

Completing COM/SEG LCD Project with NuTool-LCDView

Example Code Introduction for 32-bit NuMicro® Family

Document Information

Application	This example code uses NuMaker-M258KG as an example to show how to complete a COM/SEG LCD project using NuTool-LCDView.
BSP Version	M251_M252_M254_M256_M258_Series_BSP_CMSIS_V3.02.003
Hardware	NuMaker-M258KG V1.1

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1. Overview

NuTool-LCDView is a powerful tool that can generate LCD configuration code and obtain real-time emulator COM/SEG status, and help engineers complete and debug LCD projects easier.

1.1 Principle

1.1.1 Functional Description

The NuTool-LCDView has two functional modes, create mode and emulator mode. Users need to set LCD panel, COM/SEG table and generate header file under the create mode. After building and loading code into MCU, users can see the effect on PC after switching to emulator mode. Furthermore, the NuTool-LCDView supports not only stand-alone version, but plug-in Keil IDE and plug-in IAR IDE. Users can execute single-step debug while seeing text on LCD in the same time in Keil or IAR IDE.

Please refer to [NuTool-LCDView User Manual](#) for more details of interface and operations.

1.1.2 Supported Chips

The NuTool-LCDView supports Arm® Cortex®-M23-based M254/M256/M258 series and M2354 series, and 8-bit-8051-based ML54 series and ML56 series.

1.2 Execution Steps

There are four steps to complete a COM/SEG LCD project with LCDView, as described in section 1.2.1 to 1.2.4.

1.2.1 Preparation of Hardware and Software

For the hardware, the NuMaker-M258KG evaluation board and COM/SEG LCD panel NuMaker-TNLCDSUB_M258K are used as example.

For the software, there are three software tools that need to be prepared, including NuTool-LCDView, NuTool-PinConfigure, and Nu-Link Keil Driver. The NuTool-PinConfigure is used to configure pins, and then the pins are imported into NuTool-LCDView to show the corresponding pin number. To debug in Keil IDE, the Nu-Link Keil Driver is used to support the plug-in Keil IDE version. More description and examples can be found in section 1.2.2 and section 1.2.4 respectively.

Please refer to Chapter 3 to prepare for related hardware and software.

1.2.2 Editing LCD Contents in Create Mode

Follow the steps below to configure LCD pins in NuTool-PinConfigure, import to LCDView, and edit LCD panel and COM/SEG table in create mode.

1. Open NuTool-PinConfigure, and choose the target MCU series. Set the LCD pin according to the schematic file of NuMaker-M258KG, as shown in Figure 1-1 and Figure 1-2.

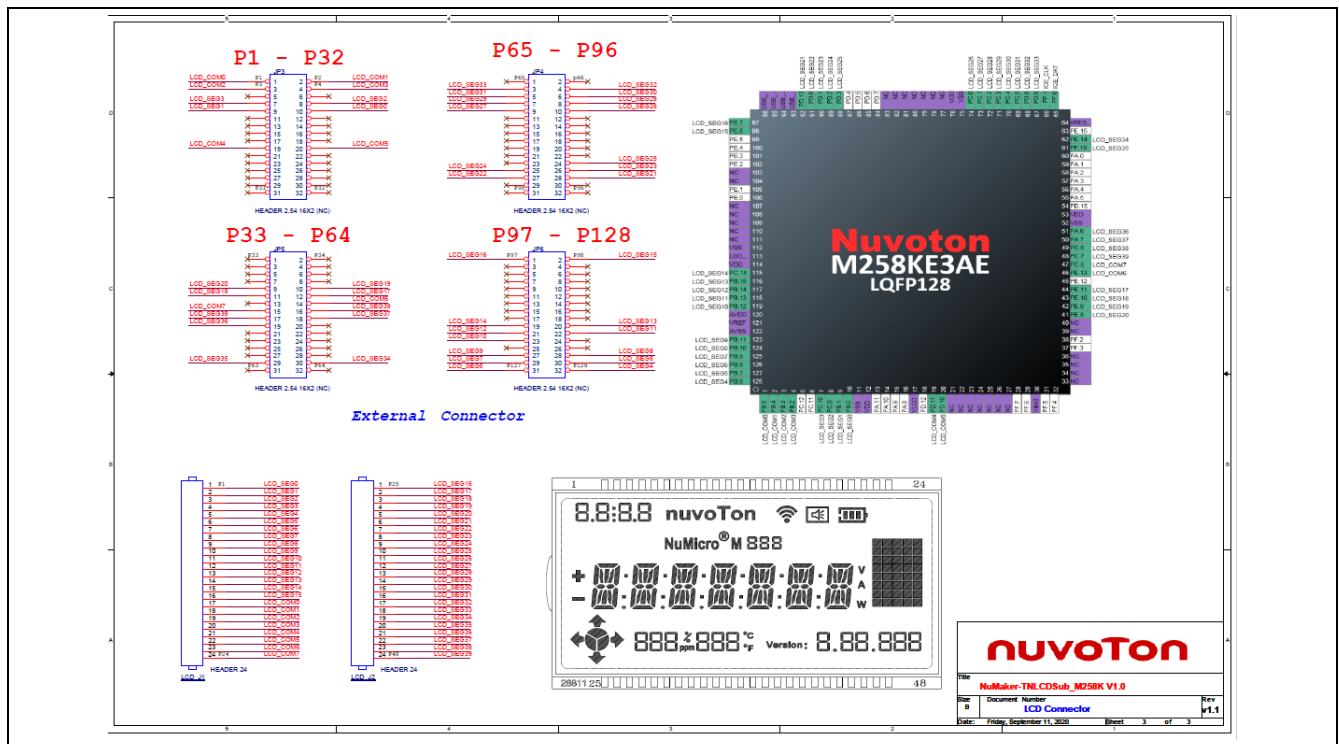


Figure 1-1 NuMaker-M258KG Schematic

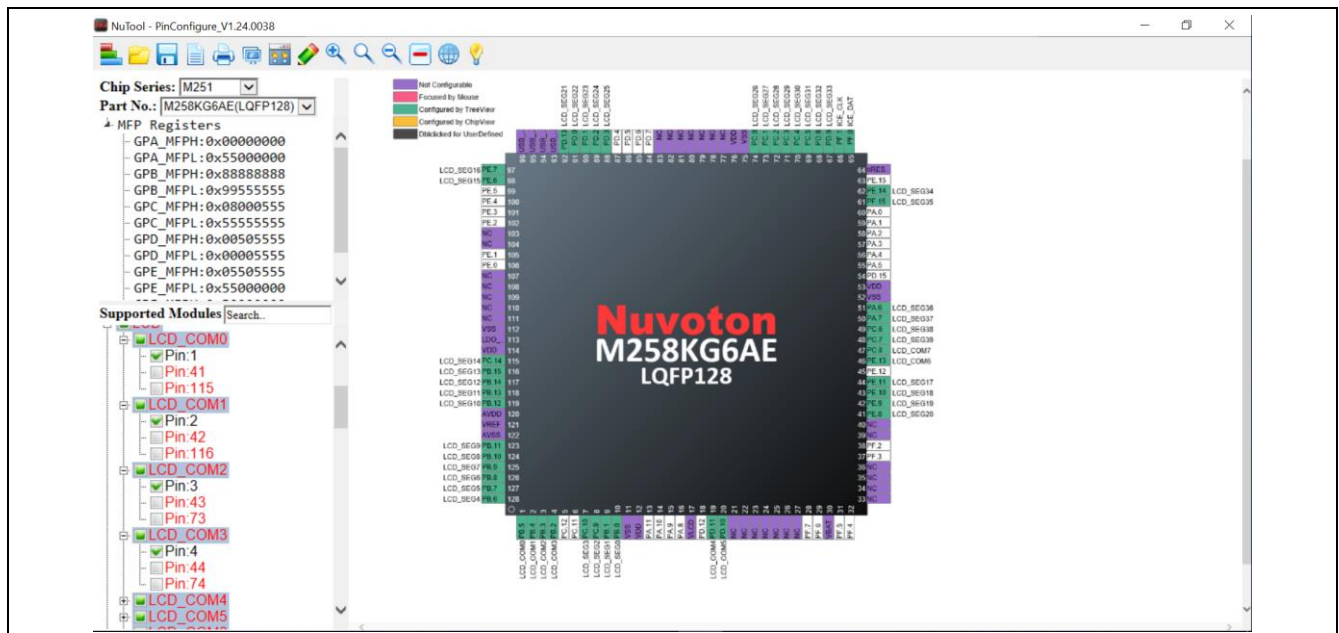


Figure 1-2 Config LCD Pin in NuTool-PinConfigure

- Choose Generate Code, as the steps shown in Figure 1-3, then the NuTool-PinConfigure will generate a project file “M258KG.cfg” and a pin define file “M258KG.c”, which are applied later and Chapter 2 respectively.

