DAVE™ version 4 – Quick Start Simple LED Blinky via a Generated PWM Signal

XMC Microcontrollers

June 2018

Learning Outcome

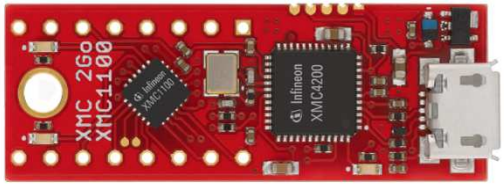
- Learn the basic principles of DAVE™ version 4:
  - Installation
  - Required XMC kit
  - Create DAVE™ Project
  - GUI based DAVE™ APPs configuration
  - Graphical pin mapping
  - One touch code generation
  - Download and debug code
  - DAVE™ updates
  - Expert support

DAVE™ installation and update

- Easy installation

1. Go to www.infineon.com/DAVE and download DAVE™ version 4
2. The downloaded zip file contains all required installation instructions, please follow the instructions described in section 1
3. Then follow the update instructions described in section 2
4. After installation, DAVE™ v4 can be started from the desktop

Required XMC kit

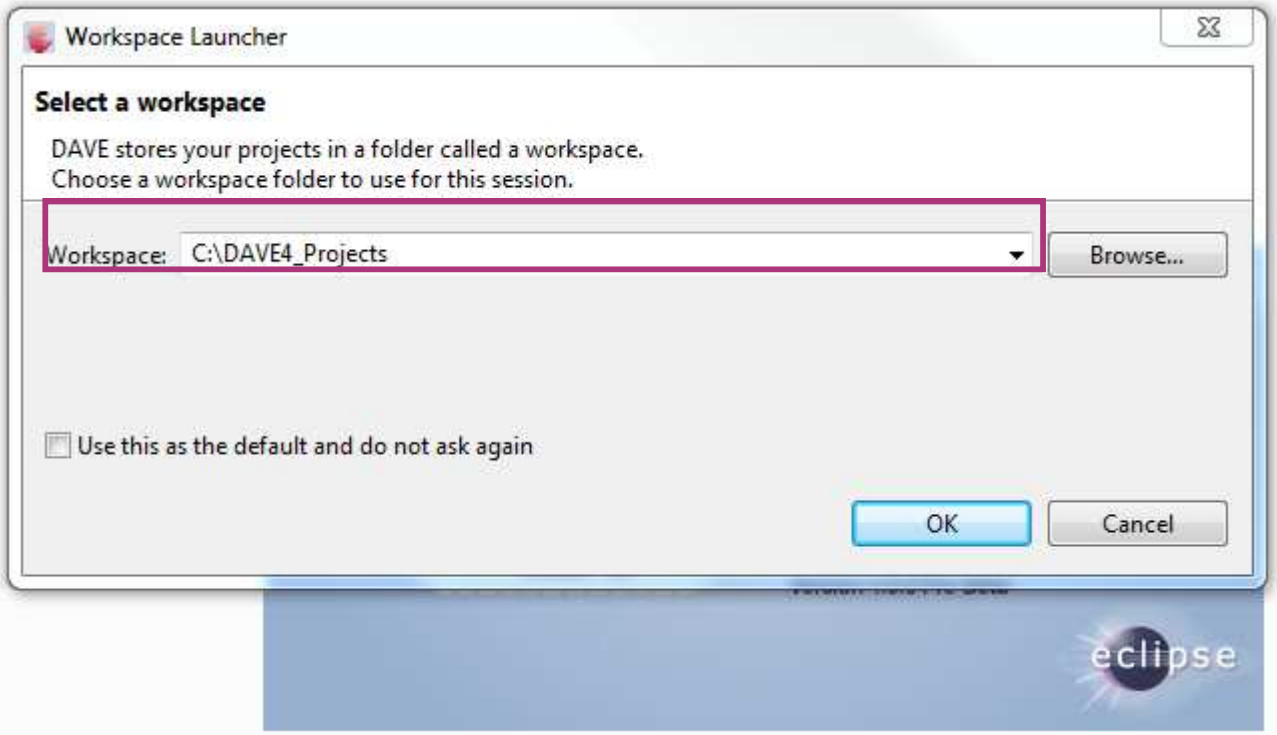


- In this tutorial we use the XMC 2Go kit equipped with an XMC1100-Q024F0064 and a Segger J-Link on-board debugger (OBD)

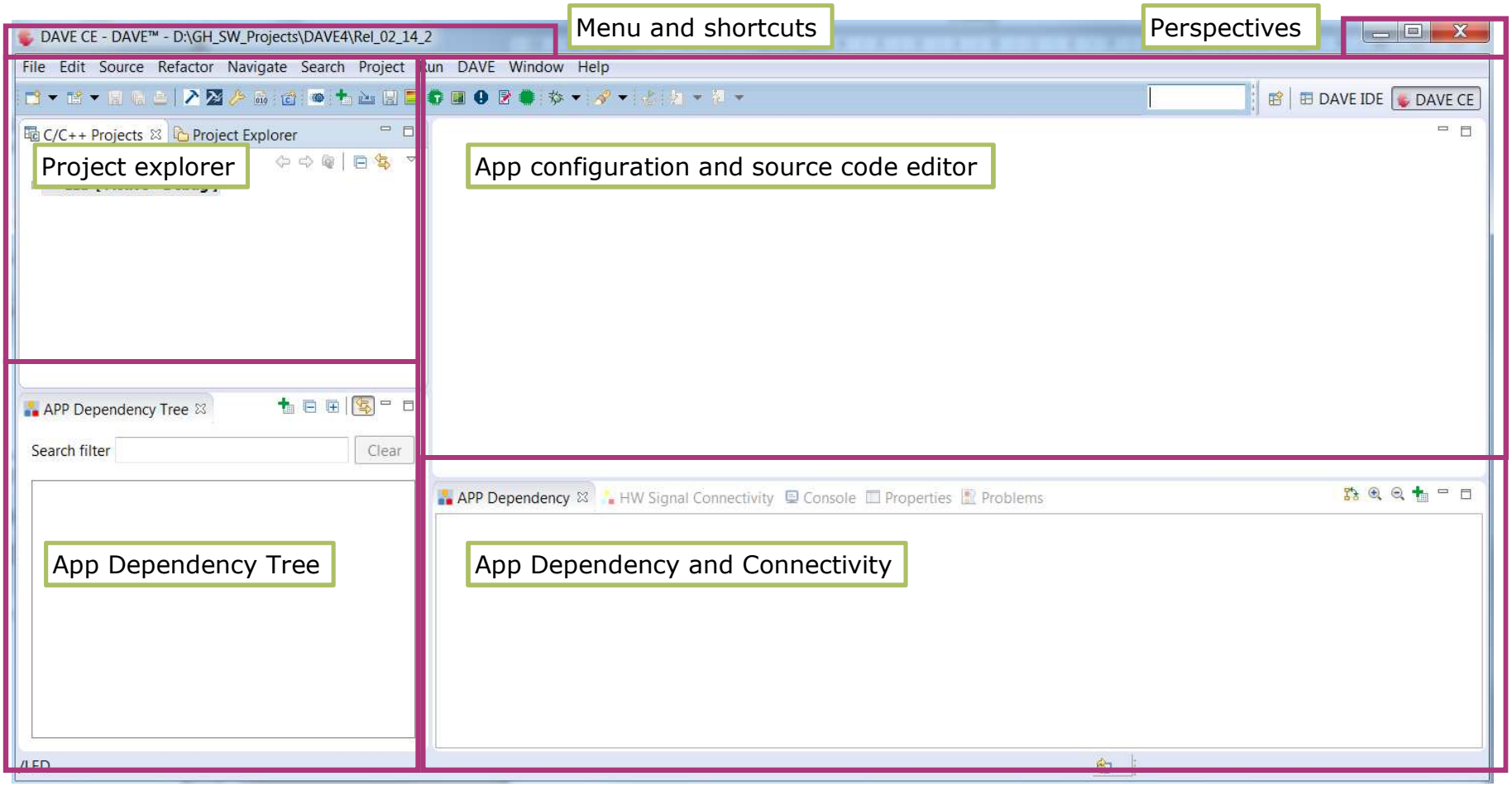
- Also any other XMC1000 or XMC4000 kit can be used. In this case the manual pin assignment described on page 17 and 18 needs to be adjusted and the pin that is connected to a LED of the respective board has to be assigned

Starting DAVE™ for the first time

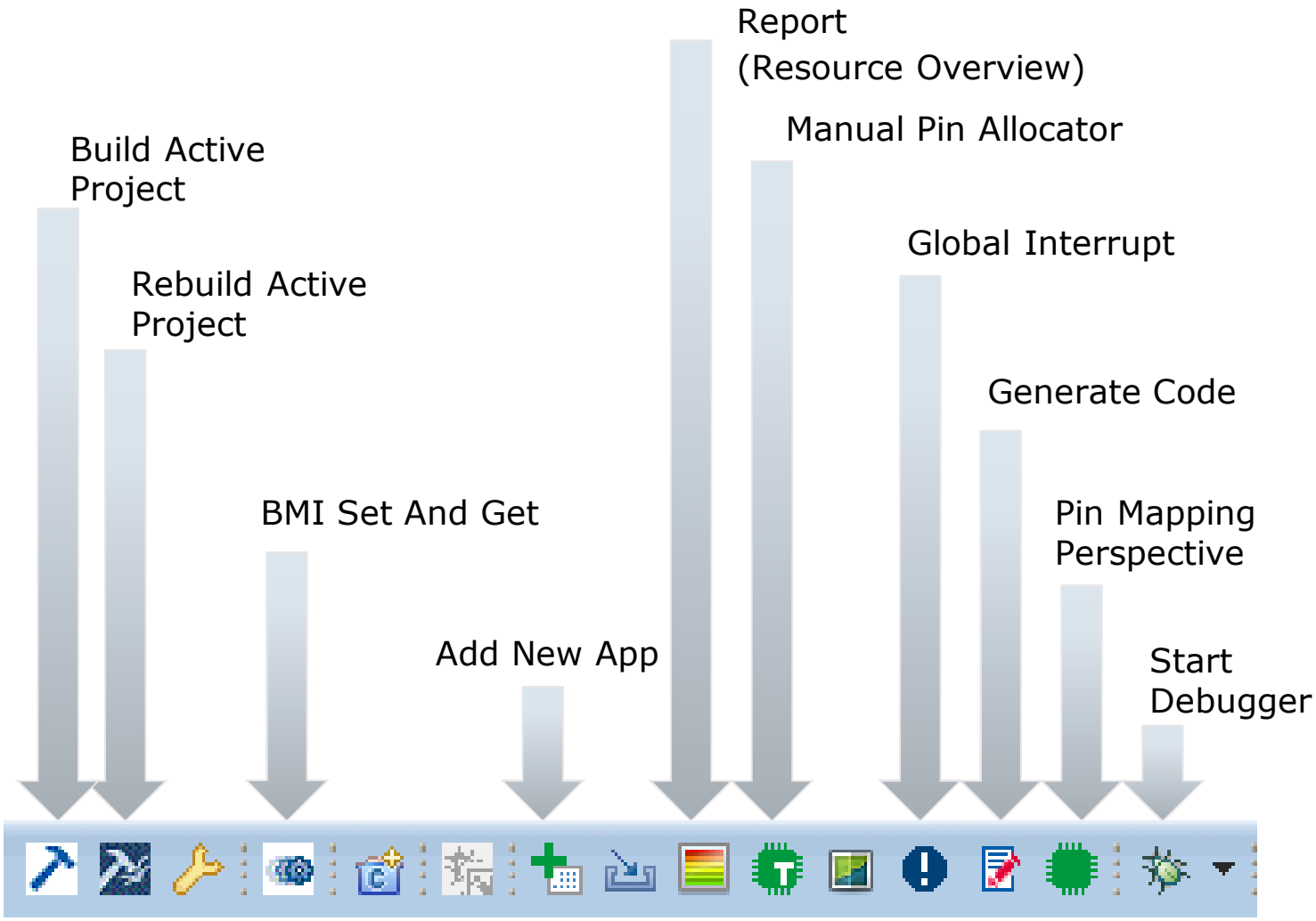
- Start DAVE
- Enter path to workspace folder
  - Please choose a new workspace folder, not an existing workspace folder form an earlier DAVE™ version



