

# WB32F10x Getting Started Development

Westberry Technology (ChangZhou) Corp., Itd



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## **1 WB32F10x Firmware Library Introduction**

The WB32F10x Standard Peripherals Library is structured as follows:

- WB32F10x\_StdPeriph\_Lib
  - > Documentation
  - Libraries
    - > CMSIS
    - > WB32F10x\_StdPeriph\_Driver
    - > WB32F10x\_USBDevice\_Driver
  - Project
    - > WB32F10x\_StdPeriph\_Examples
      - WB32F10x\_StdPeriph\_Template
  - > Utilities

This library contains a collection of routines, data structures and macros covering the features of WB32F10x peripherals.

Documentation for the WB32F10X firmware library is stored in the Documentation folder.

- Libraries contains three subfolders, CMSIS, WB32F10x\_StdPeripher\_Driver and WB32F10x\_USBDevice\_Driver.
- The CMSIS stores the startup files, headers, etc. associated with the WB32F10x chip.
- The WB32F10X\_STDPeripher\_Driver contains the source code of the WB32F10x firmware library, which is related to the standard peripheral.
- The WB32F10x\_USBDevice\_Driver contains the WB32F10X USB device protocol stack code.

The Project folder contains two subfolders, **WB32F10X\_StdPeripher\_Examples** and **WB32F10X\_StdPeripher\_Template**.

- The WB32F10X\_StdPeripher\_Example folder contains the official source code of the firmware provided by WestberryTech for reference.
- The WB32F10X\_StdPeripher\_Template folder contains the file templates needed to create the new project.

The Utilities folder holds common source code.



## 2 Use the keil mdk to create the project

Step 01, Create a new folder named **Template** to hold the entire project.

Step 02, Create Libraries, Project and User subfolders in the Template folder(You can also make the project directory structure according to your own habits.).

`	∨ Template				
	>	Libraries			
	>	Project			
	>	User			

Step 03, Copy the contents of the Libraries floder in the WB32F10x\_StdPeriph\_Lib floder to the Template\Libraries folder.

Step 04, Copy the contents of the **Project\ WB32F10X\_STDPeripher\_Template** folder from the **WB32F10x\_StdPeriph\_Lib** floder to the **Template\User** folder.



Step 05, Open the Keil MDK software, Click Project-> New uVision Project... as shown:





Step 06, Select the device to use for the project as ARMCM3, and then click OK.

Select De	vice for Target 'Target 1'		×
Device Vendor: Device: Toolset: Search:	Software Packs ARM ARMCM3 ARM	<b>_</b>	
	ARM ARM Cortex M0 ARM Cortex M0 plus ARM Cortex M23 ARM Cortex M3 ARM Cortex M33 ARM Cortex M33 ARM Cortex M4 ARM Cortex M7 ARM SC000	Description:     The Cortex-M3 processor is an entry-level 32-bit ARM Cortex processor designed for a broad range of embedded applications. It offers significant benefits to developers, including:         - simple, easy-to-use programmers model         - highly efficient ultra-low power operation         - excellent code density         - deterministic, high-performance interrupt handling         - upward compatibility with the rest of the Cortex-M processor family.	~
		OK Cancel Help	

Step 07, You will see the Manage Run-Time Environment dialog pop up and you can click Cancel to close the dialog box.

CARSS CARSS Driver Compiler Device File System				E-TOUR BOUND	
CMSIS Driver     Compiler     Device     File System				Contex Microcontroller Software Interface Components	
Compiler     Device     File System		-		Unified Device Drivers compliant to CMSS-Driver Specifications	
<ul> <li>Device</li> <li>File System</li> </ul>	 ARM Compiler	-	120	Compiler Extensions for APM Compiler 5 and APM Compiler 6	
💠 File System		-		Status System Setus	
	MDK-Pro	14	6.9.4	File Access on various storage devices	
Graphics	MDK-Pro	¥	5.36.6	User Interface on graphical LCD displays	
Network	MDK-Pro	v	7.4.0	Pv4/Pv4 Networking using Ethemet or Serial protocols	
🔶 USB	MDK-Pro	1	6.10.0	USB Communication with various device classes	
		_			
idation Output	Description				



Step 08, You can set up three Groups: CMSIS, User, StdDriver before import the Standard Peripherals Library file.