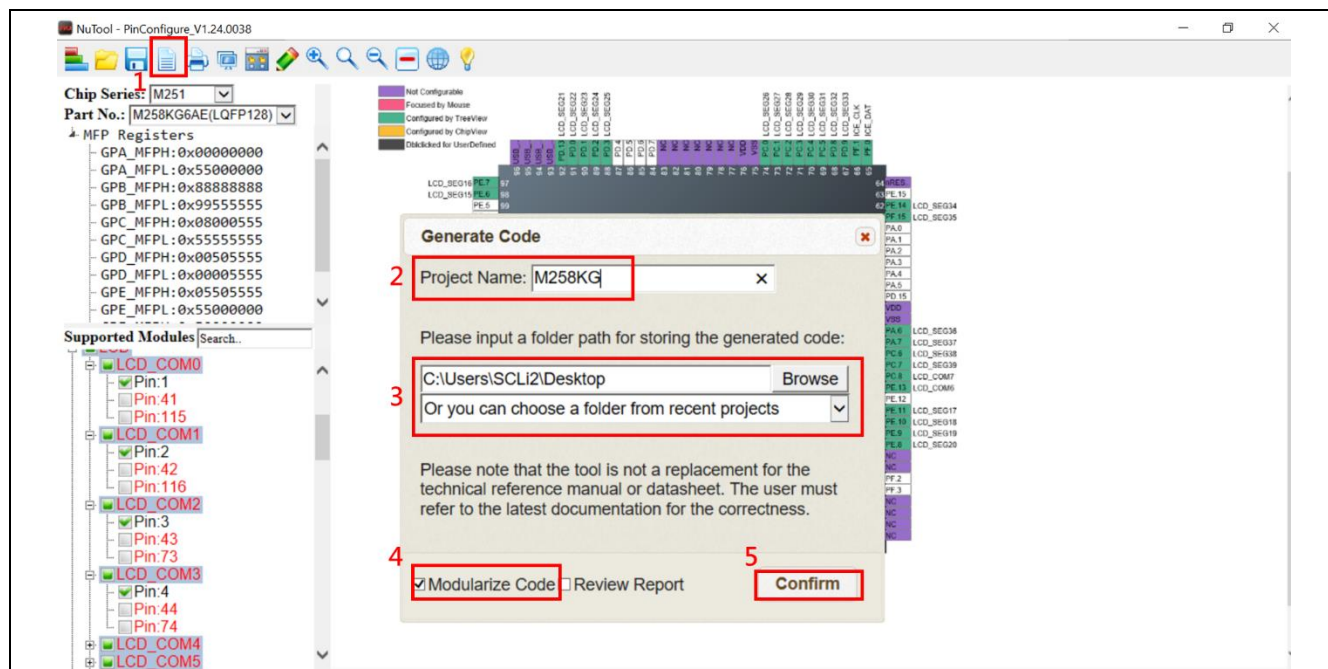



Figure 1-3 Save a NuTool-PinConfigure Project

- Choose the target “Chip Series” in NuTool-LCDView and click  icon to import the file “M258KG.cfg” into LCDView, as shown in Figure 1-4. The MCU pin number would automatically map to the COM/SEG table, as shown in Figure 1-5.