DAVE™ CE Workspace



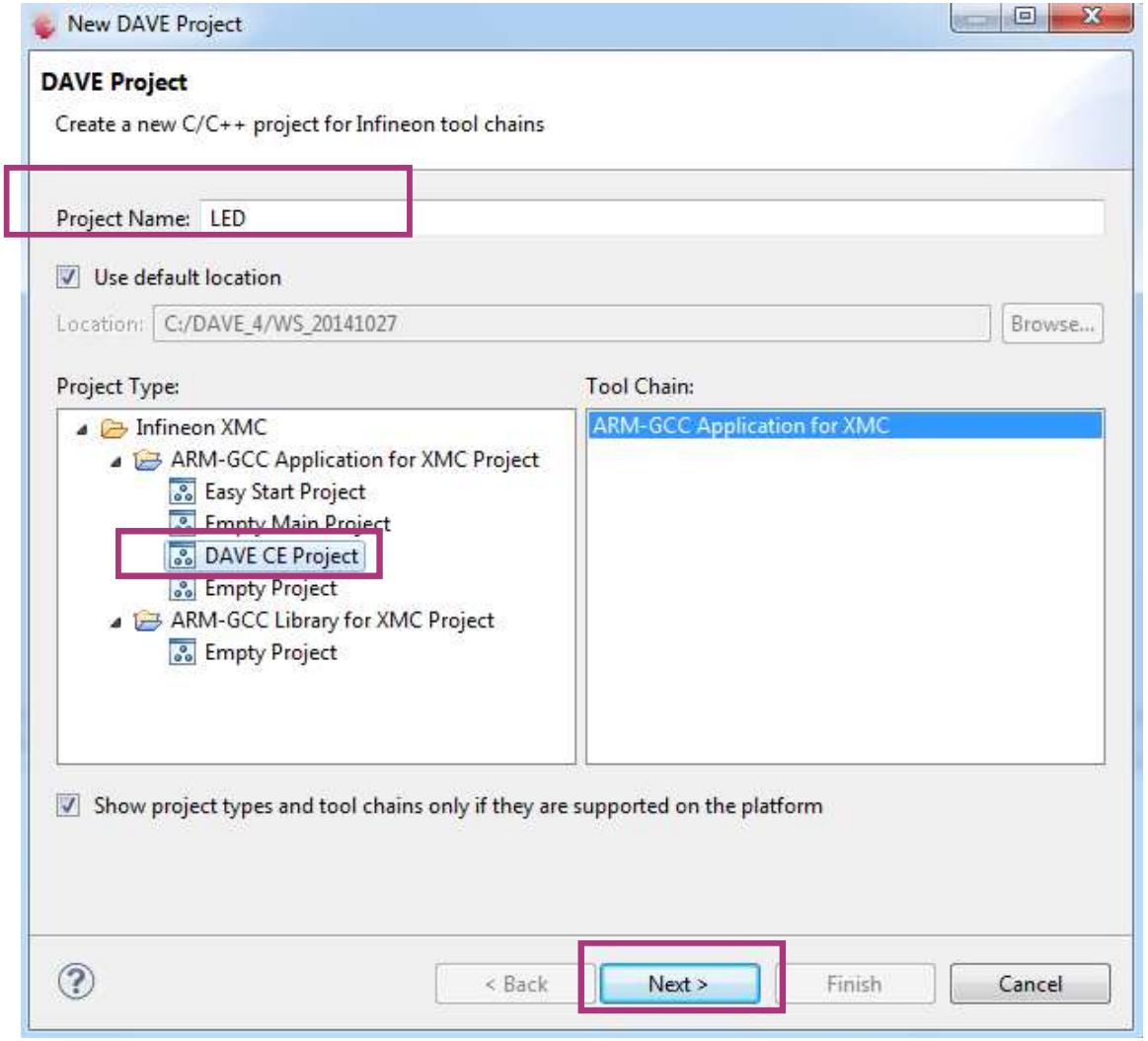
Tool Panel



Create a New DAVE™ CE Project (1/2)

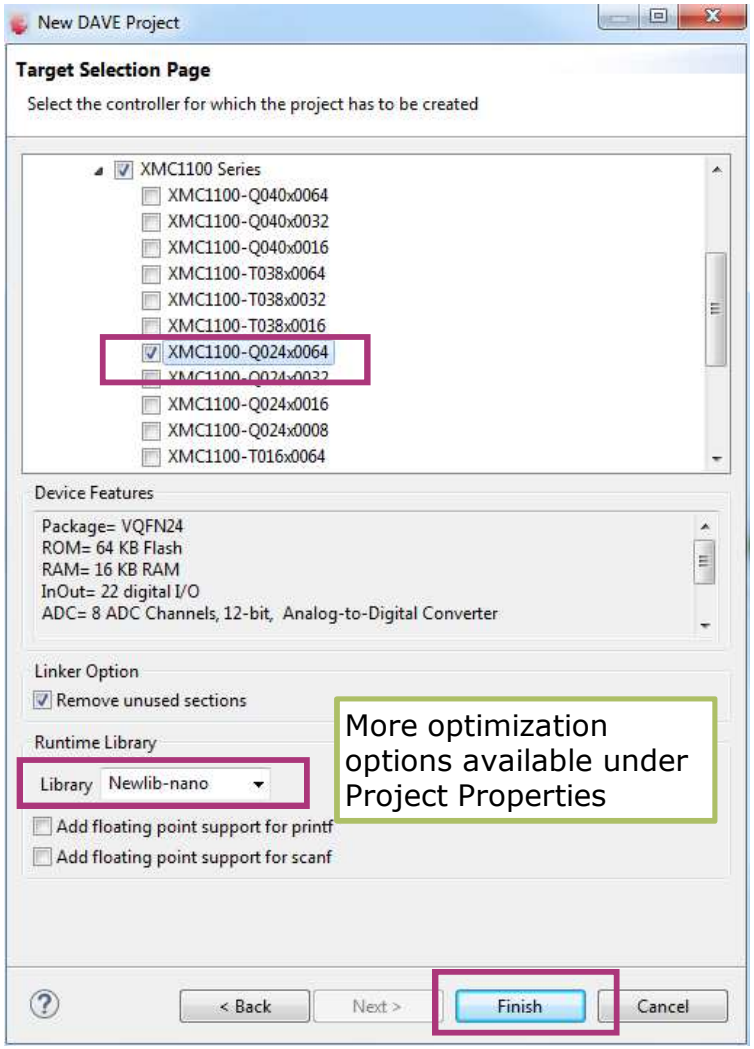
- Create DAVE™ Code Engine (CE) Project
  1. Go to File → New → DAVE Project
  2. Select DAVE CE Project
  3. Click Next

Note, a DAVE CE project is required to use DAVE APPs.

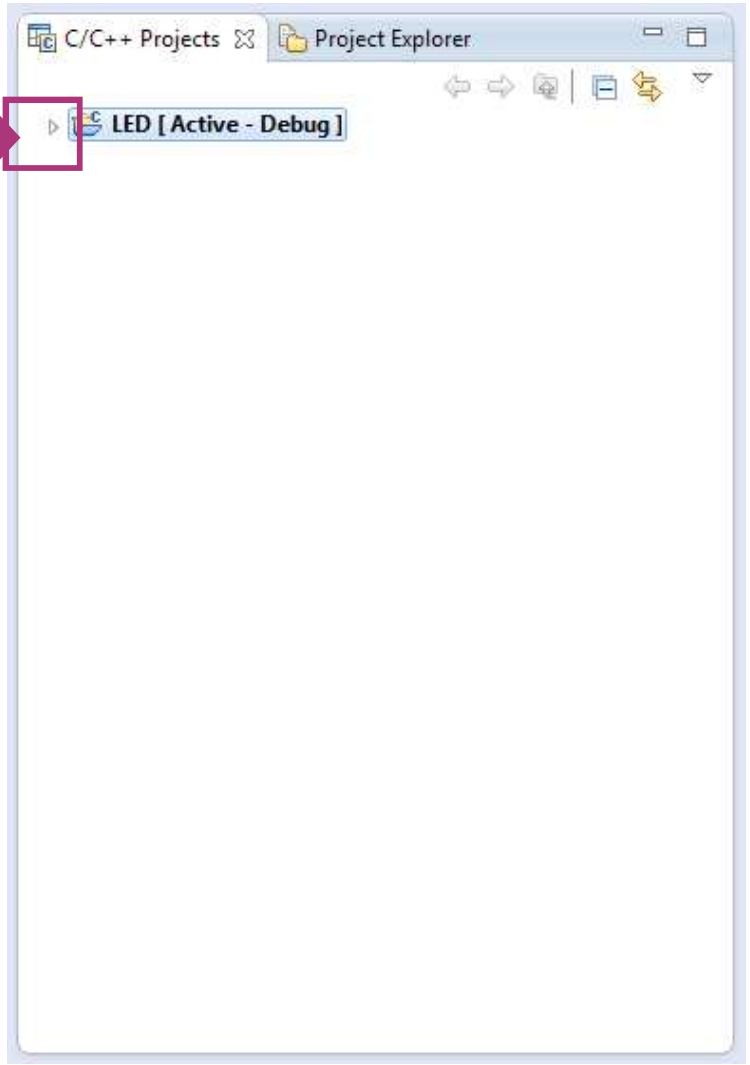


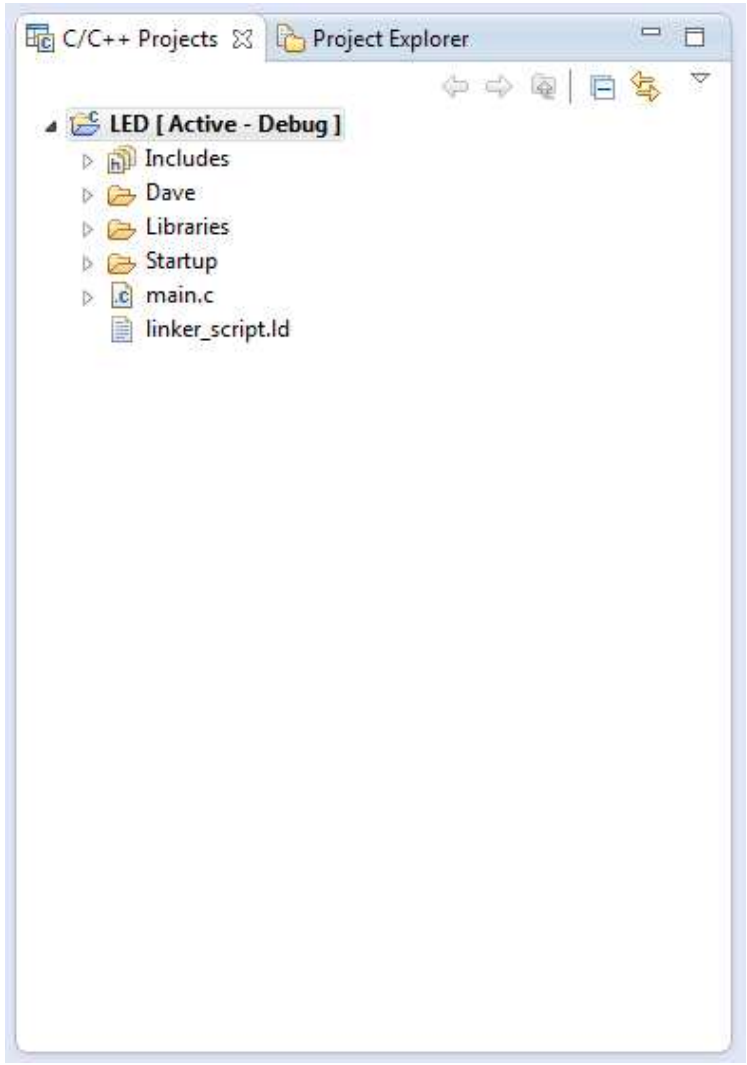
Create a New DAVE™ CE Project (2/2)

