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XMC1000 LED lighting application kit

XMC™ microcontrollers
July 2016



Agenda

1

Kit overview

2

Hardware overview

3

Tooling overview – boot modes

4

Tooling overview – DAVE™

5

Getting started - examples

6

General information

7

References

Agenda

1

Kit overview

2

Hardware overview

3

Tooling overview – boot modes

4

Tooling overview – DAVE™

5

Getting started - examples

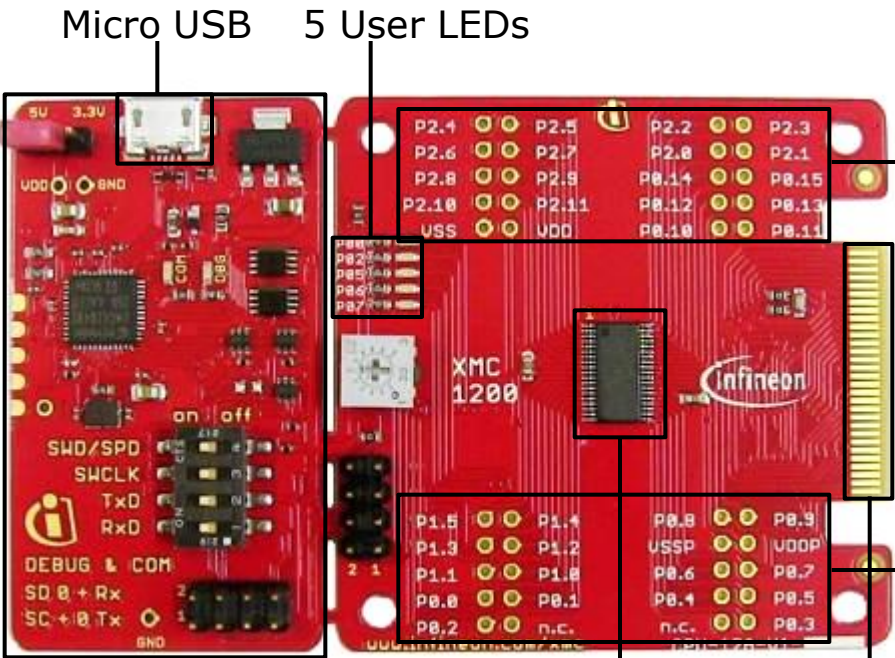
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General information

