

Mango-M32 OpenSTM32 이용한 컴파일 및 소스 구성하기

<http://www.mangoboard.com/>

<http://cafe.naver.com/embeddedcrazyboys>

Crazy Embedded Laboratory

Document History

Revision	Date	Change note
Init	2016-07-08	전종인

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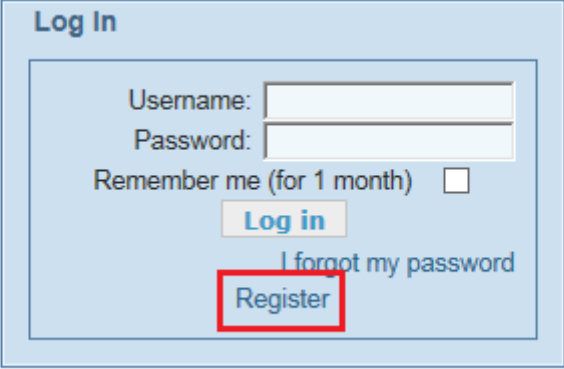
1. Openstm32 설치

STM32를 위한 무료 컴파일러를 소개합니다.

<http://www.openstm32.org/About+OpenSTM32>

설치를 하려면, 회원 등록을 해야 합니다.

링크된 http://www.openstm32.org/tiki-login_scr.php.



Log In

Username:

Password:

Remember me (for 1 month)

[I forgot my password](#)

붉은색 별표로 표시된 부분들은 필수항목이므로 꼭 입력해야 합니다.

Register as a new user

Username: *

Password: *

Repeat password: *

[Generate a password](#)

Email: *

A valid email is mandatory to register

First Name *

Middle initial

Last name *

Phone number *

Company

Address *

Zip code *

City *

Country *

My distributor is:

I work through the following distributor:

Other

My distributor is not listed above... I work with:



Enter the code you see above *

[Try another code](#)

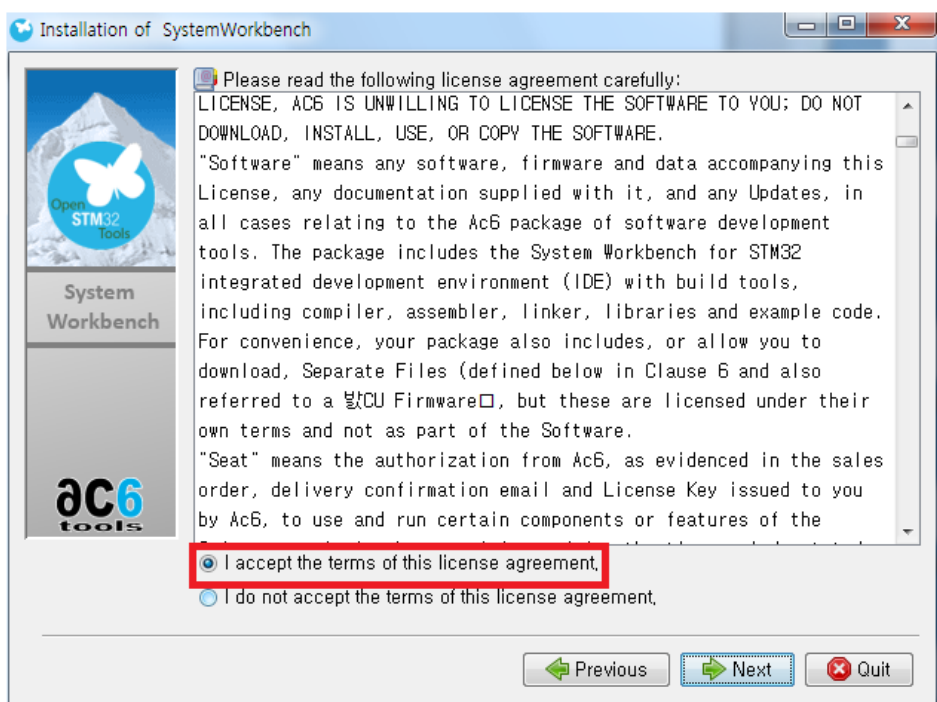
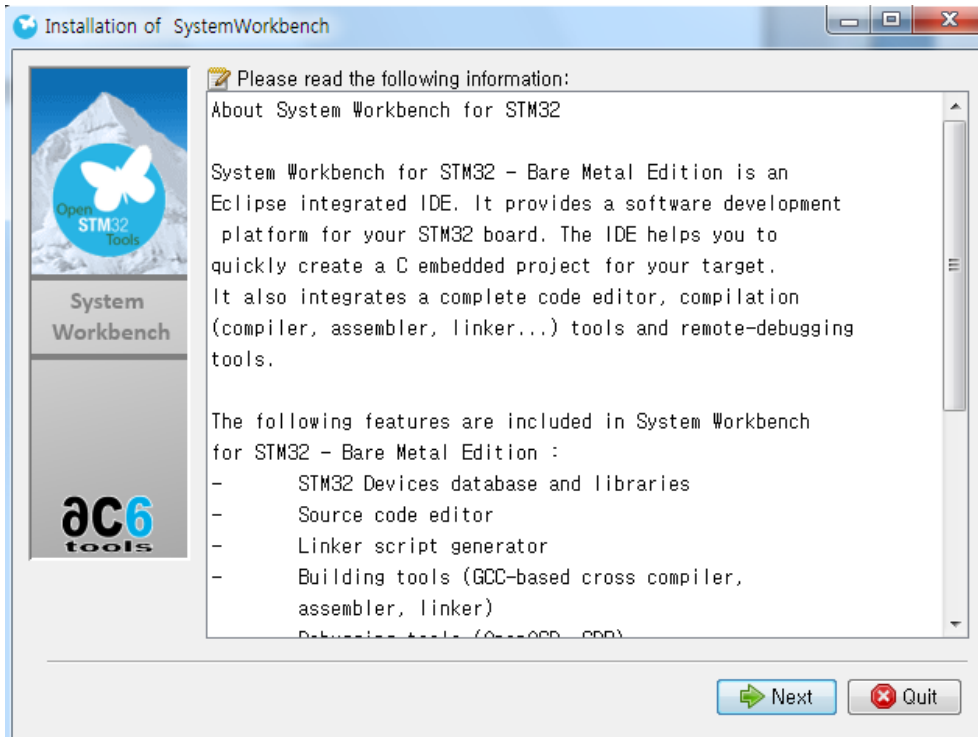
[Register](#)