- Select the appropriate microcontroller
- For XMC 2Go kit used in this tutorial
  - XMC1100-Q024F0064
- For a different XMC kit please select the XMC microcontroller that is populated on your board

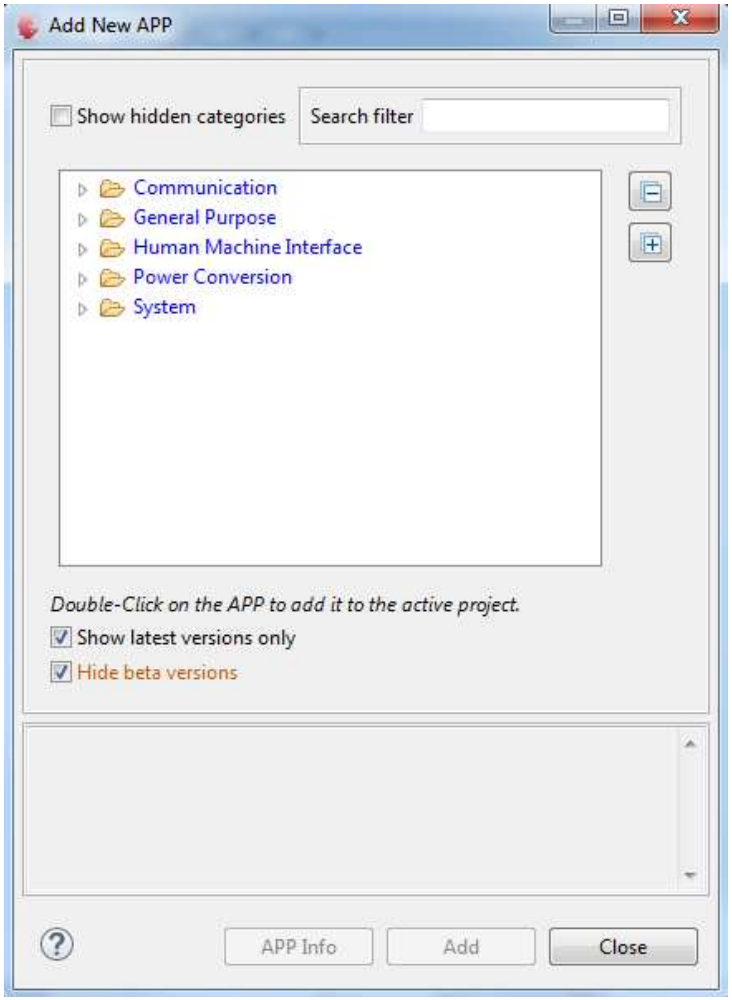


Project View

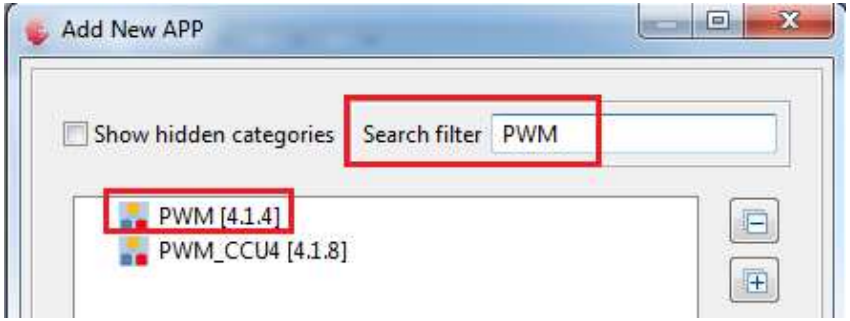




Add DAVE™ APP from the Local Library Store

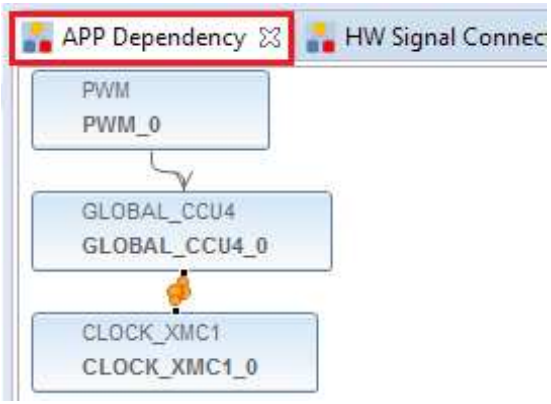


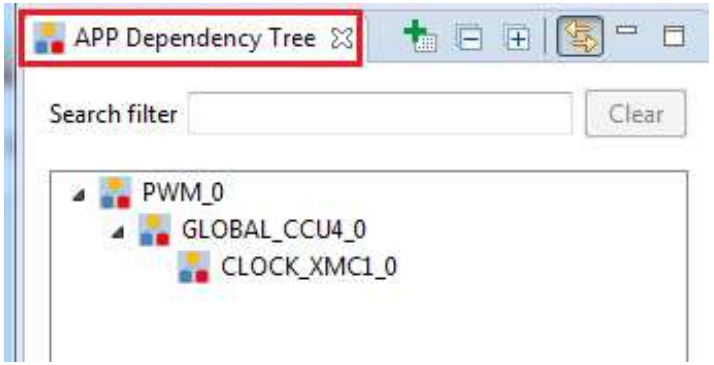
- Add DAVE™ APP to project
  1. Click  in Tool Panel, or
  2. DAVE → APP New APP
  3. Type “PWM” in the search filter field, and double-click PWM APP



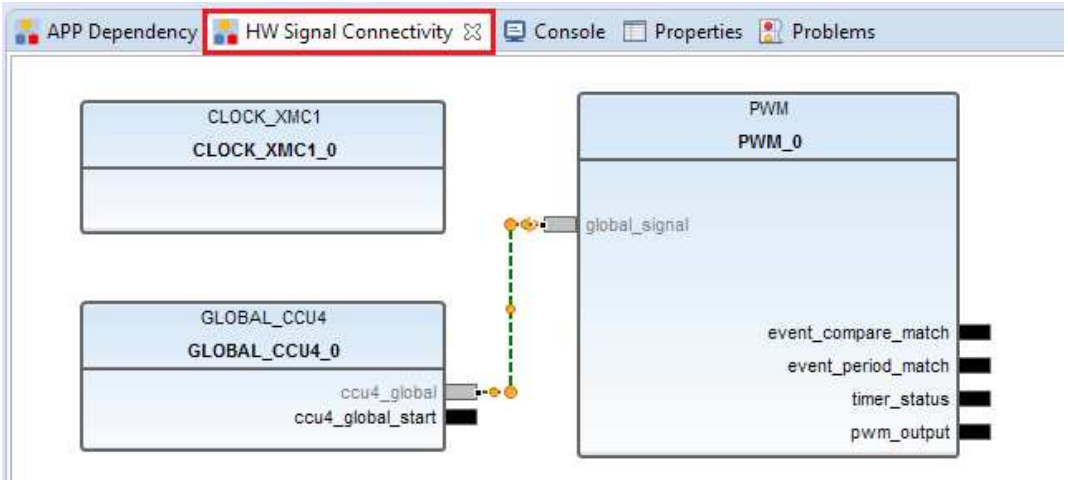
More Project Views

All APPs included in the Project are displayed in different views:



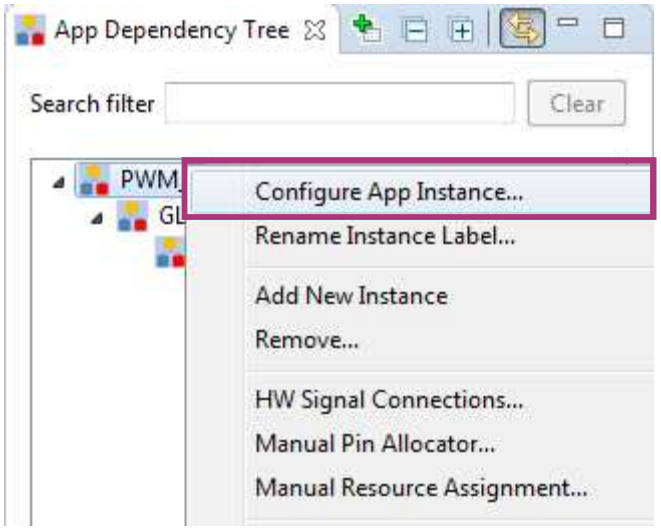


The number behind "_" identifies the instance of an APP

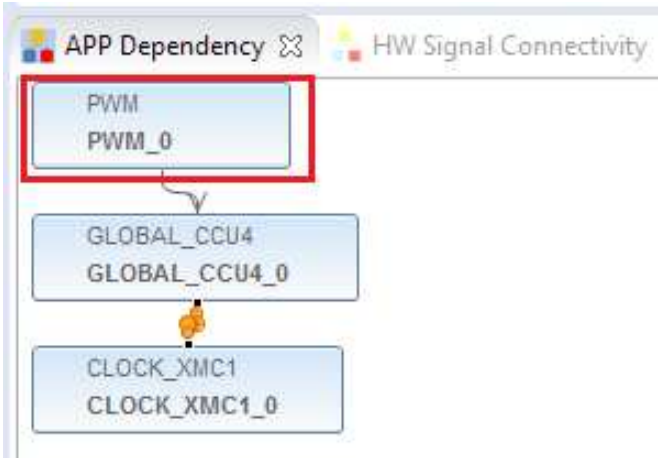


DAVE™ APPs Configuration View

- Either
  1. Right-click APP name in the App Dependency Tree view
  2. Select Configure App Instance