🕎 D:\Template\Project\Template.uvprojx - μVision	_		×
File Edit View Project Flash Debug Peripherals Tools SVCS Window Help			
□ 📽 🖉 👃 🖻 🕲 り や   ← →   や 雅 雅 教 (宇 津 川) 🕼 🐲 💷 🔍 🔍 🔍	0	• •	84
🔗 🕮 🥔 🏭 🙀 Target 1 🛛 🗸 🐔 📥 📥 🖘 🐡 🏟			
Project A I			
E 🕫 Project: Template			
🗄 🚂 Target 1			
Groups: 📉 🗙 🛧 🗲			
CMSIS			
User			
StdPeriph_Driver			

Add files to the Group

Add to the CMSIS Group:

Template\Libraries\CMSIS\Device\WB\WB32F10x\startup\arm\startup wb32f10x.s Template\Libraries\CMSIS\Device\WB\WB32F10x\system wb32f10x.c

Add to the User Group:

Template\User\main.c

Template\User\wb32f10x it.c

Add all the **.c**(source code)files in the <u>Template\Libraries\WB32F10x StdPeriph Driver\SRC</u> folder to the **STDDrive**r Group

Groups:	🐑 🗙 🗲 🗲	Files:	★ ★ ↓				
CMSIS		startup_wb32f10x.s		Groups:	🐑 🗙 🗲 🗲	Files:	× ↑ ↓
User StdPeriph_Driver		system_wb32f10x.c		CMSIS		main.c	
				StdDriver		wb32iTux_it.c	



Manage Project Items			×
Project Items Folders/Extensions	Books		
Project Targets: 📉 🗙 🗲	Groups: 🖄 🗙 🗲 🗲	Files: X	<del>•</del> •
Target 1	CMSIS	misc.c	^
	StdDriver	wb32f10x_adc.c	
		wb32f10x_bkp.c	
		wb32f10x_crc.c	
		wb32f10x_extic	
		wb32f10x_fmc.c	
		wb32f10x_gpio.c	
		wb32f10x_i2s.c	
		wb32f10x_iwdg.c	
		wb32f10x_led.c	
		wb32f10x_pwr.c	
		wb32f10x_mg.c	
		wb32f10x_rtc.c	
		wb32f10x_smi.c	×
Set as Current Target		<u>A</u> dd Files	
			_
	OK Cancel		Help

Finally, the whole project is structured as follows:





Step 09, Click the icon below to open the Options for Target dialog Box.



Configure Read/Only Memeory Areas and Read/Write Memory Areas (Configure the starting address and size of Flash and SRAM.).

**Note**: Configure the **Flash** and **SRAM** sizes based on your IC type. 128KB Flash and 28KB SRAM are used as an example (see the following table for capacity configurations of other **Product Code**).

Product Code	Flash Size	SRAM Size
WB32F10xx6	0x8000 (32KB)	0x3000 (12KB)
WB32F10xx8	0x10000 (64KB)	0x5000 (20KB)
WB32F10xx9	0x18000 (96KB)	0x7000 (28KB)
WB32F10xxB	0x20000 (128KB)	0x7000 (28KB)
WB32F10xxC	0x40000 (256KB)	0x9000 (36KB)

🔣 Options for Target 'Target 1'	×
Device Target Output Listing User C/C++	Asm Linker   Debug   Utilities
ARM ARMCM3	Code Consertion
<u>X</u> tal (MHz): 12.0	ARM Compiler: Use default compiler version
Operating system: None	-
System Viewer File:	Use Cross-Module Optimization
ARMCM3.svd	🗍 Use MicroLIB 🗍 Big Endian
Use Custom File	
Read/Only Memory Areas	Read/Write Memory Areas
default off-chip Start Size Startu	p default off-chip Start Size Nolnit
□ ROM1: □ ○	□ RAM1: □ □
□ ROM2: □ ○	□ RAM2: □ □
C ROM3:	□ RAM3: □
on-chip	on-chip
IROM1: 0x8000000 0x20000 €	IRAM1: 0x20000000 0x7000     □
□ IROM2: □ ○	IRAM2:
<u> </u>	
OK	Cancel Defaults Help



Step 10, Configure the header file include path for the project in the C/C++ TAB.

