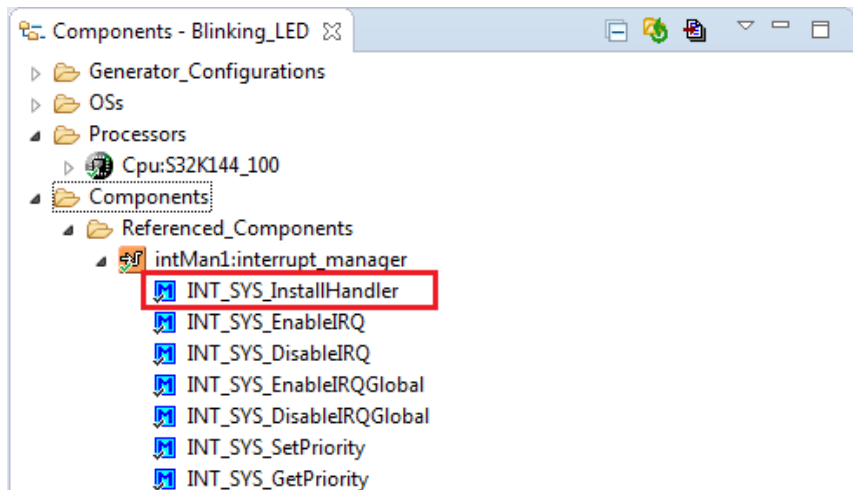
S32K144 Blinking LED: Initialize Pins

- **Pins_DRV_Init** function receives two parameters:
 - Number of pins to configure
 - Configuration structure.
- The number of pins to configure is included by default
- The configuration structure is already created, with the name **g_pin_mux_InitConfigArr**
- Add the configuration structure into the **Pins_DRV_Init** function

```
Pins_DRV_Init(NUM_OF_CONFIGURED_PINS,g_pin_mux_InitConfigArr);
```


S32K144 Blinking LED: Install LPIT Interrupt

- In the **Components** Window go to
Components-> Referenced Components->interrupt_manager
- Expand the **interrupt_manager** component
- Drag and drop the **INT_SYS_InstallHandler** function. Placed it after the **Pins_DRV_Init** function in main.c



```
main.c
volatile int exit_code = 0;
/* User includes (#include below this line is not maintained by Processor Expert) */

/*!
 \brief The main function for the project.
 \details The startup initialization sequence is the following:
 * - startup asm routine
 * - main()
 */
int main(void)
{
    /* Write your local variable definition here */

    /** Processor Expert internal initialization. DON'T REMOVE THIS CODE!!! */
    #ifdef PEX_RTOS_INIT
        PEX_RTOS_INIT();          /* Initialization of the selected RTOS. Macro is defined by the RTOS component. */
    #endif
    /** End of Processor Expert internal initialization. */
    CLOCK_SYS_Init(g_clockManConfigsArr, FSL_CLOCK_MANAGER_CONFIG_CNT,
                  g_clockManCallbacksArr, FSL_CLOCK_MANAGER_CALLBACK_CNT);
    CLOCK_SYS_UpdateConfiguration(0U, CLOCK_MANAGER_POLICY_FORCIBLE);

    Pins_DRV_Init(NUM_OF_CONFIGURED_PINS,g_pin_mux_InitConfigArr);

    INT_SYS_InstallHandler();

    for(;;)
    {

    }

    /* Write your code here */
}
```

S32K144 Blinking LED: Install LPIT Interrupt

- In the **INT_SYS_InstallHandler** function add the following parameters:
 - LPIT0_Ch0_IRQn,
 - &LPIT_ISR,
 - (isr_t *)0

```
/* Install LPIT handler */  
INT_SYS_InstallHandler(LPIT0_Ch0_IRQn, &LPIT_ISR, (isr_t *)0);
```

S32K144 Blinking LED: Install LPIT Interrupt

- Create a new function named LPIT_ISR and placed above main

```
void LPIT_ISR(void)
{
}

/*!
 \brief The main function for the project.
 \details The startup initialization sequence is the following:
 * - startup asm routine
 * - main()
 */
int main(void)
{
    /* Write your local variable definition here */

    /** Processor Expert internal initialization. DON'T REMOVE THIS CODE!!! */
    #ifdef PEX_RTOS_INIT
        PEX_RTOS_INIT();          /* Initialization of the selected RTOS. Macro is defined by the RTOS component. */
    #endif
    /** End of Processor Expert internal initialization. */
    CLOCK_SYS_Init(g_clockManConfigsArr, FSL_CLOCK_MANAGER_CONFIG_CNT,
                  g_clockManCallbacksArr, FSL_CLOCK_MANAGER_CALLBACK_CNT);
    CLOCK_SYS_UpdateConfiguration(0U, CLOCK_MANAGER_POLICY_FORCIBLE);

    Pins_DRV_Init(NUM_OF_CONFIGURED_PINS, g_pin_mux_InitConfigArr);

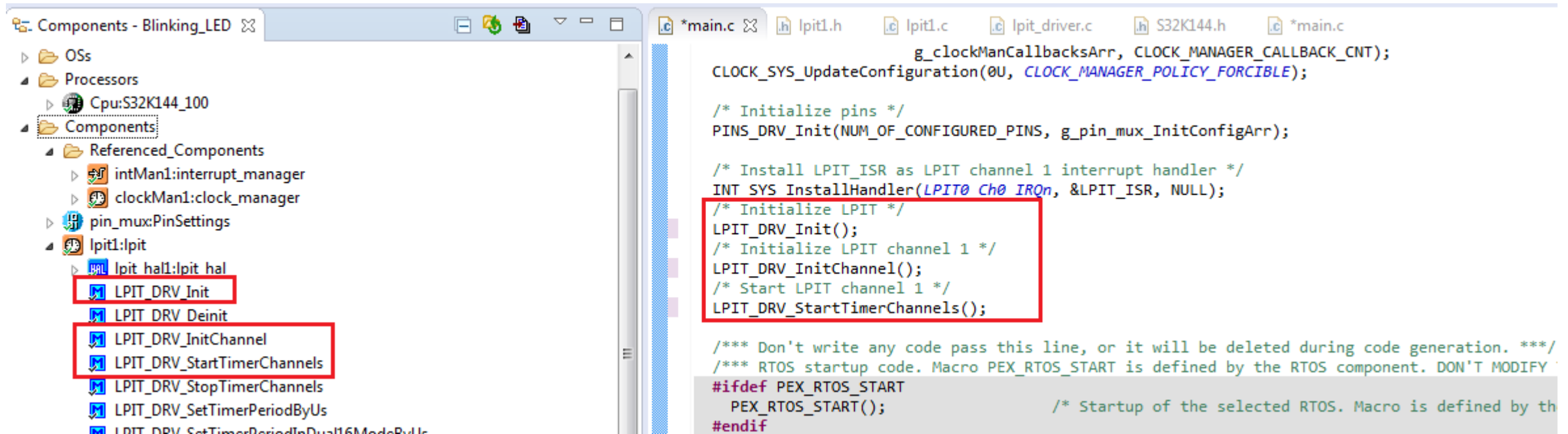
    /* Install LPIT_ISR as LPIT interrupt handler */
    INT_SYS_InstallHandler(LPIT0_IRQn, &LPIT_ISR, (isr_t *)0);

    for(;;)
    {

    }
}
```