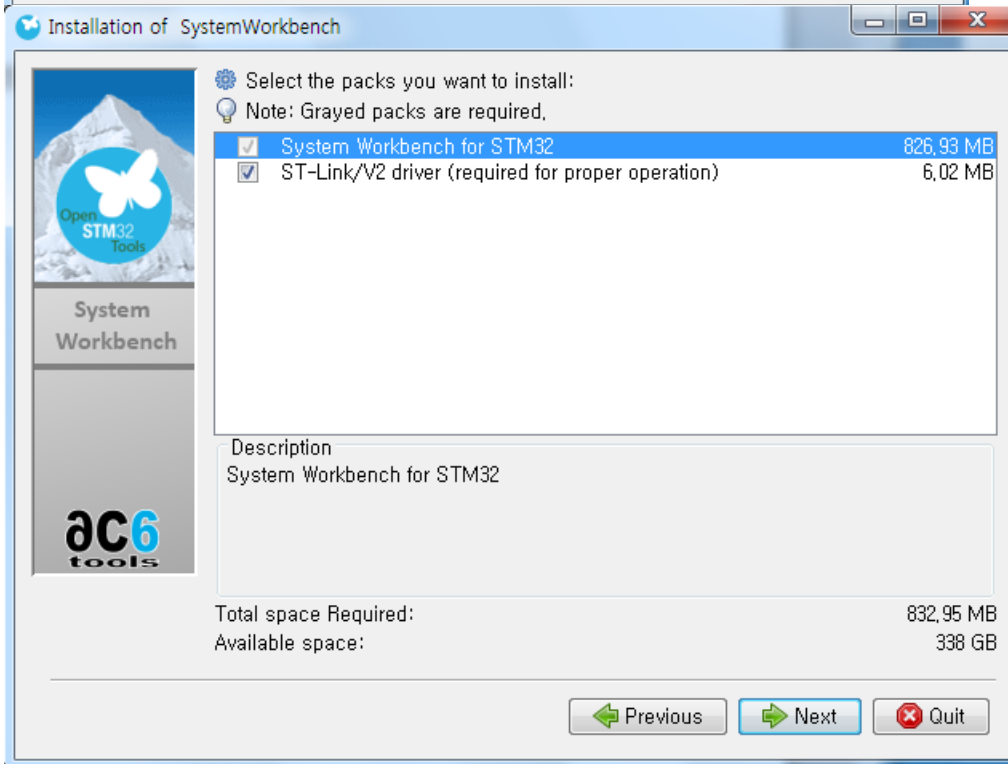
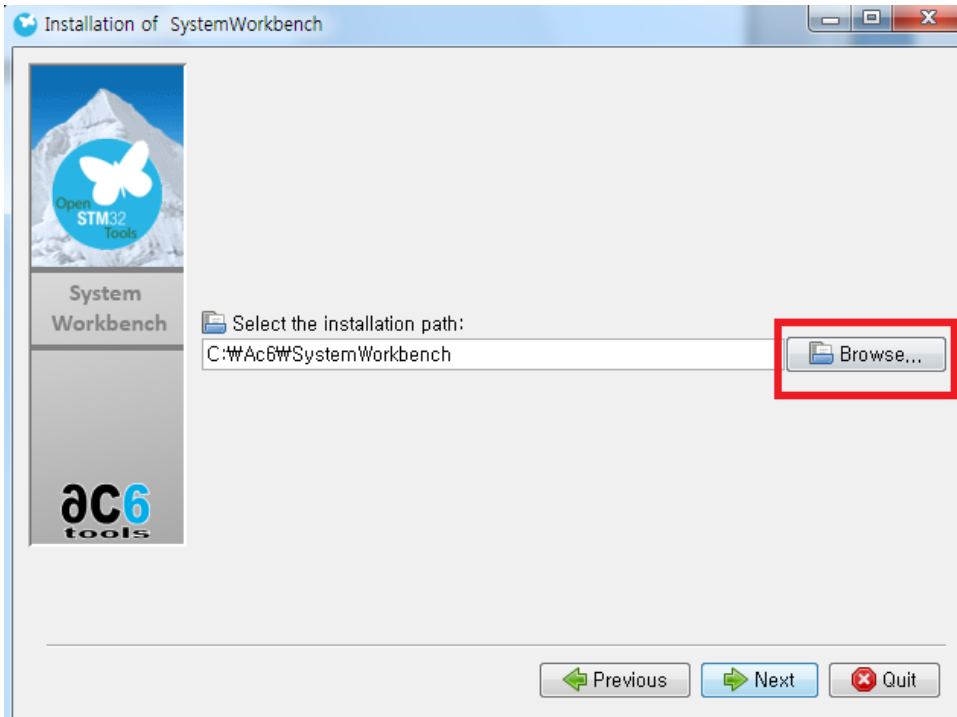
회원 가입이 완료 후 로그인 합니다.

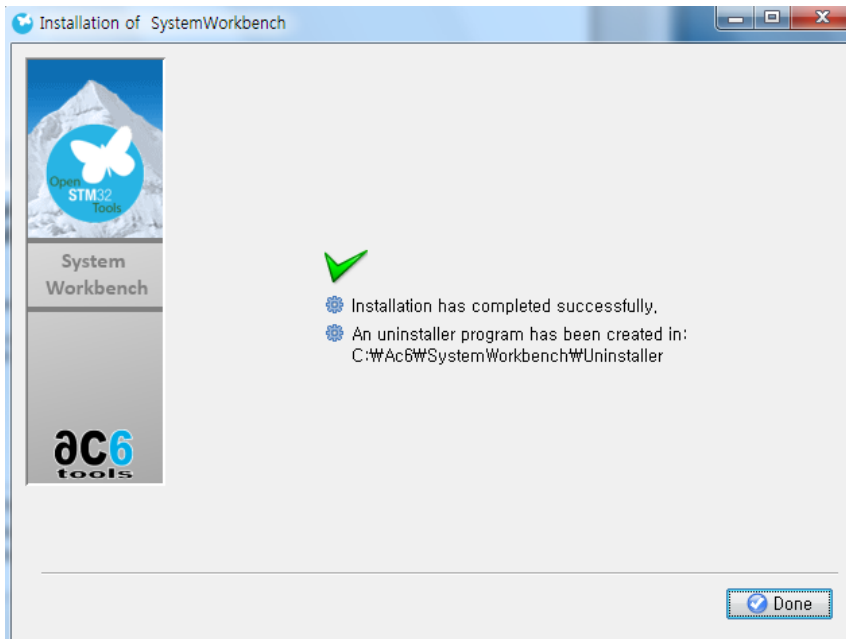
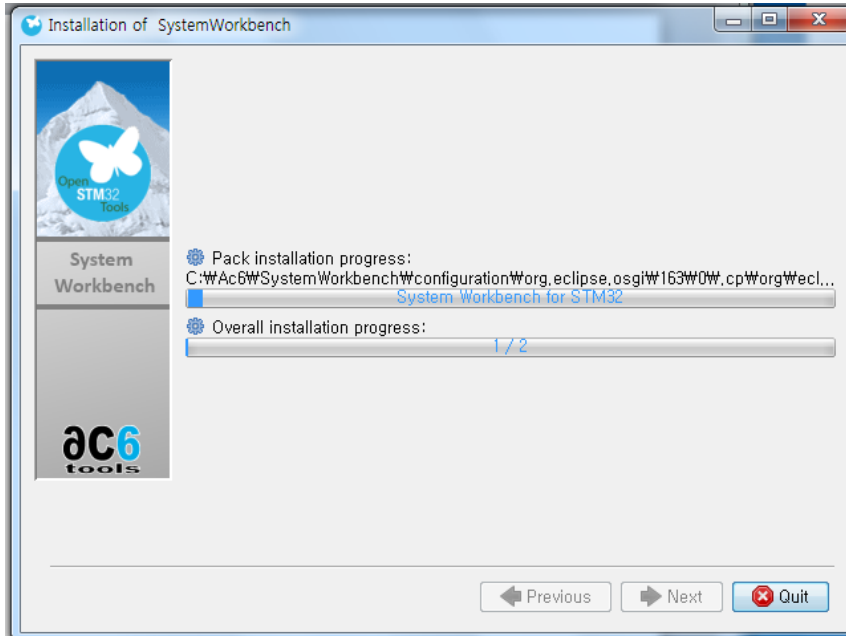
자신의 운영체제에 맞는 인스톨 파일을 다운로드 합니다.

