XM132 Software Development Guide

User Guide

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Version:a111-v2.12.0

Acconeer AB June 20, 2022

Contents

1 Introduction

The Acconeer Software Developmen Kit (SDK) enables customers to develop their own software that can be executed on the module. This enables full control of all the peripherals and to maximize the performance and power consumption for a specific use case.

The SDK comes with a number of example applications that can be used as a starting point when developing your own application. These applications can be downloaded and executed using the methods described in “Installing Software Image” at page 4.

When developing your own application we recommend that you setup a development environment as described in “Setting up a Development Environment at page 6.

This guide has been verified in both Ubuntu 18.04, Ubuntu 20.04 and Windows with STM32CubeIDE 1.4.2 and STM32CubeMX 6.0.1

2 Installing Software Image

The XM132 uses the STM32G071 MCU which contains a ROM bootloader. The MCU is configured to enable the bootloader during manufacturing.

Another option is to use a SWD debugger, this requires additional hardware which is suitable when developing your own applications.

2.1 Flash Over UART Using STM32CubeProgrammer

Download and install STM32CubeProgrammer.

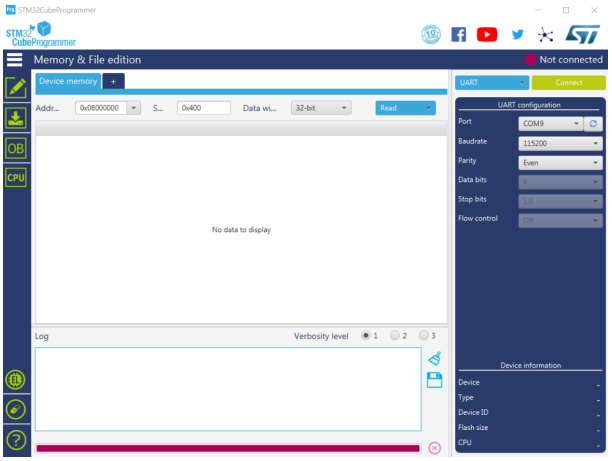
2.1.1 Boot the XM132 in bootloader mode

1. Connect the XE132 to your PC with a micro USB cable to the USB connector
2. Press and hold the “DFU” button on the board
3. Press the “RESET” button (still holding the “DFU” button)
4. Release the “RESET” button
5. Release the “DFU” button

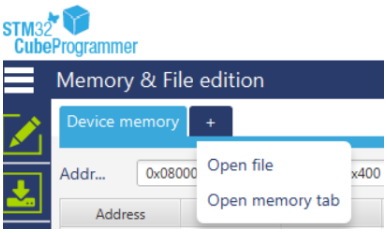
Your XM132 device is now in “DFU” mode waiting for a software uprade procedure to be started.

2.1.2 Program the XM132

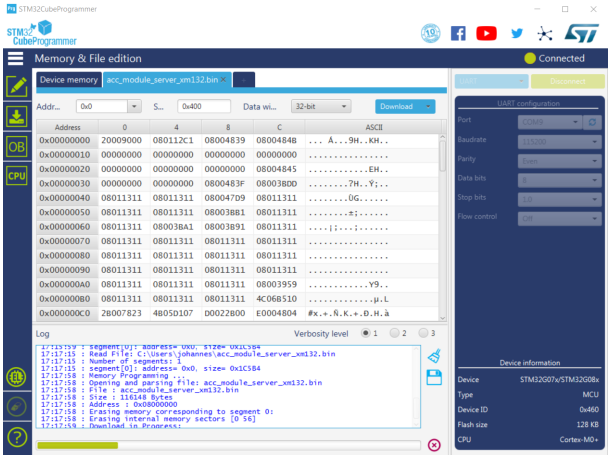
1. Start the STM32CubeProgrammer



2. Select correct port to the right. E.g. COM9.
3. Press “Connect” in the upper right corner
4. Press The “+” button and the “Open file”



5. Browse to and select the binary you like to program, e.g. “example_detector_presence.bin”
6. Press the “Download” button. The green progress bar in the bottom indicates the progress



7. Once programming is complete press the “Disconnect” button
8. Press the “RESET” button or do a power cycle to start the embedded application

2.2 Flash Over UART Using stm32loader

The stm32loader is a python program. See pypi.org/project/stm32loader/ for more information.