Options for Target 'Target 1'		×
Device   Target   Output   Listing   Vser	C/C++ Asm   Linker   Debug	Vtilities
Preprocessor Symbols           Define:           Ugdefine:		
Language / Code Generation Execute-only Code Qptimization: [Level 0 (O0)] Optimize for Time Spit Load and Store Multiple One ELF Section per Function Include Paths Mac Controls Compiler -c99-c -cpu Cortex-M3-il-g-O -1/RTE/_Target_1	Strict ANSI C Enum Container always int Bain Ohar is Signed Read-Only Position Independent Bead-Write Position Independent 0 -apcs=interwork -split_sections	Warnings: Al Warnings  Thumb Mode No Auto Includes C99 Mode
08	Cancel Defaults	Help

Add the paths as follows:

#### ..\Libraries\CMSIS\Include

...Libraries\CMSIS\Device\WB\WB32F10x

### ...Libraries\WB32F10x StdPeriph Driver\inc

### <u>..\User</u>

Folder Setup	?	×
Setup Compiler Include Paths:	Ξ×	<b>†</b> 4
\Lbrartes\CMSIS\Include \Lbrartes\CMSIS\Device\WB\WB32F10x \Lbrartes\WB32F10x_StdPeriph_Driver\inc \Uter		
OK Cancel		



Step 11, Include USE\_STDALTER\_DRIVER and MAINCLK\_FREQ\_72MHZ definitions in the Preprocessor Symbols (see below for details on these two definitions).

**USE\_STDPERIPH\_DRIVER** definition indicates using Standard Peripherals Library **MAINCLK\_FREQ\_72MHz** definition indicates using the 72MHz Main Clock configuration function predefined in system\_wb32f10x.c to configure the Main Clock. **HSE\_VALUE=12000000** definition indicates the external crystal frequency used is 12MHz.

rice   Target   Output   Listing   Use Preprocessor Symbols	r C/C++ Asm Linker Debug	Vtilities
Language / Code Generation Execute-only Code Optimization: Level 0 (-00) Optimize for Time Split Load and Store Multiple One ELF Section per Function	Strict ANSI C     Enum Container always int     Plain Char is Signed     Read-Only Position Independent     Read-Write Position Independent	Warnings: Al Warnings Thumb Mode No Auto Includes C99 Mode
Include Paths Mac Controls Compler control string	\.\Lbraries\CMSIS\Device\WB\WB32F1 .00 -apcs+interwork -spit_sections -l/./L WB/WB32F10x -l/./Libraries/WB32F10x	Dx;\.\Lbraries\WB32F10 .braries/CMSIS/Include -I ^ _StdPeriph_Dtiver/inc -I *

*Note:* The main frequency cannot exceed the maximum frequency supported by your IC type.

Step 12, Click **OK**. At this point, the project setup configuration is complete. Next we will configure debugging.



#### WB32F10x Getting Start Development

Step 13, Because the WB32F10x is an ARM Cortex-M3 chip, you can use a Cortex-M3-enabled debugger (e.g., JLink, Ulink, CMSIS-DAP, etc.) to debug your applications. Let's use JLink as an example to demonstrate the configuration debugging of WB32F10x

Step 14, Connect A JLink tool to your computer, use the JLink SWD interface to connect to the WB32F10X chip, and power the chip.

Step 15, Open the **Options for Target** dialog box, switch to the **Debug** TAB, and choose to **J-Link/J-TRACE Cortex**.

🕅 Options for Target 'Target 1'	×				
Device   Target   Output   Listing   User   C/C++   Asm   Linker Debug   Utilities					
C Use Simulator <u>with restrictions</u> Settings	Use: J-LINK / J-TRACE Cortex Settings				
Load Application at Startup     Initialization File:      Edit	Load Application at Startup     Run to main() Initialization File:     Load Application at Startup     Edit				
Restore Debug Session Settings         Image: Session Session Session Settings         Image: Session Sessi	Restore Debug Session Settings         Image: Breakpoints       Image: Toolbox         Image: Breakpoints       Image:				
CPU DLL: Parameter:	Driver DLL: Parameter:				
SARMCM3.DLL -MPU	SARMCM3.DLL -MPU				
Dialog DLL: Parameter:	Dialog DLL: Parameter:				
DCM.DLL -pCM3	TCM.DLL -pCM3				
Manage Component Viewer Description Files					
OK Can	cel Defaults Help				



Step 16, Click Settings to configure the debugger.

📱 Options for Target 'Target 1' 🛛 🗙					
Device   Target   Output   Listing   User   C/C++   A C Use Simulator <u>with restrictions</u> Settings	Asm   Linker Debug   Utilities   © Use: J-LINK / J-TRACE Contex   Settings				
Limit Speed to Real-Time      Load Application at Startup     Ivitialization File:      Initialization File:					
Restore Debug Session Settings     ✓ Breakpoints     ✓ Toolbox     ✓ Watch Windows & Performance Analyzer     ✓ Memory Display     ✓ System Viewer	Restore Debug Session Settings For Breakpoints Toolbox Watch Windows Memory Display Toolbox System Viewer				
CPU DLL: Parameter: SARMCM3.DLL -MPU	Driver DLL: Parameter: SARMCM3.DLL -MPU				
Dialog DLL:         Parameter:         Dialog DLL:         Parameter:           DCM.DLL         pCM3         TCM.DLL         pCM3					
Manage Component Viewer Description Files					
OK	Ncel Defaults Help				

You can see on the right that JLink has detected the WB32F10X chip after select the SW interface.