7

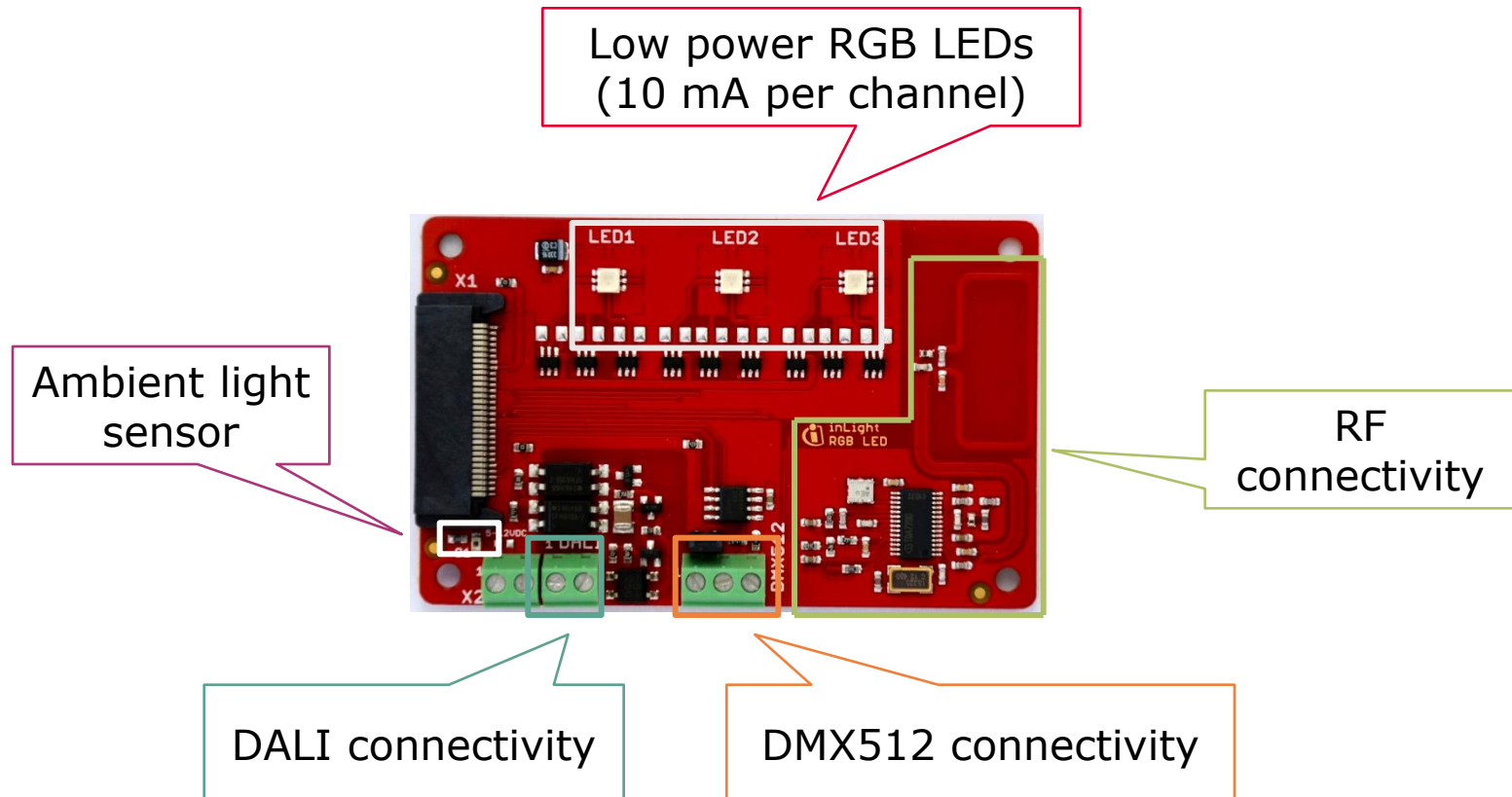
References

> XMC1200 CPU Card



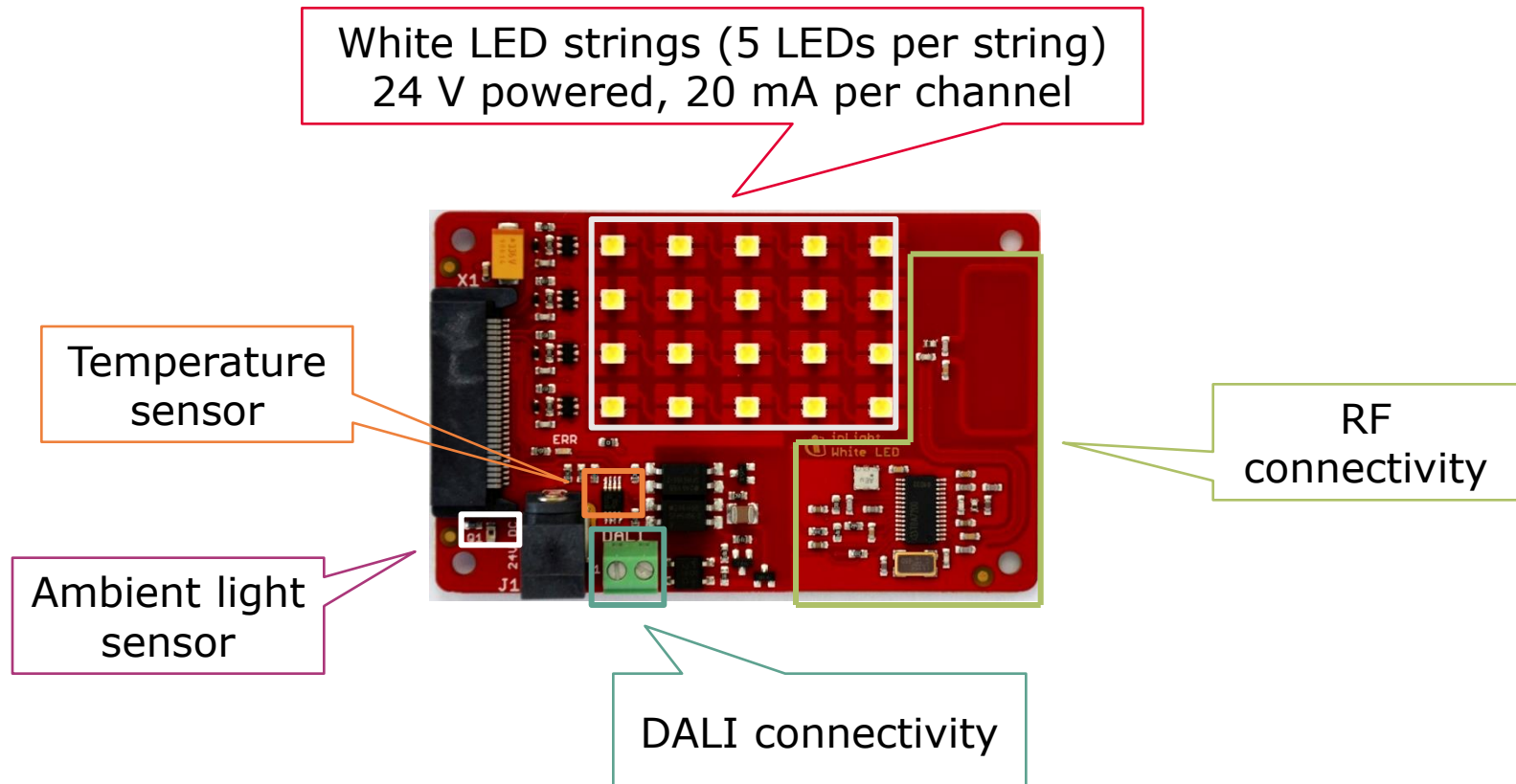
Kit overview (2/3)

- › Color LED card
 - Showcases color control



Kit overview (3/3)

- › White LED card
 - Showcases brightness control



Agenda