S32K144 Blinking LED: Initialize LPIT

- Expand the **lpit** component in the **Components** Window
- Drag and drop the following functions in to main, place them after the **INT_SYS_InstallHandler** function
 - **LPIT_DRV_Init**
 - **LPIT_DRV_InitChannel**
 - **LPIT_DRV_StartTimerChannels**



```
Components - Blinking_LED
├── OSs
├── Processors
│   └── Cpu:S32K144_100
├── Components
│   ├── Referenced_Components
│   │   ├── intMan1:interrupt_manager
│   │   └── clockMan1:clock_manager
│   ├── pin_mux:PinSettings
│   └── lpit1:lpit
│       ├── lpit_hal:lpit_hal
│       ├── LPIT_DRV_Init
│       ├── LPIT_DRV_Deinit
│       ├── LPIT_DRV_InitChannel
│       ├── LPIT_DRV_StartTimerChannels
│       ├── LPIT_DRV_StopTimerChannels
│       ├── LPIT_DRV_SetTimerPeriodByUs
│       └── LPIT_DRV_SetTimerPeriodInDual16ModeByUs
└── *main.c
    ├── lpit1.h
    ├── lpit1.c
    ├── lpit_driver.c
    ├── S32K144.h
    └── *main.c

/* Initialize pins */
PINS_DRV_Init(NUM_OF_CONFIGURED_PINS, g_pin_mux_InitConfigArr);

/* Install LPIT_ISR as LPIT channel 1 interrupt handler */
INT_SYS_InstallHandler(LPIT0_Ch0_IRQn, &LPIT_ISR, NULL);

/* Initialize LPIT */
LPIT_DRV_Init();
/* Initialize LPIT channel 1 */
LPIT_DRV_InitChannel();
/* Start LPIT channel 1 */
LPIT_DRV_StartTimerChannels();

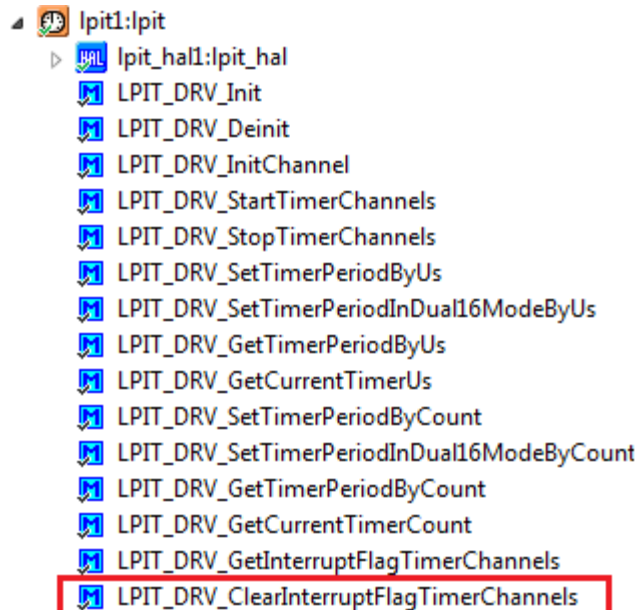
/** Don't write any code pass this line, or it will be deleted during code generation. **/
/** RTOS startup code. Macro PEX_RTOS_START is defined by the RTOS component. DON'T MODIFY **/
#ifdef PEX_RTOS_START
    PEX_RTOS_START(); /* Startup of the selected RTOS. Macro is defined by th
#endif
```

S32K144 Blinking LED: Initialize LPIT

- In the **LPIT_DRV_Init** function add the following parameters:
 - INST_LPIT1,
 - &lpit1_InitConfig
- In the **LPIT_DRV_InitChannel** function add the following parameters:
 - INST_LPIT1,
 - 0
 - &lpit1_ChnConfig0
- In the **LPIT_DRV_StartTimerChannels** function add the following parameters:
 - INST_LPIT1,
 - (1 << 0)