The screenshot shows a website interface. On the left is a blue sidebar menu with the following items: Home, System Workbench for STM32 (highlighted with a red box), Contact Us, Freetags, My OpenSTM32, Wiki, Blogs, Forums, File Galleries, FAQs, Surveys, and Newsletters. The main content area has a header 'Downloading the System Workbench for STM32 installer'. Below the header is a breadcrumb trail: Documentation » System Workbench for STM32 » Installing System Workbench for STM32 » Installing System Workbench for STM32 with installer » Downloading the System Workbench for STM32 installer. The text states: 'The installer is available for different host environments; please select the appropriate installer depending on your host machine.' A section titled 'Latest version' follows, with the text: 'We advise you to always install the latest System Workbench for STM32 version, to benefit from all enhancements and have support for all the newest STM32 chips.' A note says: 'Note this installer is only meant to be used for initial installation. To upgrade an existing System Workbench for STM32, you should rather go to "Help >> Search for Updates..." in System Workbench for STM32; doing this will upgrade all the components for which a new release exist, including all the Eclipse infrastructure.' A section '!!Windows 7' contains the text: 'The Windows version is available for 32 and 64 bit systems. Note that we will need to install a device driver to communicate with the ST-Link debug probe, so you must select the installer that fits your system. Installing the 32 bit version on a 64 bit Windows system will not work. If you have problems downloading an executable file (.exe), try downloading and extracting the ZIP file.' A bulleted list provides details for the latest installers: 'Latest Windows 7 64 bit installer (Version v1.8, updated on Wednesday, May 4, 2016 at 16:25:43 CEST): install_sw4stm32_win_64bits-v1.8.exe or install_sw4stm32_win_64bits-v1.8.zip' and 'Latest Windows 7 32 bit installer (Version v1.8, updated on Tuesday, May 3, 2016 at 18:59:31 CEST): install_sw4stm32_win_32bits-v1.8.exe or install_sw4stm32_win_32bits-v1.8.zip'. The file names in the list are highlighted with blue boxes.

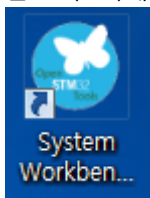
다운로드한 파일을 실행하여 설치를 합니다.



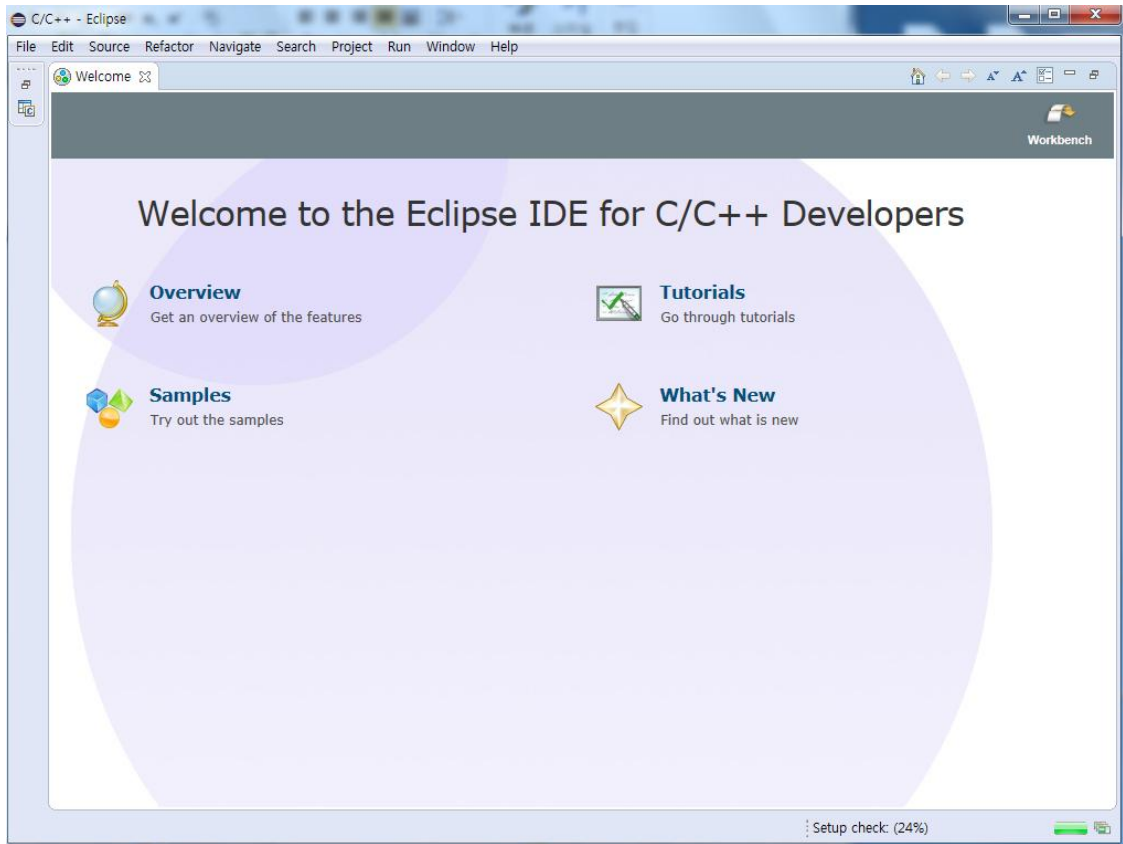




완료 후 아래와 같이 아이콘이 생성이 됩니다.

