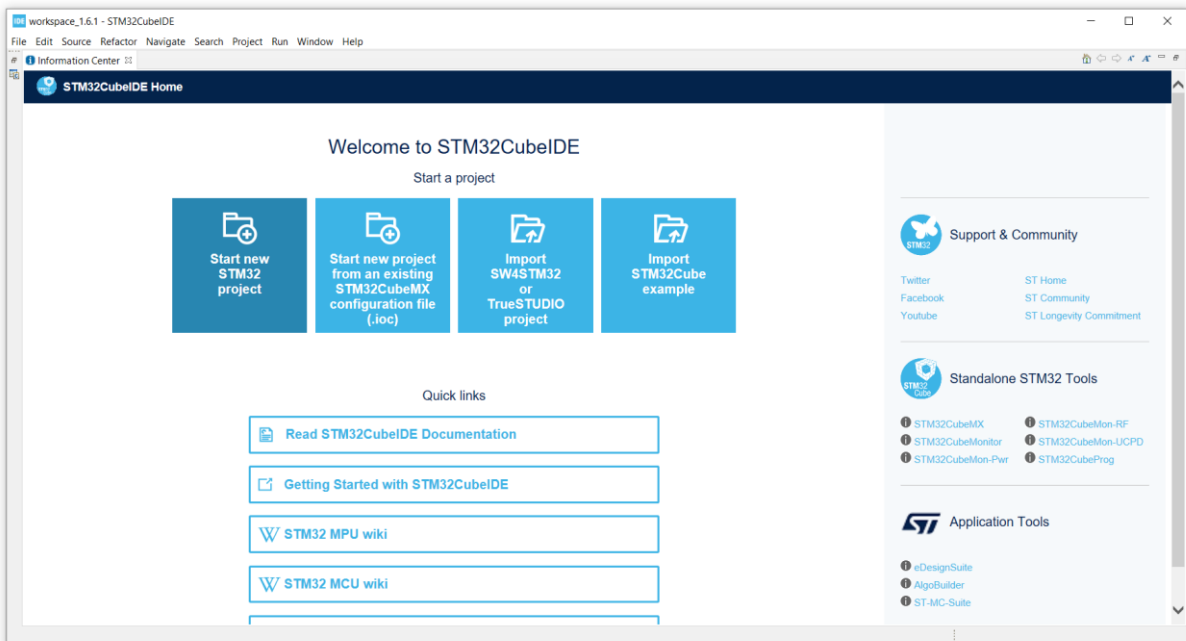
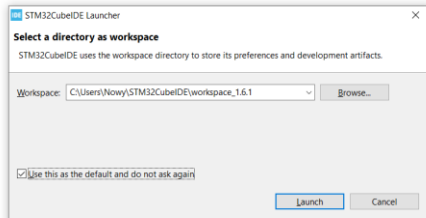
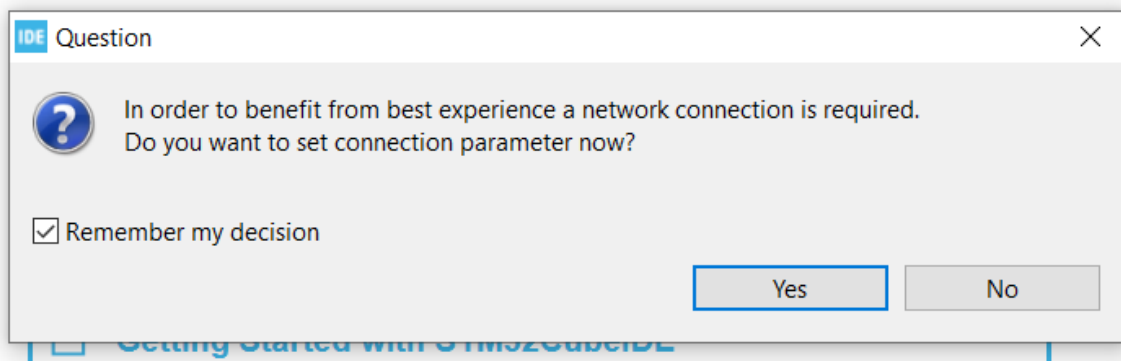