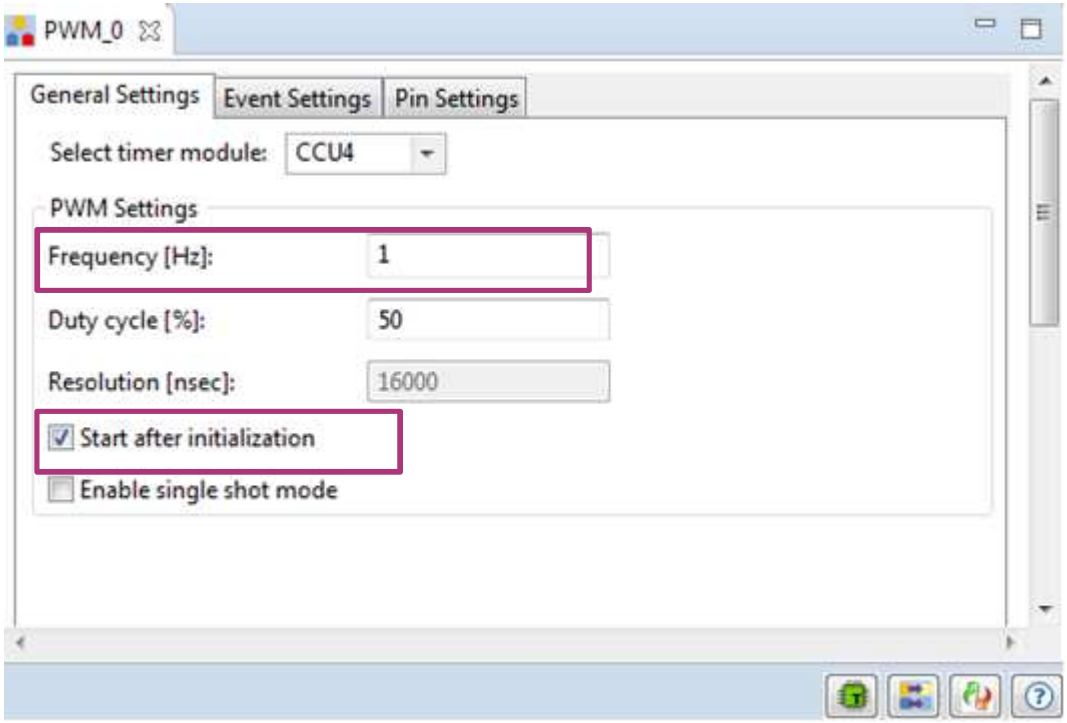


- Or
  - Double-click APP name in the App Dependency view



PWM APP Configuration

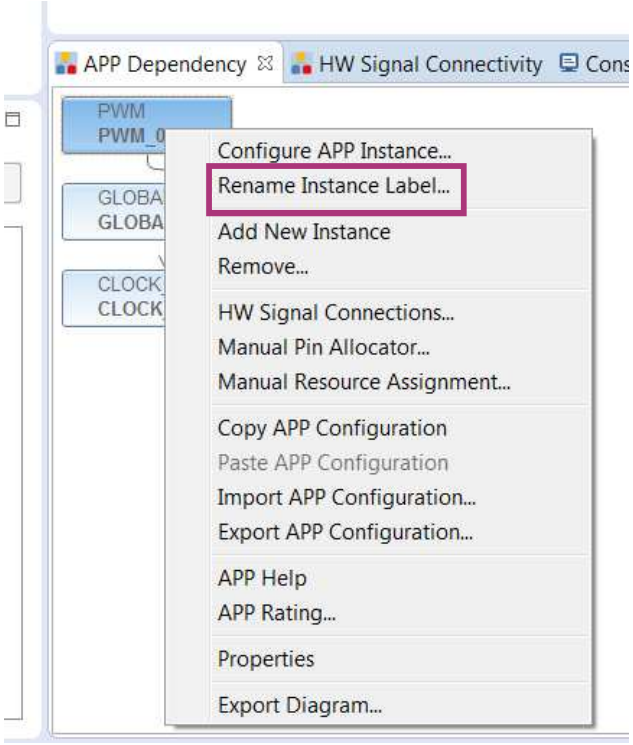
- Configure PWM APP via graphical user interface editor
  1. Set PWM Frequency to 1 Hz
  2. LED blinks every 0.5 second
  3. Check “Start Timer After Initialization”



Rename the Instance Label of the PWM APP

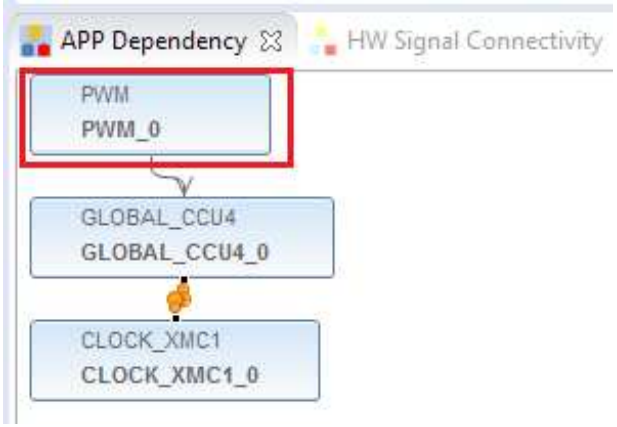
- Right click on the PWM APP
- Select
  Rename Instance Label…
- Type in: MyLED

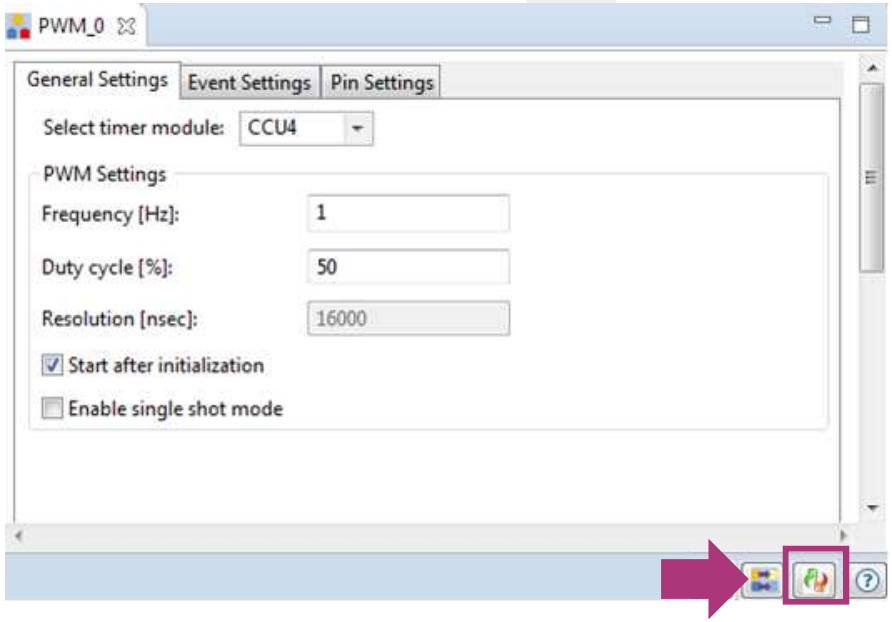
- Now “MyLED” can be used as handler in the APIs of the PWM APP to reference this instance

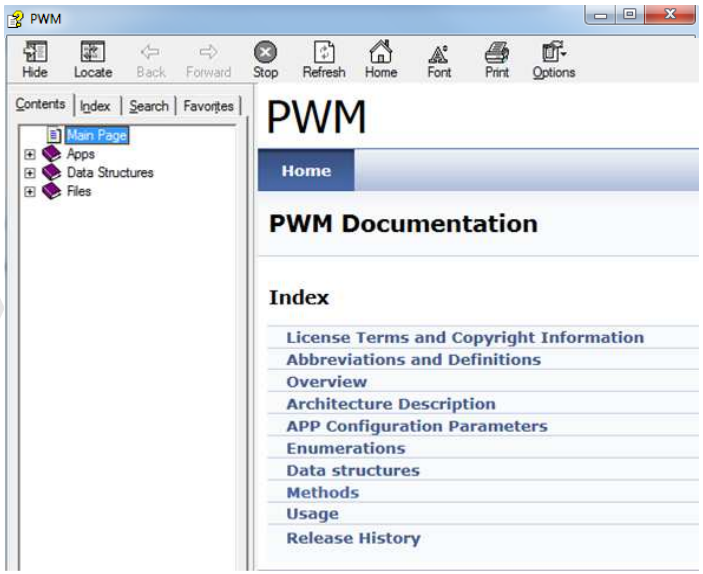


Hint: Additional Information about APPs

- Reference to DAVE™ APP information
  1. Double-click DAVE™ APP (e.g. PWM_0) in App Dependency View
  2. Click Help icon 

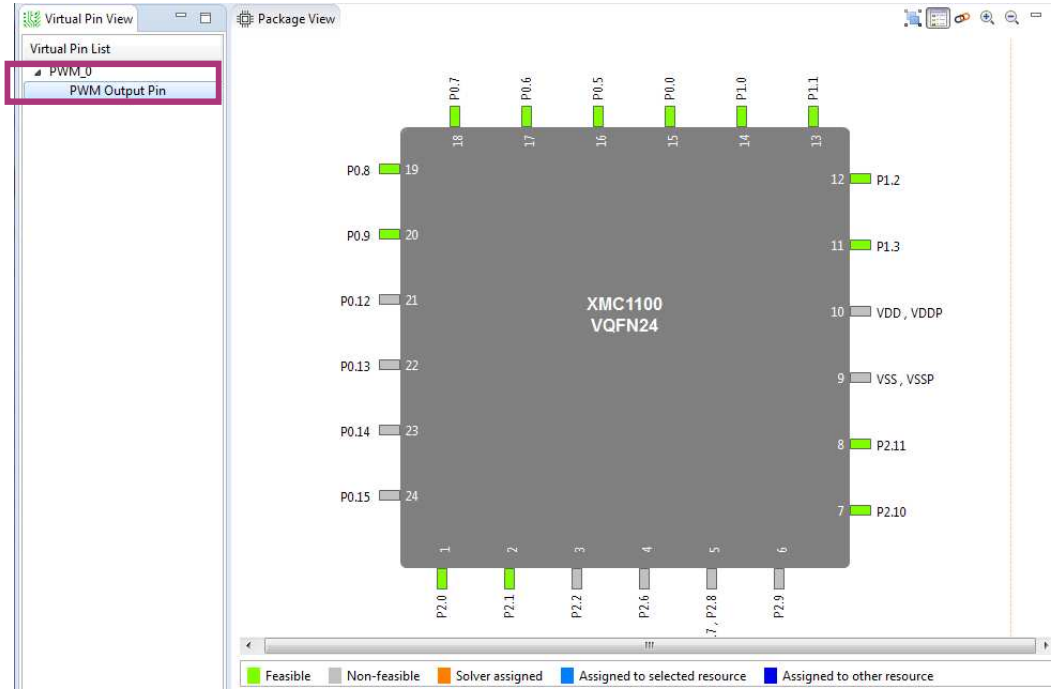






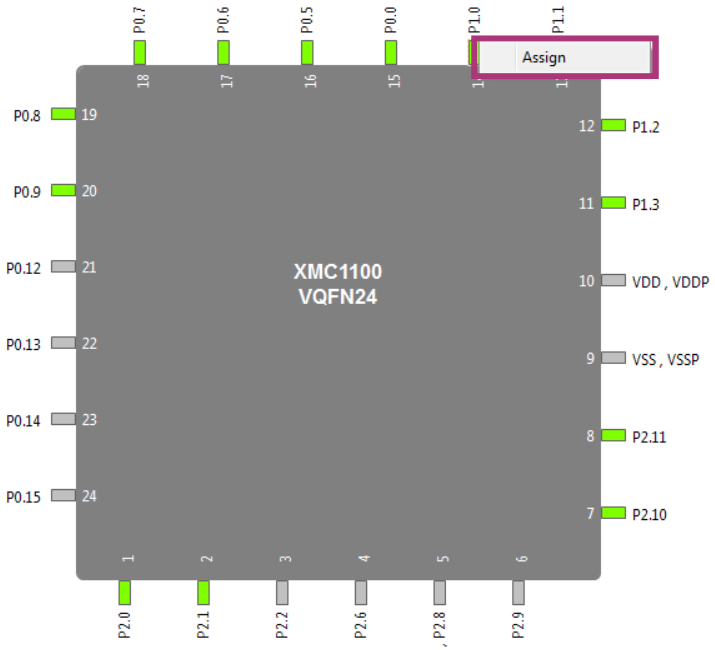
Pin Mapping for PWM App (1/2)

