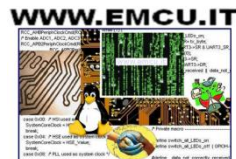




# STM8/32 Tools, RTOS and .....

Oct. 2012



# STM8 C Compiler

**RAISONANCE**

32K free



8K free



8K free



**IDE**

STVD + STVP

If you need a free RTOS for STM8 go to: [Atomthreads Open Source RTOS](http://www.atomthreads.com)

# STM8 HW tools



STICE



ST-Link-v2

Raisonance - RLink



STM8-Discovery



Eva-Boards



# STM32

## Extensive SW and HW ecosystem around the STM32.

You will find your solution, fitting your requirements in terms of price, license and support.

### ST-designed software

- Built in-house, making the most of the STM32 and STM8
- Source code or binaries
- Supported by ST

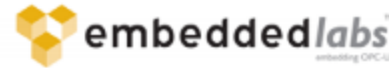
### Open source

- Proposed by community or partners
- Source code, from BSD or GPL licenses to commercial products
- Supported by open source community or partners

### Partners

- Generic solutions proposed by many companies, portable to/from other platforms
- Source code or binaries
- Supported by partners

# STM32 a large community of partners



WWW.EMCU.IT





# STM32 C Compiler



[Eclipse](#) + [GCC](#) + [OpenOCD](#) + [freeRTOS](#).



+



+



+



Why would you select anything else?

What should I use to develop on STM32 ?

# STM32 HW Tools



ST-LINK-v2



[The complete list is here](#)

# STM32 RTOS

A **real-time operating system (RTOS)** is an operating system (OS) intended to serve real-time application requests.

A **key characteristic of a RTOS is the level of its consistency concerning the amount of time it takes to accept and complete an application's task**; the variability is **jitter**.

A **hard real-time operating system has less jitter than a soft real-time operating system**.

The chief design goal is not high throughput, but rather a guarantee of a soft or hard performance category.

A RTOS that can usually or generally meet a deadline is a soft real-time OS, but if it can meet a deadline deterministically it is a hard real-time OS.

A real-time OS has an advanced algorithm for **scheduling**. Scheduler flexibility enables a wider, computer-system orchestration of process priorities, but a real-time OS is more frequently dedicated to a narrow set of applications.

**Key factors in a real-time OS are minimal interrupt latency and minimal thread switching latency**, but a real-time OS is valued more for how quickly or how predictably it can respond than for the amount of work it can perform in a given period of time.

\* Source: [wikipedia](https://en.wikipedia.org/wiki/Real-time_operating_system)



# STM32 RTOS

## Why use an RTOS ?

The use of a RTOS can simplify the design of what would otherwise be a complex software application.

Focus on Application Development

Leave basic system management to the RTOS kernel  
Avoid re-writing resource management code that already exists

Reduce porting and testing overheads

ARM Cortex is RTOS friendly due to CMSIS Libraries.

# STM32 RTOS Witch RTOS ?

## Performance

- Predictable behaviour
- Low latency
- High number of interrupt levels

## Ease of Use

- Flexible API and implementation
- Tool-chain integration
- Scheduling options
- Multitasking, Pre-emptive, Round Robin

## System Friendly

- Consumes small amount of system resource
- Proven kernel
- Low cost

# STM32 RTOS

## Popular RTOS

### Some popular real-time operating systems:

VxWorks - ( WinRiver )

Integrity - ( Green Hills )

FreeRTOS ( Freertos.org )

uC/OS ( Micrium Technologies )

CMX-RTX ( CMX Systems )

embOS ( Segger )