1

Kit overview

2

Hardware overview

3

Tooling overview – boot modes

4

Tooling overview – DAVE™

5

Getting started - examples

6

General information

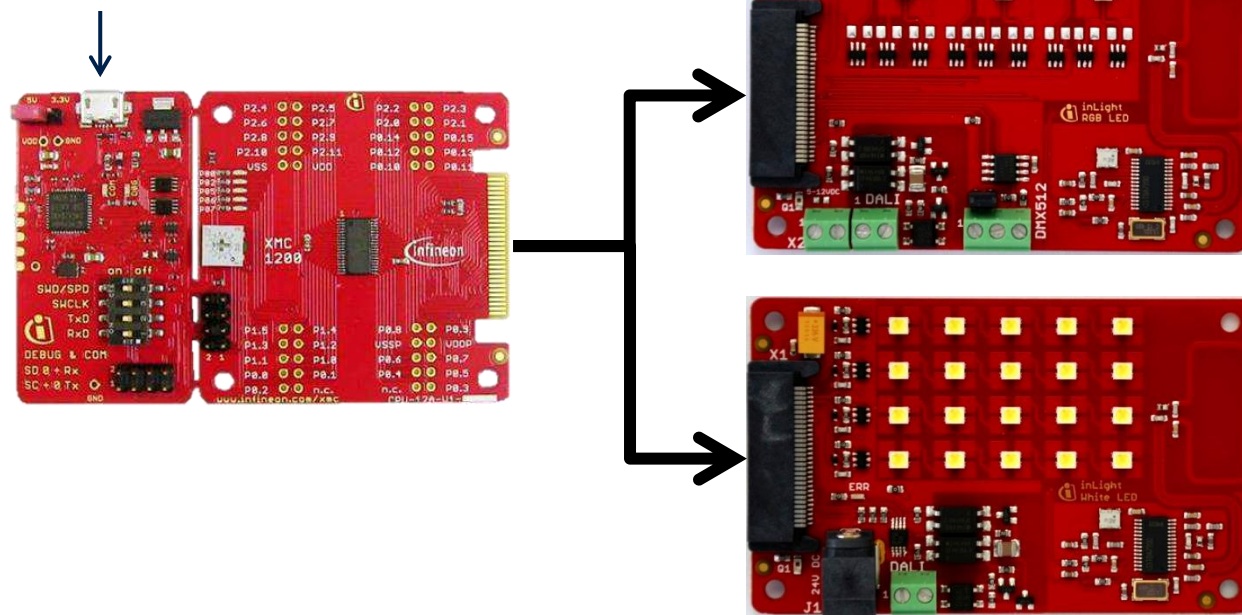
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References