- Assign signal to pin with graphical pin mapping view
  1. Click  to open Pin Mapping Perspective
  2. Under Virtual Pin List, select PWM Output Pin
     - Green pin: All possible pins for selected signal
     - Blue pin: User assigned pin

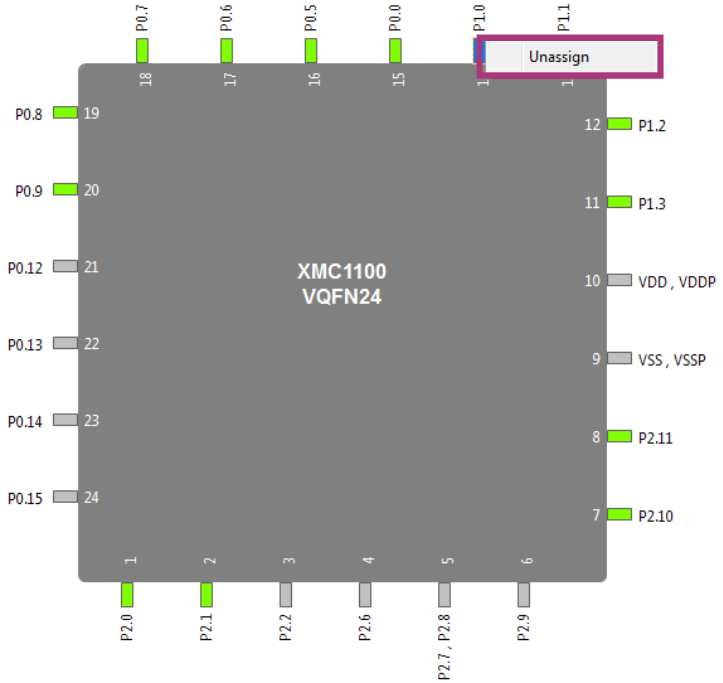


Pin Mapping for PWM App (2/2)

- To assign pin:
  - Right-click on a green pin → Assign

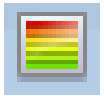


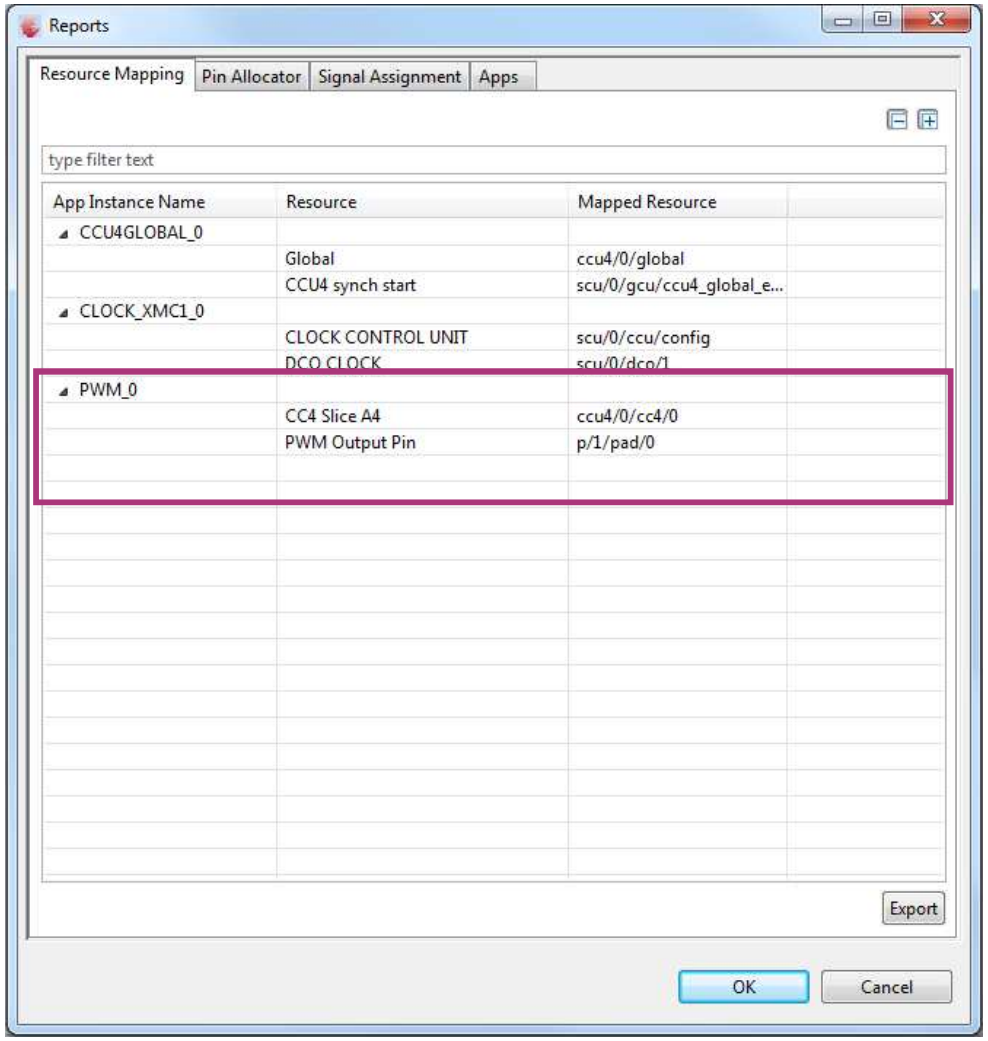
- To unassign pin:
  - Right-click on a blue pin → Unassign



- Assign PWM Output Pin to User LED1 at P1.0/#14
  - Right-click on pin 14 → Assign
  - In case you use a different board / device please select a pin that is connected to a LED

Hint: Check Correct Resource Mapping

- Check resource mapping
  - Click  to open Reports in DAVE CE perspective



Generate Code and add change the Duty Cycle of the PWM and compile code

- **One touch code generation**
  1. **Click  in the tool panel**
  2. **Generated code can be found under C/C++ Projects window, DAVE → Generated**
- **Open main.c and Add the following lines**

PWM_SetDutyCycle(&MyLED, 1000); // set duty cycle to 10%

PWM_SetDutyCycle(&MyLED, 9000); // set duty cycle to 90%

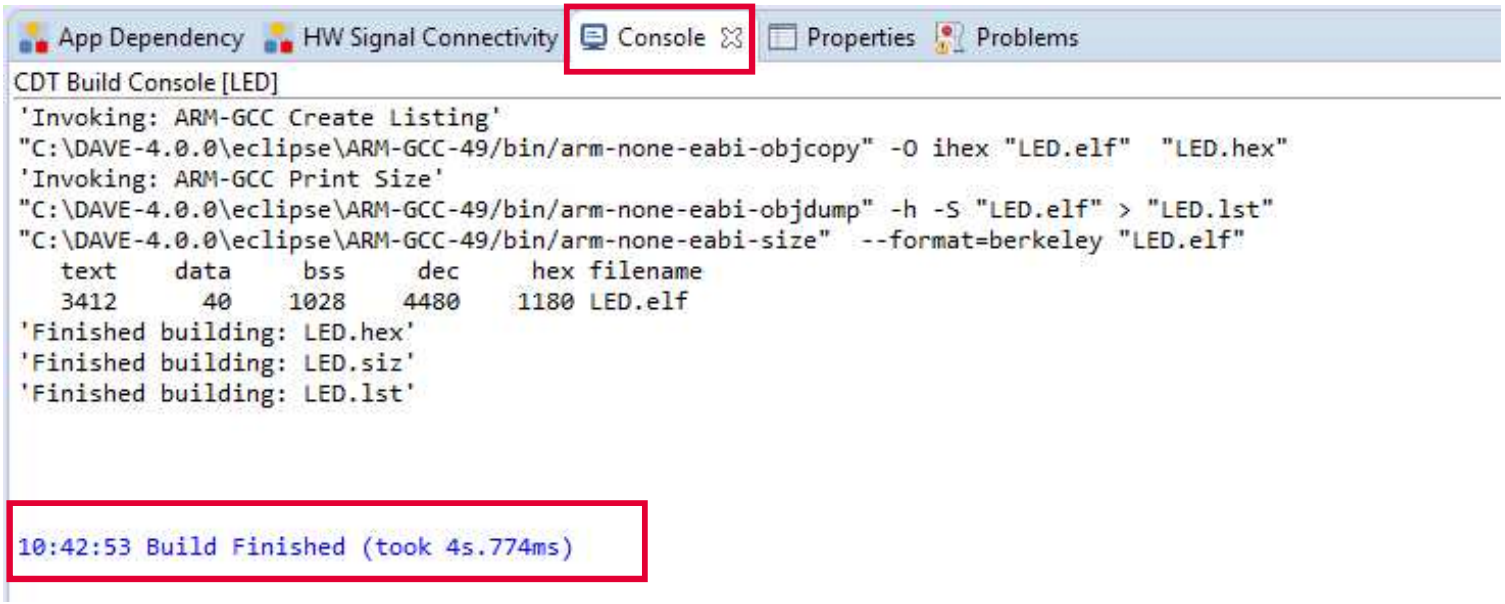
Note: *you may use the eclipse code completion features (SRTG SPACE) to support correct coding.*

```
28  if(status == DAVE_STATUS_FAILURE)
29  {
30    /* Placeholder for error handler code. The while loop below
31    XMC_DEBUG(("DAVE Apps initialization failed with status %d\n
32    while(1U)
33    {
34    }
35  }
36
37  /* Placeholder for user application code. The while loop below
38
39  PWM_SetDutyCycle(&MyLED, 1000); // set duty cycle to 10%
40  PWM_SetDutyCycle(&MyLED, 9000); // set duty cycle to 90%
41
42  while(1U)
43  {
44  }
45 }
```