Install it using “pip install stm32loader”

1. Set the XM132 into bootloader mode, see above for how to do this
2. Program the device with “stm32loader -p /dev/ttyUSB0 -e -w -v example_detector_presence.bin”. Make sure to specify correct port.
3. Press “RESET” or power cycle the device to start the embedded application

2.3 ROM Bootloader Details

The “option bits” in the STM32G0 MCU needs to be configured correct to enable the ROM bootloader. This has been done during manufacturing of the XM132. It is also done during startup of the module software and example applications. For more information about the option bits see see page 72 in RM0444 Rev 2 from ST. For more details about the bootloader see AN2606.

3 Setting up a Development Environment

In order to develop your own applications you need to set up a development environment. The XM132 is based on a STM32G071 SoC by STMicroelectronics.

3.1 Using a Debugger

In order to debug your applications it is recommended to use a SWD debugger. We recommend that you use a SEGGER JLink debug probe e.g. J-Link BASE Compact or an ST-LINK debugger.

Figure 1: J-Link Base Compact

The J-Link BASE Compact can be used to set breakpoints and single step the program in an easy way.

3.2 Building From the Command Line

All example applications can be built from the command line using “make”.

1. Download the STM32Cube MCU Package for STM32G0 series (version 1.5.0) from www.st.com.
2. Extract the archive into a folder, e.g. “/home/acconeer/sdk/”
3. Download “GCC ARM Embedded 9-2020-q2-update” from developer.arm.com.
4. Extract the archive into a folder, e.g. “/home/acconeer/compilers/”
5. Download and extract the Acconeer SDK zip file, e.g. “/home/acconeer/xm132/”

```
$ cd /home/acconeer/xm132
$ export GNU_INSTALL_ROOT=/home/acconeer/compilers/gcc-arm-none-eabi-9-2020-
  q2-update/bin/
$ export STM32CUBE_FW_G0_ROOT="/home/acconeer/sdk/STM32Cube_FW_G0_V1.5.0/"
$ make -j10
```

The above will compile all example applications which can be downloaded to the target using any of the methods described in “Installing Software Image” at page 4

3.2.1 Download Software Using a J-Link

You can flash the software using a J-Link debugger from the command line. First install the “J-Link Software and Documentation Pack” from www.segger.com.

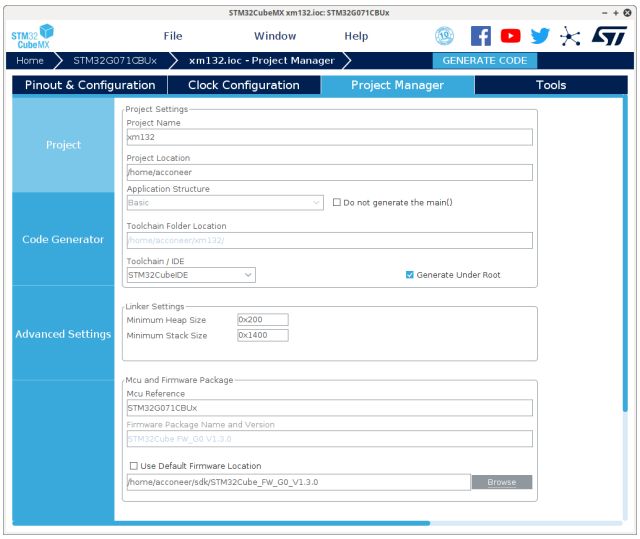
```
$ make flash_jlink_example_detector_presence
```

3.3 STM32CubeIDE

If you prefer to use an integrated development environment we recommend that you use the STM32CubeIDE together with a SEGGER J-Link debug probe or an ST-Link debugger. The Acconeer SDK for XM132 includes an STM32CubeMX project file, ’xm132.ioc’. From this file it’s possible to generate an STM32CubeIDE project directly from the SDK.

