Application Note

UART_TRANS

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1. Preface

This application note describes the sample software of UART_TRANS using Universal Asynchronous Receiver Transmitter (UART).
This document helps the user check operation of a product under development and develop its program.

2. Technical Term

Term/Abbreviation	Definition
BSP	Board Support Package
CG	Clock Control and Operation Mode
DMA	Direct Memory Access Controller
Timer	T32A:32-bit Timer Event Counter
UART	Universal Asynchronous Receiver Transmitter

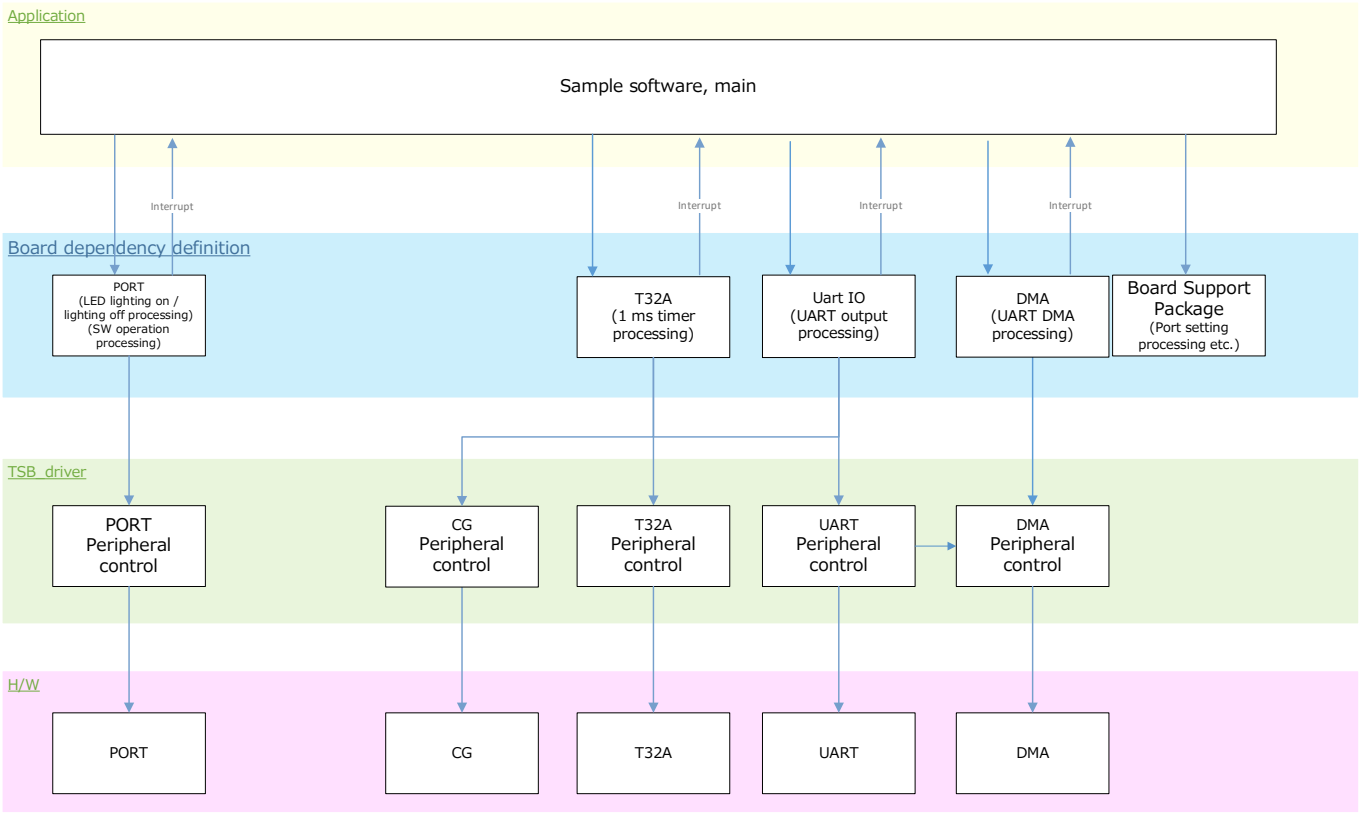
3. Reference Document

Document	Notes
Data sheet	Refer to the data sheet of MCU to be used.
Reference manual	Refer to the reference manual of each IP to be used.
Application note MCU User Guide	Refer to the MCU user guide to be used.

4. Target Sample Program

Sample Program	Outline
UART_TRANS	Sample program of UART function (UART Trans)

5. Configuration Diagram



6. Sample Program: UART_TRANS

This sample software uses the transmission function of the UART communication function to send string 1 to the terminal software, triggered by pressing a switch, and turns the LED on/off with each UART transmission.

6.1. Outlines of Operation

Wait for BSP_PSW_1 to be pressed.
When BSP_PSW_1 is pressed, string 1 is sent via UART, BSP_LED_2 is turned on/off, and BSP_LED_3 is turned off.
If an error occurs, BSP_LED_3 is turned on.

6.2. Function to Use

The functions to use are as follows:
For the Port assignment of each BSP channel, refer to the MCU user guide.

IP	Channel	Objective
UART	BSP_UART_1	For terminal emulator communication
T32A	BSP_T32A_TIMER_1	Interval timer
PORT(Push-Switch)	BSP_PSW_1	Event Trigger
PORT(LED)	BSP_LED_2	For operation check
	BSP_LED_3	For operation check

6.3. Interrupt to Use

Interrupt	Outlines
(Note1)	T32A Timer A Timer counter increment every 1ms
(Note2)	UART transmit interrupt
(Note3)	UART error interrupt
INTDMAATC	DMA transmit end interrupt
INTDMAAERR	DMA error interrupt

Note1: For SBK-M471, "INTT32A00AC".
Note2: For SBK-M471, “INTSC0TX”.
Note3: For SBK-M471, "INTSC0ERR".

6.4. Configuration

"main.c" configuration setting.

Configuration	Soft Definition Name	Current Value (Defaults)	Description
String 1	BSP_MCU_NAME	(Note1)	Character string to send
Communication Control Selection	NODMAC PJ option	(Note2) NODMAC	NODMAC (Does not use DMAC), DMA (Use DMAC) Can be switched

Note1: For SBK-M471, "TMPM471F10¥n"
Note2: For information on how to switch when using DMAC, see Chapter 6.6.