- **Start Compiler tools to build the project**
  - **Click  in the tool panel**

Check Compiler Results

- Ensure that Compiler finished building in Console window



The Project Folder

Folder which is used exclusively by DAVE™

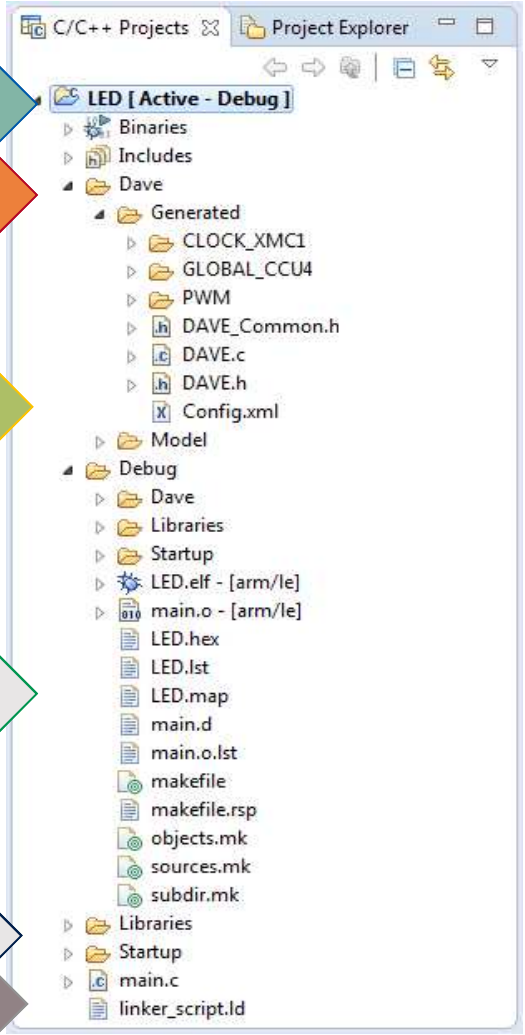
Generated code goes in here

App Code Templates, Manifest

Compiler output files

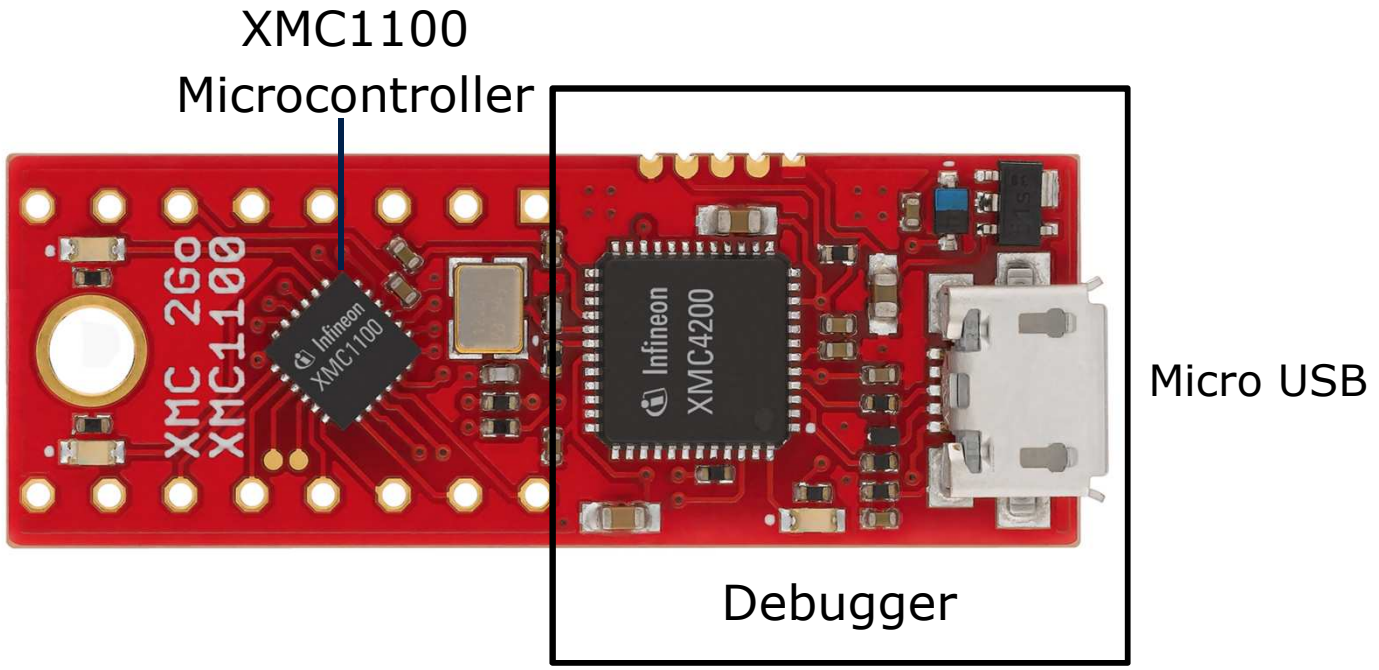
CMSIS, Low Level Drivers

Linker Script file



Flash and Debug (1/3)

- Ensure the Debugger of the XMC 2Go Kit is connected to your PC via USB

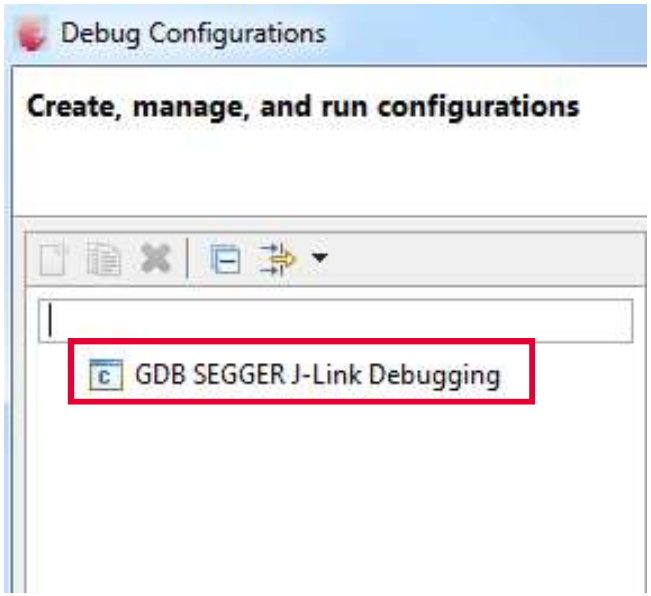


Flash and Debug (2/3)

- Start Debug Session
  - Click  in the tool panel

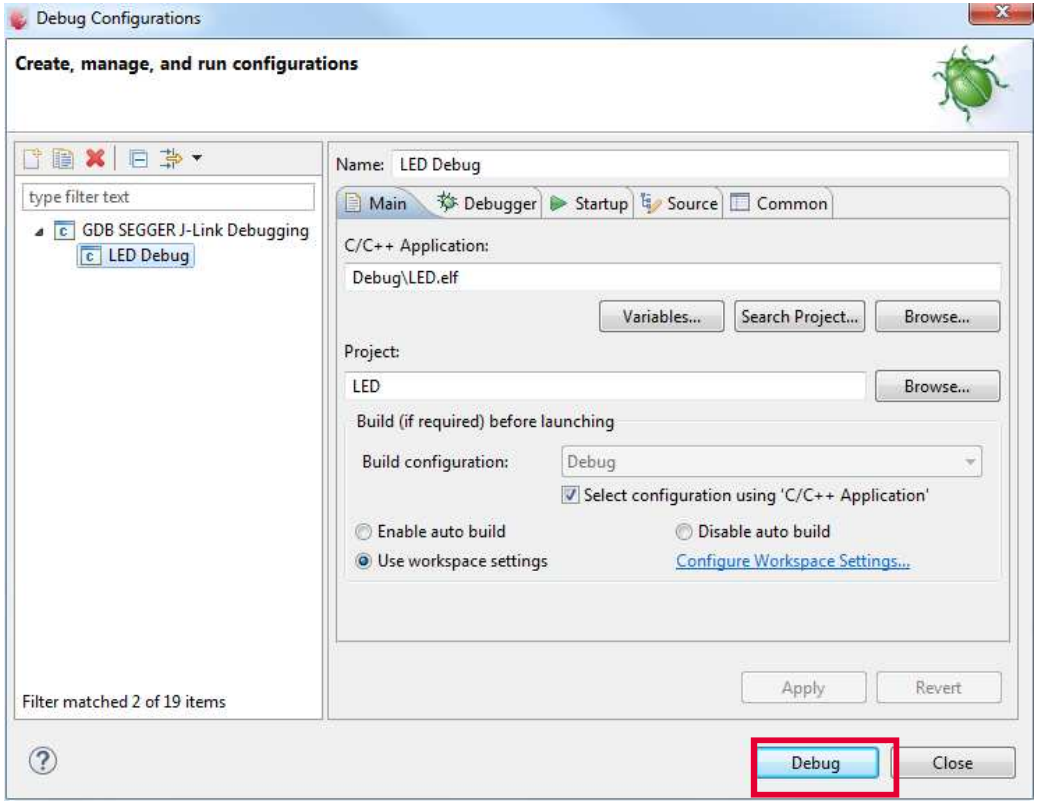
- Create a new Debug Configuration
  - Double-click "GDB SEGGER J-Link Debugging"

Segger J-link Driver software 4.96h or above needs to be installed



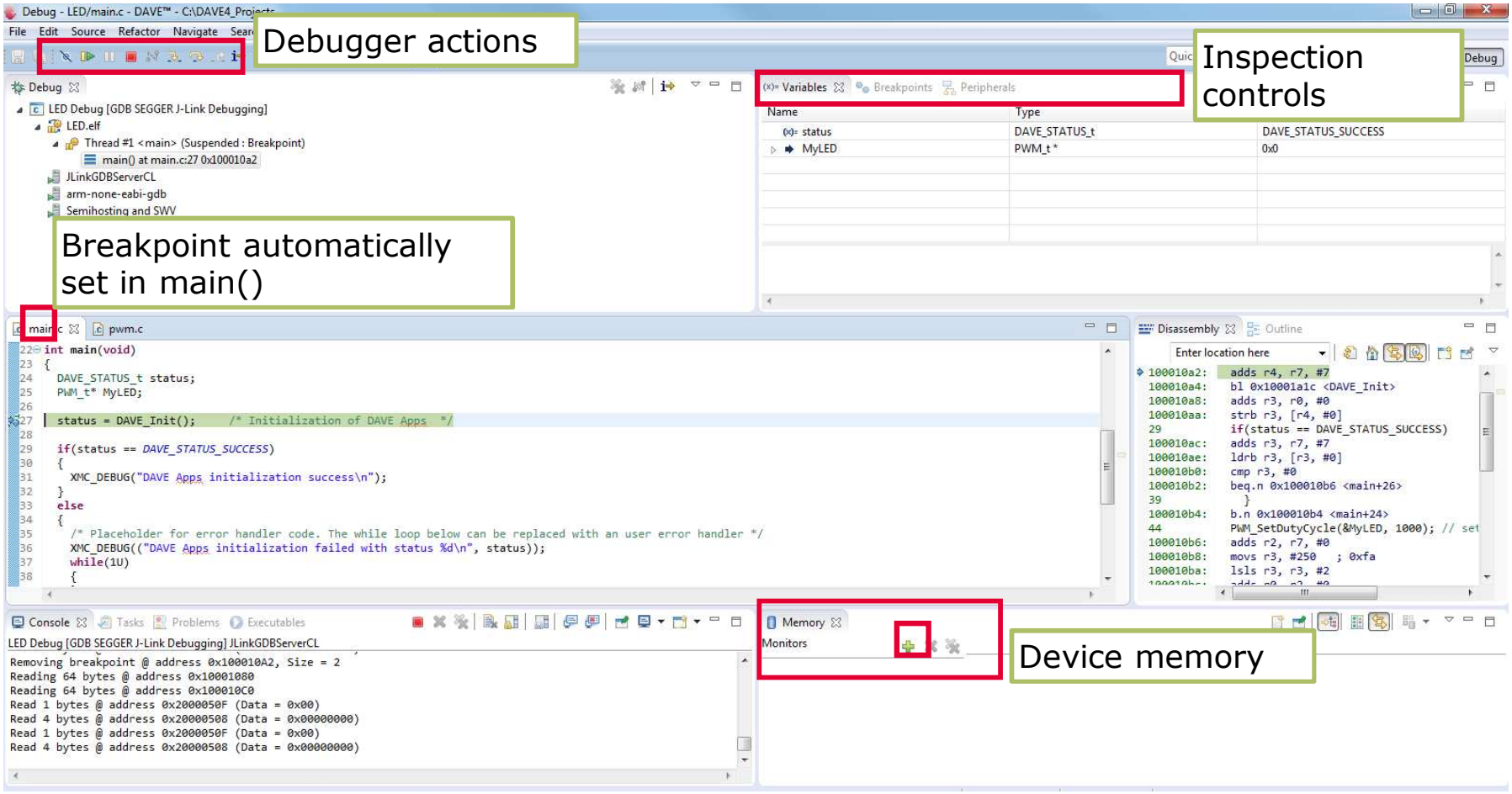
Flash and Debug (3/3)

- Click “Debug”
- The flashing process is started and DAVE automatically switches to Debug Perspective