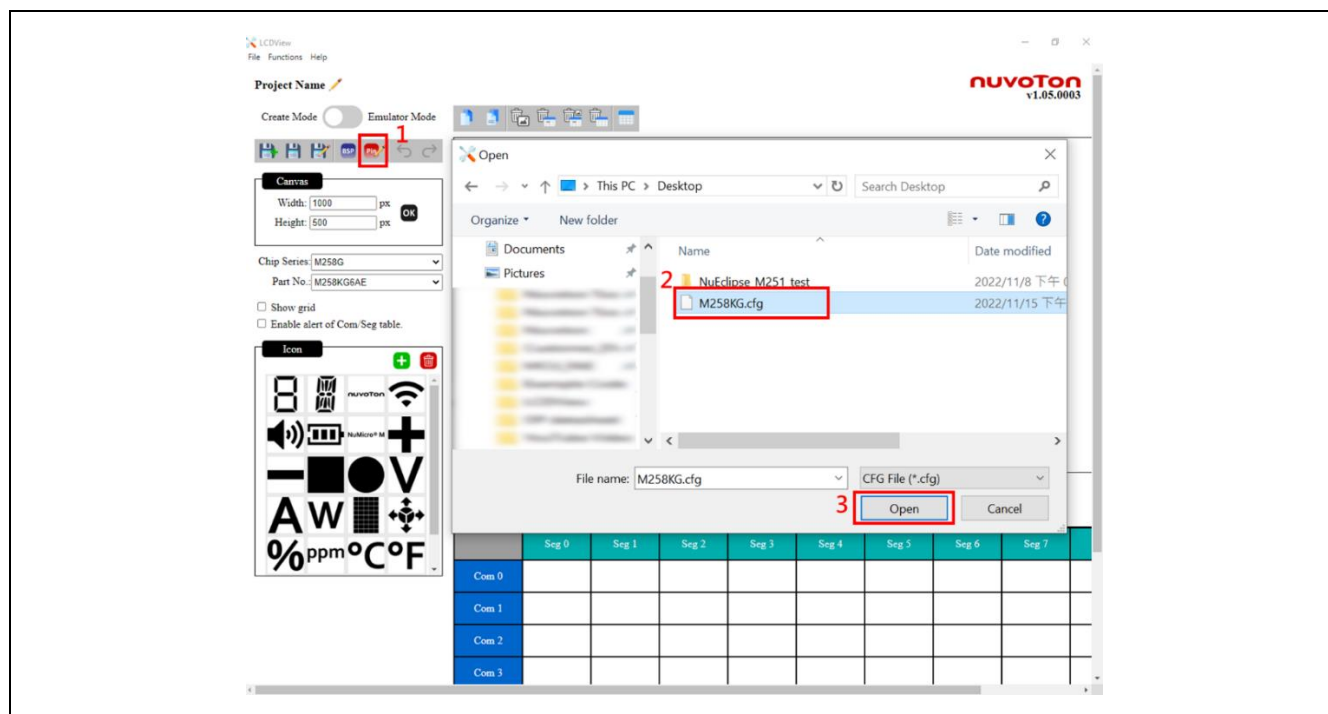


Figure 1-4 Import the M258KG.cfg into LCDView

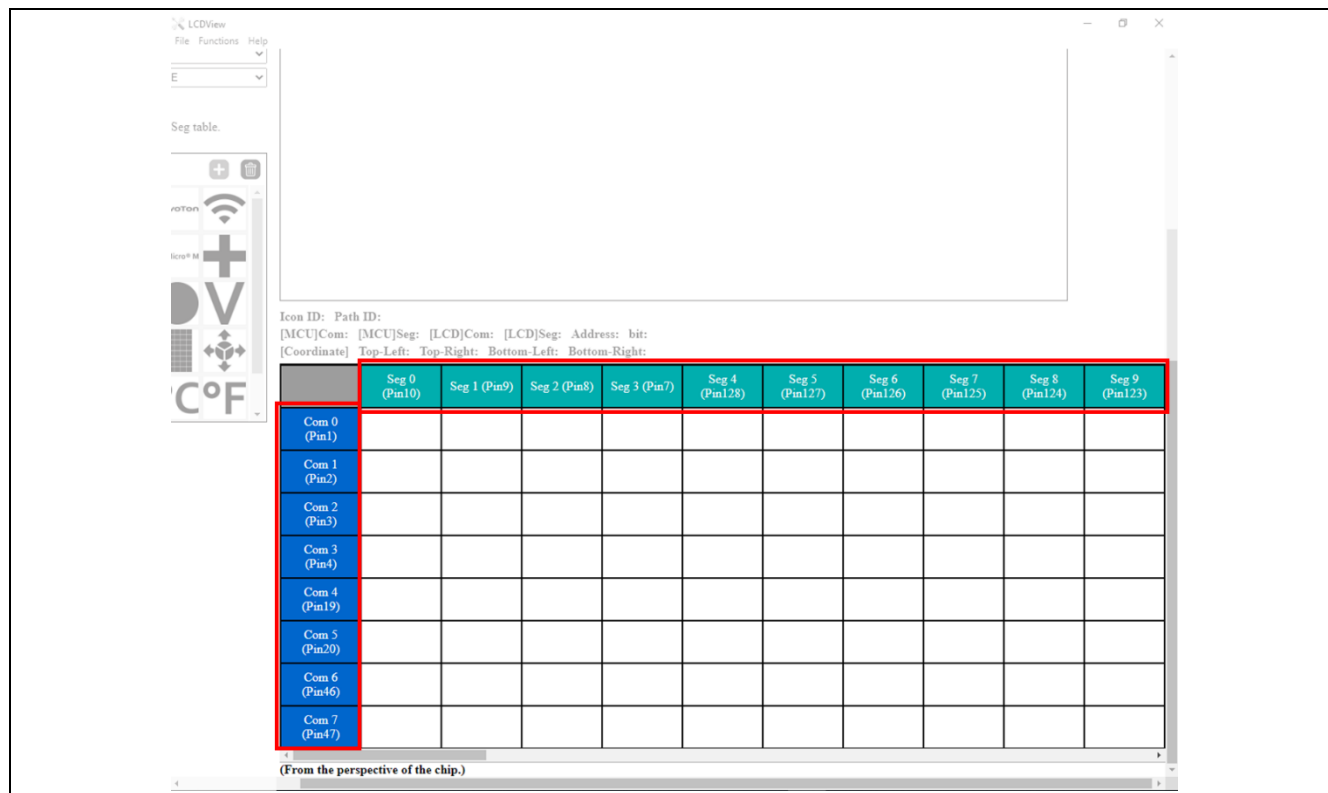


Figure 1-5 MCU Pin Number Shown in COM/SEG Table

- Refer to the specification of LCD panel, as shown in Figure 1-6. Drag and drop the figure from the icon database to the canvas to finish the whole placement of icons, as shown in Figure 1-7. The size and position of icons can be adjusted directly. Users can also add new icons with the “svg” file type into the icon database.

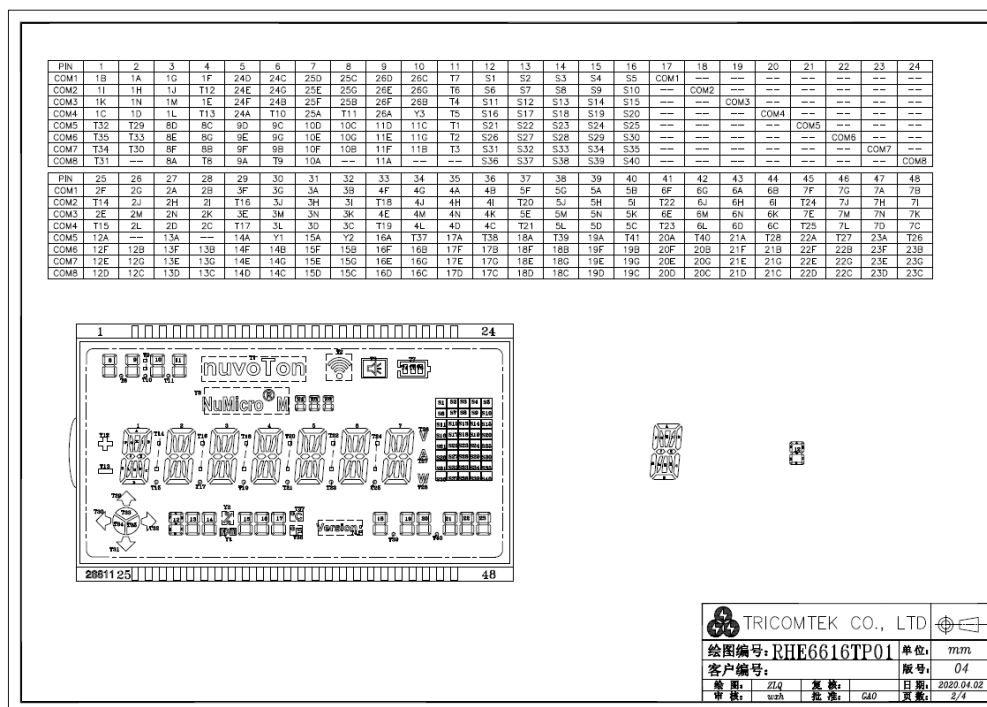


Figure 1-6 Specification of LCD

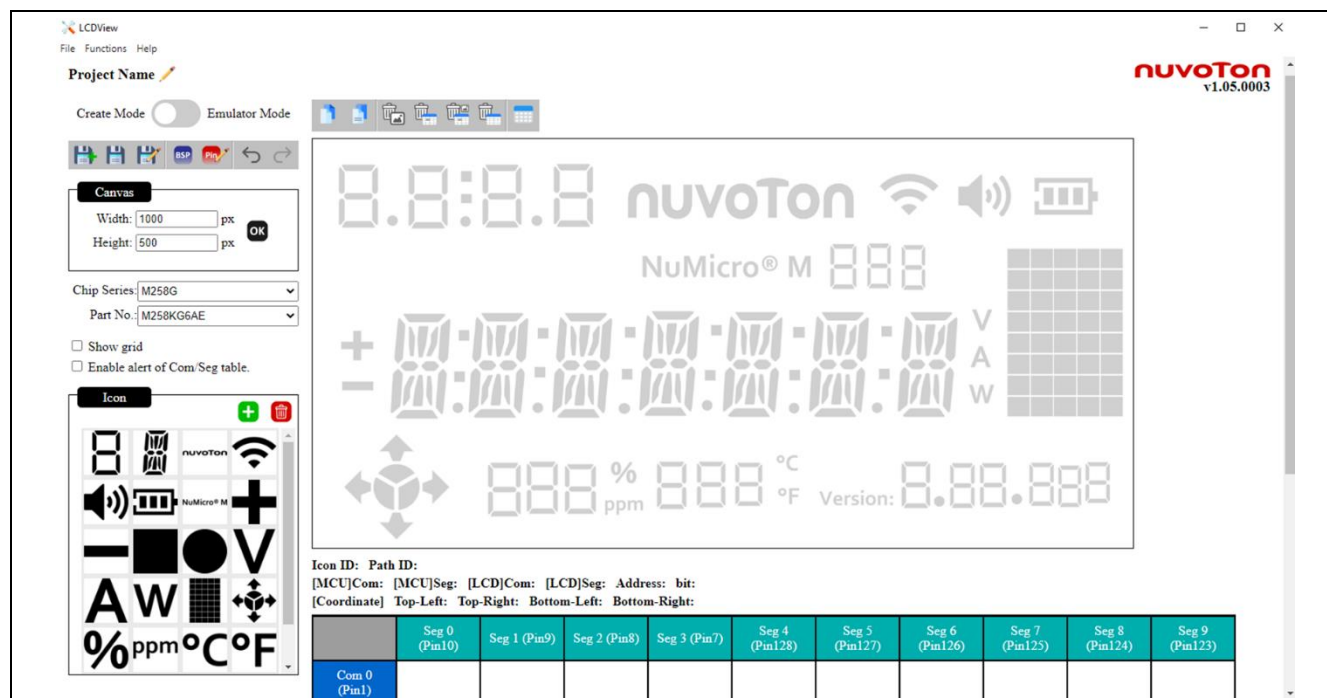


Figure 1-7 Edit LCD Canvas according to the LCD Spec.

- Click the icon and its relative COM/SEG to complete all the settings. As for the 7-segment and 14-segment display, user can set each seg in succession, as shown in Figure 1-8.