### These are not real-time operating systems:

Linux

Android

Windows

# STM32 RTOS



## Introduction to FreeRTOS

RTOS, TCP/IP, FileSystem, USB, etc

# STM32 SW Tools 1/2

Hardware abstraction layer fully covering the microcontroller, STM32 or STM8

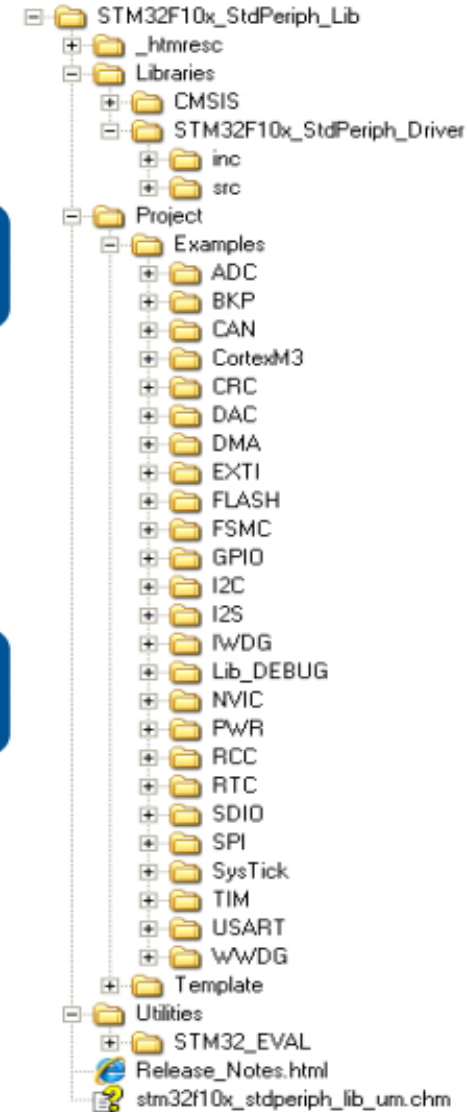
## Compliant with standards

- ANSI-C source code
- Misra and ST coding rules
- ARM-CMSIS compliant for STM32

## As real help for developers

- Comes with a multitude of examples demonstrating usage

IEC 60335  
Class B  
library



# STM32 SW Tools 2/2

File System

USB

TCP/IP

RTOS

802.15.4

Ligthing control

Motor Control

TFT Color LCD

GUI library

Radio

Touch

WiFi

Tutorial on **Electrical Motors**

Crypto

I2S audio codec

IEC 60335 Class B library

Bluetooth

AUDIO  
ADPCM  
Speex  
MP3 decoder  
MP3 codec  
VMA decoder

Introduzione al Networking e a Ethernet (TCP, IP, UDP, ecc)



# Application field – Industrial

Stack	Meaning
EtherCAT, Profinet, Ethernet/IP, Powerlink ...	Industrial Ethernet protocols for factory automation. Ethernet field buses are the latest trend in this application domain.
Profibus PA	Standard for field bus communication in automation technology (PA – process automation). Originally designed for EIA-485 but also available for fiber optics. Profibus is an open standard.
CANopen	Based on CAN physical layer. Industrial Ethernet protocols very often support the CANopen device profiles.
J1939	Standard used for communication and diagnostics with vehicle components (e.g. agricultural machines).
DeviceNet	Based on CAN physical layer. The common industrial protocol (CIP) is an industrial protocol for industrial automation applications. CIP is used in Ethernet/IP and DeviceNet.
Modbus	Originally designed for EIA-485. Modbus TCP is its Ethernet variant.
OPC-UA server	OPC defines communication of real-time process data over Ethernet between industrial equipment from different manufacturers (process instrumentation). All SCADA/HMI products support OPC-UA.
IO-Link	IO-Link is used for the lowest field level communication. It offers an additional and integrated digital data channel down to the smallest sensor and actuator in factory automation.

# Application field – Industrial

Provider	Solution name	Application	Model	Cost	Availability			
					STM32F1	STM32L1	STM32F2	STM32F4
Andrea Informatique	<a href="#">DLMS / COSEM</a>	Metering	Binaries	License + royalties	Y	Y	Y	N <sup>1</sup>
Embedded Labs	<a href="#">OPC-UA server</a>	Factory and building automation	Binaries	License + royalties	N	N	Y	Y
Embedded Solutions	<a href="#">Modbus RTU/ASCII</a>	Factory automation	Binaries	License + royalties	Y	N	Y	N <sup>1</sup>
eCosCentric	<a href="#">eCosPro-CAN</a>	Factory Automation	Sources	License	Y	N	Y	N <sup>1</sup>
eCosCentric	<a href="#">CANopen</a>	Factory Automation	Sources	License	Y	N	Y	N <sup>1</sup>
Embex	<a href="#">IO-Link</a>	Factory automation	Binaries	License + royalties	Y	N	N	N <sup>1</sup>
IXXAT	<a href="#">CANopen</a>	Automation, medical	Source	License	Y	N	Y	N <sup>1</sup>
IXXAT	<a href="#">DeviceNet</a>	Factory Automation	Source	License	Y	N	Y	N <sup>1</sup>
IXXAT	<a href="#">J1939</a>	Commercial vehicles	Source	License	Y	N	Y	N <sup>1</sup>
IXXAT	<a href="#">ModbusTCP</a>	Factory automation	Source	License	Y	N	Y	N <sup>1</sup>
IXXAT	<a href="#">Ethernet/IP<sup>3</sup></a>	Factory automation	Source	License	N <sup>1</sup>	N	Y	N <sup>1</sup>
IXXAT	<a href="#">PROFINET<sup>3</sup></a>	Factory automation	Source	License	N	N	N <sup>2</sup>	N