Hardware overview

- › Attach color LED or white LED card to XMC1200 CPU card
- › Connect XMC1200 CPU card to PC via USB cable
- › CPU card is powered up (as indicated by LED on the card)

CPU card powered
via USB cable



Agenda

1

Kit overview

2

Hardware overview

3

Tooling overview – boot modes

4

Tooling overview – DAVE™

5

Getting started - examples

6

General information

7

References

Tooling overview

Boot modes



- › Boot modes available
 - UART bootstrap-loader mode
 - User mode (Halt after reset)
 - User mode (Debug) **Default mode of device on boot kit**
 - User mode (Productive)

- › Boot modes can be configured via:
 - DAVE™
 - Download DAVE™
<http://www.infineon.com/dave/v4>
 - MemTool
 - Download MemTool
<http://www.infineon.com/cms/en/product/channel.html?channel=ff80808112ab681d0112ab6b50fe07c9>

- › For more information on how to configure the BMI value, please refer to the XMC1000 tooling guide

Agenda

1

Kit overview

2

Hardware overview

3

Tooling overview – boot modes

4

Tooling overview – DAVE™

5

Getting started - examples

6

General information

7

References

- › DAVE™ is a free development platform for code generation by Infineon
- › It can be downloaded from:
 - <http://www.infineon.com/dave/v4>
- › For a guide on setting up DAVE™, please refer to XMC1x00 boot kit getting started

Agenda

1

Kit overview

2

Hardware overview

3

Tooling overview – boot modes

4

Tooling overview – DAVE™

5

Getting started - examples

6

General information

7

References

Getting started – Example 1

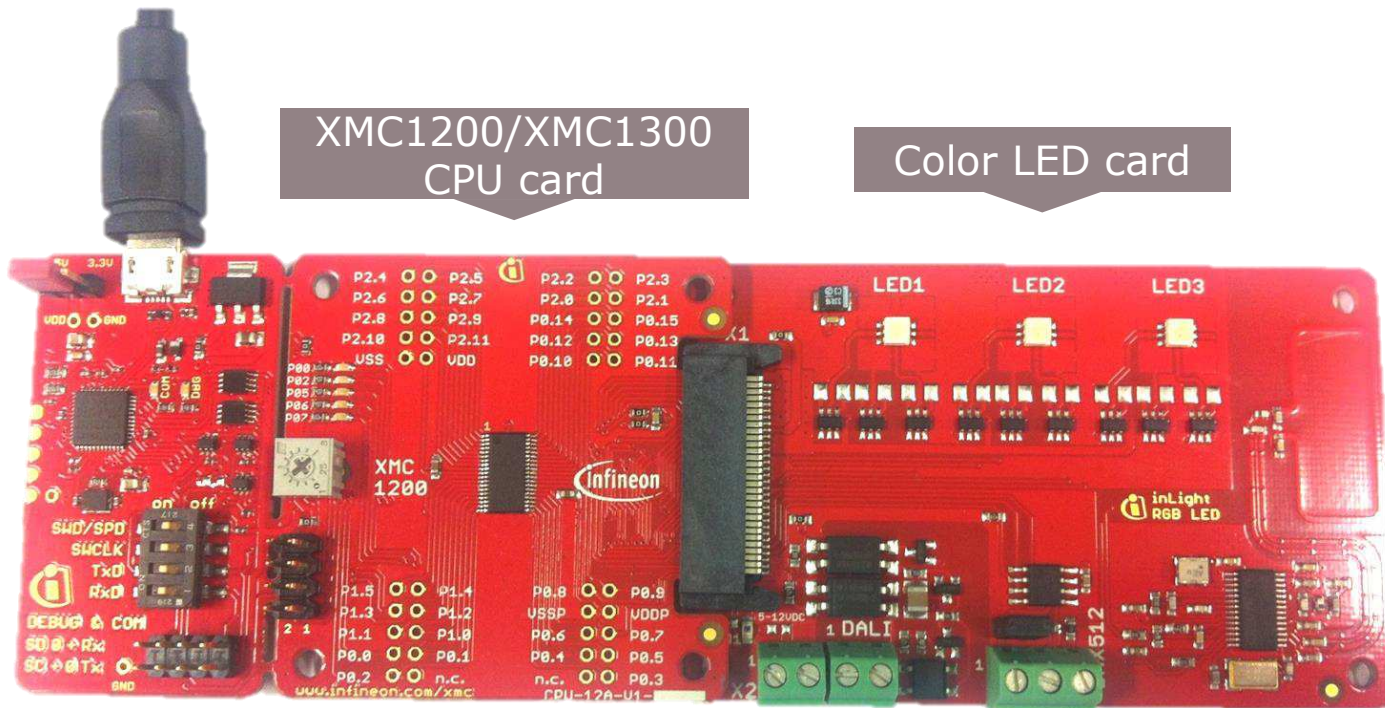
RGB lamp using LED_LAMP APP (1/20)