S32K144 Blinking LED: Clear LPIT Flag in interrupt

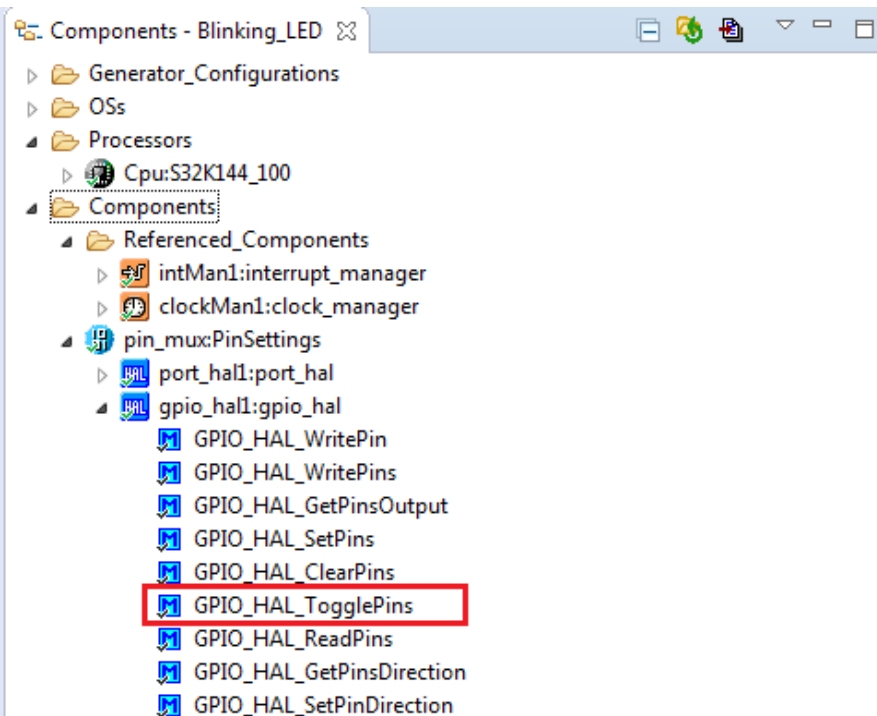
- Expand the **lpit** component in the **Components** Window
- Drag and drop the following function into **LPIT_ISR**:
 - **LPIT_DRV_ClearInterruptFlagTimerChannels**
- In the **LPIT_DRV_ClearInterruptFlagTimerChannels** function add the following parameters:.
 - FSL_LPIT1
 - (1 << 0)



```
void LPIT_ISR(void)
{
    LPIT_DRV_ClearInterruptFlagTimerChannels(INST_LPIT1, (1U << 0));
}
```


S32K144 Blinking LED: Toggle Green LED (PTD16)

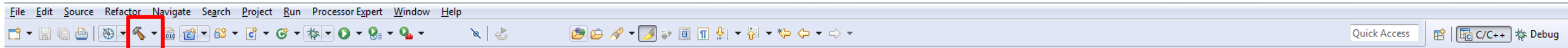
- Expand the **gpio_hal** component inside **pin_mux**, in the **Components Window**
- Drag and drop the **GPIO_HAL_TogglePins** function into **LPIT_ISR**
- Add the following parameters:
 - PTD
 - (1<<16)



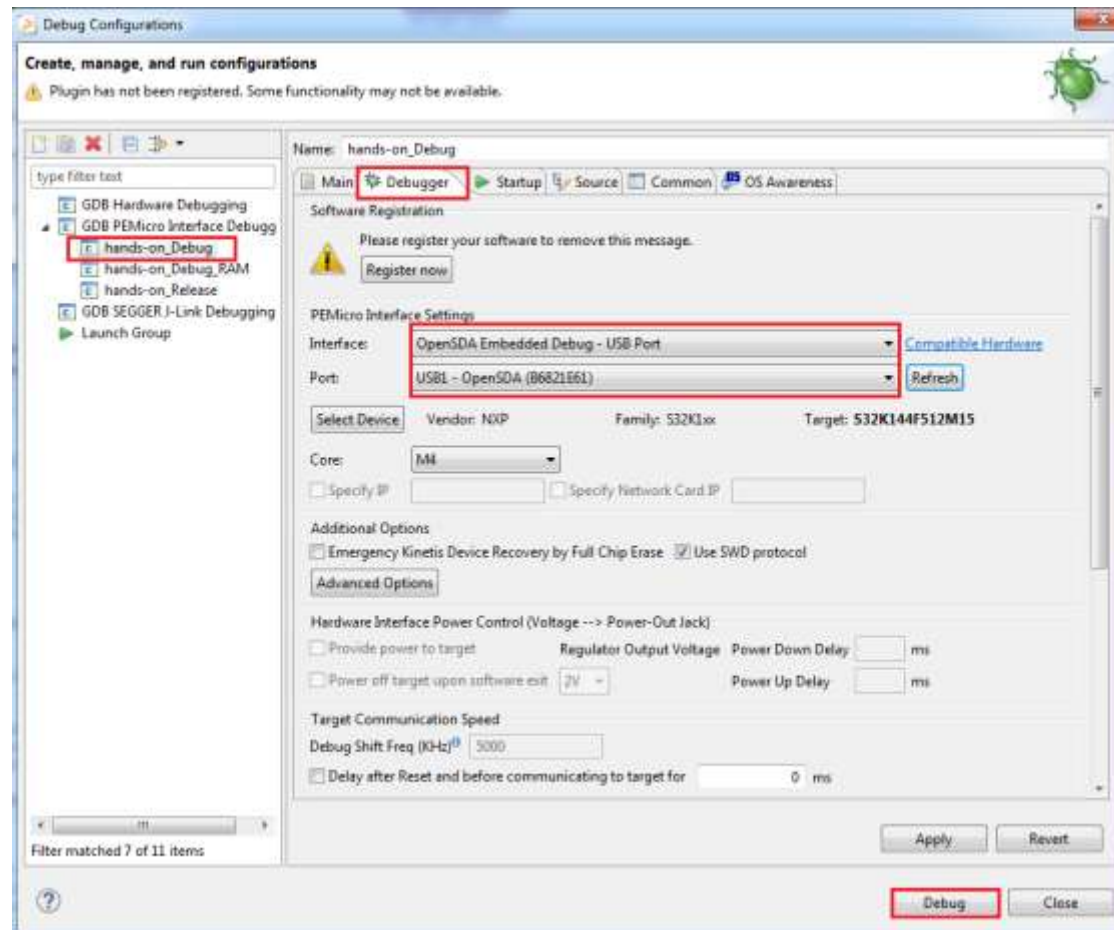
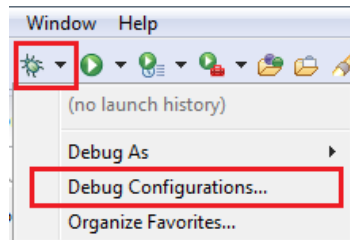
```
void LPIT_ISR(void)
{
    LPIT_DRV_ClearInterruptFlagTimerChannels(FSL_LPIT1,(1 << 0));
    GPIO_HAL_TogglePins(PTD,(1<<16));
}
```