1: Please contact supplier.

2: Possible with external memory usage

3: Also possible with external HW to support Real Time features

# Application field – Industrial

Provider	Solution name	Application	Model	Cost	Availability			
					STM32F1	STM32L1	STM32F2	STM32F4
IXXAT	<a href="#">POWERLINK</a> <sup>1</sup>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
IXXAT	<a href="#">EtherCAT</a> <sup>3</sup>	Factory automation	Source	License	Y	Y	Y	N <sup>2</sup>
IXXAT	<a href="#">Sercos III</a> <sup>3</sup>	Factory automation	Source	License	Y	Y	Y	N <sup>2</sup>
IXXAT	<a href="#">IEEE1588 PTP</a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
IXXAT	<a href="#">openSAFETY</a>	Factory automation	Open source	Free	Y	N	Y	N <sup>2</sup>
MESCO	<a href="#">IO-Link</a>	Factory automation	Binaries	License + royalties	Y	N	N	N <sup>2</sup>
MESCO	<a href="#">Profibus PA</a>	Factory automation	Binaries	License + royalties	Y	Y	N	N <sup>2</sup>
MESCO	<a href="#">HART Master/Slave</a>	Process automation	Source	License + royalties	Y	N	Y	N <sup>2</sup>
MESCO	<a href="#">Modbus</a>	Factory automation	Source	License + royalties	Y	N	N	N <sup>2</sup>
MicroControl	<a href="#">DeviceNet</a>	Factory automation	Binaries	License + royalties	Y	N	Y	N <sup>2</sup>
MicroControl	<a href="#">EtherCAT</a>	Factory automation	Binaries	License + royalties	N	N	Y	N <sup>2</sup>
MicroControl	<a href="#">CANopen</a>	Factory automation	Binaries	License + royalties	Y	N	Y	N <sup>2</sup>
Micrium	<a href="#">µC/Modbus</a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
Port	<a href="#">CANopen</a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>

1: Also possible with external HW to support Real Time features

2: Please contact supplier

3: Requires external HW

# Application field – Industrial

Provider	Solution name	Application	Model	Cost	Availability			
					STM32F1	STM32L1	STM32F2	STM32F4
Port	<a href="#">Modbus RTU/ASCII</a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
Port	<a href="#">DeviceNet</a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
Port	<a href="#">EtherCAT<sup>3</sup></a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
Port	<a href="#">PROFINET</a>	Factory automation	Source	License	N	N	Y	N <sup>2</sup>
Port	<a href="#">EtherNet/IP<sup>3</sup></a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
Port	<a href="#">ModbusTCP<sup>3</sup></a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
Port	<a href="#">POWERLINK<sup>3</sup></a>	Factory automation	Source	License	Y	N	Y	N <sup>2</sup>
PTPd	<a href="#">PTPd</a>	Factory automation	Open source (BSD) <sup>1</sup>	Free	N	N	N <sup>2</sup>	N <sup>2</sup>
ST	<a href="#">DMX</a>	Lighting/home & building automation	Source <sup>4</sup>	Free	Y	N <sup>2</sup>	N <sup>2</sup>	N <sup>2</sup>
TMG	<a href="#">IO-Link</a>	Factory automation	Source	License	Y	Y	Y	Y
TMG	<a href="#">Profibus DP and PA</a>	Factory automation	Source	License	Y	Y	Y	Y
TMG	<a href="#">Profinet</a>	Factory automation	Source	License + royalties	N	N	Y	Y
TMG	<a href="#">Ethernet/IP</a>	Factory automation	Source	License + royalties	N	N	Y	Y

1: PTPd ported on STM32: read [Application note](#)

2: Please contact supplier.