Example 1: RGB lamp using LED_LAMP APP

Connect to PC

XMC1200/XMC1300
CPU card

Color LED card



Getting started – Example 1

RGB lamp using LED_LAMP APP (2/20)

1. Open DAVE™

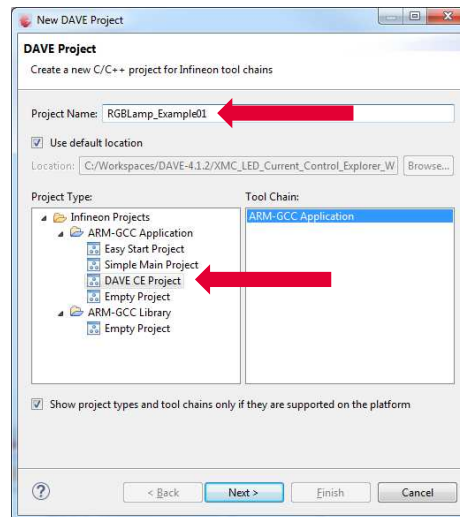


2. In DAVE™ workspace, create a new “DAVE™ CE” project:

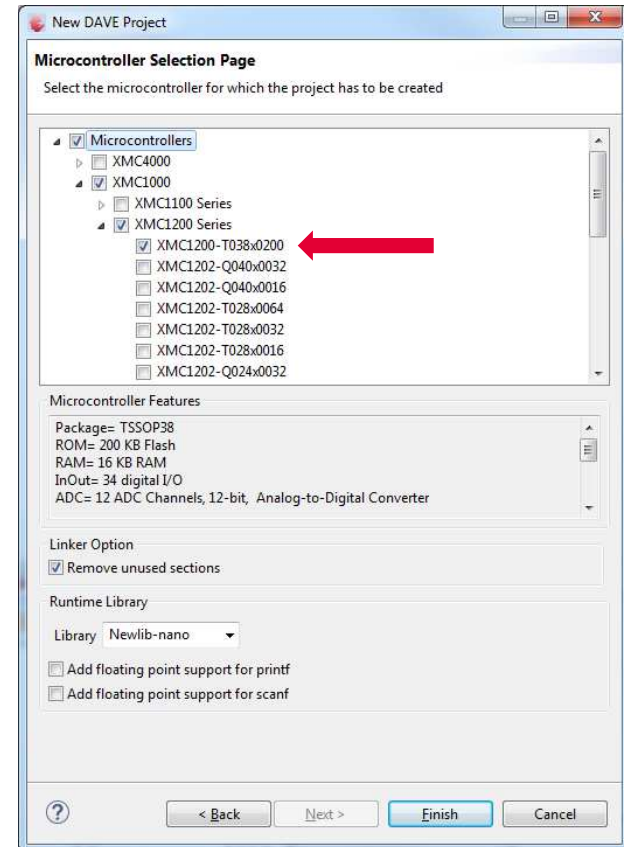
› File->New->DAVE™ Project

› Give the project a name e.g.
“RGB_LAMP_EXAMPLE”