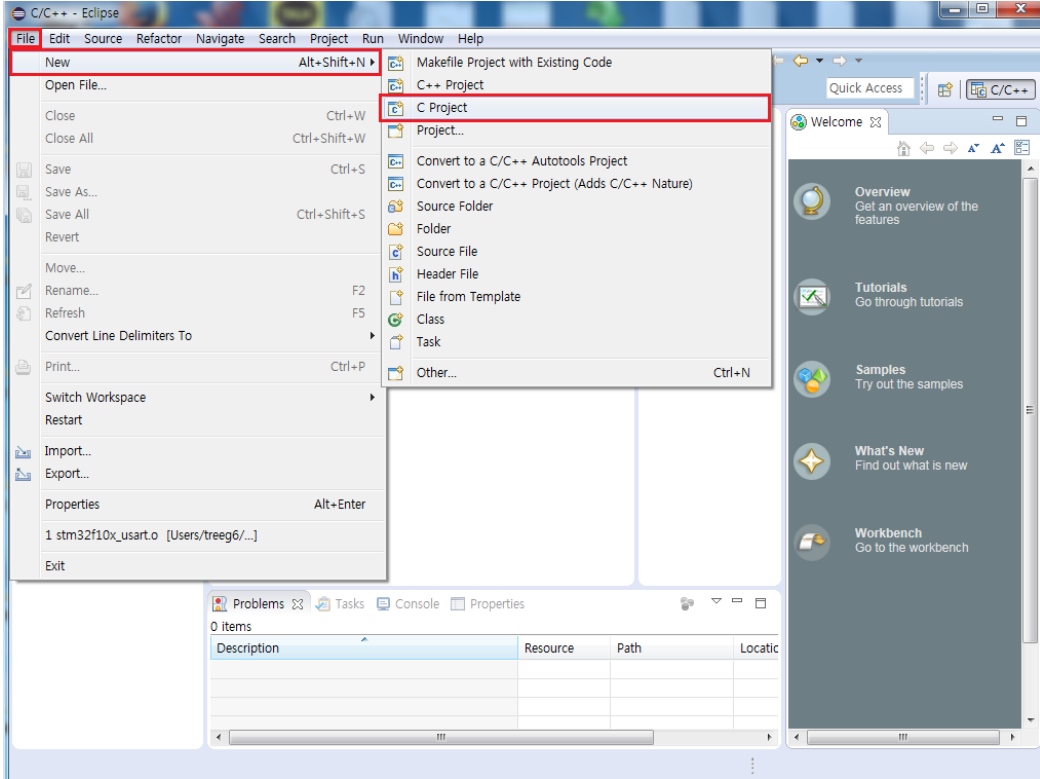


아래는 실행 화면 입니다.
필요에 따라서는 이클립스를 설치해야 합니다.