S32K144 Blinking LED: Build and debug the application

- Click on the build icon to make sure that there are no compiler errors.

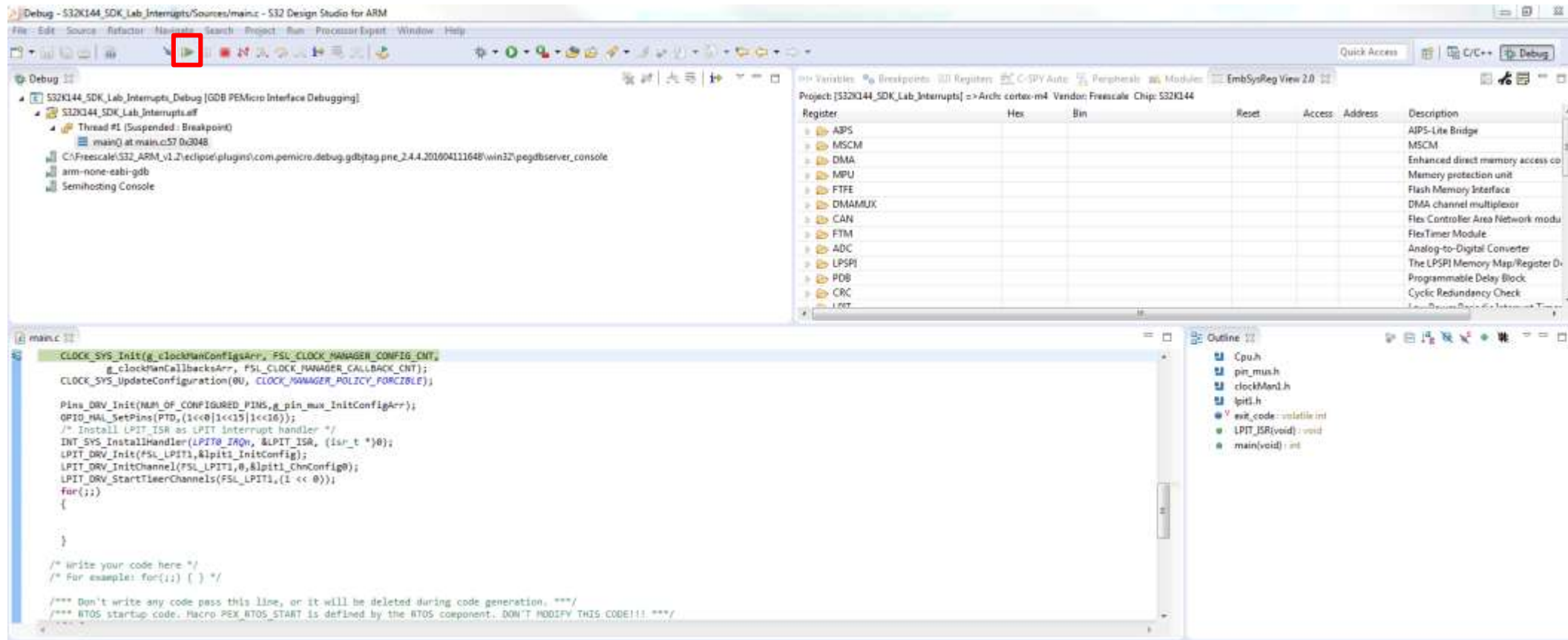


- Configure the debug configuration start a new debug session



S32K144 Blinking LED: Build and debug the application

- In the debug perspective click the run icon to start the project.
- Green LED should toggle every 0.5 sec.



S32K144 Blinking LED: Challenge

- Toggle Green LED every 100 ms.



02.