› Select “DAVE™ CE Project” as project type



3. Select the device accordingly



Getting started – Example 1

RGB lamp using LED_LAMP APP (3/20)




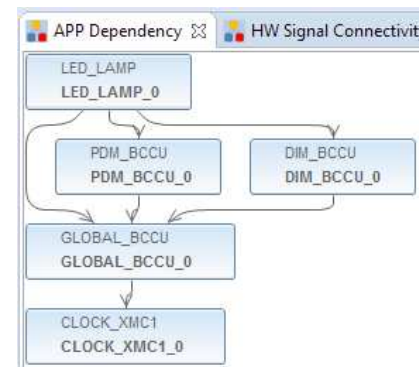
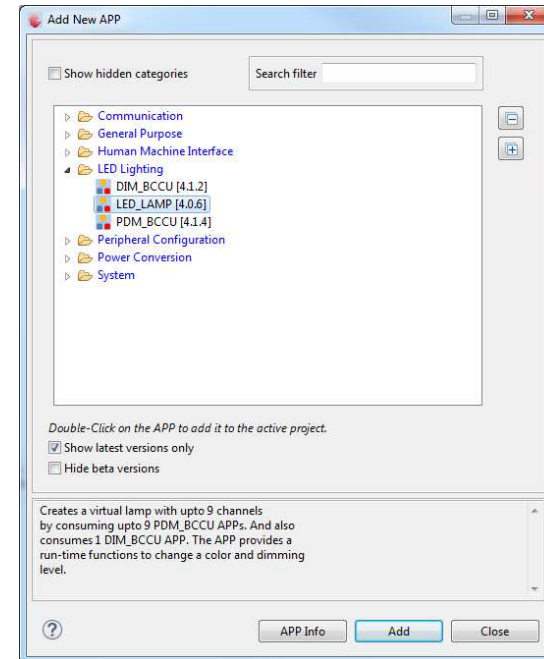
- › This example demonstrates RGB lamp functionality using LED_LAMP APP
- › We will use the system timer (SysTick) as the time base for the interrupt
 - Time base of 1 s
 - In the interrupt, a new target dimming level or target color is regularly set with a 7 s transition time
- › Next, we will show you the steps to creating this project:
 1. Instantiate LED_LAMP APP
 2. Configure LED_LAMP APP
 3. Configure BCCU Channels
 4. Assign PDM_BCCU APPs to the right channels
 5. Configure Brightness and Color Control Unit (BCCU) global settings
 6. Configure Port Pins
 7. Configure SysTick
 8. Define the SYSTIMER callback function

Getting started – Example 1

RGB lamp using LED_LAMP APP (4/20)

1. Instantiate LED_LAMP APP

- › Click  to add new APP
- › Select the **LED_LAMP** APP
- › LED_LAMP APP automatically aggregates a BCCU channel app (**PDM_BCCU**), a BCCU dimming engine app (**DIM_BCCU**) and a BCCU global app (**GLOBAL_BCCU**)