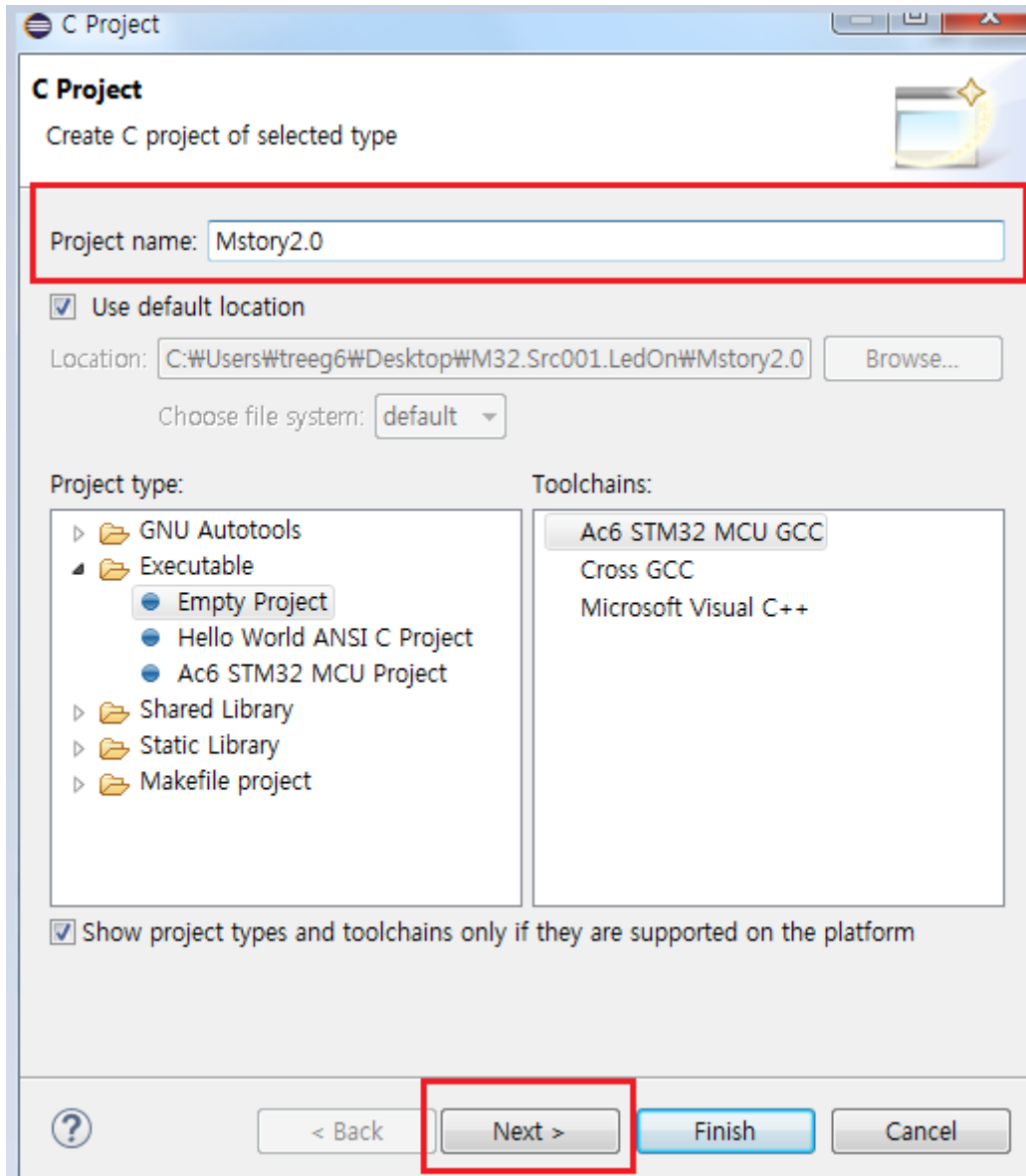


2. 프로젝트 구성

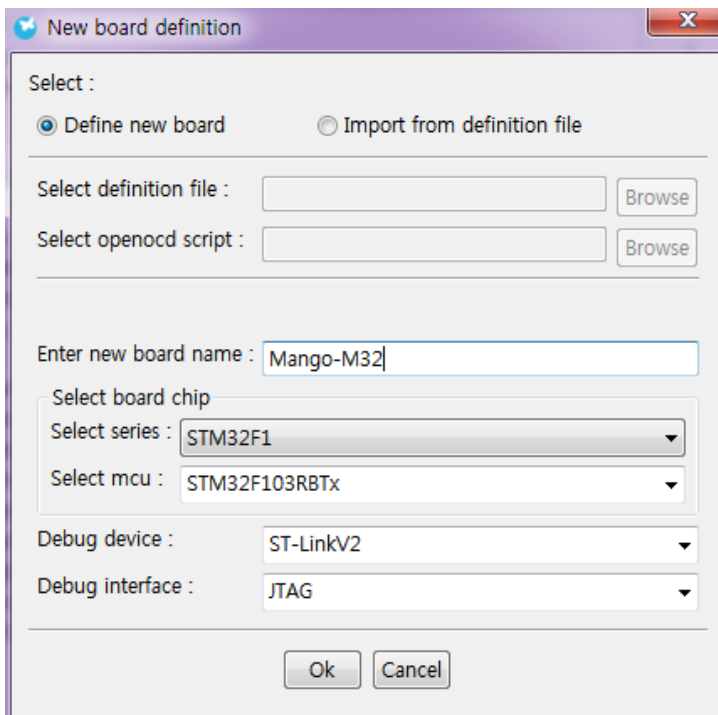
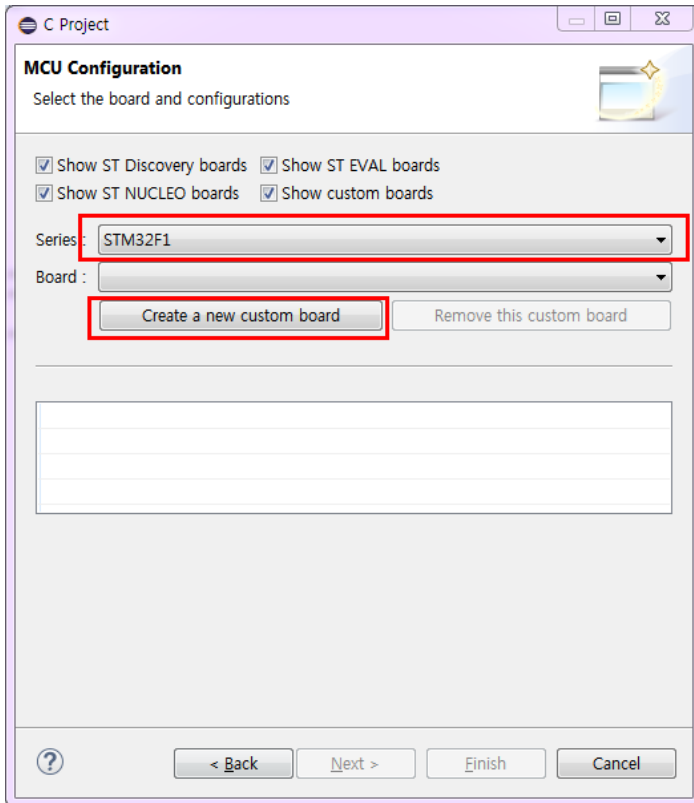
먼저 File -> New -> C Project 순으로 클릭을 하면 아래와 같은 화면이 나온다.

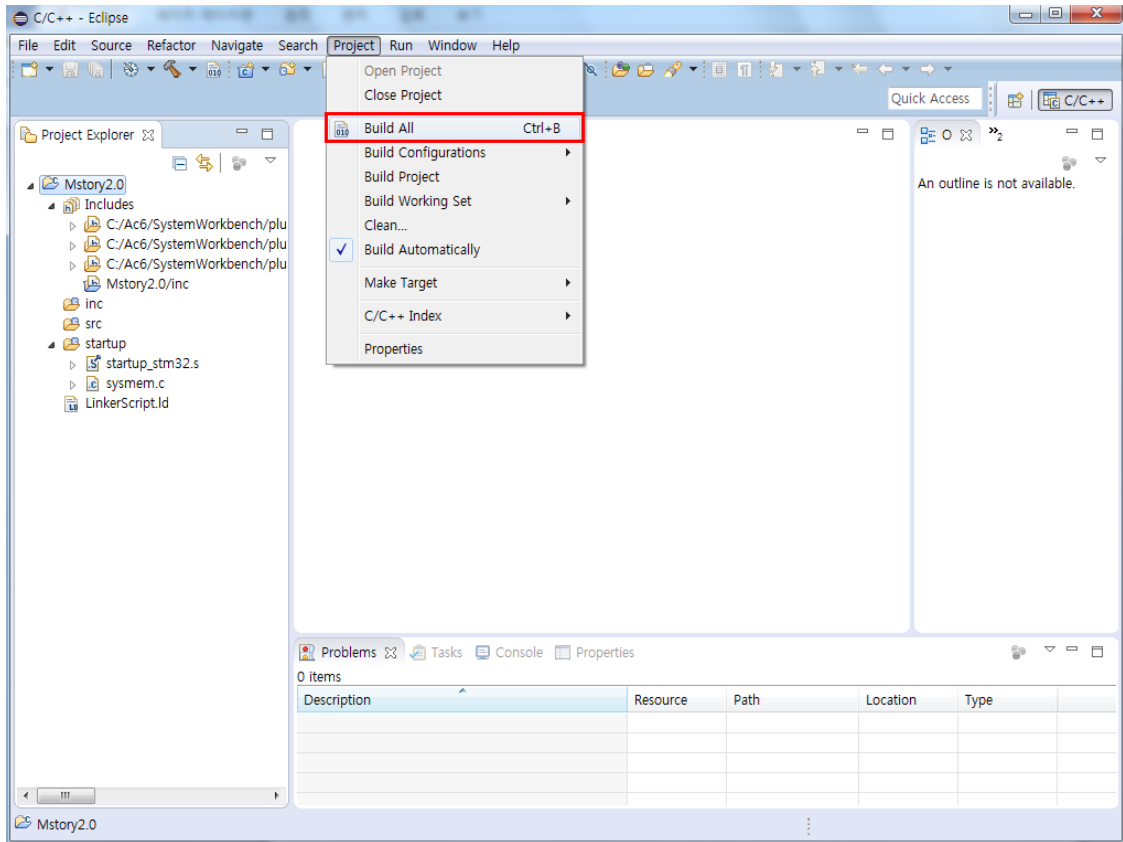


프로젝트 이름을 정하고 Next를 누른다.