Hands-on – Secure CAN

S32K144 Secured CAN: Objective

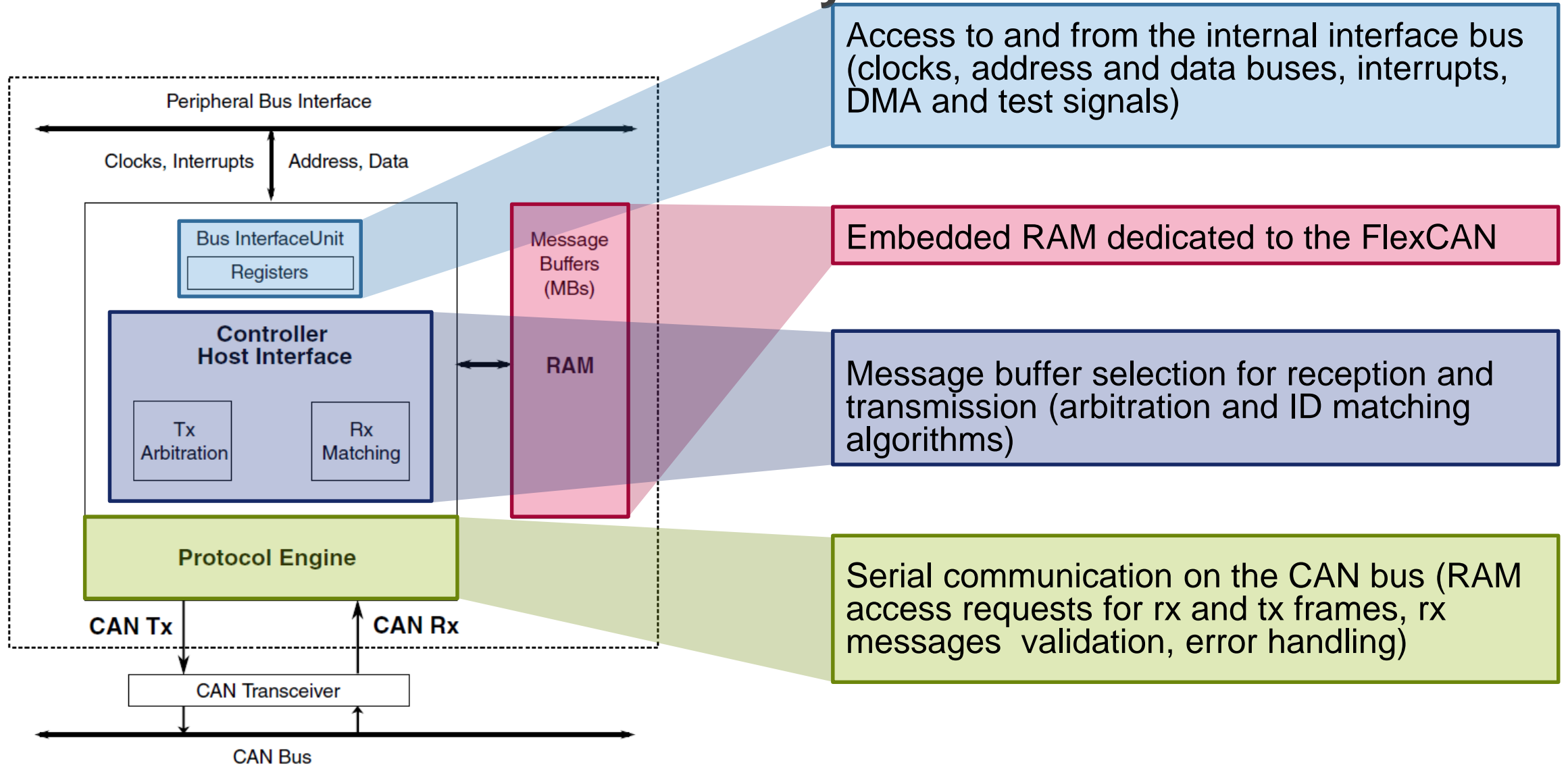
- In this lab you will learn:
 - About the features of the FlexCAN module on S32K144
 - About the features of the CSEc module on S32K144
 - How to configure FlexCAN peripheral for both Rx & Tx
 - How to initiate a CAN communication between two S32K boards
 - How to use the CSEc driver to encrypt/decrypt the messages (AES)

S32K144 Secured CAN: CAN Theory

- Full implementation of the CAN FD & CAN 2.0 B
 - data field bitrate up to 8Mbps
- Flexible mailboxes (0/8/16/32/64 bytes data length)
- Listen-Only mode capability
- Programmable Loop-Back mode supporting self-test operation
- Programmable transmission priority scheme
- Independence from the transmission medium
- CRC status for transmitted message
- Full featured Rx FIFO with storage capacity for 6 frames
- DMA request for Rx FIFO
- Programmable clock source to the CAN Protocol Interface, either bus clock or crystal oscillator
- 100% backward compatibility with previous FlexCAN version
- 3 FlexCAN instances



S32K144 Secured CAN: CAN Theory



S32K144 Secured CAN: CSEc Theory

- Cryptographic Services Engine (CSEc) – comprehensive set of cryptographic functions (SHE)
 - >10 general purpose keys
 - AES-128, CBC, ECB, CMAC
 - Sequential, Parallel, and Strict Boot mode
 - AES-128 CMAC calculation and authentication
 - Pseudo random number generation (PRNG) and true random number generation (TRNG)