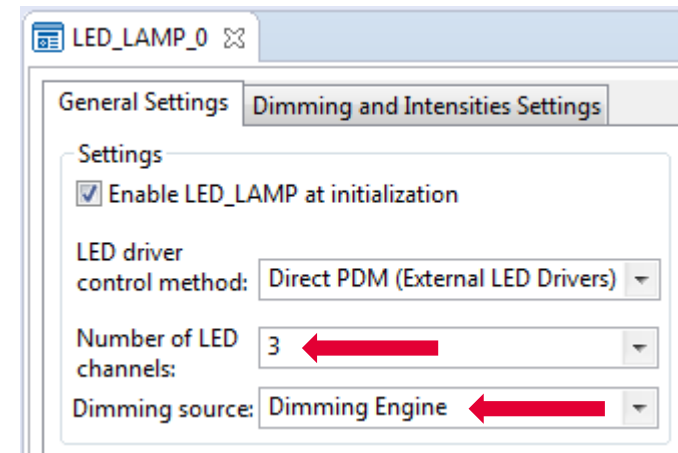
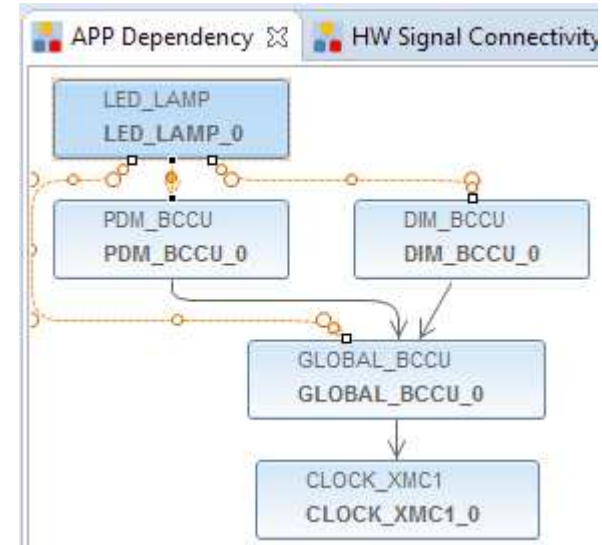


Getting started – Example 1

RGB lamp using LED_LAMP APP (5/20)

2. Configure LED_LAMP APP

- › Double-click **LED_LAMP_0** to open UI
- › Under **General Settings** tab,
 - set **Number of LED channels** to **3**
 - select **Dimming Engine** as **Dimming Source**



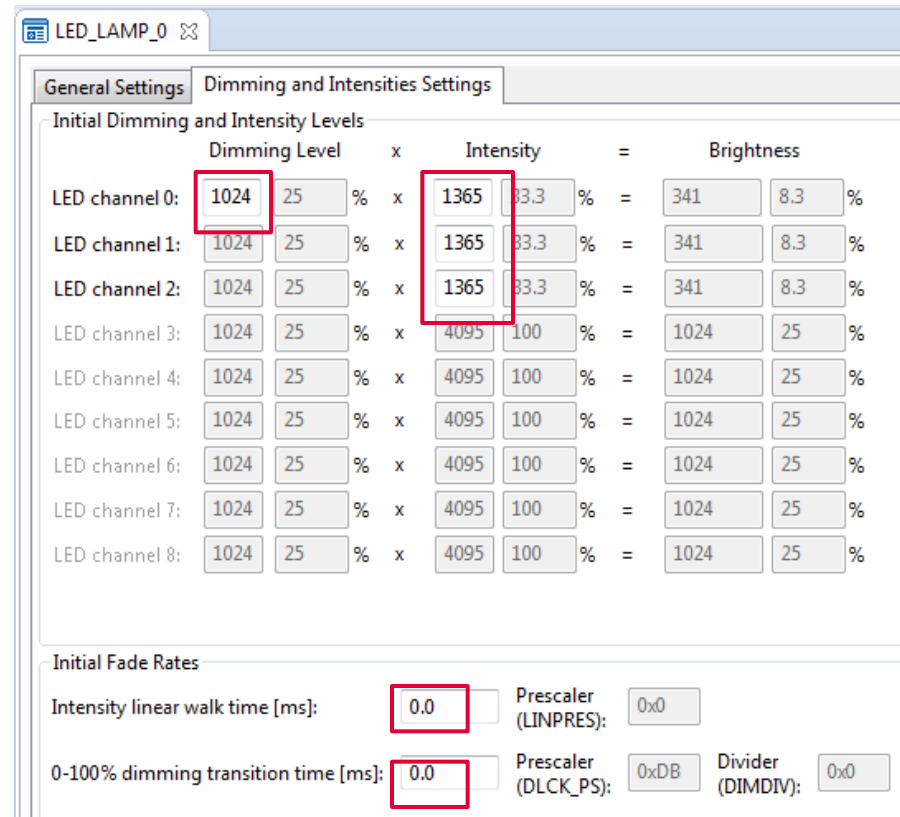
Getting started – Example 1

RGB lamp using LED_LAMP APP (6/20)