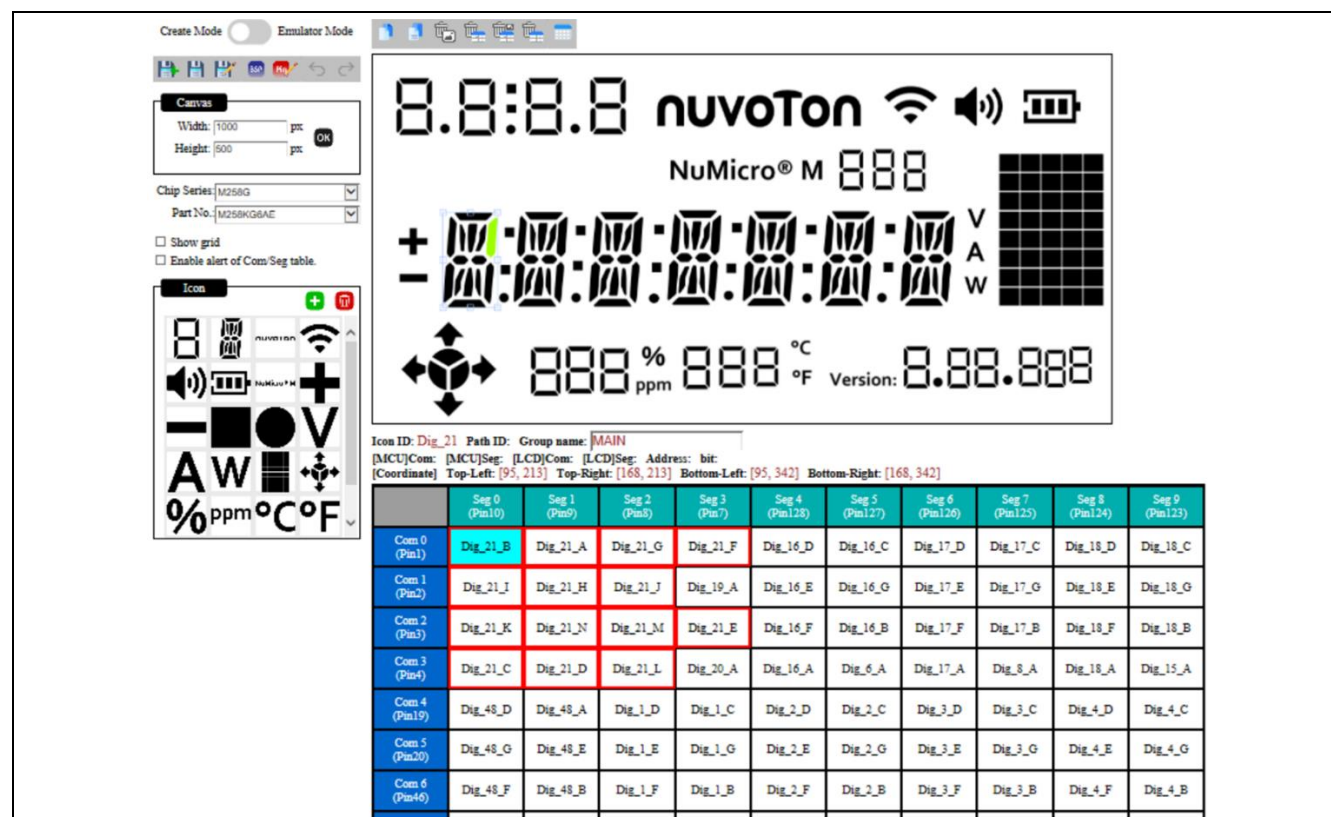


Figure 1-8 Assign Icons to Correct COM/SEG according to the LCD Specification

- Define the icon name. The name would decide the icons' definition in the LCD header file, which is generated by LCDView.

As shown in Figure 1-9, set the "wifi" icon as "WIFI", and the same as 7-segment and 14-segment, which can be set as a group. In Figure 1-10, "MAIN" is used as an example. The LCD API is provided by Nuvoton for users to use a function to print specific text on 14-segment display. The API function is discussed in section 1.2.3.

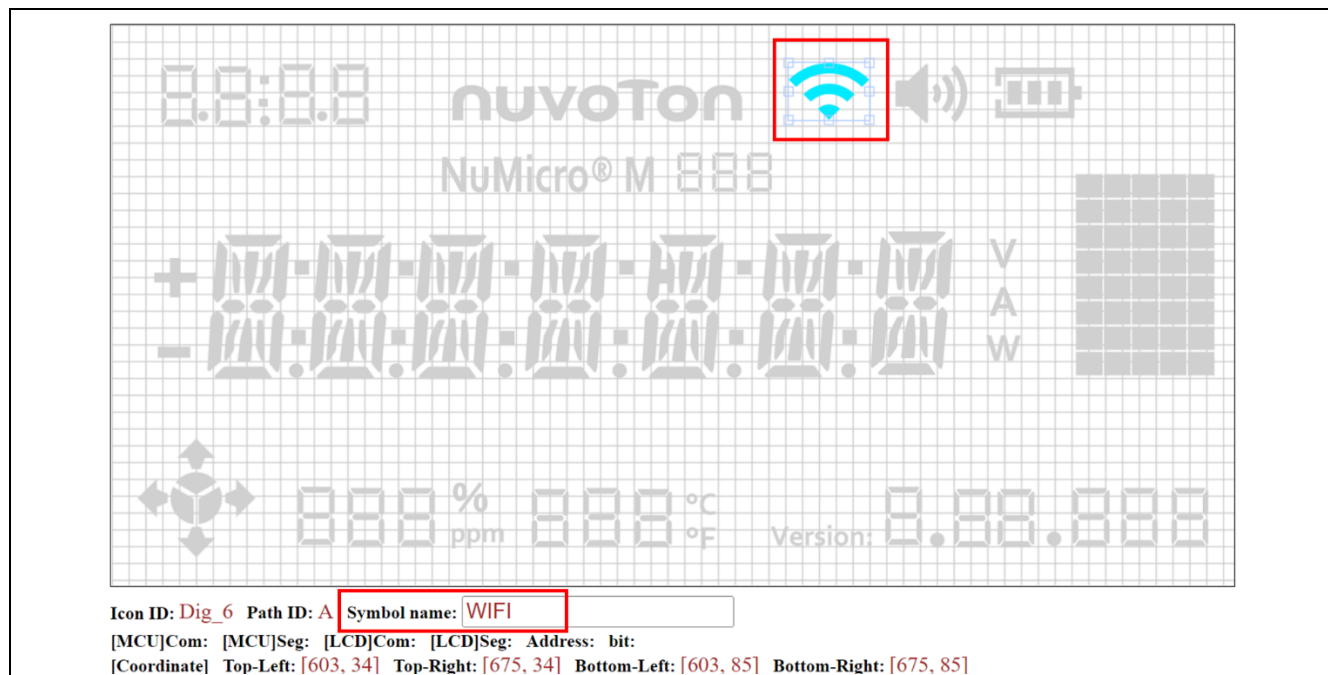


Figure 1-9 Example of the Definition for Icon Name

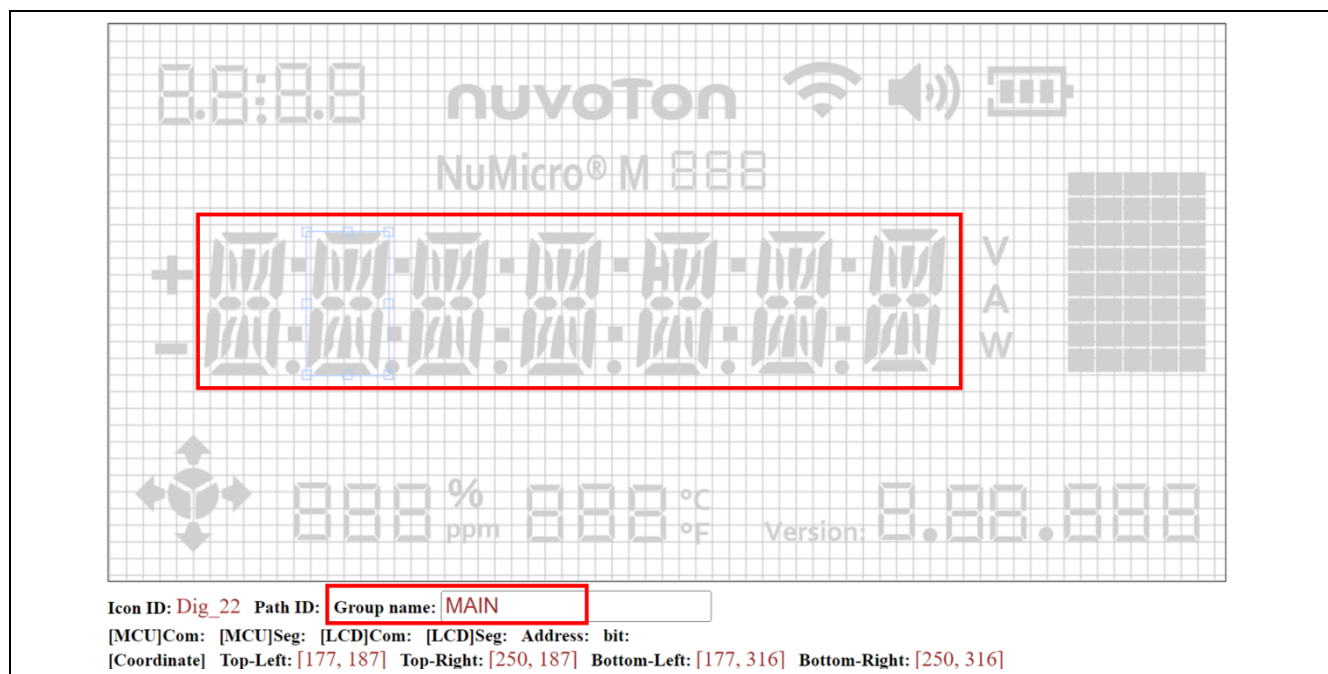



Figure 1-10 Example of the Definition for 7/14-segment Display

1.2.3 Coding

Follow the steps below to generate LCD header file by LCDView and import into LCD library.