6.5. Example of Terminal Emulator Output

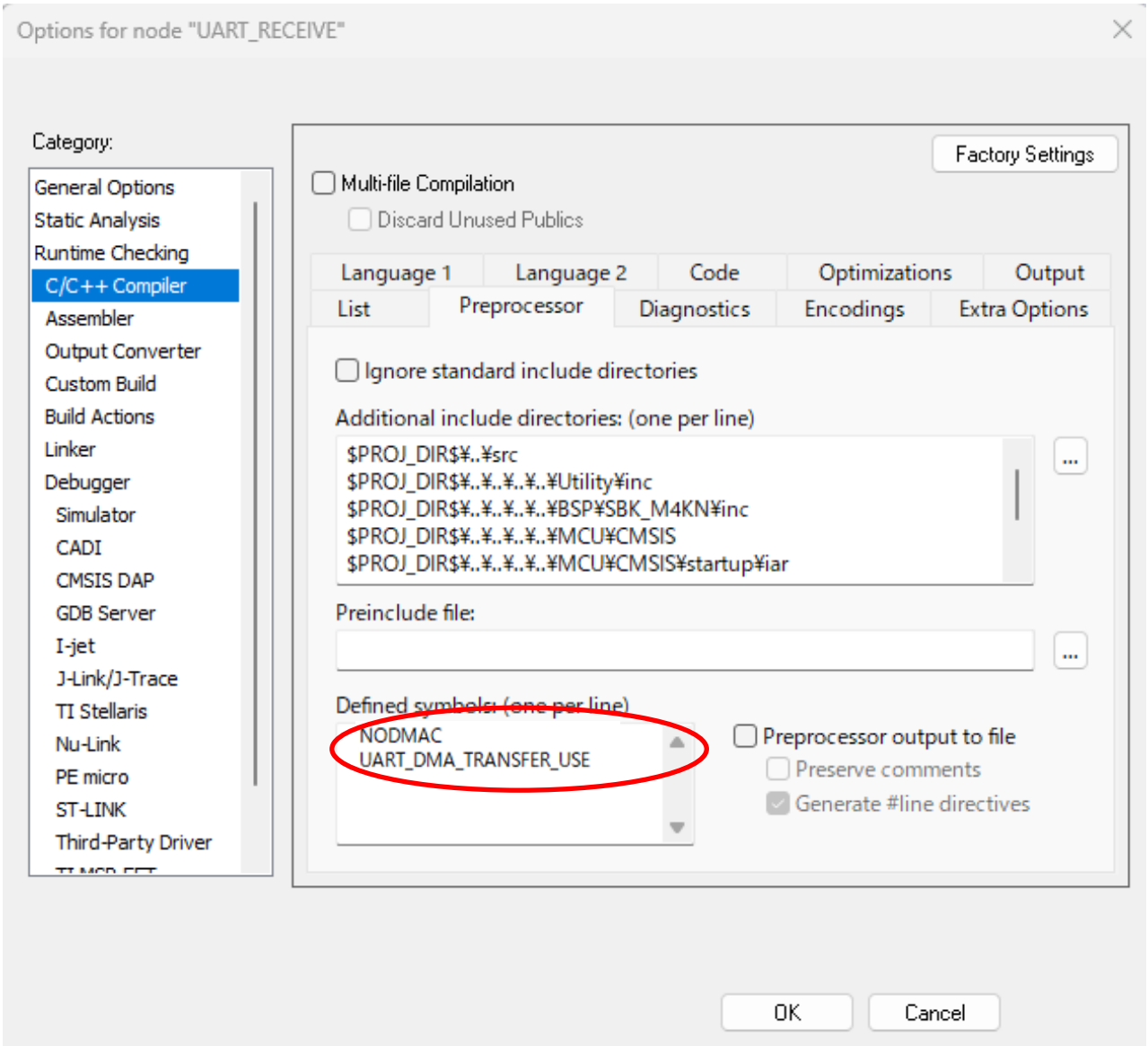
Outputs the sent character string

```
TMPM471F10
TMPM471F10
```

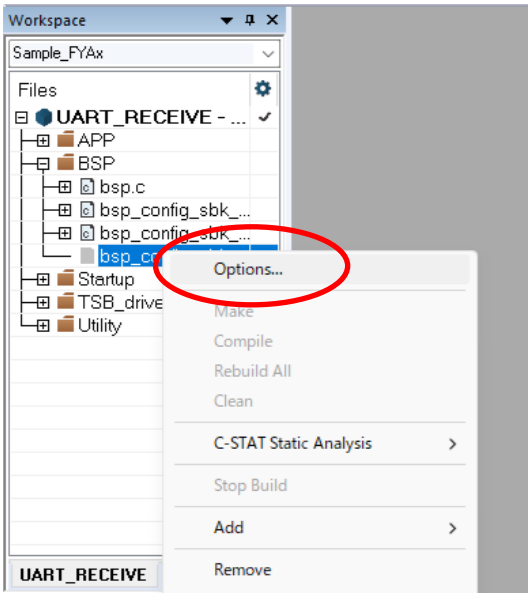
6.6. How to switch DMAC function

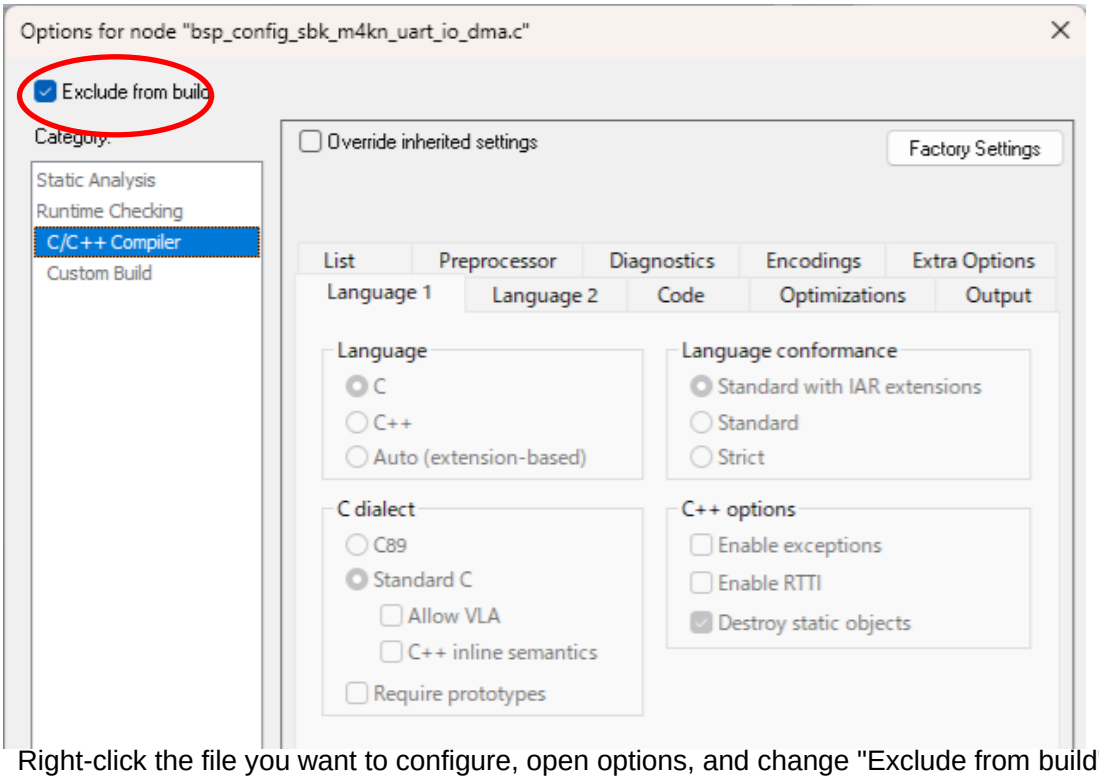
Follow the steps below to enable/disable the DMAC function.