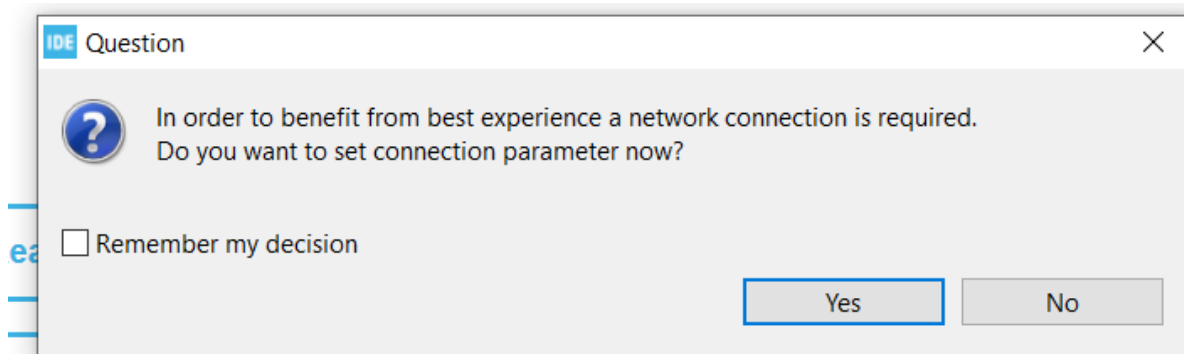
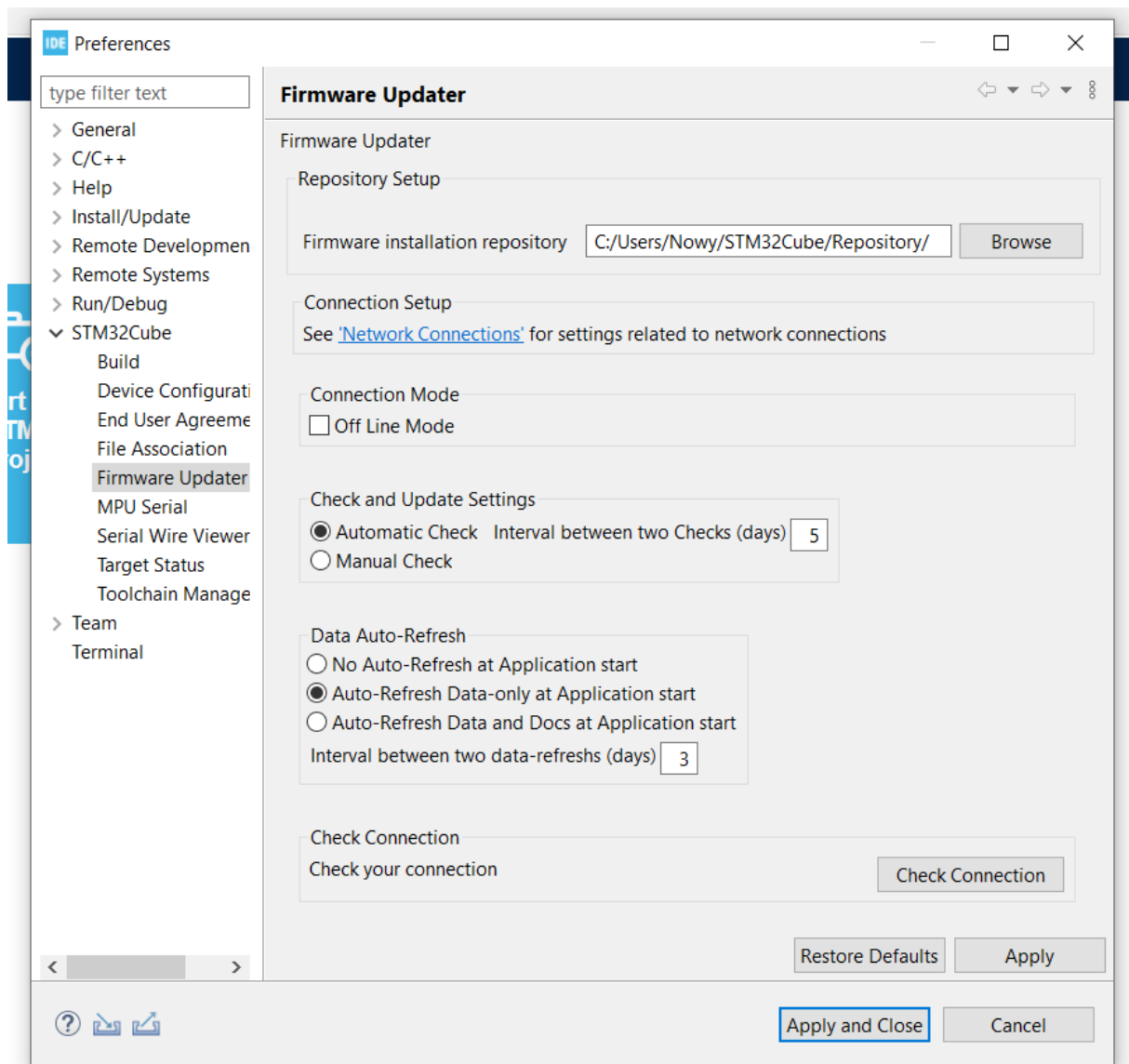
Przygotowanie projektu w środowisku STM32CubeIDE