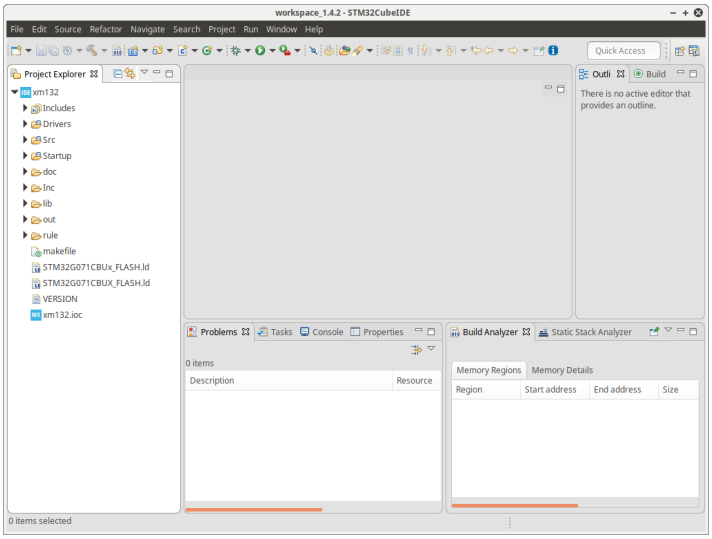
1. Download the latest version of STM32CubeMX from www.st.com.
2. Extract the archive into a temporary folder, e.g. “/home/acconeer/sdk/temp”
3. Run the installer for your preferred OS from “/home/acconeer/sdk/temp”
4. Download and install the latest version of STM32CubeIDE for your preferred OS from www.st.com.
5. Download and extract the Acconeer SDK zip file, e.g. “/home/acconeer/acconeer_xm132/”

6. Start STM32CubeMX, then select “File/Load Project...” and browse to the folder where you unpacked the zip file, then select “xm132.ioc” and click on “Open”
7. Select the Project Manager tab and change “Toolchain / IDE” to “STM32CubeIDE” and press “GENERATE CODE”.
8. Select “Open Project” in the dialog to open the newly created project in STM32CubeIDE.



3.3.1 Configuring Project for Acconeer Software

Now when you have an STM32CubeIDE project you need to modify it to include the Acconeer SDK components.



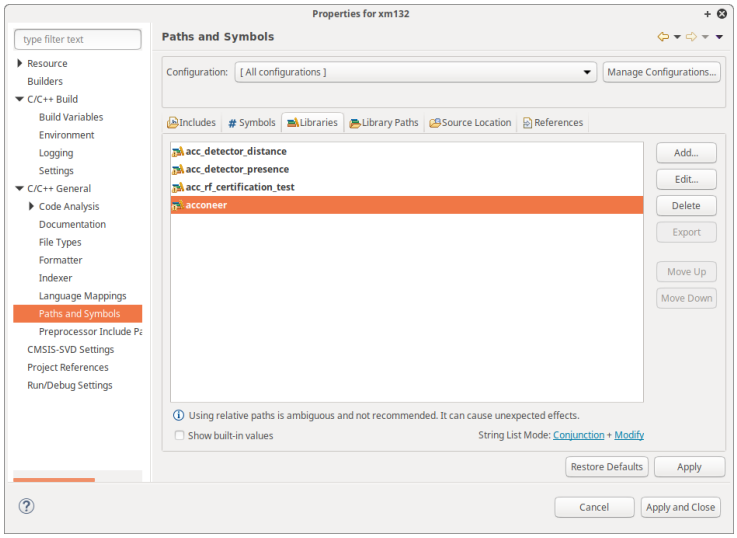
Source Files The SDK includes many examples and STM32CubeIDE will try to compile and link all source files in the SDK which will cause “multiple definition” errors when linking. To avoid this you should exclude the source files not needed from the build. Select all source files starting with “example” and “ref_app” except the file you want to use, right click and select “Resource Configurations → Exclude from build”.