6.6.1. IAR Embedded Workbench



Open "Project" > "Options" > "C/C++ Compiler" > "Preprocessor".
Change "Defined symbol" as follows:
If you do not use DMAC: ”NODMAC”
When using DMAC: “DMA” , "UART_DMA_TRANSFER_USE"





Right-click the file you want to configure, open options, and change "Exclude from build".
If you want to use the file, uncheck "Exclude from build", otherwise uncheck "Exclude from build".

DMAC disabled:

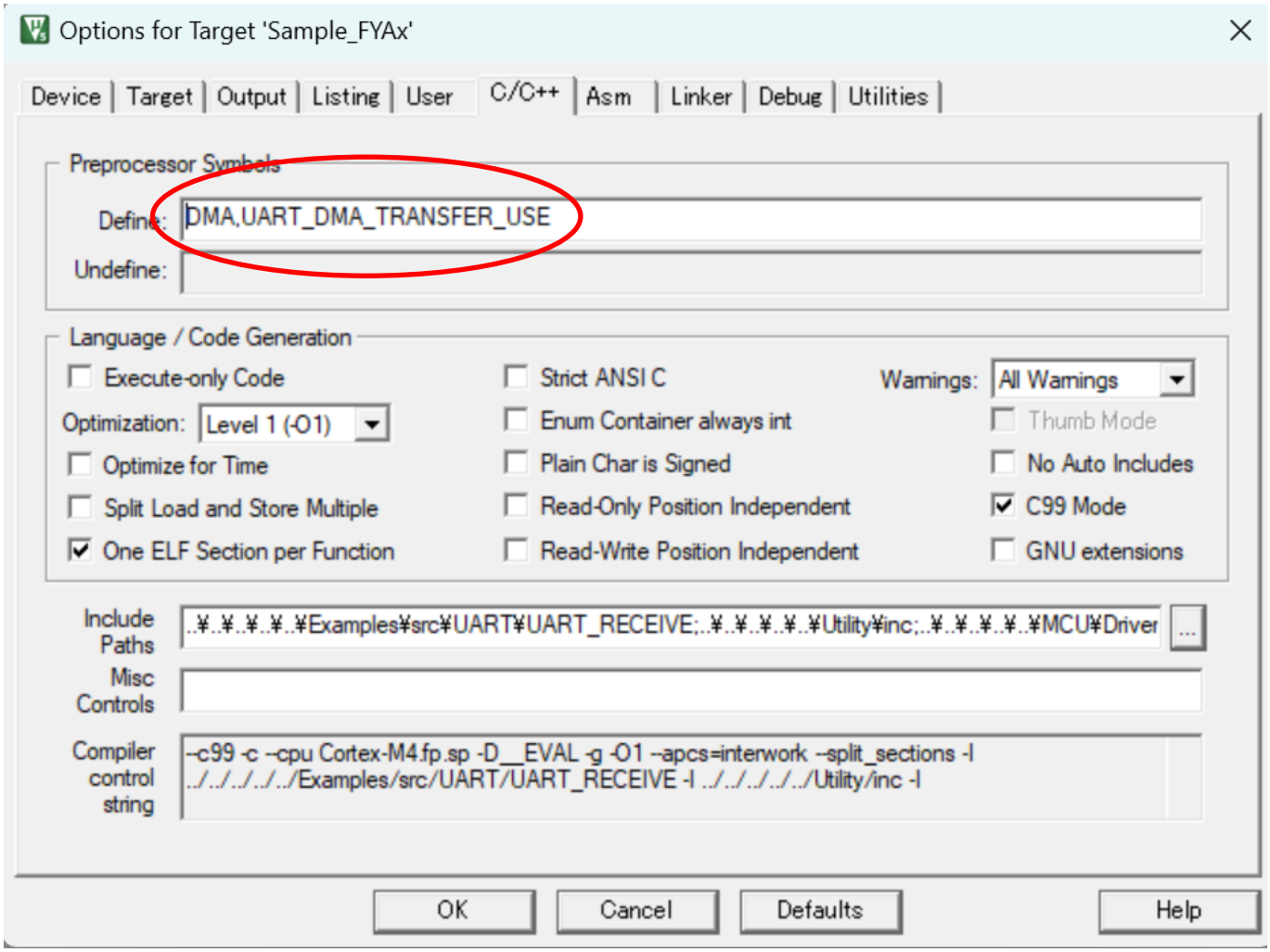
bsp_config_sbk_m4xx_dmac.c	Don't use files
bsp_config_sbk_m4xx_uart_io.c	Use files
bsp_config_sbk_m4xx_uart_io_dma.c	Don't use files

DMAC enabled:

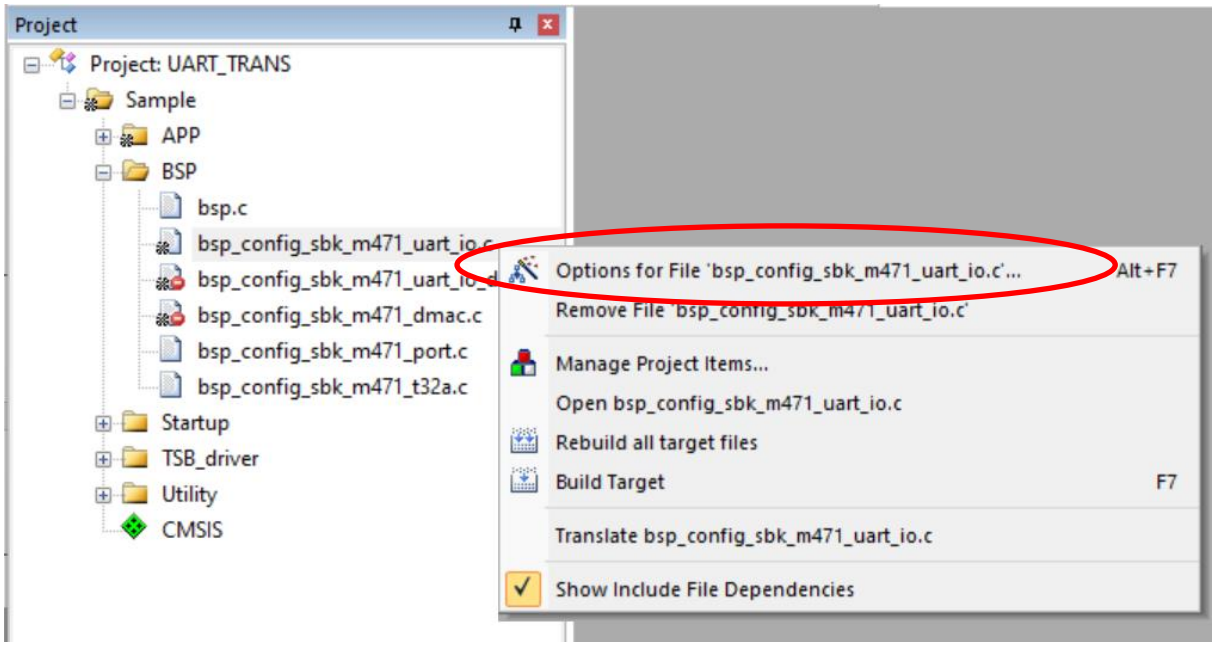
bsp_config_sbk_m4xx_dmac.c	Use files
bsp_config_sbk_m4xx_uart_io.c	Don't use files
bsp_config_sbk_m4xx_uart_io_dma.c	Use files