1. Instalujemy środowisko STM32CubeIDE w wersji 1.6.1
2. Tworzymy nowy projekt wg. przedstawionego schematu:



Można teraz włączyć dostęp do sieci dla środowiska SDK, lub później





Identyfikator urządzenia STM32F030 Demo: STM32F030F4

STM32 Project

IDE

Target Selection

Select STM32 target or STM32Cube example

MCU/MPU SelectorBoard SelectorExample SelectorCross Selector

MCU/MPU Filters

★

Part Number

Core

Series

Line

Package

Other

Peripheral

Features

Block Diagram

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Datasheet

Buy

STM32F0 Series

★

STM32F030F4

Mainstream Arm Cortex-M0 Value line MCU with 16 Kbytes of Flash memory, 48 MHz CPU

ACTIVE

Active

Product is in mass production

Unit Price for 10kU (US\$): 0.424

TSSOP20

The STM32F030x4/x6/x8/xC microcontrollers incorporate the high-performance Arm® Cortex®-M0 32-bit RISC core operating at a 48 MHz frequency, high-speed embedded memories (up to 256 Kbytes of Flash memory and up to 32 Kbytes of SRAM), and an extensive range of enhanced peripherals and I/Os. All devices offer standard communication interfaces (up to two I²Cs, up to two SPIs and up to six USARTs), one 12-bit ADC, seven general-purpose 16-bit timers and an advanced-control PWM timer.

The STM32F030x4/x6/x8/xC microcontrollers operate in the -40 to +85 °C temperature range from a 2.4 to 3.6V power supply. A comprehensive set of power-saving modes allows the design of low-power applications.

MCUs/MPUs List: 1 item

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Part No	Reference	Marketi...	Unit Price f...	Board	Pack...	Flash	RAM	Fr...
★ STM32F...	STM32F0...	Active	0.424		TSSO...	16 kB...	4 kByt...	15 48 ...

STM32 Project

IDE

Setup STM32 project

Project

Project Name:

☒ Use default location

Location:

Browse...