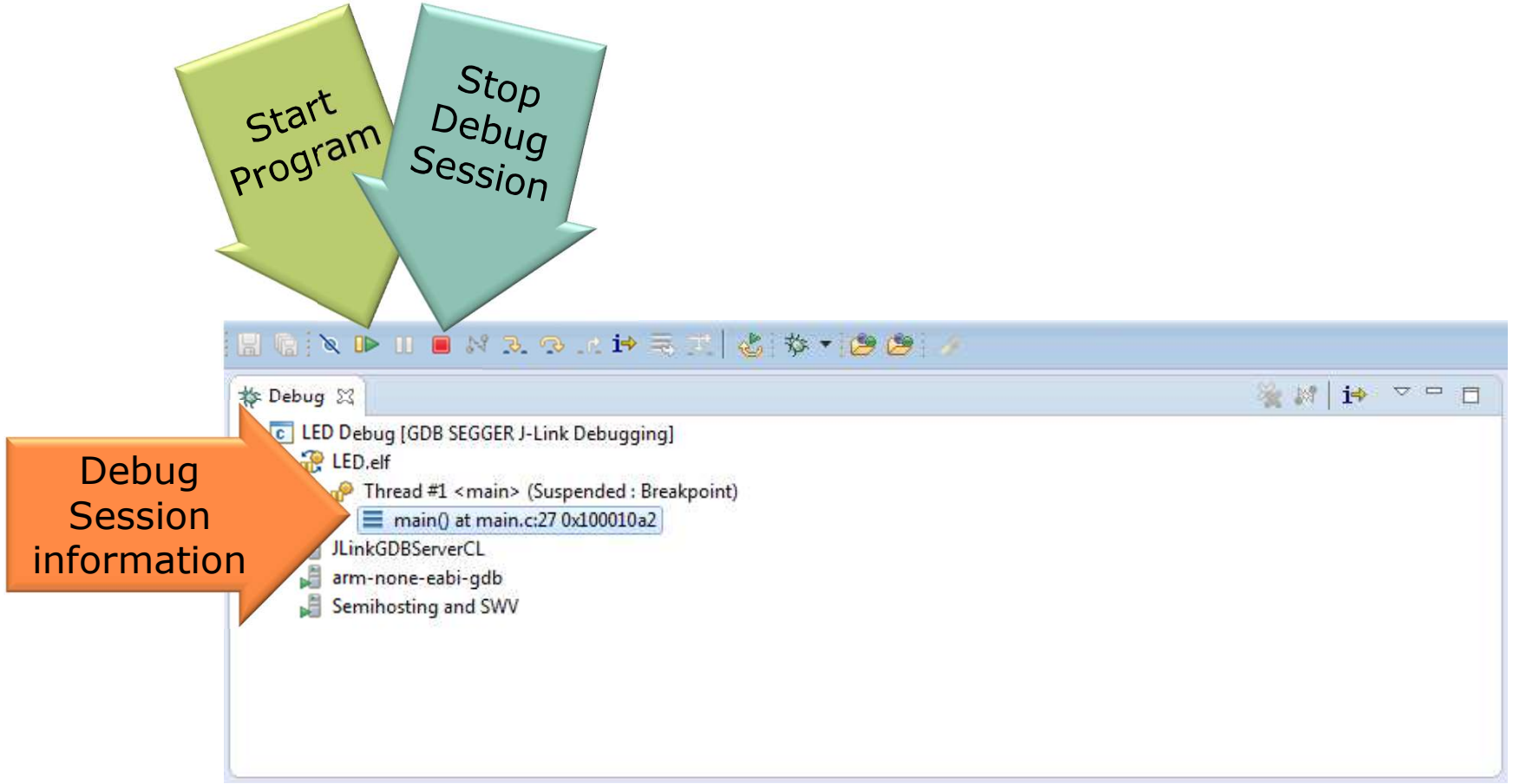


- Hint: To switch to Project Workspace Perspective, click DAVE CE at upper right corner of window

The Debug Perspective (1/6)
Debug Workspace

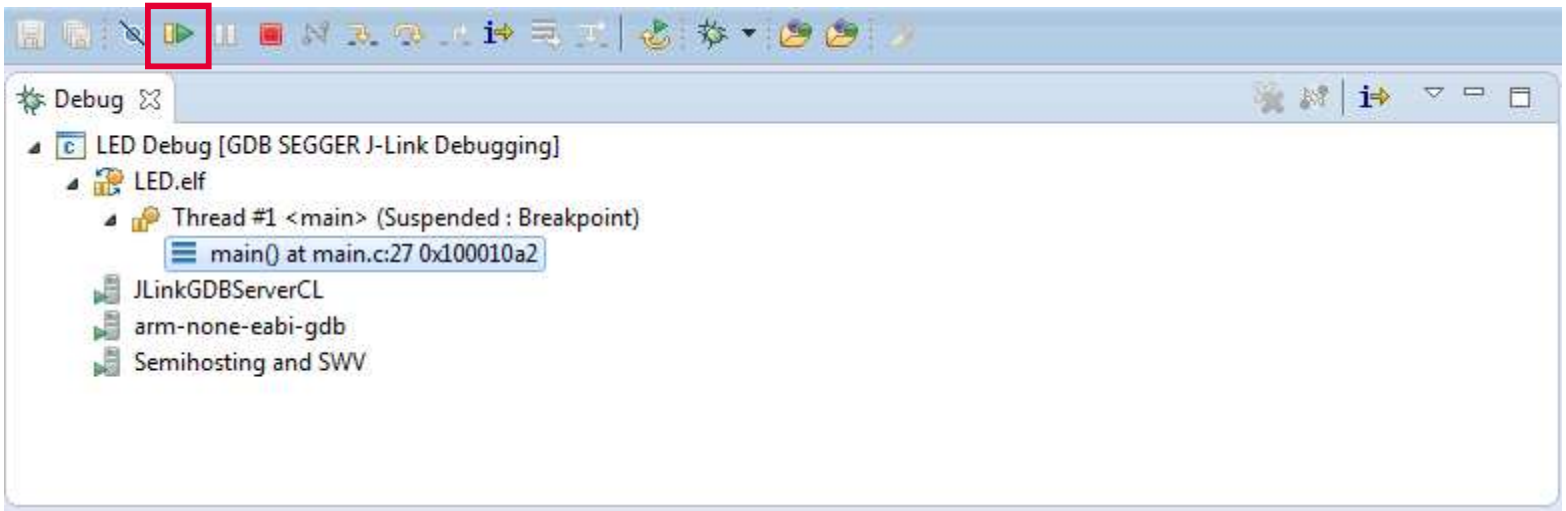


The Debug Perspective (2/6)
Debug Window

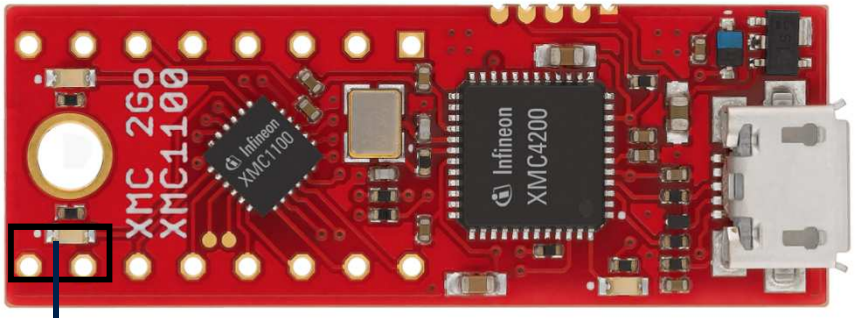


The Debug Perspective (3/6)
Start Program

› Click on the Resume button to start code execution

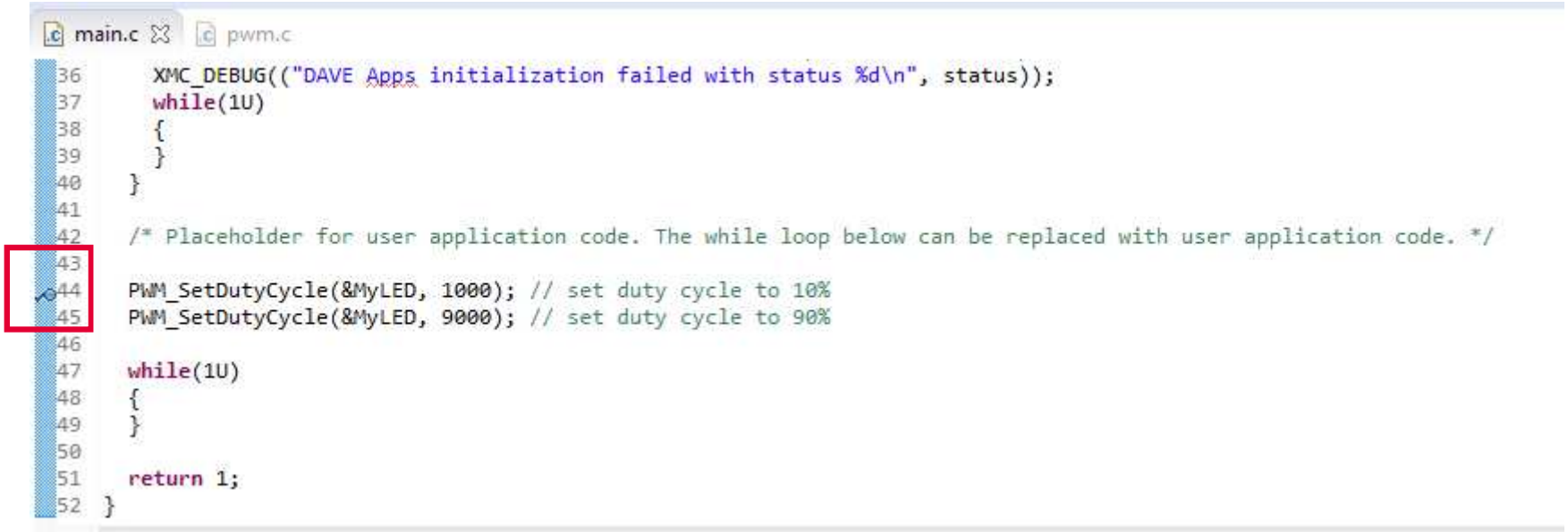


› User LED1 (P1.0) on XMC2Go board should be blinking



The Debug Perspective (4/6) Breakpoints

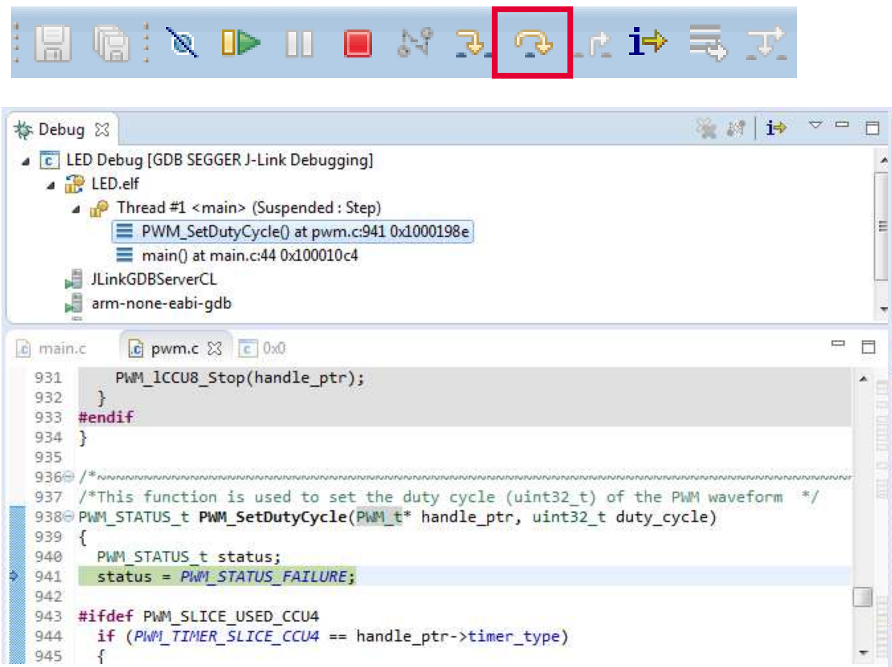
- To place a breakpoint, double-click on the blue bar at the line of code