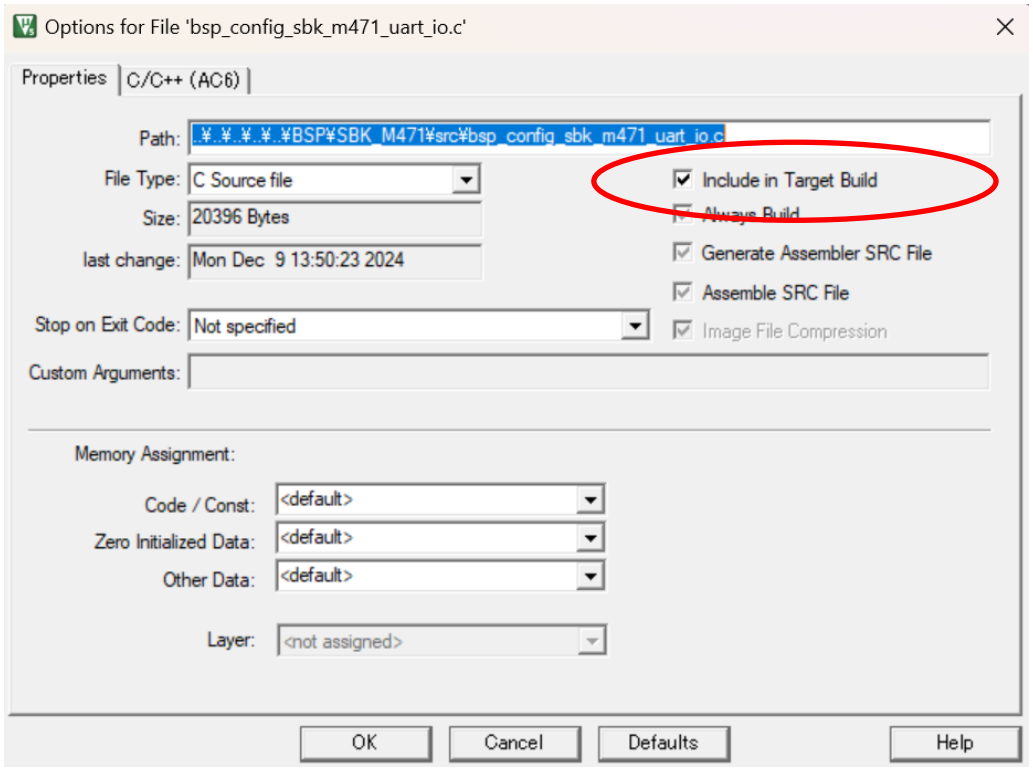
Please build after changing the settings.

6.6.2. Keil µVision



Open “Project” > “Options for Target ‘Sample’” > “C/C++”.
Change "Define:" of "Preprocessor Symbols" as shown below.
If you do not use DMAC, select "NODMAC"
"DMA" and "UART_DMA_TRANSFER_USE" when using DMAC





Right-click the file you want to configure, open Options for File ‘xxxx.c’ and change “Include in Target Build”.
If you want to use the file, check "Include in Target Build", otherwise uncheck "Include in Target Build".

DMAC disabled:

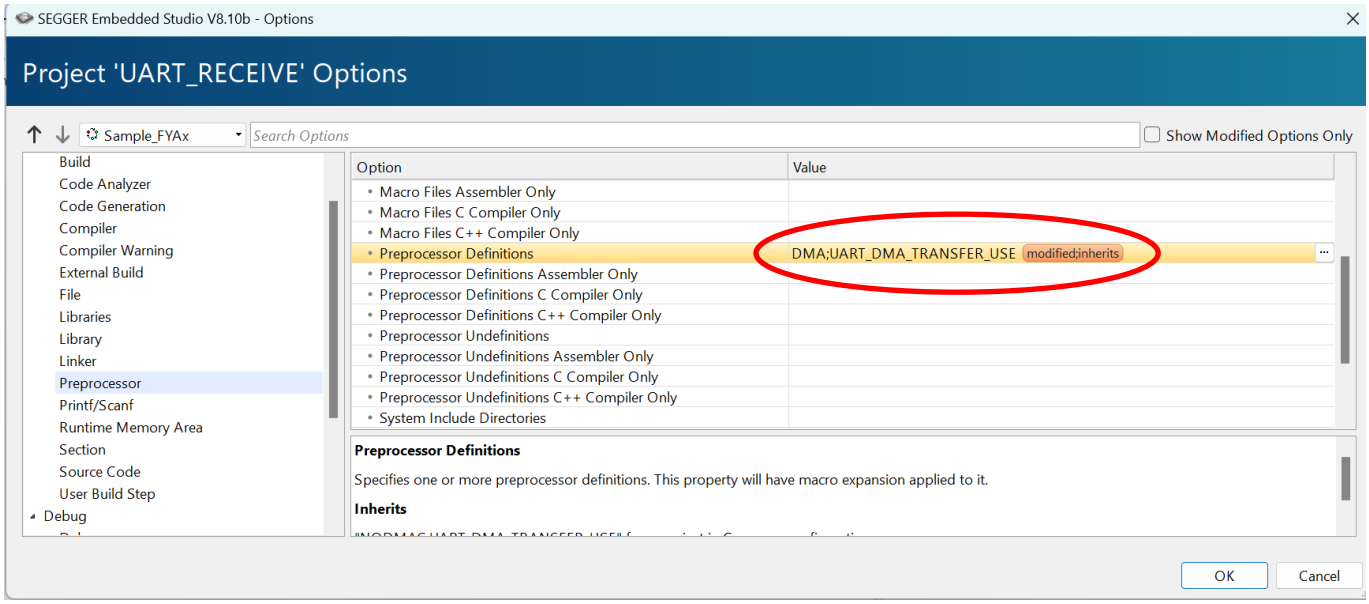
bsp_config_sbk_m4xx_dmac.c	Don't use files
bsp_config_sbk_m4xx_uart_io.c	Use files
bsp_config_sbk_m4xx_uart_io_dma.c	Don't use files