3: with external MAC or with ESC1100/1200 (EtherCAT)

4: Code is provided on request. Contact your local ST sales office.

# Application field – Industrial

Click [here](#) for a complete list of websites

# Ethernet

Often seen acronyms	
<b>ARP</b>	Address resolution protocol: Provides physical address from IP address
<b>IP</b>	Internet protocol: Primary protocol in Internet Protocol Suite. 2 flavors: IPv4 and IPv6. IPv4 will disappear as it only supports up to $2^{32}$ addresses, not enough for future needs, while IPv6 supports $2^{128}$
<b>6LoWPAN</b>	IPv6 over low power wireless personal area networks: Provides IPv6 connectivity to low rate wireless networks
<b>IPSec</b>	Internet protocol security: Secured version of IP, using cryptography
<b>TCP</b>	Transmission control protocol: Provides reliable, ordered delivery of a stream of bytes
<b>UDP</b>	User datagram protocol: Provides unreliable service. Datagrams may arrive in any order, duplicated, or may be missing. Used for time-sensitive applications, when data drop is better than delay
<b>DHCP</b>	Dynamic host configuration protocol: Provides means to allocate IP address dynamically
<b>DNS</b>	Domain name system: Translates domain names meaningful to humans into numerical IP ones
<b>FTP</b>	File transfer protocol: Provides means to copy files from one host to another
<b>TFTP</b>	Trivial file transfer protocol: Similar to FTP, but based on UDP, and simpler (for example, no directory)
<b>SMTP</b>	Simple mail transfer protocol: Used to send e-mail to a server
<b>POP</b>	Post office protocol: Used to retrieve e-mail from a server
<b>HTTP</b>	Hypertext transfer protocol: Used by web browsers
<b>SSL/TLS</b>	Transport layer security: Secured container for application protocols using cryptography. Example: HTTPS means HTTP over SSL, FTPS, etc.. IPSec applies cryptography at a lower level than SSL/TLS, making it more universal. However SSL is widely used.

Introduzione al Networking e a Ethernet (TCP, IP, UDP, ecc)



# USB

## Often seen acronyms

<b>OTG</b>	On-The-Go: An OTG peripheral can switch host and device role on the fly
<b>HUB</b>	Defines what protocols to implement to build a hub application
<b>MS</b>	Mass storage: Protocols to interact with storage block devices (for files)
<b>HID</b>	Human interface device: Protocols for peripherals interacting with human body (mouse, keyboard, etc.)
<b>CDC</b>	Communication device class: Protocols for serial communications, different sub-classes define details, for instance ACM (abstract control model) for a standard COM port, or ECM (Ethernet networking control model) for modems
<b>Printer</b>	Defines what protocols to implement to build a printer application
<b>Audio</b>	Defines what protocols to implement to build an audio application (microphone, headset, etc.)
<b>DFU</b>	Device firmware upgrade: Protocols to implement firmware upgrade ability

# Bluetooth

## Often seen acronyms

<b>HCI</b>	Host/controller interface: Standardized communication between controller and radio chips
<b>SPP</b>	Serial port profile: Profile that emulates serial line over Bluetooth
<b>A2DP</b>	Advanced audio distribution profile: Profile to stream high quality audio
<b>HSP</b>	Headset profile: Profile to implement a basic headset application
<b>HDP</b>	Health device profile: Profile designed to facilitate transmission and reception of medical data
<b>HFP</b>	Hands-free profile: Typical profile used in cars for hands-free phone usage. Implements more features than HSP, such as voice dialing or last number redial

# Display

Often seen acronyms	
<b>Anti aliasing</b>	Technique to minimize distortion artifacts known as aliasing when presenting a high-resolution image at a lower resolution. Aliased images show some stair effects on curves. Anti-aliasing removes this by modifying edge pixel colors.
<b>Alpha blending</b>	Alpha blending is the process of combining a translucent foreground color with a background color, thereby producing a new blended color.
<b>GUI</b>	Graphical user interface
<b>bpp</b>	Bits per pixel (also known as color depth: Number of bits used to represent the color of a single pixel in an image. 1 bpp corresponds to monochrome images.
<b>Palette</b>	Technique to lower image memory size by storing the set of colors used in a table and using this table for each pixel
<b>JPEG</b>	Commonly used method of lossy compression for digital image. The degree of compression can be adjusted, allowing a trade-off between storage size and image quality. JPEG typically achieves 10:1 compression with little perceptible loss in image quality.
<b>RGB</b>	Color model in which red, green and blue are merged to reproduce a broad array of colors.
<b>Widgets</b>	Element of a graphical user interface that can be changed by the user (such as text box, radio button)