SN:		SVV Devic	IDCODE	Device Name		Move
Device: J-I HW : V8.00	Link ARM dll : V6.10i	SWDI	⊙ 0x2BA01477	ARM CoreSight	SW-DP	Up Down
Port:	Max 5 MHz V Auto Clk	€ Autor C Manu Add	natic Detection Jal Configuration	ID CODE: Device Name: Idate IR len:		
Connect & Reset Connect: Normal	Options Reset: Norr	nal	Cach	e Options ache Code ache Memory	Download Op □ Verify Coo □ Download	otions de Download l to Flash
Interface © USB O TCP/I Scan	P IP-Address 127 . 0	tings	Port (A	Autor	detect	JLink Info JLink Cmd

Step 17, Then click 确定(OK) to exit.In the Utilities TAB,



Step 18, You need to do the setup shown in the following figure:

Options for Target 'Target 1'	$\times$
Device   Target   Output   Listing   User   C/C++   Asm   Linker   Debug   Utilities	
Configure Bask Moru Command	
Ise Target Driver for Flash Programming	
Use Debug Driver Settings 🔽 Update Target before Debugging	
Init File: Edit	
C Use External Tool for Flash Programming Command: Arguments:	
Configure Image File Processing (FCARM):	
Output File: Add Output File to Group:	
CMSIS	
Image Files Root Folder:	
OK Cancel Defaults Help	

Then click the **Settings** button to open the Flash Programming configuration dialog box. Do the configuration as shown.

	ace Target Driver	Setup				
ebug   Trace	Flash Download					
-Download F	unction ○ Erase Full Chip ● Erase Sectors ○ Do not Erase	<ul> <li>I Program</li> <li>I Program</li> <li>I Verify</li> <li>□ Reset and</li> </ul>	Run	for Algorithm	Size: 0x1000	
-Programmi	ng Algorithm	(	[			
1						
			Sta	rt:	Size:	
		Ado	Remo	ve		



Step 19, Programming Algorithm configuration

Step 20, Copy the **WB32F10X\_256**. **FLM** file provided by **WestberryTech** to the corresponding folder in the installation directory of Keil MDK

(on my computer the path is D:\Program Files (x86)\Keil v523\ARM\Flash )

软件	‡ (D:) →	Program Files (x86)	→ Keil_v523 →	$ARM \ \Rightarrow \ Flash$	v Č
	名称	^		修改日期	类型
	🗋 WB	32F10x_256.FLM		2019/8/25 18:53	FLM 文件

#### Then click the Add button in the Programming Algorithm dialog box

Cortex JLink/JTrace Target Driver Setup	×
Debug Trace Flash Download	
Download Function       C Erase Full Chip       Image: Program       RAM for Algorithm         Image: C Erase Sectors       Image: Program       Start:       0x20000000       Size:       0x1000         Programming Algorithm       Image: Programming Algorithm	
Description Device Size Device Type Address Range	
Start: Size:	
Add	
确定 取消 应用(A)	

Step 21, Locate the Programming Algorithm named WB32F10X 256KB Flash and click Add.

Description	Flash Size	Device Type	Origin	^
TMPM440 BE 1024kB Flash	1M	On-chip Flash	MDK Core	
TMPM440 BE 768kB Flash	768k	On-chip Flash	MDK Core	
TMPM46x 1024kB Flash	1M	On-chip Flash	MDK Core	
TMPM46x 1536kB Flash	1536k	On-chip Flash	MDK Core	
TMS470MF Bank0 128KB E	128k	On-chip Flash	MDK Core	
TMS470MF Bank0 192KB E	192k	On-chip Flash	MDK Core	
TMS470MF Bank0 256KB Fl	256k	On-chip Flash	MDK Core	
TMS470MF Bank0 256KB E	256k	On-chip Flash	MDK Core	
TMS470MF Bank0 384KB Fl	384k	On-chip Flash	MDK Core	
TMS470MF Bank0 512KB Fl	512k	On-chip Flash	MDK Core	
TMS470MF Bank1 128KB Fl	128k	On-chip Flash	MDK Core	
TMS470MF Bank1 32KB ECC	32k	On-chip Flash	MDK Core	
TMS470MF Bank1 64KB Flash	64k	On-chip Flash	MDK Core	
TMS470MF Bank1 64KB ECC	64k	On-chip Flash	MDK Core	
TSX1001 Code EEPROM	32k	On-chip Flash	MDK Core	
WB32F10x 256kB Flash	256k	On-chip Flash	MDK Core	×
):\Program Files (x86)\Keil_v523	\\ARM\flash\\	VB32F10x_256.FLN		