Options

Targeted Language

☒ C ☐ C++

Targeted Binary Type

☒ Executable ☐ Static Library

Targeted Project Type

☒ STM32Cube ☐ Empty

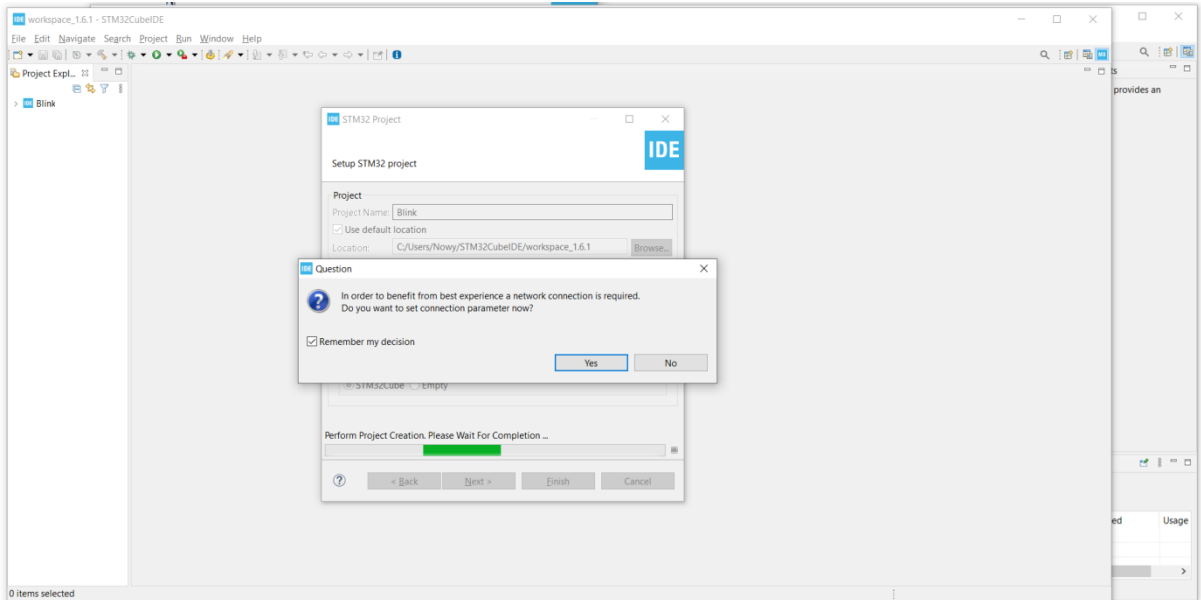
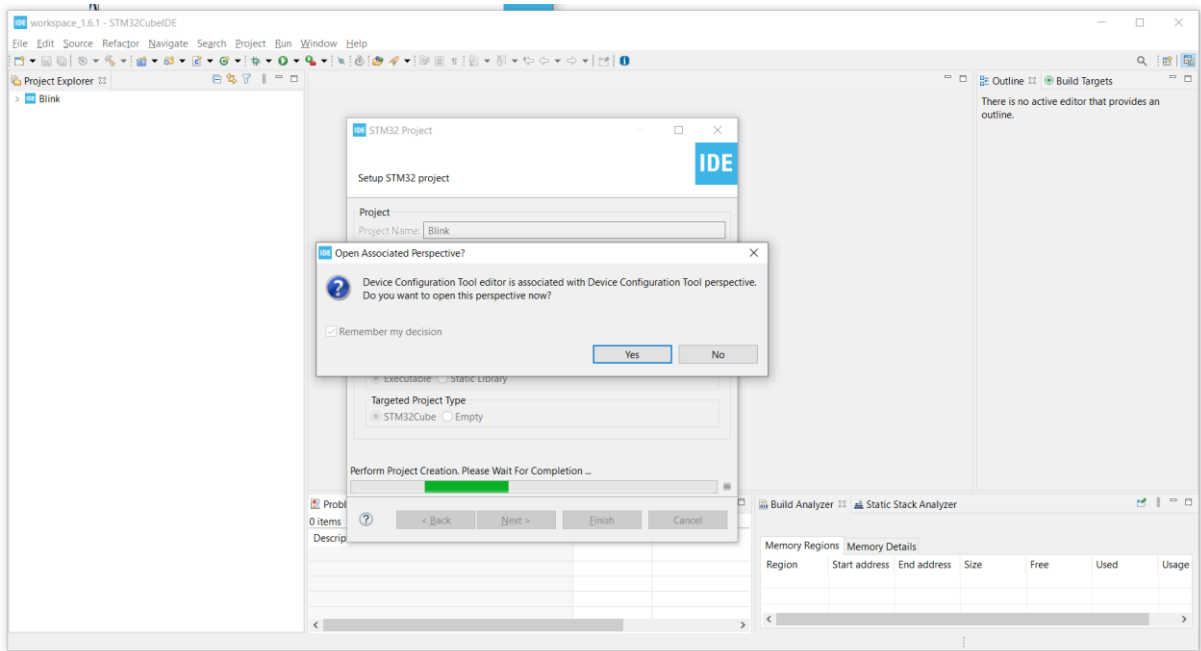
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