1. Click the BSP icon  to generate the LCD header file, which is called lcdzone.h by default, as shown in Figure 1-11.

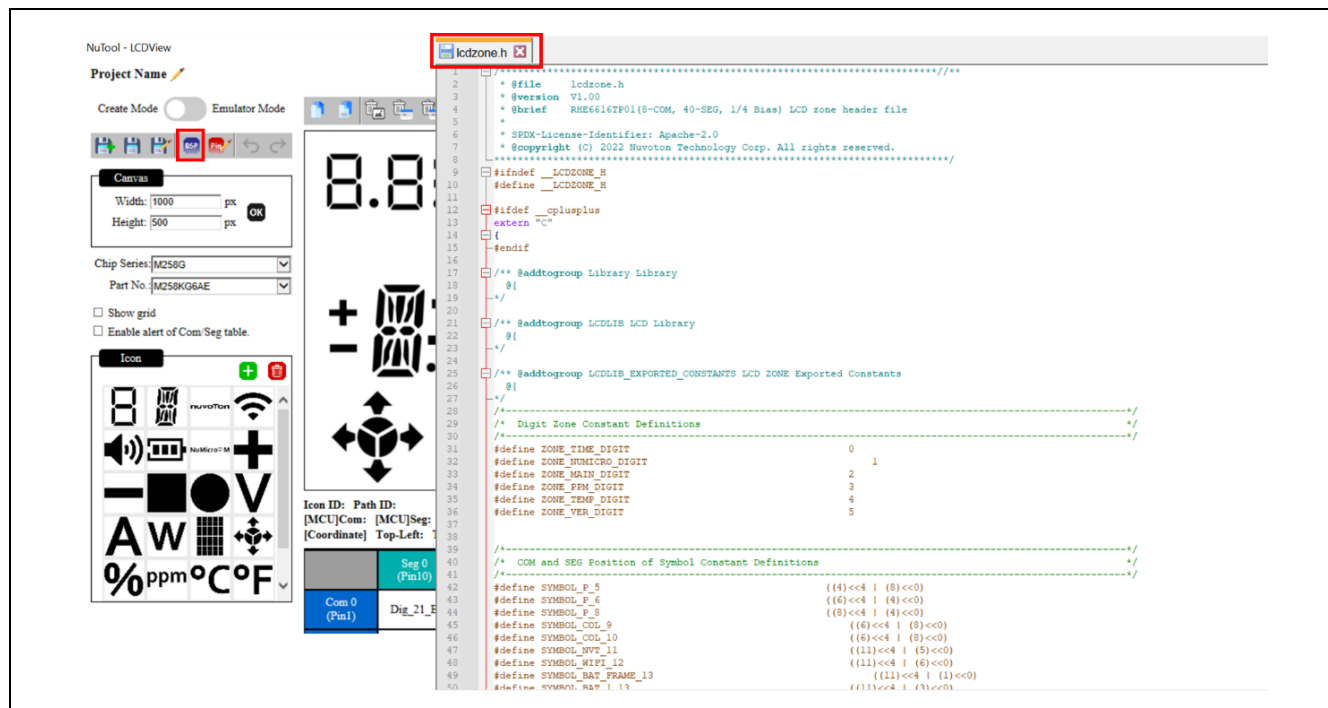


Figure 1-11 Generate lcdzone.h by Clicking BSP Icon

2. Confirm the name of icons defined in LCDView to find the corresponding definition in lcdzone.h, as shown in Figure 1-12.

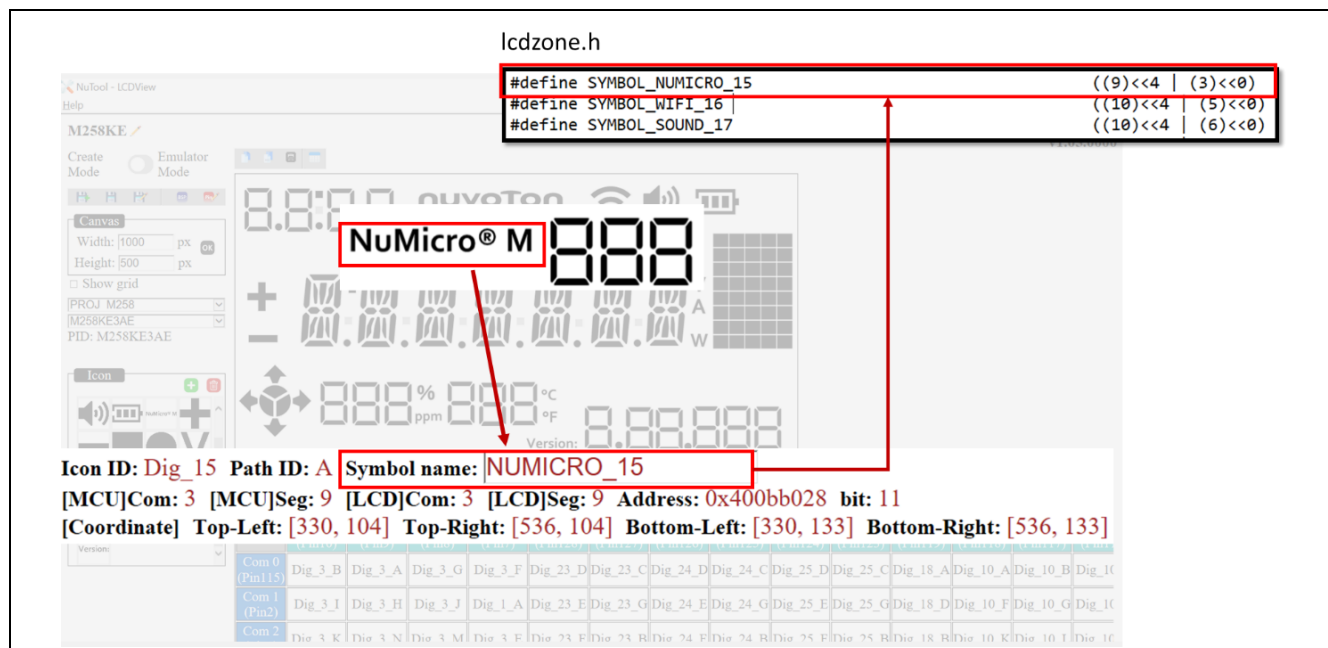


Figure 1-12 Definition in lcdzone.h Corresponding with the Name Specified in LCDView

- Use Nuvoton's API to bring up the specific icon. The effect is shown as Figure 1-13.

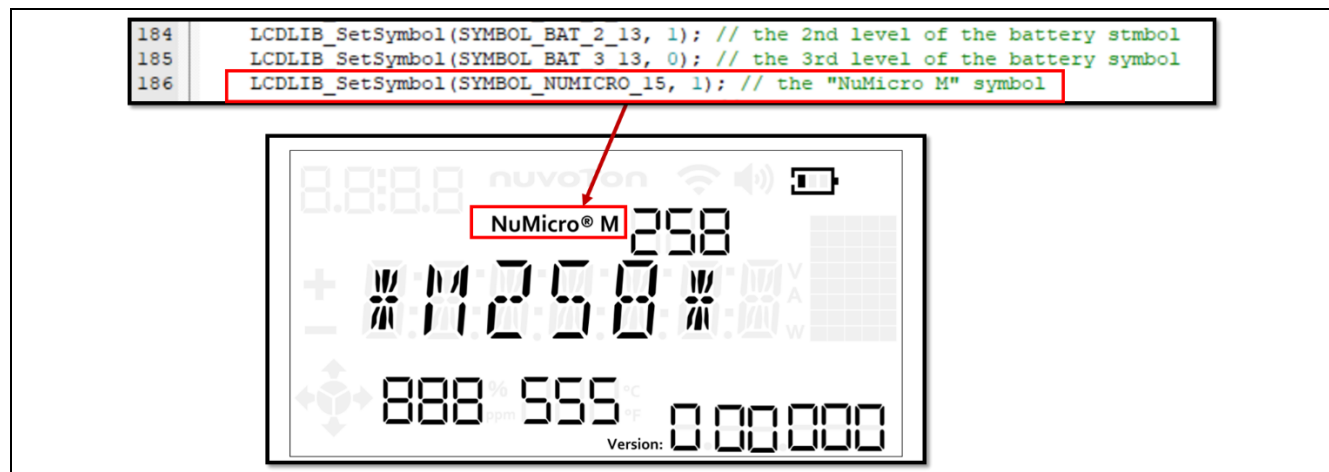


Figure 1-13 Use API to Bring up the Specific Icon

- Replace lcdzone.h under library directory with the one generated from LCDView. The file path is shown in Figure 1-14.