DMAC enabled:

bsp_config_sbk_m4xx_dmac.c	Use files
bsp_config_sbk_m4xx_uart_io.c	Don't use files
bsp_config_sbk_m4xx_uart_io_dma.c	Use files

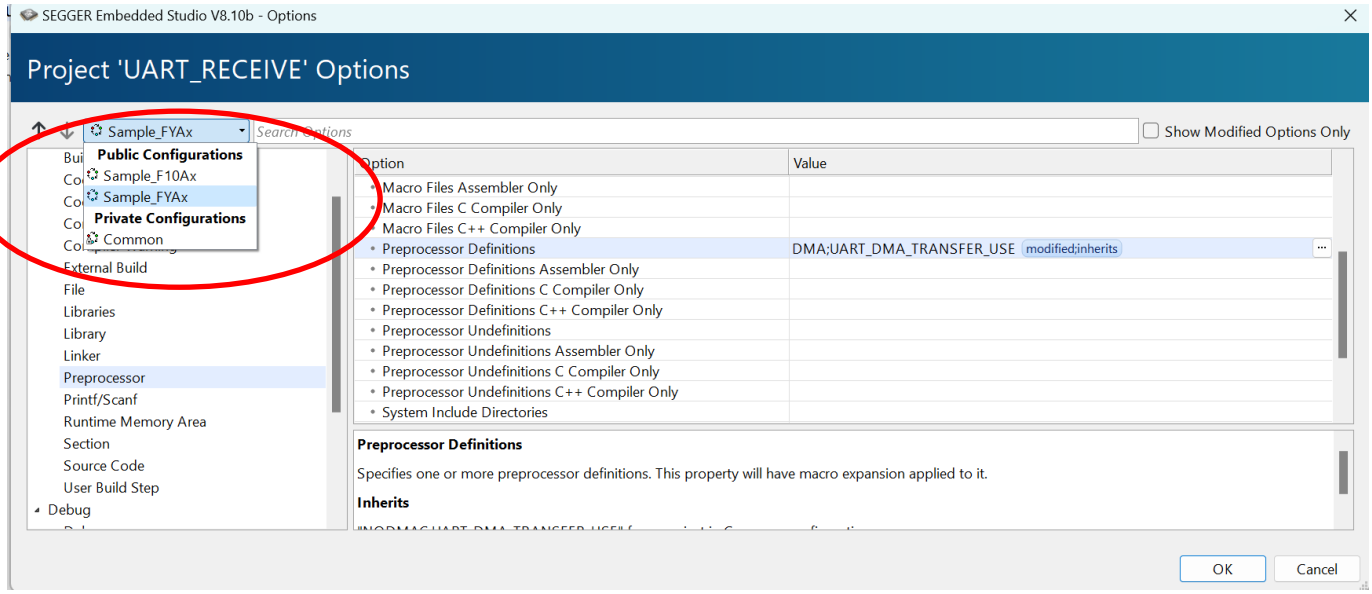
Please build after changing the settings.

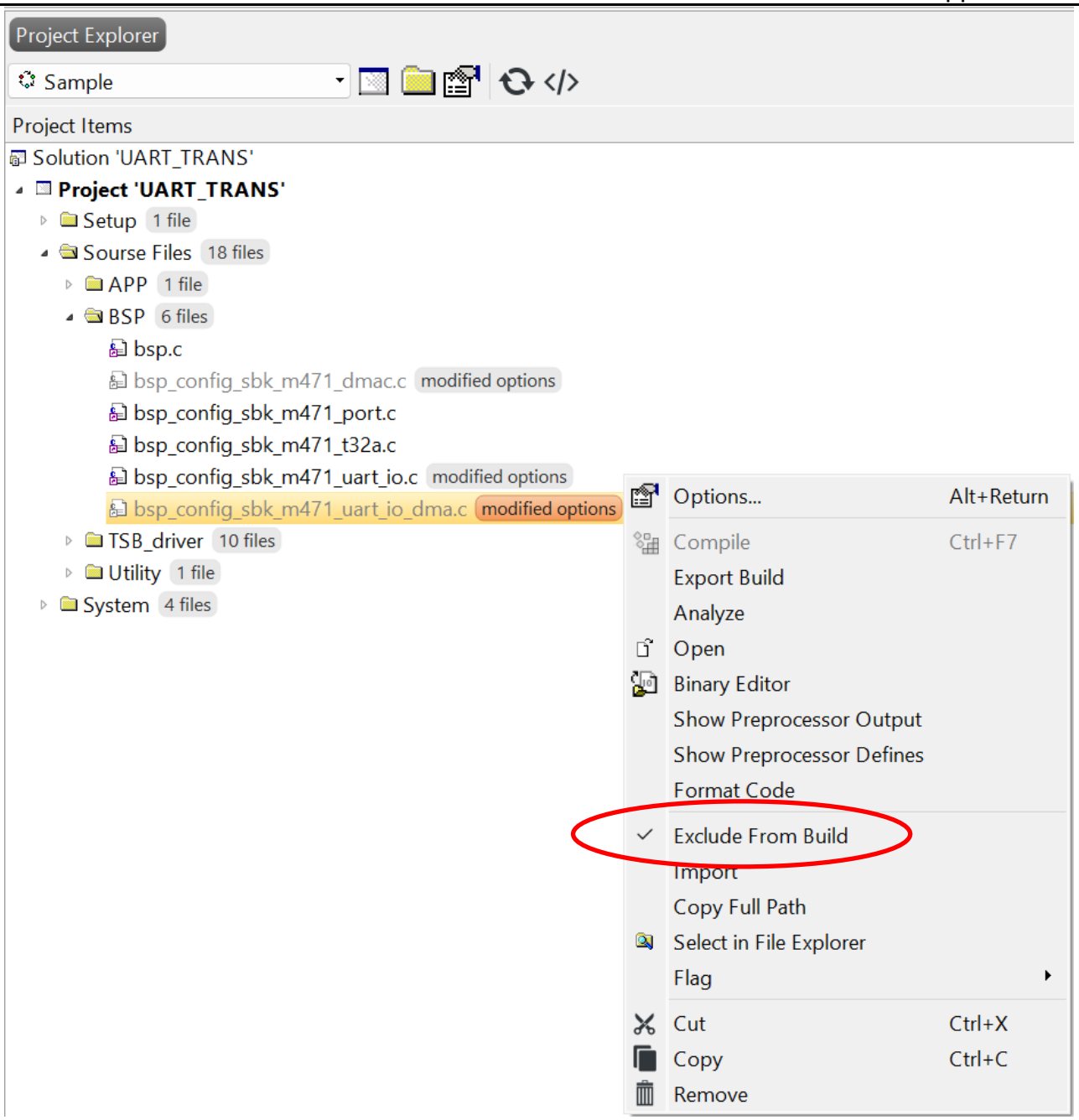
6.6.3. SEGGER Embedded Studio



Open "Project" > "Options" > "Preprocessor".
Change "Preprocessor Definitions" as shown below.
If you do not use DMAC, select "NODMAC"
"DMA" and "UART_DMA_TRANSFER_USE" when using DMAC

Note: Change "Common" as well as "Sample_xxx".