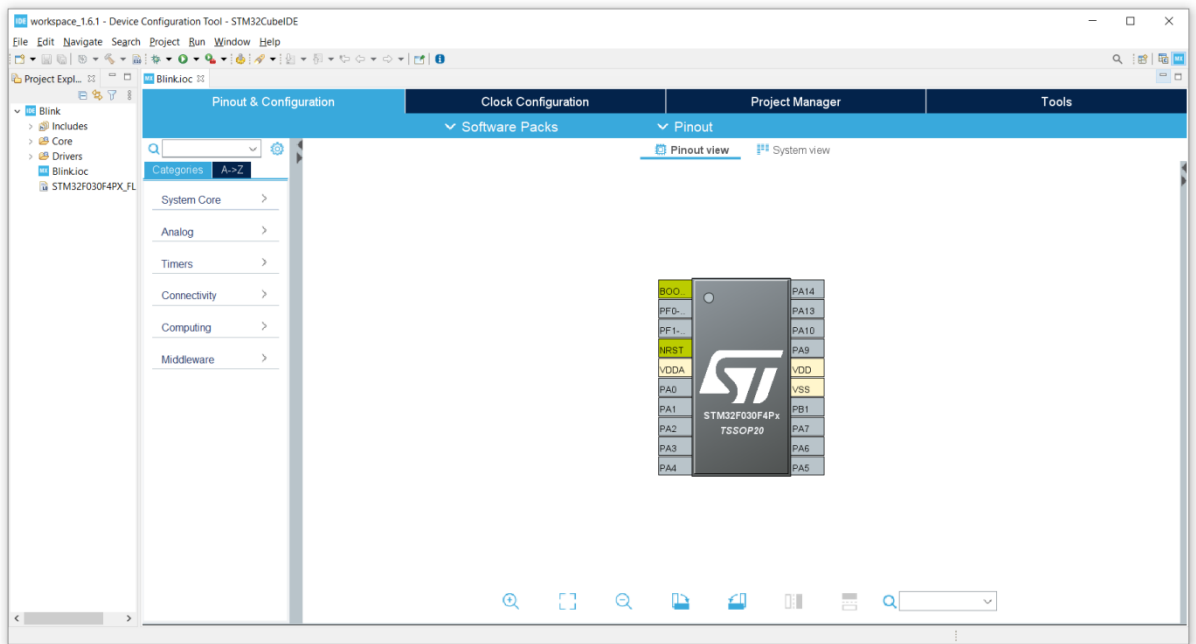
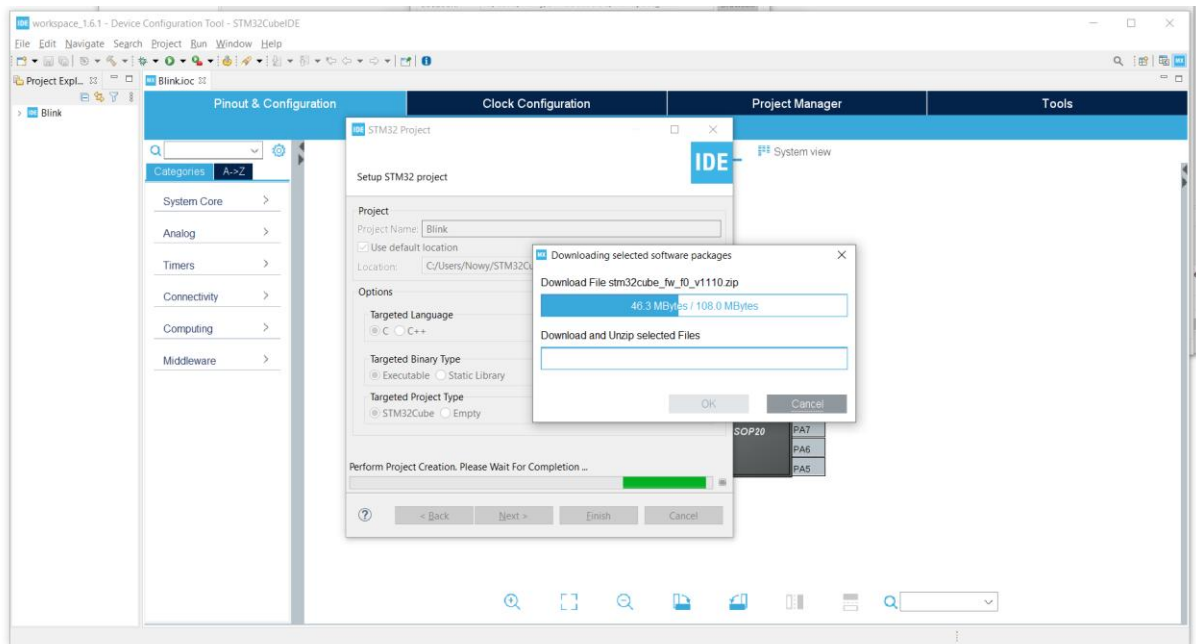
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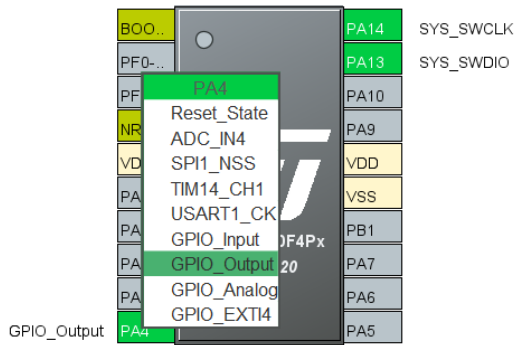
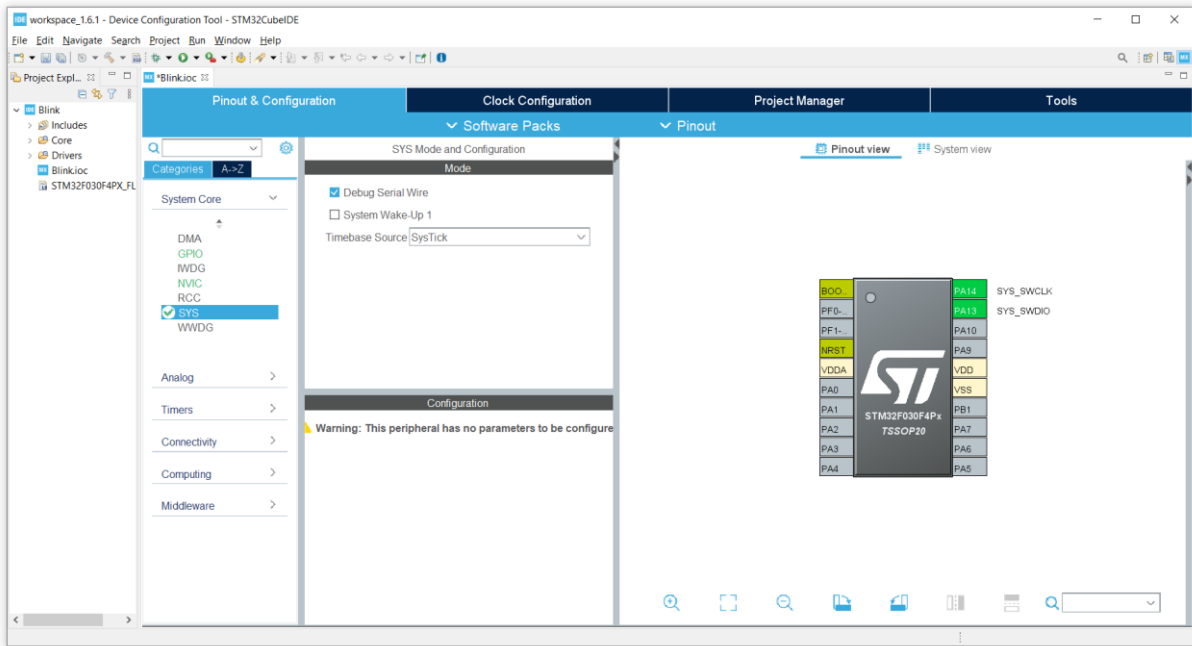