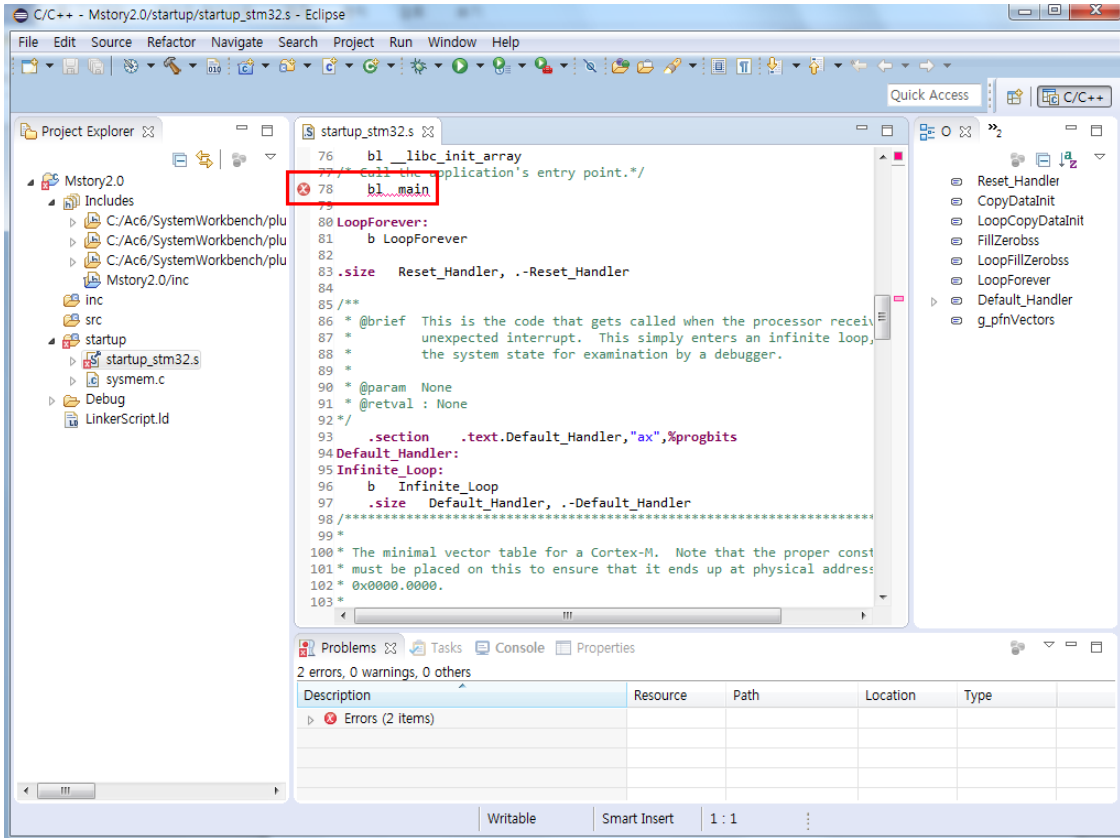


Series와 Board 를 설정해놓고 Next를 누른다.