### Then click 确定(OK).

Cortex JLink/JTrace Target Driver Setup	Х
Debug Trace Flash Download	
Download Function LOAD C Erase Full Chip IV Program C Erase Sectors IV Verify C Do not Erase IT Reset and Run Programming Algorithm	
Description Device Size Device Type Address Range	
WB32F10x 256kB Flash 256k On-chip Flash 08000000H - 0803FFFFH	
Start: 0x08000000 Size: 0x00040000	
Add Remove	
<b>通定 取消</b> 应用(A	)

At this point, you are ready to **compile, download**, and **debug** the program. The configuration of the firmware library is described in the following section.

Image: D:\Template\Project\Template.uvprojx - µVision			×
File Edit View Project Flash Debug Peripherals Tools SVCS Window Help		_	
□ <mark> </mark>	~ 🗟	s 🦓	• •
🕸 🎬 🎬 🥔 🗮 🗱 Target 1 🛛 🔜 🔊 🐡 🎒		进入调	试
Project 编译 下载 🕴 🗋 main.c			▼ ×
Project: Template 10			~
🖻 💭 Target 1 11 🗐 / * *			
E CMSIS			
User 14 * Gretval None			
StdDriver     15 - */			
16 int main(void)			
17 🕀 {			
20 while (1)			
22 - }			
23 }			
24			
			、 <sup>×</sup>
			1
Build Output			Ф 🗙
compiling wb32fl0x_uart.c			^
compiling wb32fl0x_wwdg.c			
Linking			
".\Objects\Template axf" = 0 Frror(s), 0 Warning(s).			
Build Time Elapsed: 00:00:08			
			× *
			INIZ /
		1-1	.INK /  !



# 3 Details of WB32F10x Standard Peripherals Library

The size of the application stack and heap can be configured in startup\_wb32f10x.s as follows:



You may want to note that there are two macro definitions in wb32f10x.h.



**USE\_STDPERIPH\_DRIVER** means that the application needs to use a peripheral driver from the firmware library and will include the WB32F10x\_conf.h header file in the project.

**HSE\_VALUE** is used to specify the frequency of the external crystal on the WB32F10x chip. By default, the external crystal HSE frequency of the Peripherals library is 8MH.

If you are using an external crystal oscillator other than 8MHz, be sure to modify or overwrite the definition in the compiler's global predefined!!



You may want to focus on a few definitions in system\_wb32f10x.c.

Project 🛛 🖬 🚺	system_wb32f10x.c
	11 12 =/*
e in web32f10x_it.c e in StdDriver	<pre>19 /* #define NAINCLK_FREQ_40NHz */ /* The HSE clock frequency must be 4NHz or 0NHz */ 20 /* #define NAINCLK_FREQ_72NHz */ /* The HSE clock frequency must be 6NHz or 0NHz */ 21 /* #define NAINCLK_FREQ_6NHz */ /* The HSE clock frequency must be 6NHz or 0NHz */ 22 /* #define NAINCLK_FREQ_120NHz */ /* The HSE clock frequency must be 6NHz */ 23 24 25 [/*:&lt; Uncomment the following line if you need to relocate your vector Table in 26 [ Internal SRAM. */ 27 // #define VECT_TAB_SRAM 28 [#define VECT_TAB_SRAM 28 [#define VECT_TAB_OFFSET 0x0 /*:&lt; Vector Table base offset field. 29 [ This value must be a multiple of 0x100. */</pre>

**MAINCLK\_FREQ\_\*** ;These macros define the frequency of the chip master clock after the program is started. You can only choose to define one of them (if none is defined, the chip master clock is MHSI). You can define it at the compiler global predefined. These macro definitions are required for the external crystal oscillator of the chip.

If you are defining MAINCLK\_FREQ\_72MHz, the external crystal frequency of the chip must be 6MHz or 12MHz. (**Note:** *the definition of HSE\_VALUE must be overwrote as well*).

**VECT\_TAB\_SRAM**: This macro maps the interrupt vector to the SRAM(This macro needs to be defined for projects running in SRAM).

**VECT\_TAB\_OFFSET:** This macro is used to set the offset of the starting address for the interrupt vector (Relative to the starting address of Flash or SRAM.).



# **Revision History**

Revision	Date	Description
1.2	2022/7/5	Initial Release



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