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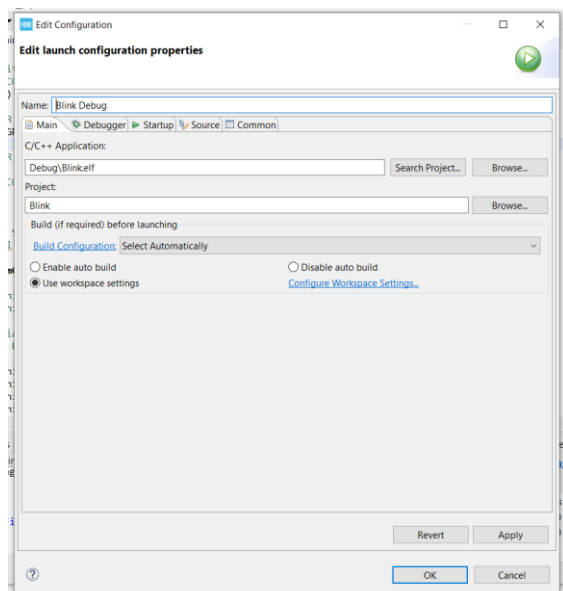
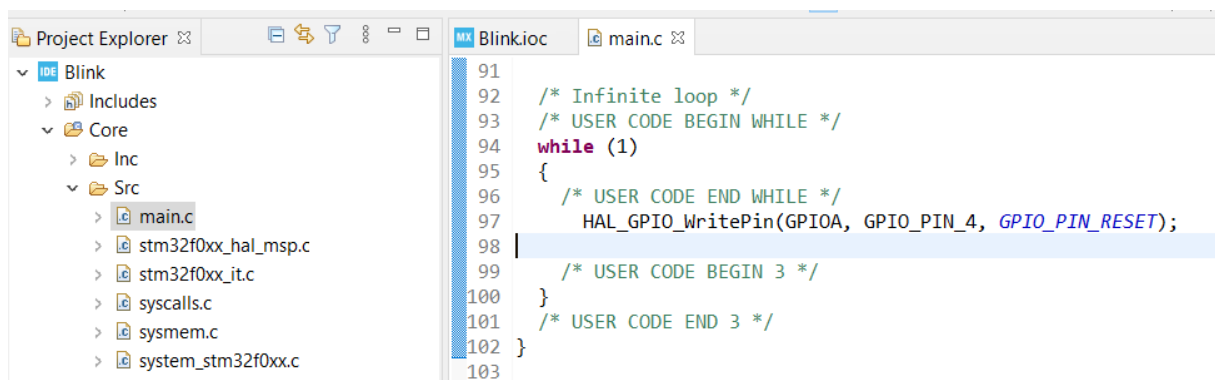
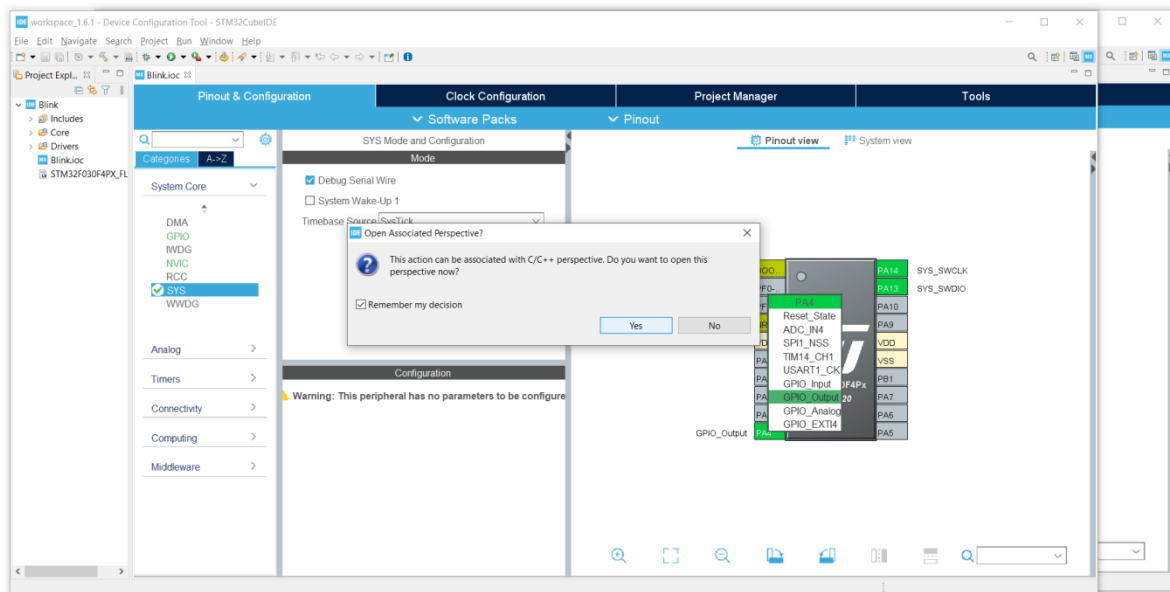
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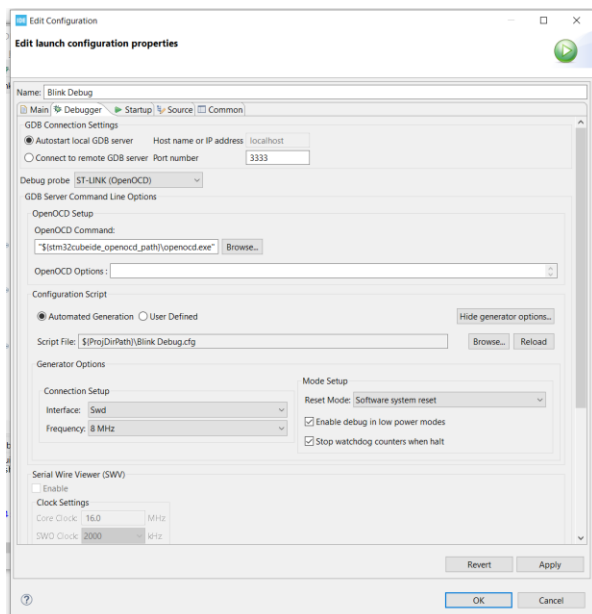