Header-files You have to manually add the “Inc” folder to the project paths:

1. Select your project in the “Project Explorer”
2. Go into “Project → Properties → C/C++ General → Paths and Symbols → Includes”
3. Press “Add...” and then “Workspace...”
4. Select the “Inc”-folder in your project

Libraries In order to set the path for the libraries, do the following:

1. Select your project in the “Project Explorer”
2. Go into “Project → Properties → C/C++ General → Paths and Symbols → Library Paths”
3. Press “Add...” and then “Workspace...”
4. Select the “lib”-folder in your project



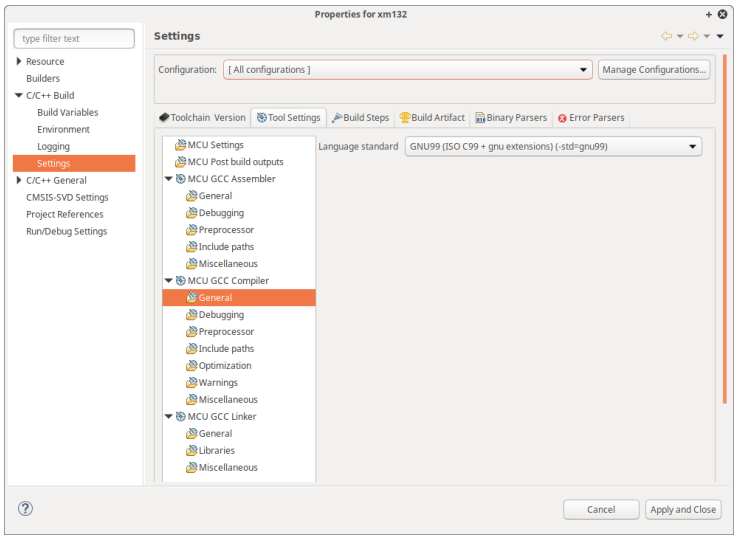
Once the path is set, you can add the specific libraries by the following:

1. Go into “Project → Properties → C/C++ General → Paths and Symbols → Libraries”
2. Click “Add...”
3. Enter “acconeer”
4. Click “OK”

If you want to add the “acc_detector_distance” library, simply repeat the procedure above and exchange “acconeer” for “acc_detector_distance”. The same goes for the “acc_detector_presence” and “acc_rf_certification_test” libraries. Make sure that the detector is being added before the “acconeer”-library by moving “acconeer” down using the “Move Down” button when “acconeer” is selected.

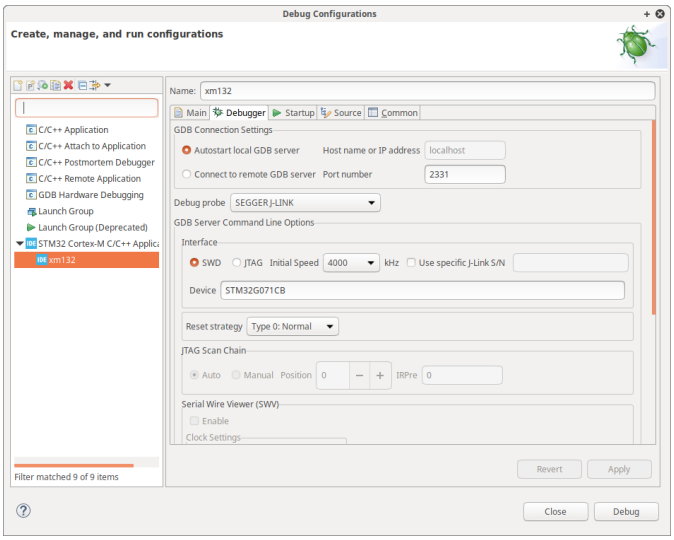
3.3.2 Project Settings

Select GNU99 as language standard in “Project → Properties → C/C++ Build → Settings → Tool Settings → MCU GCC Compiler → General”.