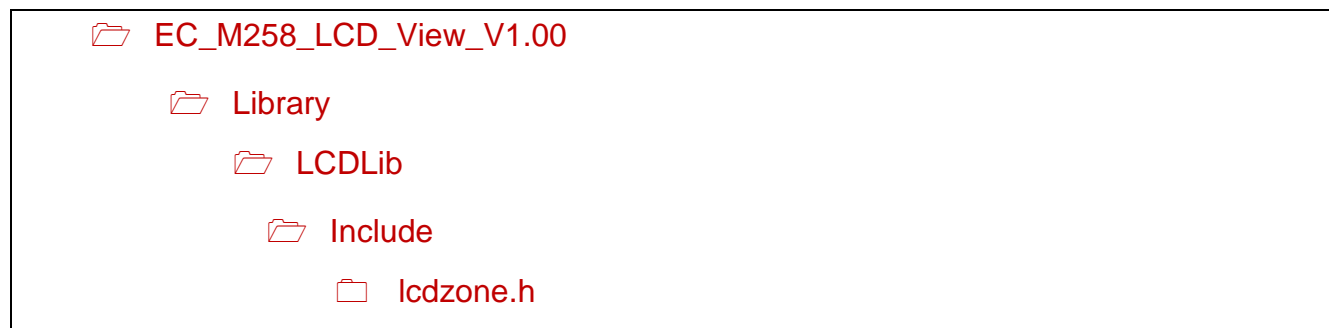


Figure 1-14 File Path of lcdzone.h

- Edit main code. Please refer to Chapter 2 to have more information for main code.

1.2.4 Debugging and Emulating in Emulator Mode

The LCDView supports plug-in Keil IDE version. Make sure the Nu-Link Keil driver is the latest before using plug-in version.

Follow the steps below to execute single-step debug in Keil IDE.

1. Compile and build as shown in Chapter 5.
2. Click the debug session icon to enter debug mode in Keil IDE, and then open LCDView according the steps are shown in Figure 1-15 Steps for Opening LCDView in Debug Mode.

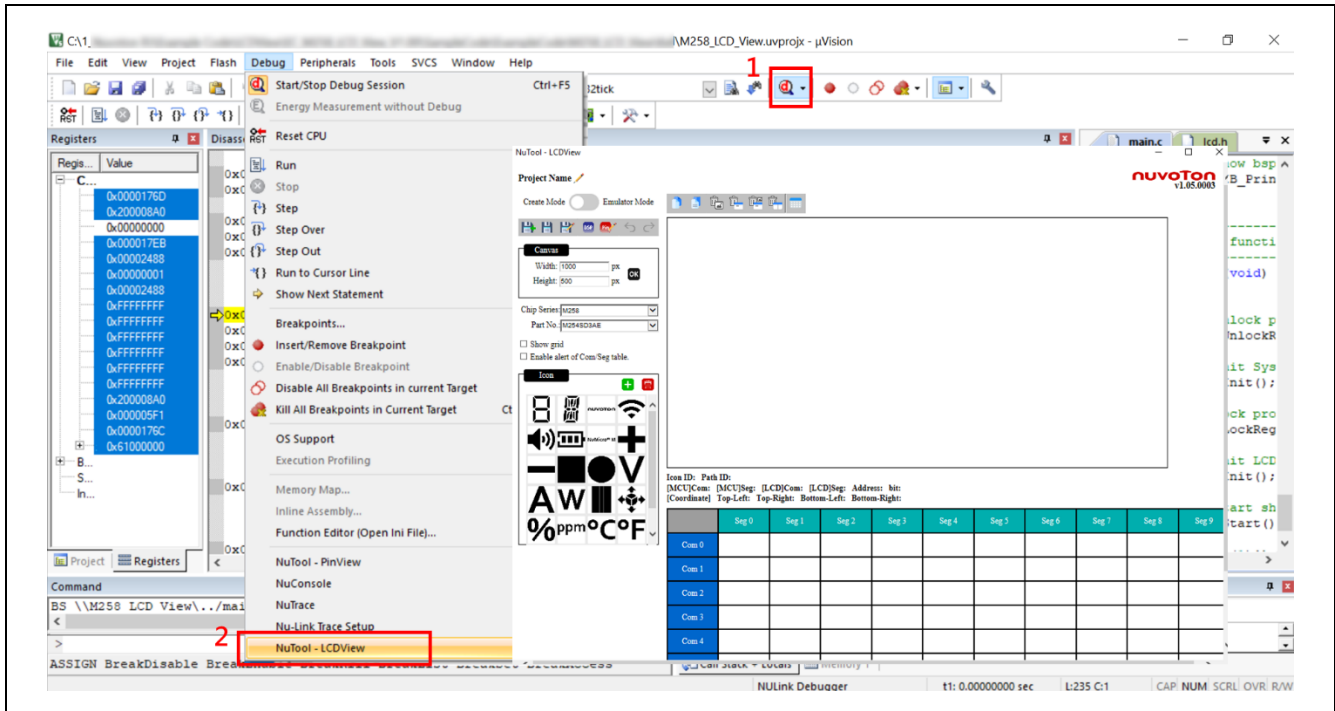


Figure 1-15 Steps for Opening LCDView in Debug Mode

3. Please refer to the step that Figure 1-16 and Figure1-17 show. Load the LCDView project file “NK-M258KG_EC_LCD.nvt” and switch to emulator mode.

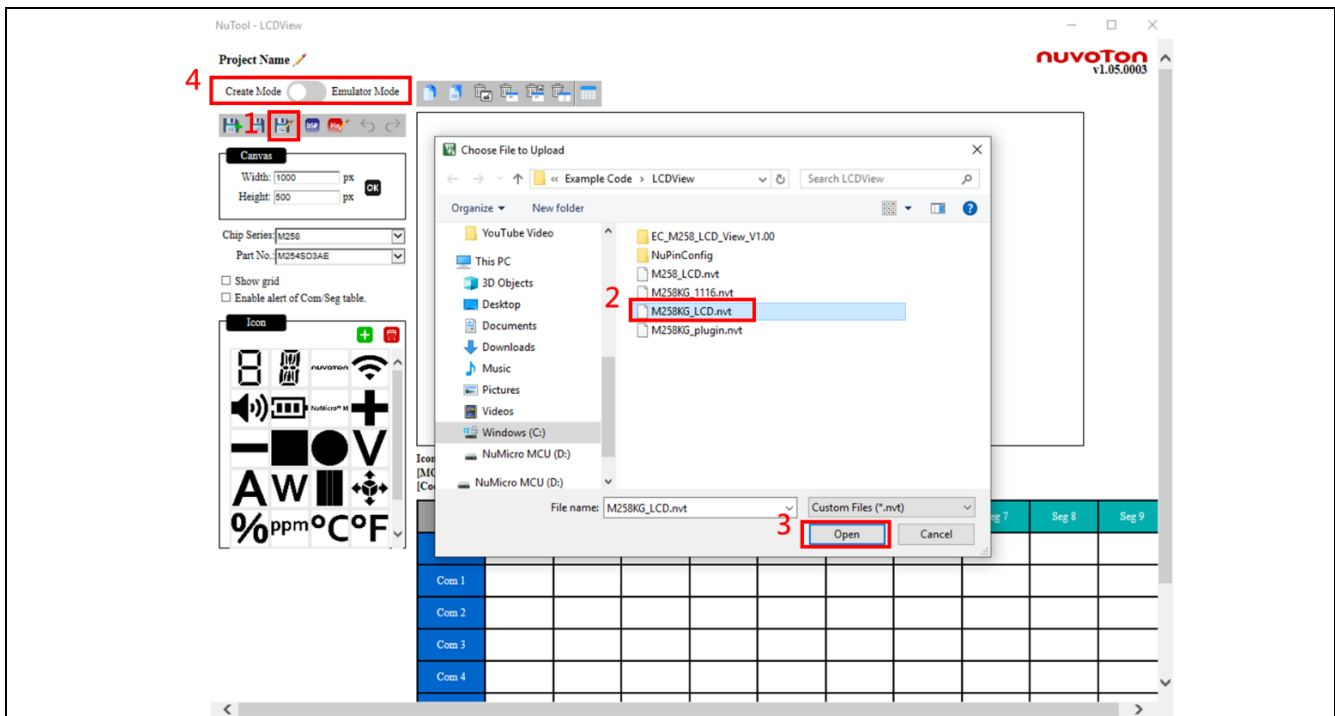


Figure 1-16 Load LCDView Project File and Switch to Emulator Mode



Figure1-17 Emulator Mode

- LCDView will show the effect along with the single-step debug code, which greatly helps engineers to check the code before getting an actual LCD device, as shown in Figure 1-18.