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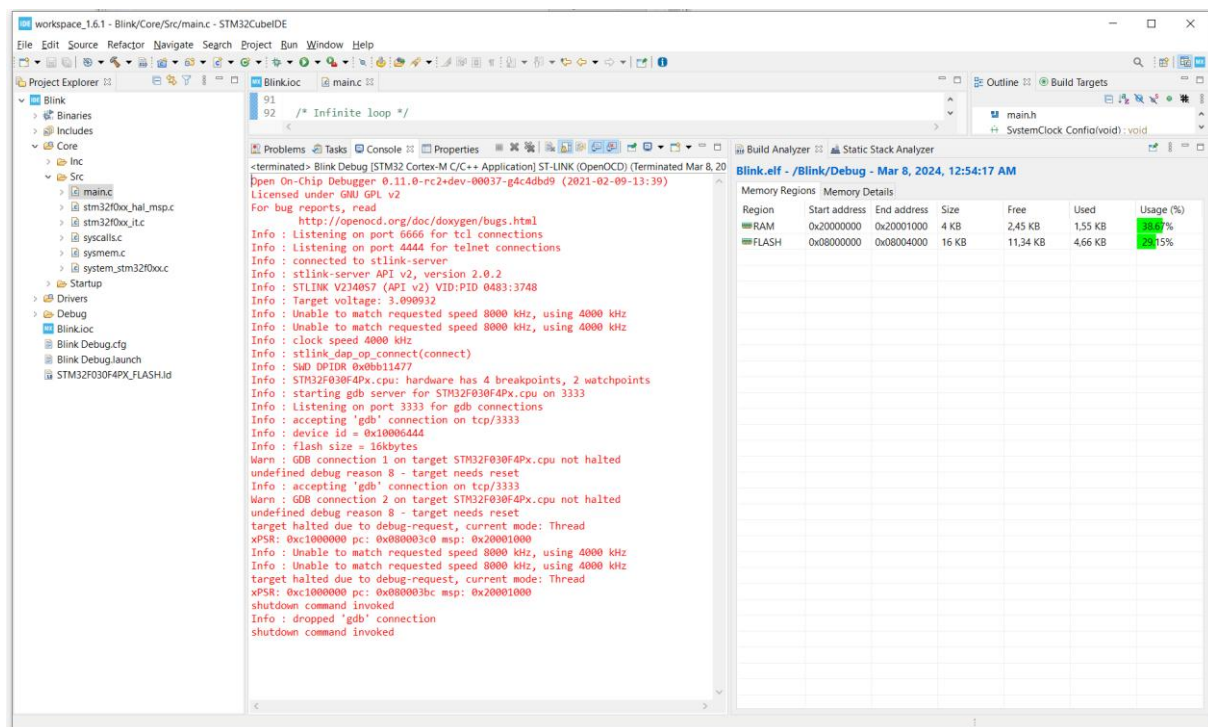






Zestaw STM32 przełączamy w tryb debuggera – zworka w pozycji GND.

Zatwierdzamy zmiany, i wgrywamy nową firmware do urządzenia.



W wyniku działania programu, dioda testowa LED na urządzeniu powinna zostać włączona.

Aby uruchomić diodę w trybie migania, należy skompilować poniższy kod w pętli while(1):

```
while (1)
{
    /* USER CODE END WHILE */
    HAL_GPIO_TogglePin(GPIOA, GPIO_PIN_4);
    HAL_Delay(1000);

    /* USER CODE BEGIN 3 */
}
```