3.3.3 Running the Program

Build the software by pressing “Ctrl-B” and then start debugging by right-clicking on the project “xm132 → Debug As → STM32 Cortex-M C/C++ Application”. This will open the “Debug Configurations” dialog and there you can choose which debugger to use, “Debugger → Debug Probe”, either ST-LINK or SEGGER J-LINK. Click “Debug”, this will automatically flash the XM132 and execute the program until the “main()” function.



3.3.4 Debug Output

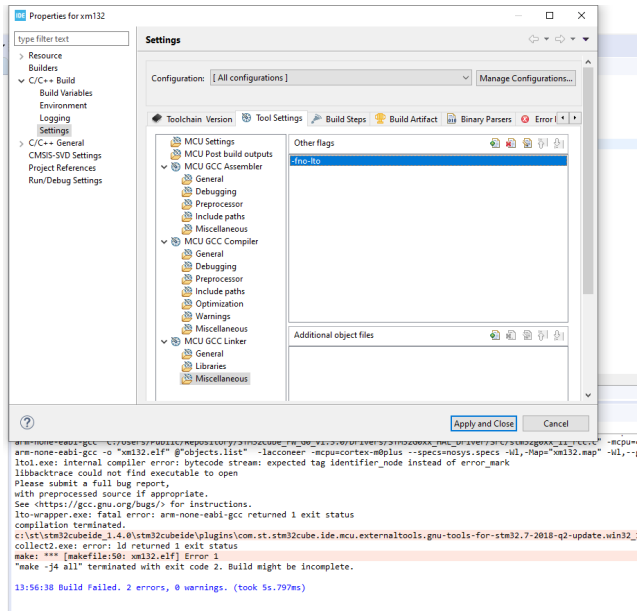
Debug logs will be outputted on UART2 using a baud rate of 921600.

4 Troubleshooting and FAQ

4.1 LTO wrapper fails

When using STM32CubeIDE for Windows there is a problem with the LTO wrapper. Therefore you need to explicitly disable LTO (link-time optimizations):

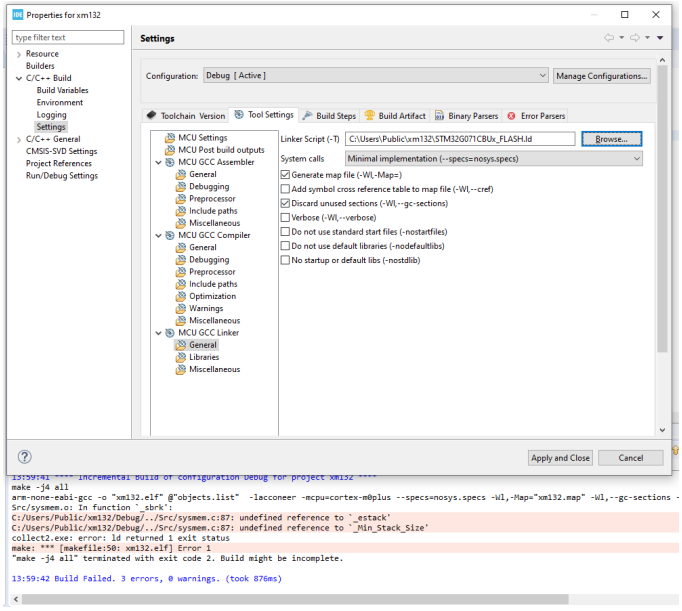
1. Go to“Project → Properties → C/C++ Build → Settings → Tool Settings → MCU GCC Linker → Miscellaneous → Other flags”.
2. Add “-fno-lto”



4.2 Link errors in sysmem.c

When using STM32CubeIDE for Windows there might be a problem with the tool not finding the linker script which will lead to linker errors in sysmem.c. Therefore you need to change the path to the Linker script:

1. Go into “Project → Properties → C/C++ Build → Settings → Tool Settings → MCU GCC Linker → General”.
2. Press “Linker Script (-T) → Browse” and find the file “STM32G071CBUX_FLASH.ld” from the project



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