Right-click the file you want to configure and change "Exclude From Build".
If you want to use a file, uncheck "Exclude From Build", otherwise check "Exclude From Build".

DMAC disabled:

bsp_config_sbk_m4xx_dmac.c	Don't use files
bsp_config_sbk_m4xx_uart_io.c	Use files
bsp_config_sbk_m4xx_uart_io_dma.c	Don't use files

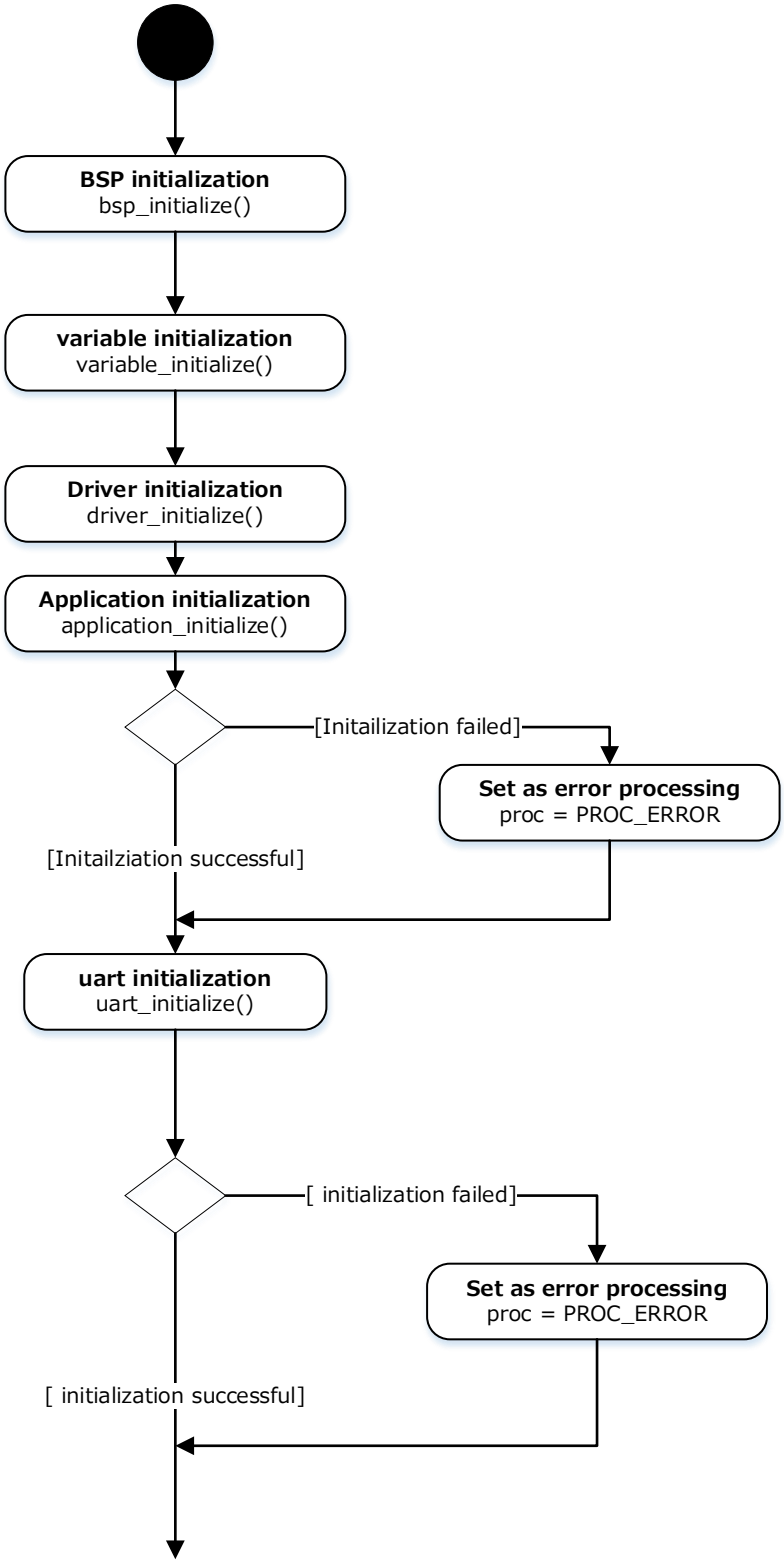
DMAC enabled:

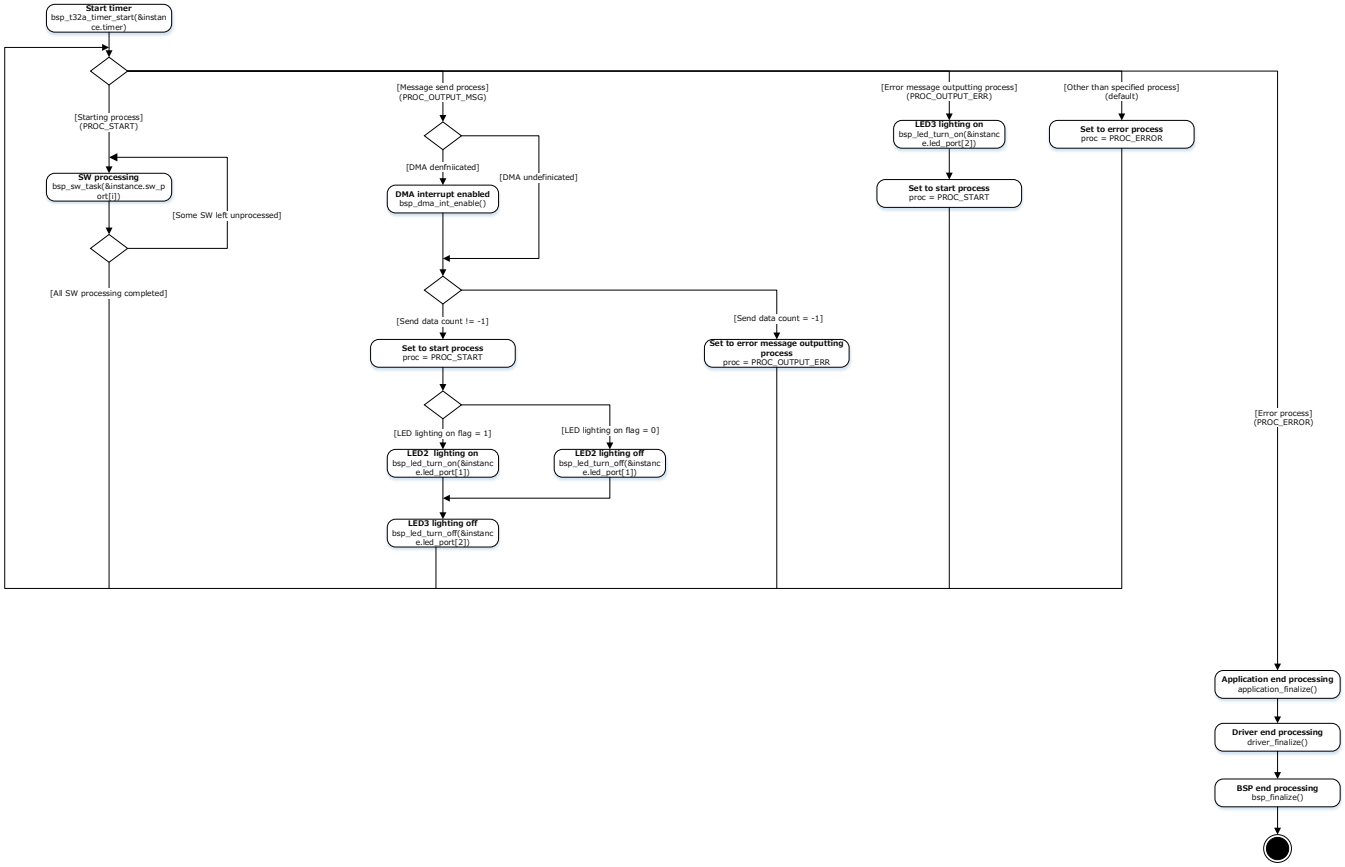
bsp_config_sbk_m4xx_dmac.c	Use files
bsp_config_sbk_m4xx_uart_io.c	Don't use files
bsp_config_sbk_m4xx_uart_io_dma.c	Use files

Please build after changing the settings.

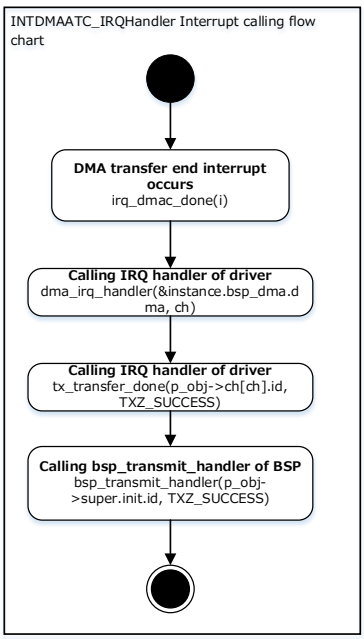
7. Activity diagram

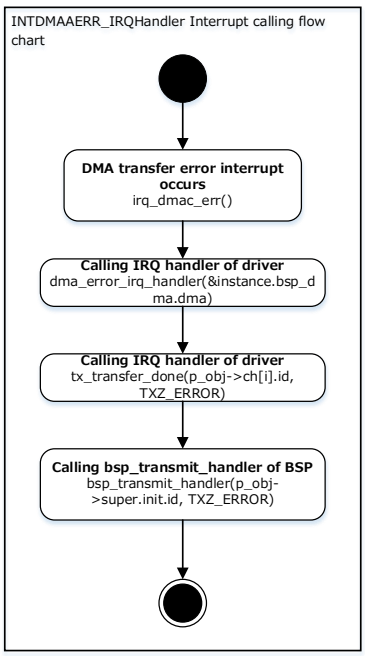
7.1. main

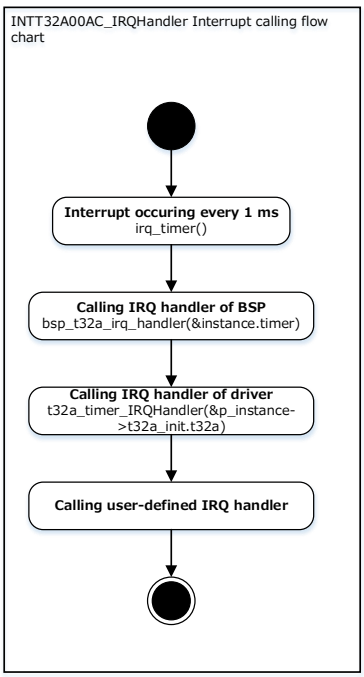


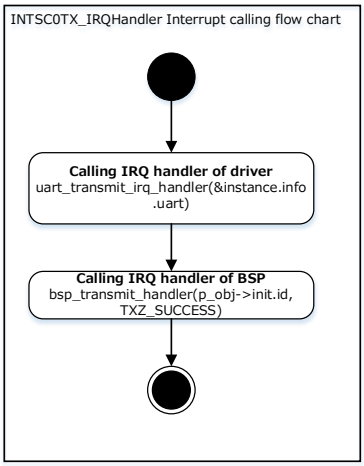

Start timer
bsp_t32a_timer_start(&instance.timer)
[Starting process]
(PROC_START)
SW processing
bsp_sw_task(&instance.sw_port[i])
[Some SW left unprocessed]
[All SW processing completed]
[Message send process]
(PROC_OUTPUT_MSG)
[DMA denfnicated]
[DMA undefinicated]
DMA interrupt enabled
bsp_dma_int_enable()
[Send data count != -1]
[Send data count = -1]
Set to start process
proc = PROC_START
Set to error message outputting process
proc = PROC_OUTPUT_ERR
[LED lighting on flag = 1]
[LED lighting on flag = 0]
LED2 lighting on
bsp_led_turn_on(&instance.led_port[1])
LED2 lighting off
bsp_led_turn_off(&instance.led_port[1])
LED3 lighting off
bsp_led_turn_off(&instance.led_port[2])
[Error message outputting process]
(PROC_OUTPUT_ERR)
LED3 lighting on
bsp_led_turn_on(&instance.led_port[2])
Set to start process
proc = PROC_START
[Other than specified process]
(default)
Set to error process
proc = PROC_ERROR
[Error process]
(PROC_ERROR)
Application end processing
application_finalize()
Driver end processing
driver_finalize()
BSP end processing
bsp_finalize()