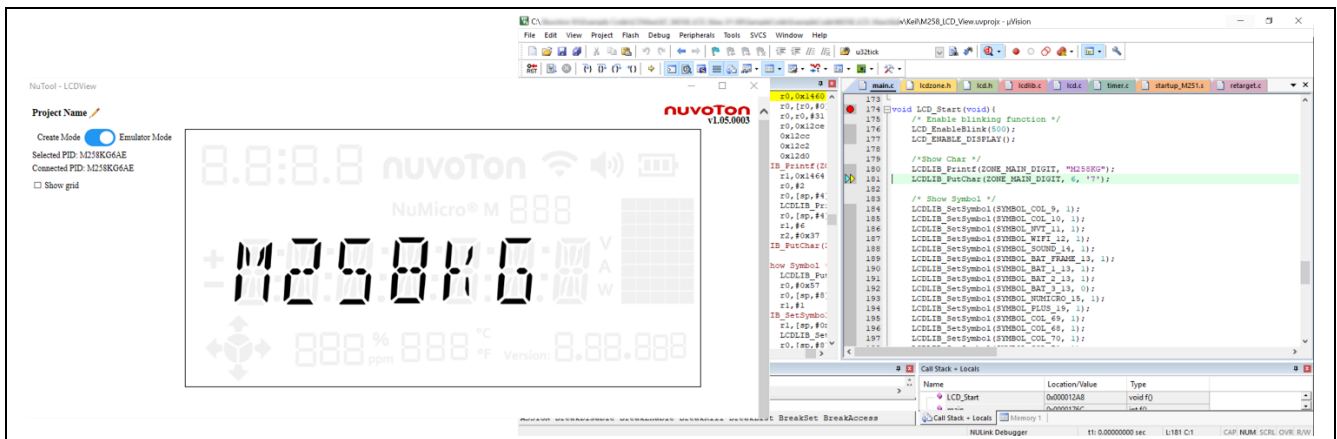


Figure 1-18 Single-step Debug and Emulator Mode

1.3 Demo Result

The compilation and programming results of this example code are shown in Figure 1-19.



Figure 1-19 Demo Result

2. Code Description

The code located in *main.c* includes three parts:

- System initialization - *SYS_Init()*: To initialize system and peripheral clock.
- LCD initialization - *LCD_Init()*: To initialize LCD pin configuration, and LCD parameters.
- Bring up LCD - *LCD_Start()*: To show text on LCD with API in *lcdlib.c*.

```
int main(void)
{
    /* Unlock protected registers */
    SYS_UnlockReg();

    /* Init System, peripheral clock and multi-function I/O */
    SYS_Init();

    /* Lock protected registers */
    SYS_LockReg();

    /* Init LCD multi-function pins and settings */
    LCD_Init();

    /* Start showing the specific text */
    LCD_Start();

    while (1) {}
}
```

The function of SYS initialization includes enabling system clock, GPIO module clock and LCD module clock.

```
void SYS_Init(void)
{
    /* Enable all GPIO clock */
    CLK->AHBCLK |= (CLK_AHBCLK_GPACKEN_Msk | CLK_AHBCLK_GPBCKEN_Msk |
    CLK_AHBCLK_GPCCKEN_Msk | CLK_AHBCLK_GPDCKEN_Msk |
    CLK_AHBCLK_GPECKEN_Msk | CLK_AHBCLK_GPFCKEN_Msk);

    /* Init System Clock */
    /* Enable HIRC clock */
    CLK_EnableXtalRC(CLK_PWRCTL_HIRCEN_Msk);

    /* Waiting for HIRC clock ready */
    CLK_WaitClockReady(CLK_STATUS_HIRCSTB_Msk);

    /* Enable LIRC clock */
    CLK_EnableXtalRC(CLK_PWRCTL_LIRCEN_Msk);

    /* Waiting for LIRC clock ready */
    CLK_WaitClockReady(CLK_STATUS_LIRCSTB_Msk);

    /* Switch HCLK clock source to HIRC */
}
```



```

CLK_SetHCLK(CLK_CLKSEL0_HCLKSEL_HIRC, CLK_CLKDIV0_HCLK(1));

/* Set SysTick source to HCLK/2*/
CLK_SetSysTickClockSrc(CLK_CLKSEL0_STCLKSEL_HCLK_DIV2);

/* Configure LCD module clock */
CLK_EnableModuleClock(LCD_MODULE);
CLK_SetModuleClock(LCD_MODULE, CLK_CLKSEL2_LCDSEL_LIRC, 0);
}

```

The function of LCD initialization includes configuration of COM/SEG multi-function pin according to LCD specification. Users can copy the pin define function in M258KG.c, which is generated from NuTool-PinConfigure in steps of section 1.2.2.

LCD initialization also includes setting LCD parameters, such as duty, bias, frame rate, voltage, etc. Use LCD_Open and LCD_SET_CP_VOLTAGE to set the LCD parameters. In this example code, the LCD panel is NuMaker-TNLCDSUB_M258K; according to its specification, set 1/8 duty, 1/4 bias, 64 MHz frame rate here. Please refer to the following code.

```

static S_LCD_CFG_T g_LCDCfg =
{
    /*!< LCD clock source frequency */
    _LIRC,
    /*!< COM duty */
    LCD_COM_DUTY_1_8,
    /*!< Bias level */
    LCD_BIAS_LV_1_4,
    /*!< Operation frame rate */
    64,
    /*!< Waveform type */
    LCD_WAVEFORM_TYPE_A_NORMAL,
    /*!< Interrupt source */
    LCD_DISABLE_ALL_INT,
    /*!< Driving mode */
    LCD_HIGH_DRIVING_OFF_AND_BUF_ON,
    /*!< Voltage source */
    LCD_VOLTAGE_SOURCE_CP,
};

void LCD_Init(void)
{
    uint32_t u32ActiveFPS;
    /* The definition of multifunction pin is generated from NuTool-PinConfigure.*/
    M258KG_init_lcd();

    /* Reset LCD module */
    SYS_ResetModule(LCD_RST);

    /* Output Setting Select */
    LCD_OUTPUT_SET(LCD_OUTPUT_SEL8_TO_COM4 | LCD_OUTPUT_SEL9_TO_COM5 |
                  LCD_OUTPUT_SEL10_TO_SEG20 | LCD_OUTPUT_SEL11_TO_SEG19 |
                  LCD_OUTPUT_SEL12_TO_SEG18 | LCD_OUTPUT_SEL13_TO_SEG17 |
                  LCD_OUTPUT_SEL14_TO_COM6 | LCD_OUTPUT_SEL15_TO_COM7 |
                  LCD_OUTPUT_SEL24_TO_SEG31 | LCD_OUTPUT_SEL25_TO_SEG30 |
                  LCD_OUTPUT_SEL26_TO_SEG29 | LCD_OUTPUT_SEL27_TO_SEG28 |
                  LCD_OUTPUT_SEL28_TO_SEG27 | LCD_OUTPUT_SEL29_TO_SEG26 |
                  LCD_OUTPUT_SEL41_TO_SEG14 | LCD_OUTPUT_SEL42_TO_SEG13 |

```

```

        LCD_OUTPUT_SEL47_TO_SEG8 | LCD_OUTPUT_SEL48_TO_SEG7 |
        LCD_OUTPUT_SEL49_TO_SEG6);

/* LCD Initialize and calculate real frame rate */
u32ActiveFPS = LCD_Open(&g_LCDCfg);

/* Select output voltage level 9 for 4.8V */
LCD_SET_CP_VOLTAGE(LCD_CP_VOLTAGE_LV_9);
}

```

After initializing the system and LCD, LCD_Start function shows how to bring up LCD and show text with the following APIs. Please find the bring up effect in section 1.3 Demo Result.