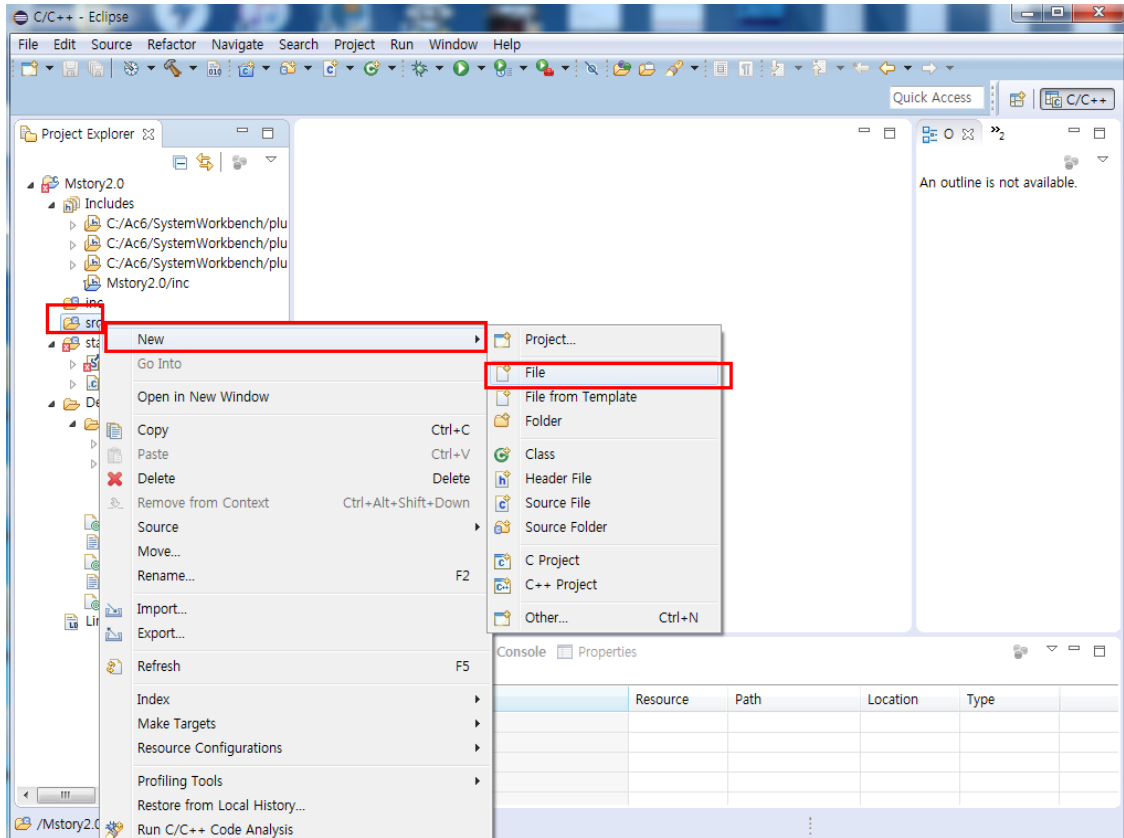




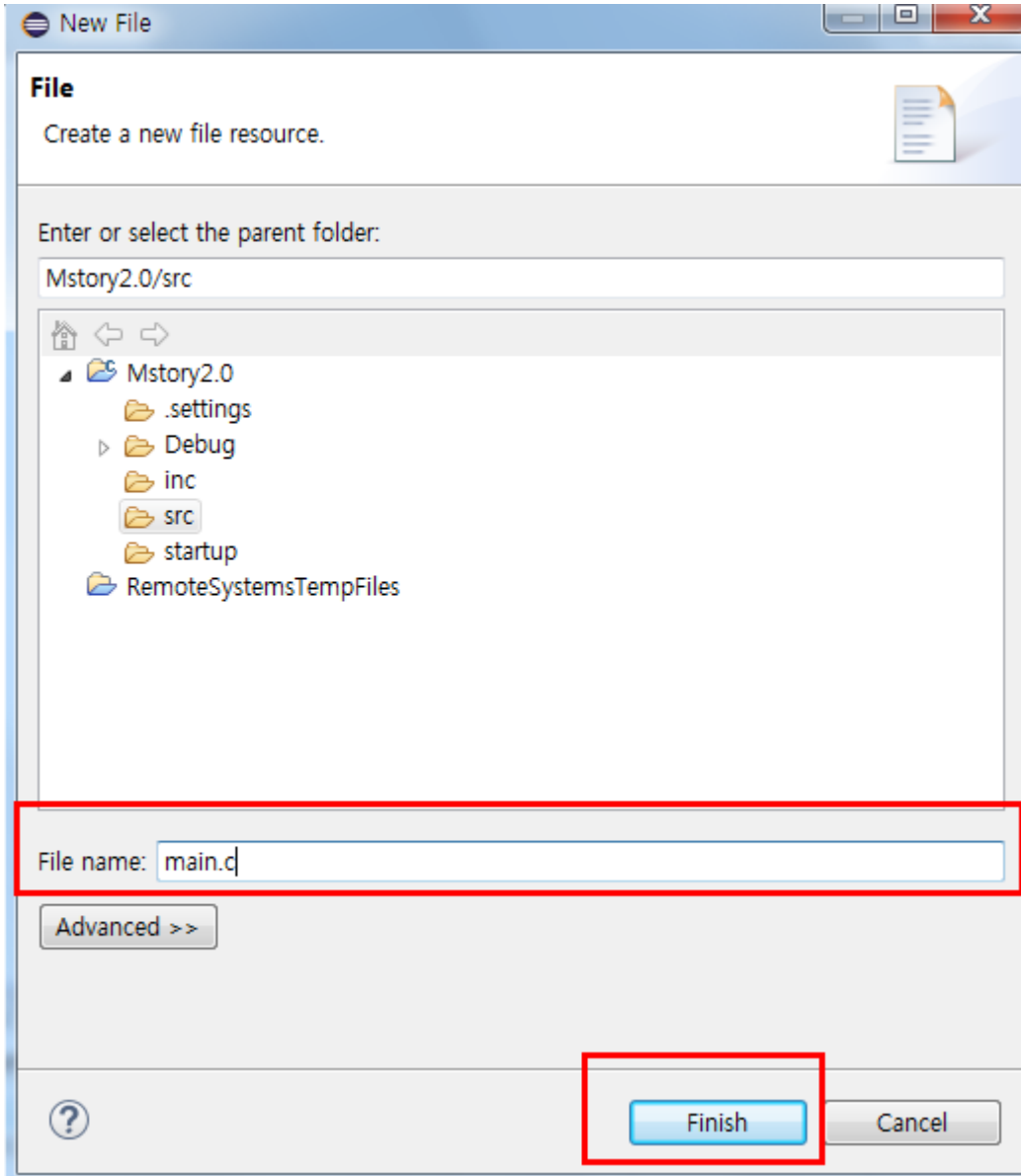
Main 소스가 없어서 발생하는 오류란걸 알수가 있다.



Main c 소스를 만들기 위한 과정이다.



파일명을 Main.c 로 만든다음 Finish를 누른다.



"main.c" 소스는 아래와 같습니다.

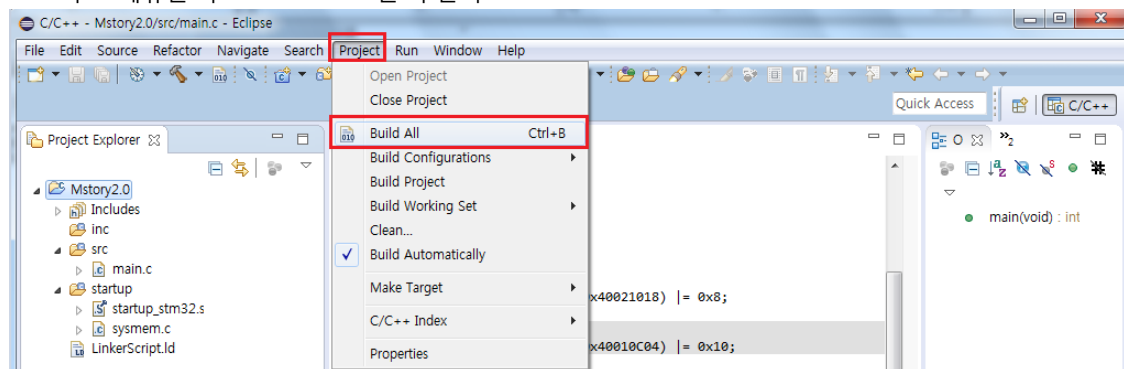
```
int main(void)
{
    *(volatile unsigned *)0x40021018) |= 0x8;

#if 0
    *(volatile unsigned *)0x40010C04) |= 0x10;
#else
    *(volatile unsigned *)0x40010C04) &= 0xFFFFF0F;

//    *(volatile unsigned *)0x40010C04) |= 0x10;
//    *(volatile unsigned *)0x40010C04) |= 0x50;
//    *(volatile unsigned *)0x40010C04) |= 0x90;
    *(volatile unsigned *)0x40010C04) |= 0xD0;
#endif

    while(1)
    {
        ;
    }
}
```

프로젝트 메뉴를 누르고 Build All을 누른다.