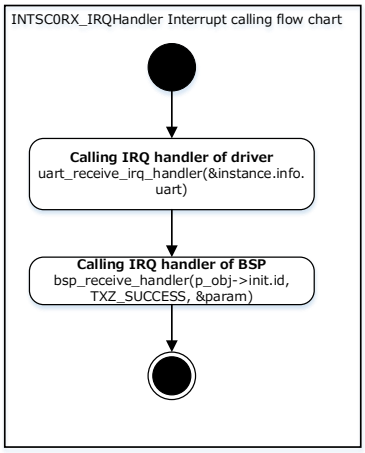
7.2. Interrupt

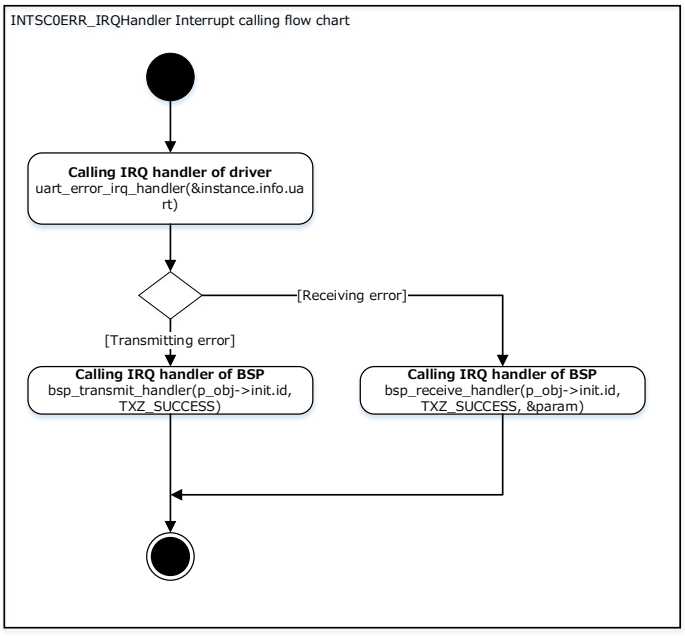


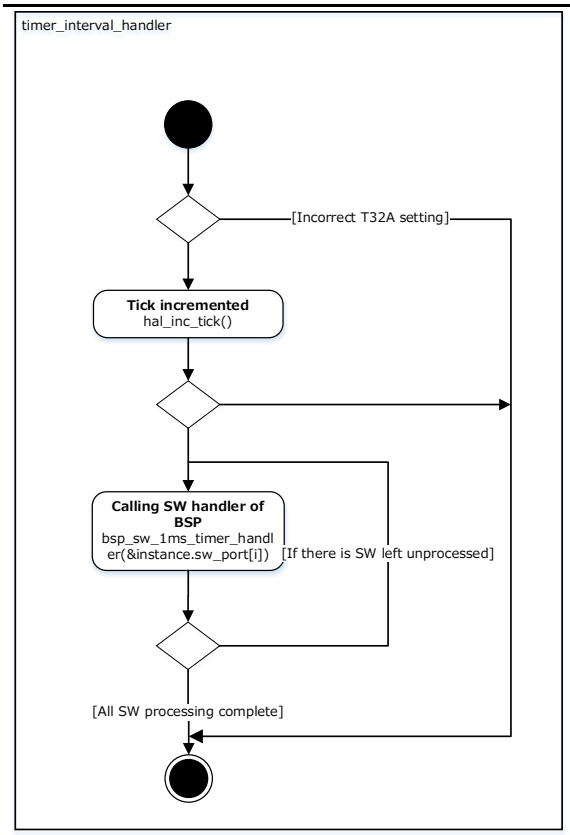


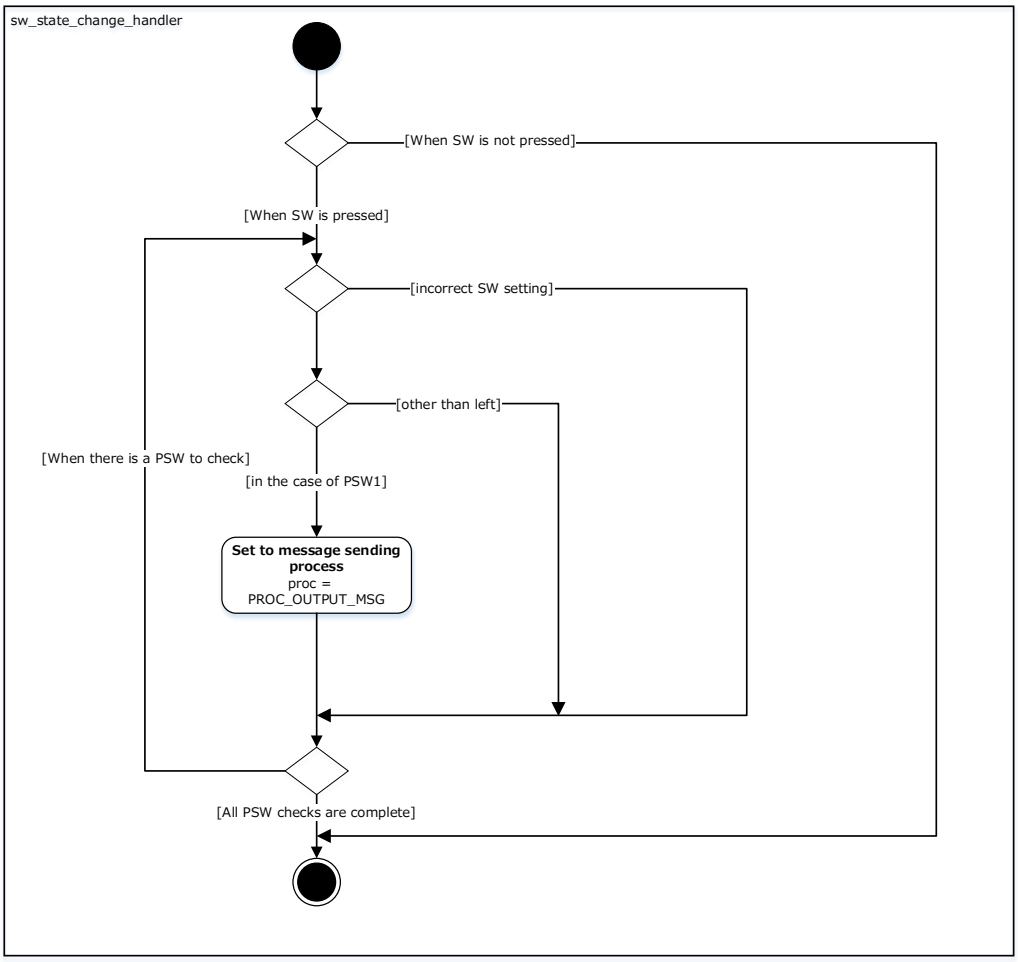












8. Revision History

Revision	Date	Description
1.0	2025-01-20	First release

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