- LCDLIB_Printf(uint32_t u32Zone, char *InputStr)
 - Functional description: Show text on the area of 7-segment or 14-segment display, which set as the same group name in LCDView.
 - Parameters:
 - ◆ u32Zone: The group name that is assigned to display the text. The corresponding group name can be found in lcdzone.h, which is generated by LCDView.
 - ◆ InputStr: The text string to show on display.
- LCDLIB_PrintNumber(uint32_t u32Zone, uint32_t InputNum)
 - Functional description: Show number on the area of 7-segment or 14-segment display, which set as the same group name in LCDView.
 - Parameters:
 - ◆ u32Zone: The group name that is assigned to display the number. The corresponding group name can be found in lcdzone.h, which is generated by LCDView.
 - ◆ InputStr: The number to show on display.
- LCDLIB_PutChar(uint32_t u32Zone, uint32_t u32Index, uint8_t u8Ch)
 - Functional description: Show text on the specific position of 7-segment or 14-segment display, which set as the same group name in LCDView.
 - Parameters:
 - ◆ u32Zone: The group name that is assigned to display the text. The corresponding group name can be found in lcdzone.h, which is generated by LCDView.
 - ◆ u32Index: The specific position of the group.
 - ◆ u8Ch: The text string to show on display.
- LCDLIB_SetSymbol(uint32_t u32Symbol, uint32_t u32OnOff)

- Functional description: To set on/off on the specific symbol.
- Parameters:
 - ◆ u32Symbol: The name of the symbol. The corresponding symbol name can be found in lcdzone.h, which is generated by LCDView.
 - ◆ u32OnOff: Set 1 to display the symbol. Set 0 to not display it.

```
void LCD_Start(void)
{
    /* Enable LCD display */
    LCD_ENABLE_DISPLAY();

    /* Set the text to show on LCD. Please refer to the NK-M258KG_EC_LCD.nvt to check the
    definition of the name. */
    /*Show text on the specific group with using LCDLIB_Printf */
    LCDLIB_Printf(ZONE_MAIN_DIGIT, "M258");

    /*Show char on the specific position of the group with using LCDLIB_PutChar() */
    LCDLIB_PutChar(ZONE_MAIN_DIGIT, 4, 'K');
    LCDLIB_PutChar(ZONE_MAIN_DIGIT, 5, 'G');

    /* Show number on the specific group with using LCDLIB_PrintNumber() */
    LCDLIB_PrintNumber(ZONE_TIME_DIGIT, 1352);
    LCDLIB_PrintNumber(ZONE_NUMICRO_DIGIT, 258);
    LCDLIB_PrintNumber(ZONE_PPM_DIGIT, 123);
    LCDLIB_PrintNumber(ZONE_TEMP_DIGIT, 36);
    LCDLIB_PrintNumber(ZONE_VER_DIGIT, 105004);

    /* Show the specific Symbol with using LCDLIB_SetSymbol() */
    LCDLIB_SetSymbol(SYMBOL_COL_9, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_10, 1);
    LCDLIB_SetSymbol(SYMBOL_NVT_11, 1);
    LCDLIB_SetSymbol(SYMBOL_WIFI_12, 1);
    LCDLIB_SetSymbol(SYMBOL_SOUND_14, 1);
    LCDLIB_SetSymbol(SYMBOL_BAT_FRAME_13, 1);
    LCDLIB_SetSymbol(SYMBOL_BAT_1_13, 1);
    LCDLIB_SetSymbol(SYMBOL_BAT_2_13, 1);
    LCDLIB_SetSymbol(SYMBOL_BAT_3_13, 0);
    LCDLIB_SetSymbol(SYMBOL_NUMICRO_15, 1);
    LCDLIB_SetSymbol(SYMBOL_PLUS_19, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_69, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_68, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_70, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_71, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_72, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_73, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_74, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_75, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_76, 1);
    LCDLIB_SetSymbol(SYMBOL_COL_77, 1);
    LCDLIB_SetSymbol(SYMBOL_A_29, 1);
    LCDLIB_SetSymbol(SYMBOL_S01_47, 1);
    LCDLIB_SetSymbol(SYMBOL_S07_47, 1);
    LCDLIB_SetSymbol(SYMBOL_S13_47, 1);
    LCDLIB_SetSymbol(SYMBOL_S19_47, 1);
}
```

```
LCDLIB_SetSymbol(SYMBOL_S25_47, 1);  
LCDLIB_SetSymbol(SYMBOL_S29_47, 1);  
LCDLIB_SetSymbol(SYMBOL_S33_47, 1);  
LCDLIB_SetSymbol(SYMBOL_S37_47, 1);  
LCDLIB_SetSymbol(SYMBOL_CIRCLE_UP_48, 1);  
LCDLIB_SetSymbol(SYMBOL_ARROW_UP_48, 1);  
LCDLIB_SetSymbol(SYMBOL_TEMP_C_57, 1);  
LCDLIB_SetSymbol(SYMBOL_PPM_53, 1);  
LCDLIB_SetSymbol(SYMBOL_VERSION_59, 1);  
LCDLIB_SetSymbol(SYMBOL_P_66, 1);  
LCDLIB_SetSymbol(SYMBOL_P_67, 1);  
}
```

3. Software and Hardware Requirements

3.1 Software Requirements

- BSP version
 - M251_M252_M254_M256_M258_Series_BSP_CMSIS_V3.02.003
- IDE version
 - Keil uVersion 5.37.0.0
- LCDView version V1.05.0004
- Nu-Link Keil Driver version V3.09.7443r

3.2 Hardware Requirements

- Circuit components
 - NuMaker-M258KG V1.1
 - NuMaker-TNLCDSUB_M258K V1.0
- Nu-Link2-Me
 - Firmware Version V3.10.74xx
- LCD panel connected to NuMaker-M258KG
 - Connect the NuMaker-TNLCDSUB_M258K to NuMaker-M258KG V1.1, as shown in Figure 3-1. Then, use a USB cable to connect Nu-Link2-Me USB connector to the PC USB porta as shown in Figure 3-2.



Figure 3-1 Connect NuMaker-TNLCDSUB_M258K and NuMaker-M258KG V1.1

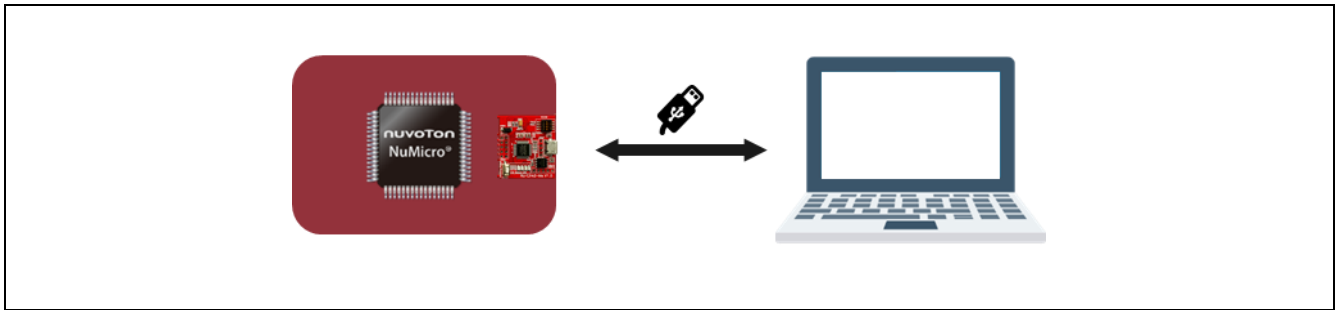


Figure 3-2 Use a USB cable to connect Nu-Link2-Me and PC USB port

4. Directory Information

The directory structure is shown below.










 EC_M258_LCDView_V1.00	
 Library	Sample code header and source files
 CMSIS	Cortex® Microcontroller Software Interface Standard (CMSIS) by Arm® Corp.
 Device	CMSIS compliant device header file
 LCDLib	Library for controlling LCD module
 StdDriver	All peripheral driver header and source files
 SampleCode	
 ExampleCode	Source file of example code
 NK-M258KG_EC_LCD.nvt	Sample file of LCDView for NuMaker-M258KG

Figure 4-1 Directory Structure

5. Example Code Execution

1. Browse the sample code folder as described in the Directory Information section and double-click *M258_LCD_View.uvprojx*.
2. Enter Keil compile mode.
 - Build
 - Download
 - Start/Stop debug session
3. Enter debug mode.
 - Run

6. Revision History

Date	Revision	Description
2022.11.30	1.00	Initial version.

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