S32K144 Secured CAN: Resources

- S32K144 – FlexCAN signals & pins



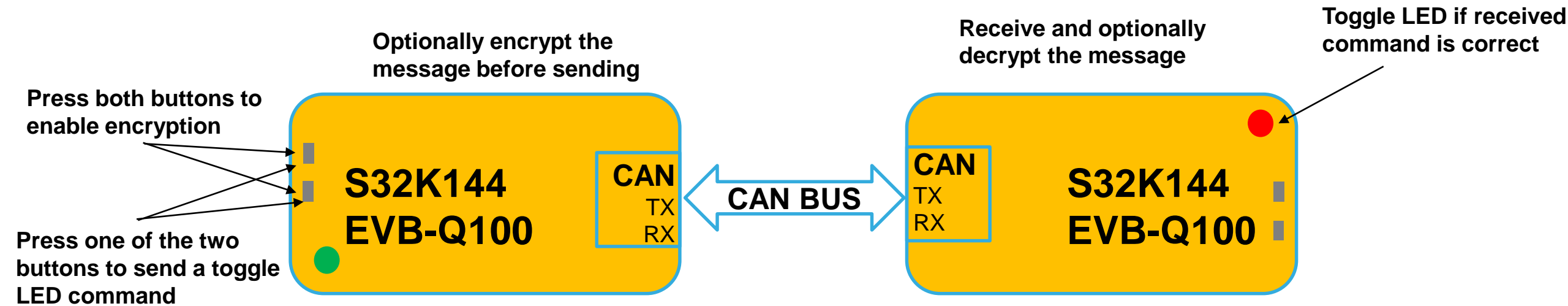
CAN0 Signal	S32K144 PIN
Tx	PTE5
Rx	PTE4

CAN Connector



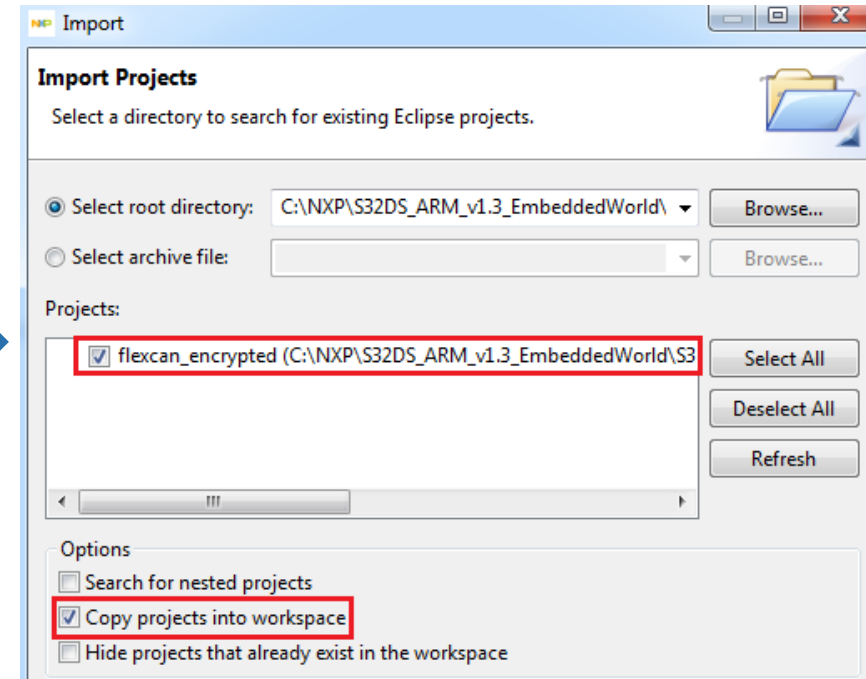
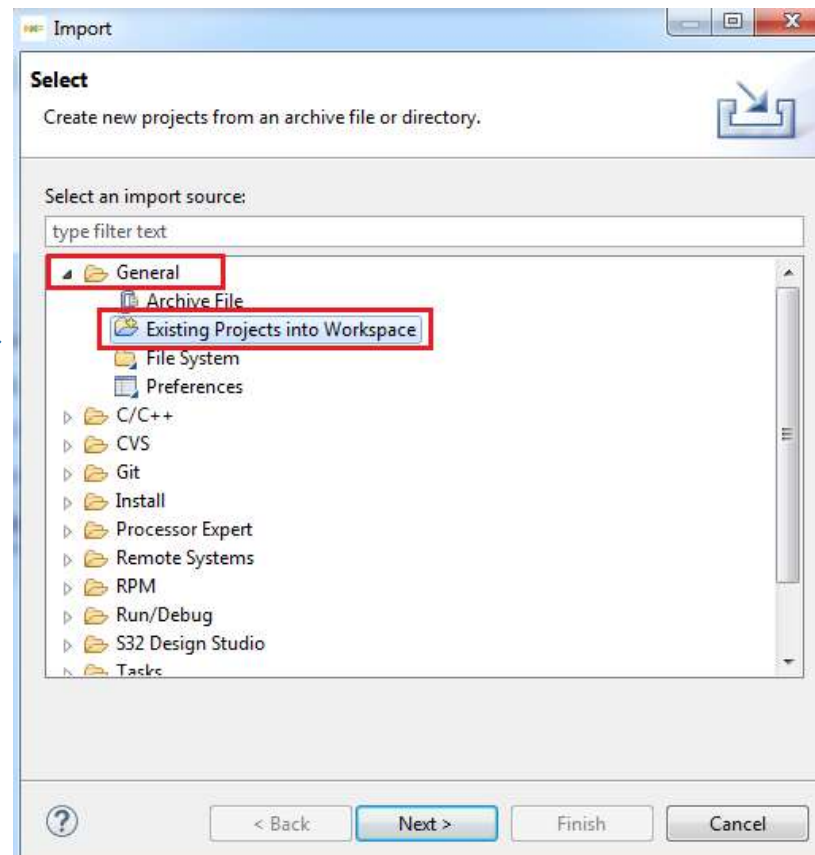
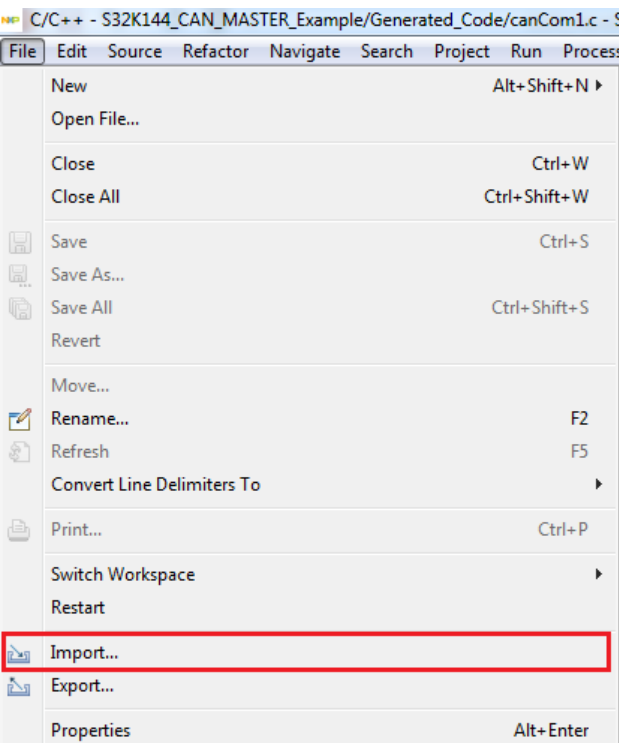
S32K144 Secured CAN: Hands-on Preview