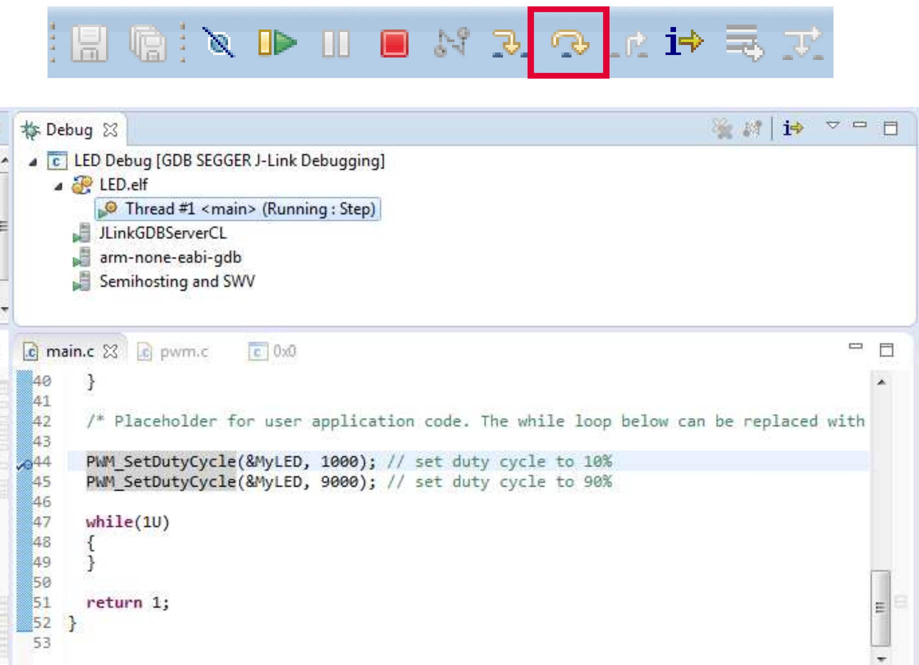
The Debug Perspective (5/6) Single Step

› After placing breakpoint, click on Step Into or Step Over button to do single stepping

› Step into (F5)

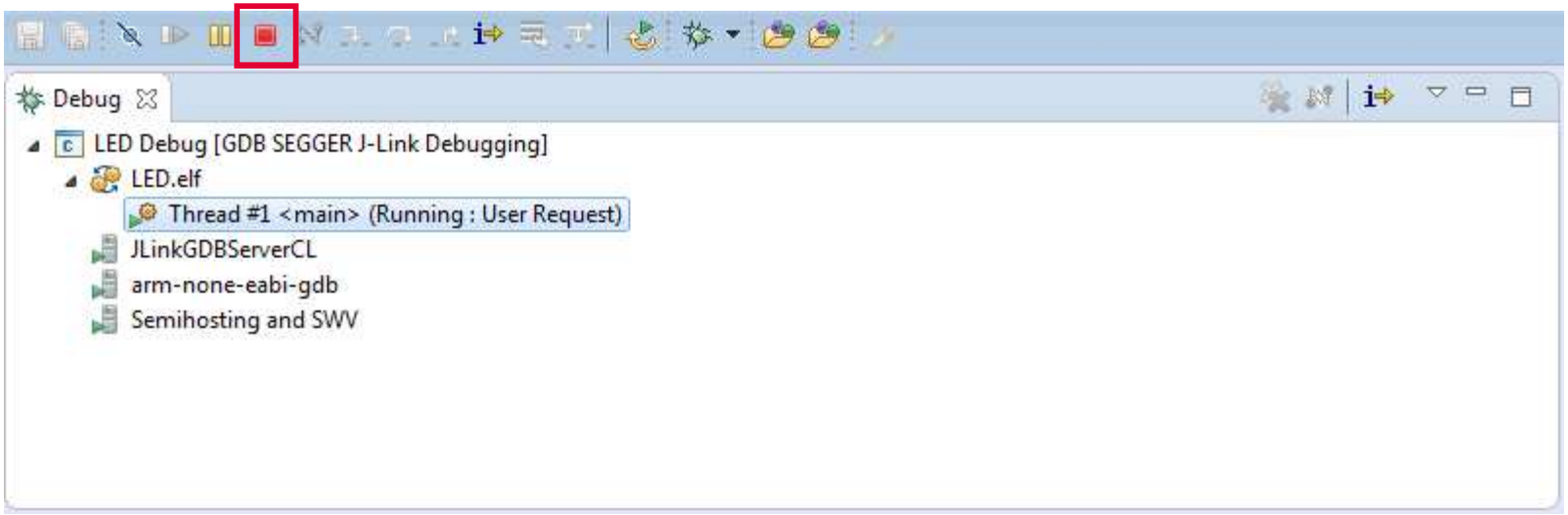


› Step over (F6)



The Debug Perspective (6/6)
End Debug Session

› Always end a debug session by clicking the Terminate Button

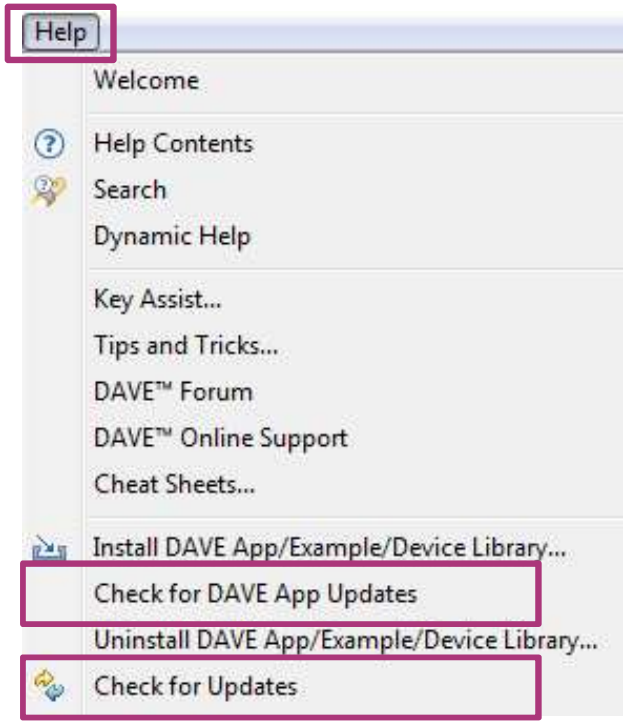


One-click DAVE™ Update

- DAVE™ APPs and device support can be updated locally
- Re-installation not required

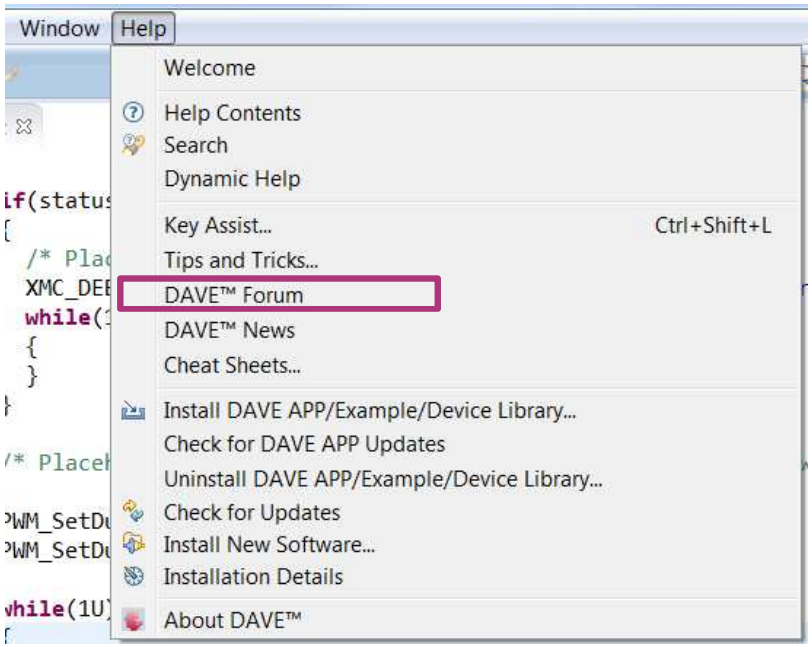
- Update DAVE™ system
  - Help → Check for Updates

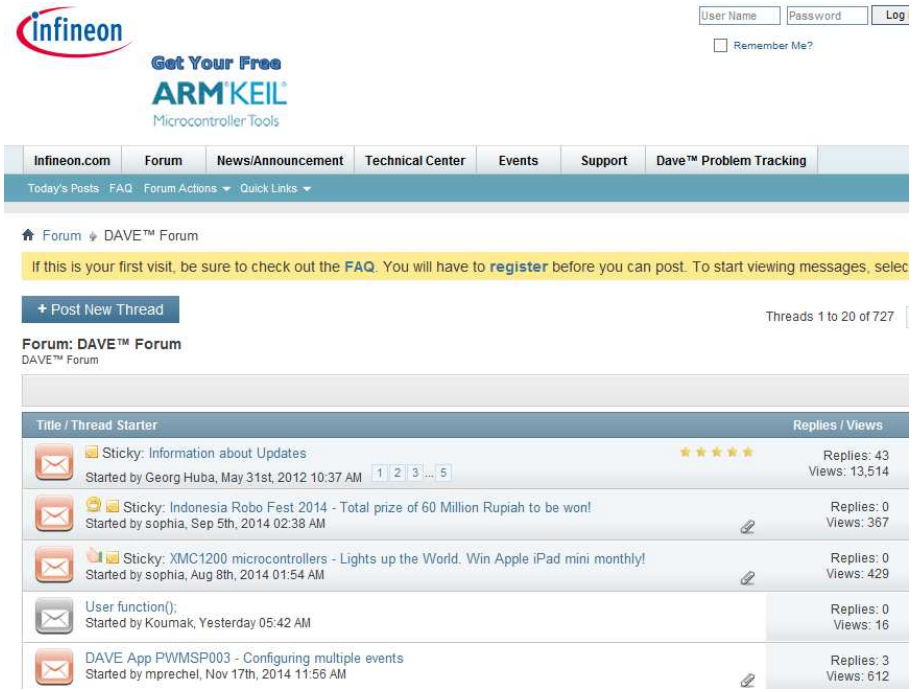
- Update DAVE™ APPs and device support
  - Help → Check for DAVE App Updates



Expert Support

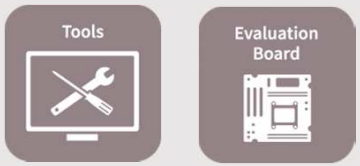
- Easy access to DAVE™ technical support, downloads and information updates





DAVE™ Forum

Support material:

Collaterals and Brochures 	› Product Briefs › Selection Guides › Application Brochures › Presentations › Press Releases, Ads	› www.infineon.com/XMC
Technical Material 	› Application Notes › Technical Articles › Simulation Models › Datasheets, MCDS Files › PCB Design Data	› www.infineon.com/XMC › Kits and Boards › DAVE™ › Software and Tool Ecosystem
Videos 	› Technical Videos › Product Information Videos	› Infineon Media Center › XMC Mediathek
Contact 	› Forums › Product Support	› Infineon Forums › Technical Assistance Center (TAC)

Glossary abbreviations

- DAVE™ Free development IDE for XMC

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