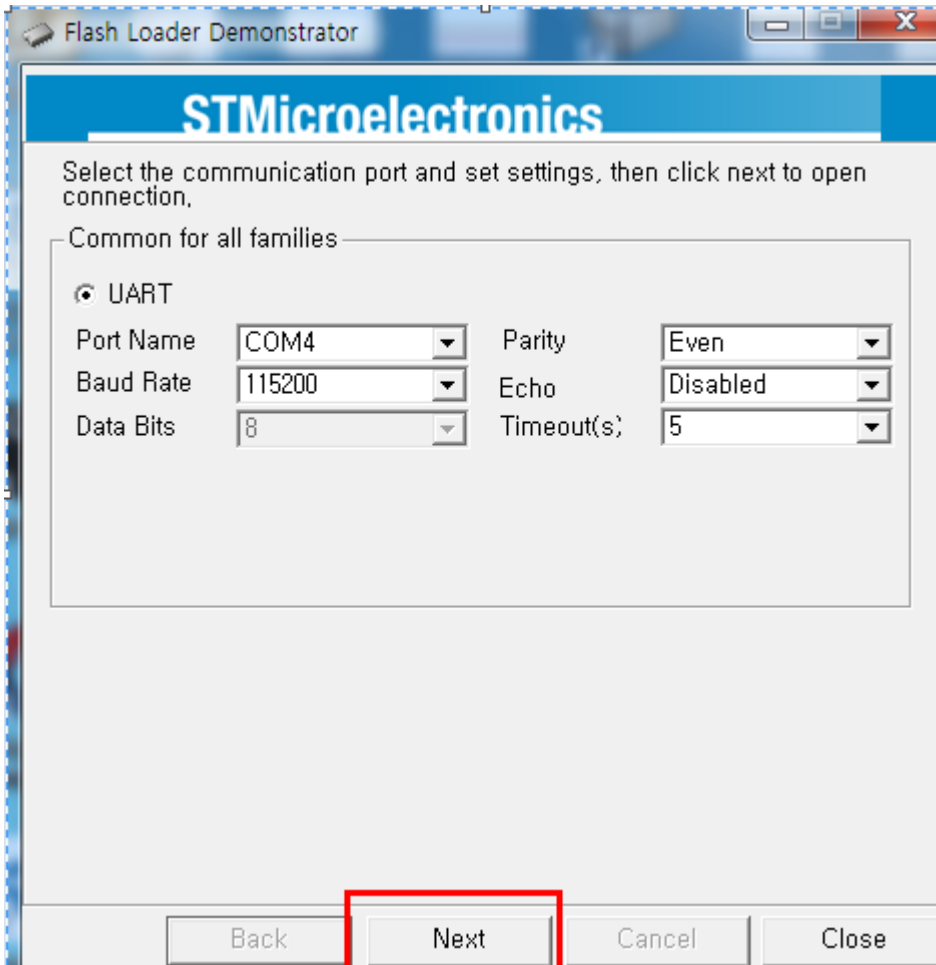


3. 이미지 다운로드 하기

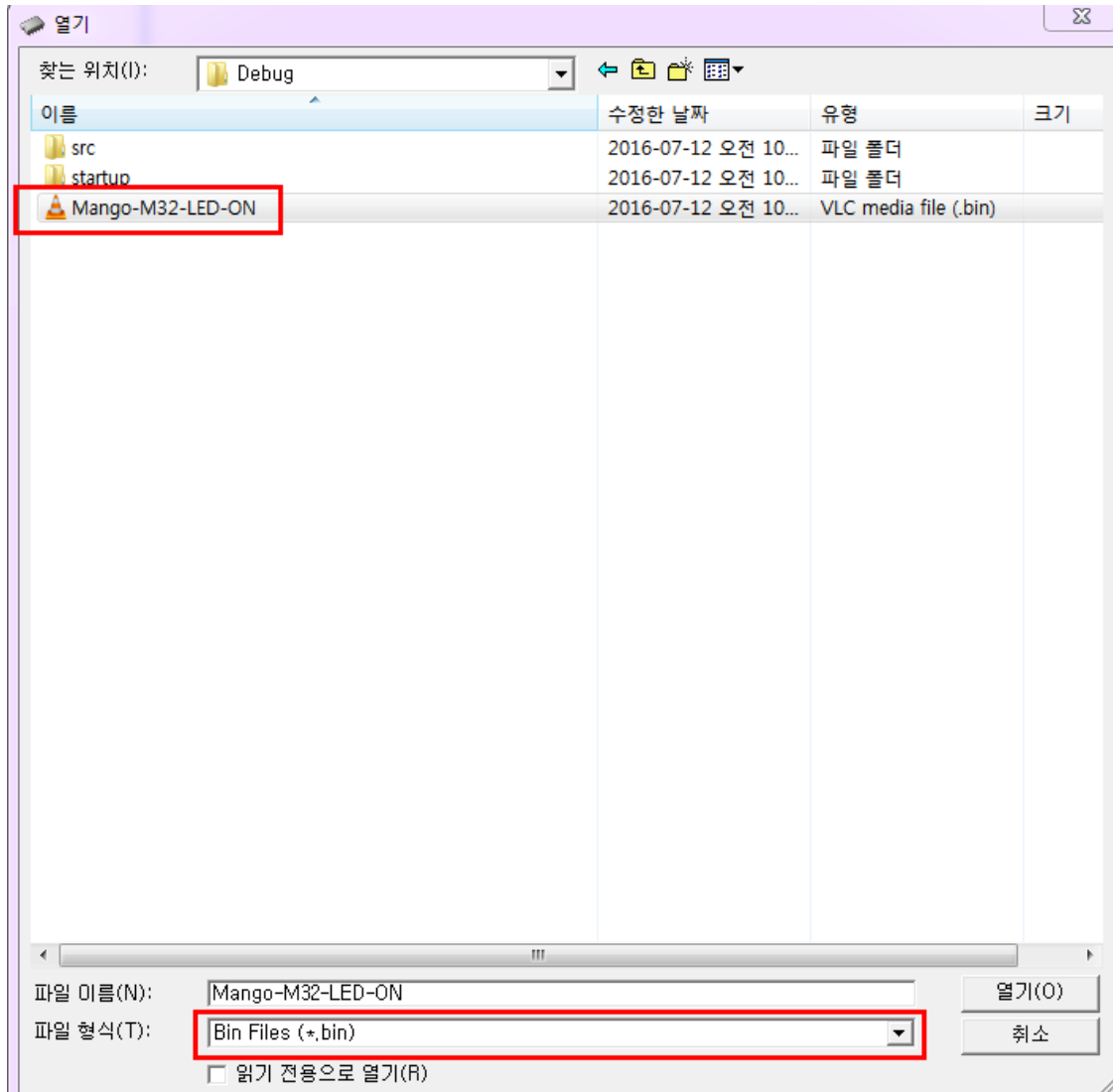
Flash Demo를 열고

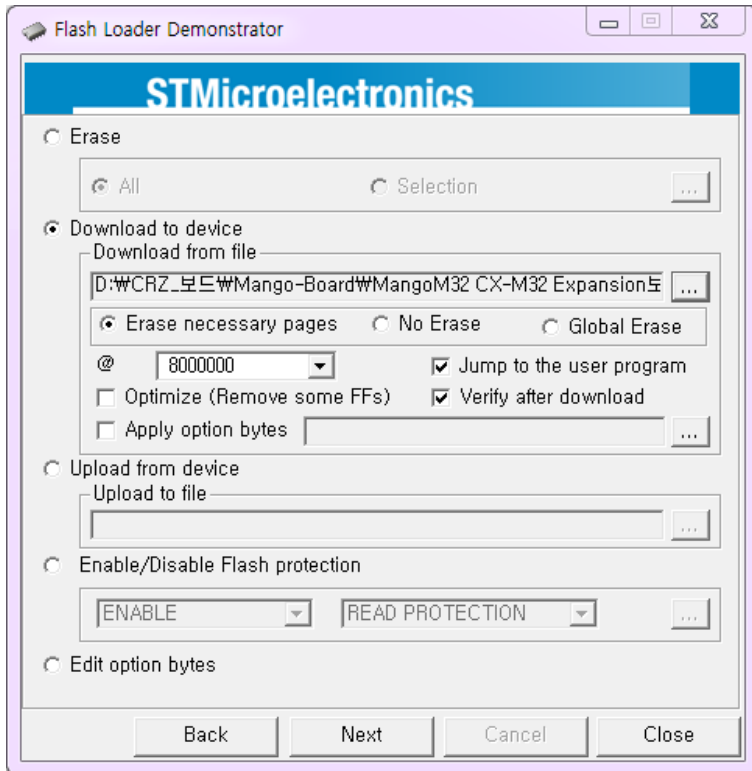


Next를 누른다.



빌드 해놓은 bin파일 선택 Next를 누른다.





다운로드가 완료된 화면이다.