- Secured CAN communication between two S32K144 boards:
 - Message encryption at tx, decryption at rx – selectable through user buttons (blue LED on)
 - Toggle red/green LED when command successfully received (decrypted)



S32K144 Secured CAN: Importing demo applications

- Import 'flexcan_encrypted' example provided with the SDK:
 - File->Import->General->Existing Projects into Workspace->Select root directory
 - Select:
{DS_InstallationFolder}\S32DS\S32SDK_S32K144_RTM_1.0.0\examples\S32K144\demo_apps\flexcan_encrypted
 - Make sure 'Copy projects into workspace' is checked, so the SDK example remains clean



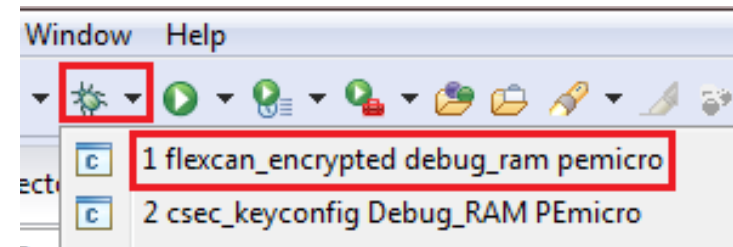
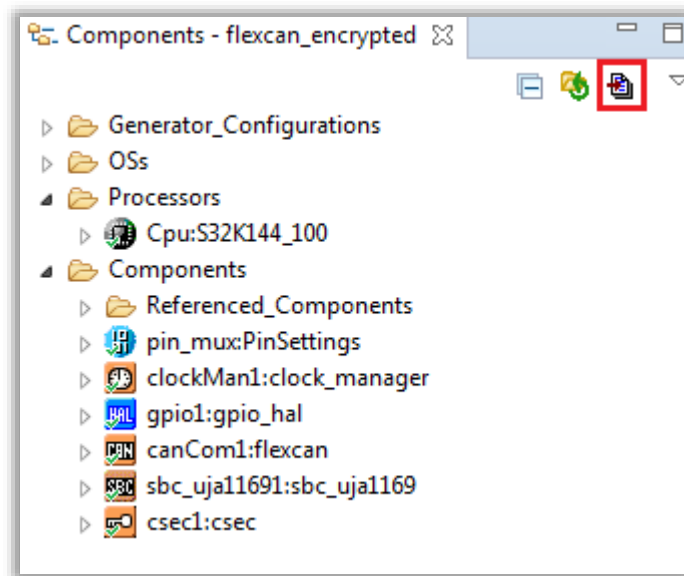
S32K144 Secured CAN: Master/Slave

- The main.c file contains the application code
- MASTER/SLAVE macros must be defined appropriately

```
main.c ✖  
  
/* Use this define to specify if the application runs as master or slave */  
#define MASTER  
/* #define SLAVE */  
  
/* Definition of the TX and RX message buffers depending on the bus role */  
#if defined(MASTER)  
    #define TX_MAILBOX (1UL)  
    #define TX_MSG_ID (1UL)  
    #define RX_MAILBOX (0UL)  
    #define RX_MSG_ID (2UL)  
#elif defined(SLAVE)  
    #define TX_MAILBOX (0UL)  
    #define TX_MSG_ID (2UL)  
    #define RX_MAILBOX (1UL)  
    #define RX_MSG_ID (1UL)  
#endif
```