# Touch Sensing

## Often seen acronyms

<b>Surface Capacitance</b>	The capacitance of a single ended electrode is modified when the finger gets close to it.
<b>Projected Capacitance</b>	The capacitance between two sensing electrodes is modified when the finger gets close to them.
<b>RC acquisition</b>	Resistor-Capacitor acquisition for surface capacitance only. It consists in measuring the charge and discharge time duration of a RC cell made of the electrode capacitance and a load resistor.
<b>CT acquisition</b>	Charge Transfer acquisition for surface capacitance only. It consists in measuring the duration for charging the electrode capacitance and transferring part of the accumulated charge into a sampling capacitor. The CT acquisition is more robust than the RC one.
<b>ProxSense™ acquisition</b>	Charge Transfer acquisition for projected capacitance. This acquisition offers enhanced features such as integrated sampling capacitor, automatic electrode tuning, electrode parasitic capacitance compensation, ... The ProxSense™ acquisition is more robust than the CT one.

# Audio

## Often seen acronyms

<b>Codec</b>	A codec is a program capable of encoding and decoding a digital data stream. The encoded stream can be compressed or not, with a lossy (MP3, WMA, ...) or lossless (FLAC, ALAC, ...) mechanism.
<b>PCM</b>	Pulse-code modulation: Digital representation of an analog signal, in which the magnitude of the analogue signal is sampled regularly, each sample being quantized to the nearest value within a range of digital steps.
<b>AAC, MP3, WMA</b>	Music codecs with patents. Royalties need to be paid to patent owners.
<b>Vorbis</b>	Open source, no royalties music codec
<b>Speex</b>	Open source, no royalties speech codec
<b>G711</b>	Simple codec with no royalties often used in telephony
<b>G726</b>	ADPCM (adaptive differential pulse code modulation): Simple compression of PCM data



# Motor Control

## Often seen acronyms

<b>BLDC</b>	Brushless DC: permanent magnet motor with trapezoidal shaped B-EMF, FOC applicable
<b>PMSM</b>	Permanent magnet synchronous motor: with sinusoidal shaped B-EMF, FOC applicable
<b>ACIM</b>	AC induction motor: type of motor, FOC applicable
<b>FOC</b>	Field-oriented control: Mathematical technique used to achieve decoupled control of the flux and torque in a 3-phase motor.

# Automotive

## Often seen acronyms

<b>J1939</b>	Vehicle standard used for communication and diagnostics with vehicle components (e.g. agricultural machines).
<b>LIN</b>	Local interconnect network: The LIN bus is a small and slow network system that is used as a cheap sub-network of a CAN bus to integrate intelligent sensor devices or actuators in today's cars. The LIN specification is enforced by the LIN-consortium, with the first exploited version being 1.1, released in 1999. Since then, the specification has evolved to version 2.1 to meet current networking needs. Bit rates vary within the range of 1 to 20 Kbit/s.
<b>CAN</b>	Controller-area network (CAN or CAN-bus): This is a standard vehicle bus designed to allow microcontrollers and devices to communicate with each other within a vehicle without a host computer. Possible bit rates from 125 Kbit/s up to 1 Mbit/s.

Provider	Solution Name	Model	Cost	Availability			
				STM32F1	STM32L1	STM32F2	STM32F4
ArcCore	<a href="#">ArcticCore Autosar stack</a>	Open Source or source	License	Y	N <sup>1</sup>	N <sup>1</sup>	N <sup>1</sup>
Vector	<a href="#">CANbedded</a>	Source	License	Y	N <sup>1</sup>	N <sup>1</sup>	N <sup>1</sup>
Vector	<a href="#">CANbedded J1939</a>	Source	License	Y	N <sup>1</sup>	N <sup>1</sup>	N <sup>1</sup>