S32K144 Secured CAN: Build and debug

- Press the generate code button
- Build the application
- Debug on target



S32K Technical Support – Communities

<https://community.nxp.com>

- **S32K Community**

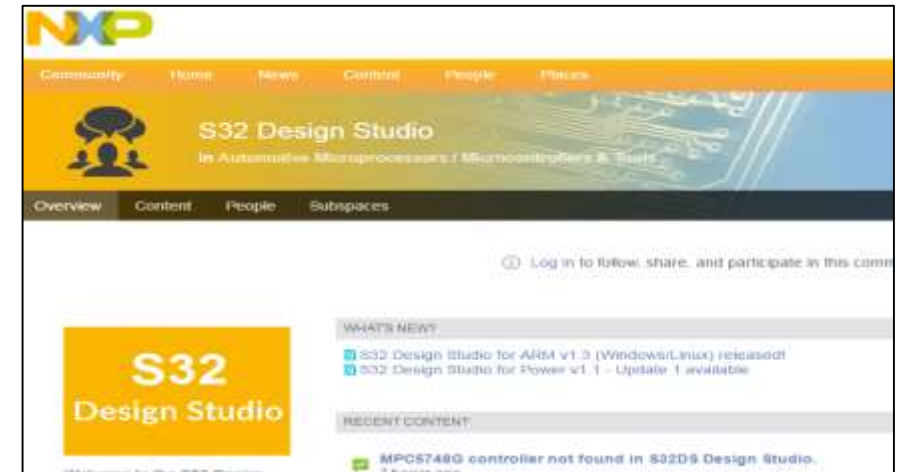
- <https://community.nxp.com/community/s32/s32k>

- Note: Includes SDK related topics

- **S32_Design_Studio IDE Community**

- <https://community.nxp.com/community/s32/s32ds>

- Includes S32DS related topics



S32K Technical Support – NXP Support Ticket / TIC (Technical Information Center)

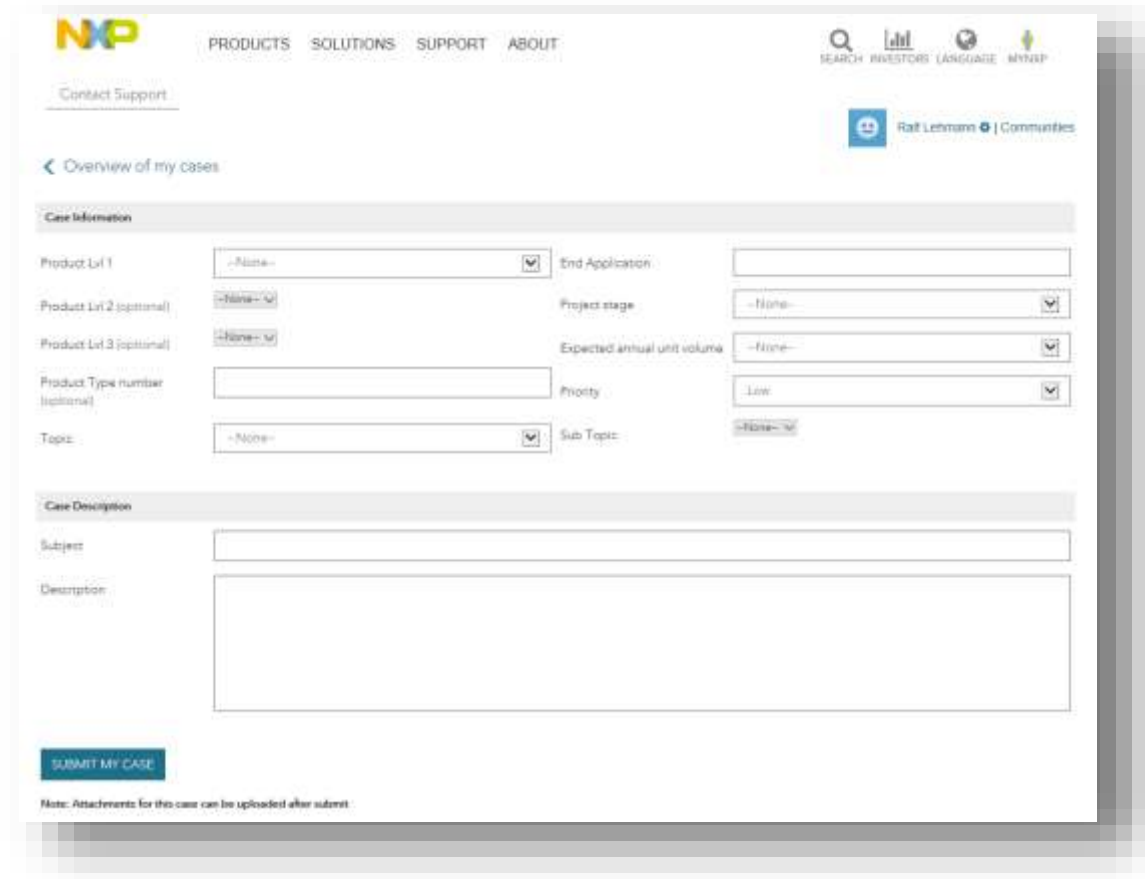
- <http://nxpcommunity.force.com/community/CommunityContactSupport>

- Log-in with your NXP Communities username and password

- If new user, please register. If no verification email is received, please check your spam folder. Email is sent from engineers.corner@nxp.com

- Enter your support CASE

- All fields are mandatory



The screenshot shows the NXP Support Ticket form. At the top, there is a navigation bar with the NXP logo and links for PRODUCTS, SOLUTIONS, SUPPORT, and ABOUT. Below this, there is a search bar and a user profile for 'Ralf Lehmann | Communities'. The main content area is titled 'Contact Support' and 'Overview of my cases'. The form is divided into two sections: 'Case Information' and 'Case Description'. The 'Case Information' section contains several fields: Product Lvl 1, Product Lvl 2 (optional), Product Lvl 3 (optional), Product Type number (optional), Topic, End Application, Project stage, Expected annual unit volume, Priority, and Sub Topic. The 'Case Description' section contains a Subject field and a larger Description field. A 'SUBMIT MY CASE' button is located at the bottom of the form. A note at the bottom states: 'Note: Attachments for this case can be uploaded after submit.'

Thank you

nxp.com/S32K



05.

Q&A



SECURE CONNECTIONS
FOR A SMARTER WORLD