2. Configure LED_LAMP APP (continued)

> Under **Dimming and Intensities Settings** tab

- set initial **Dimming Level** to **1024**
- set initial **Channel Intensities** to **1365**
- set initial **Intensity linear walk time** to **0 ms**
- Set initial **0-100% dimming transition time** to **0 ms**



The screenshot shows the 'LED_LAMP_0' configuration window with the 'Dimming and Intensities Settings' tab selected. The 'Initial Dimming and Intensity Levels' section contains a table with columns for Dimming Level, Intensity, and Brightness. The 'Initial Fade Rates' section contains fields for Intensity linear walk time and 0-100% dimming transition time, both set to 0.0 ms.

	Dimming Level		Intensity		Brightness
LED channel 0:	1024	25 %	x 1365	83.3 %	= 341 8.3 %
LED channel 1:	1024	25 %	x 1365	83.3 %	= 341 8.3 %
LED channel 2:	1024	25 %	x 1365	83.3 %	= 341 8.3 %
LED channel 3:	1024	25 %	x 4095	100 %	= 1024 25 %
LED channel 4:	1024	25 %	x 4095	100 %	= 1024 25 %
LED channel 5:	1024	25 %	x 4095	100 %	= 1024 25 %
LED channel 6:	1024	25 %	x 4095	100 %	= 1024 25 %
LED channel 7:	1024	25 %	x 4095	100 %	= 1024 25 %
LED channel 8:	1024	25 %	x 4095	100 %	= 1024 25 %

Initial Fade Rates

Intensity linear walk time [ms]: 0.0 Prescaler (LINPRES): 0x0

0-100% dimming transition time [ms]: 0.0 Prescaler (DLCK_PS): 0xDB Divider (DIMDIV): 0x0

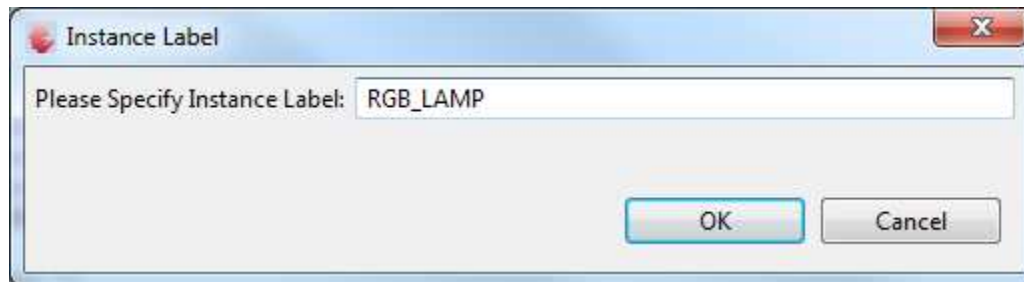
Getting started – Example 1

RGB lamp using LED_LAMP APP (7/20)

2. Configure LED_LAMP APP (continued)

› Rename Instance Label

- **Right-click** LED_LAMP APP
- Select **Rename Instance Label...**
- Rename as **RGB_LAMP**

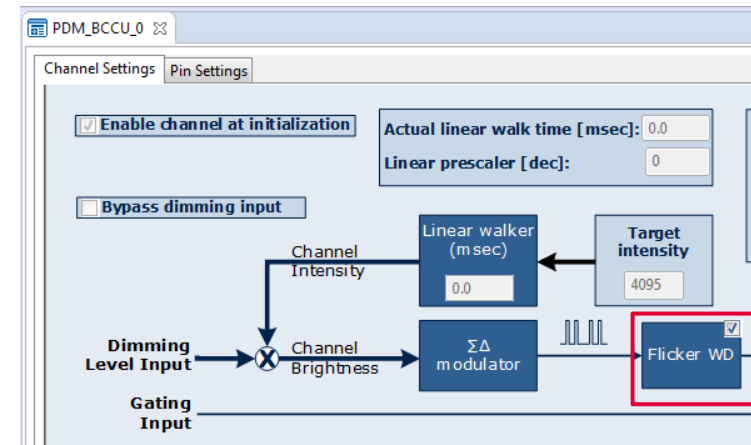
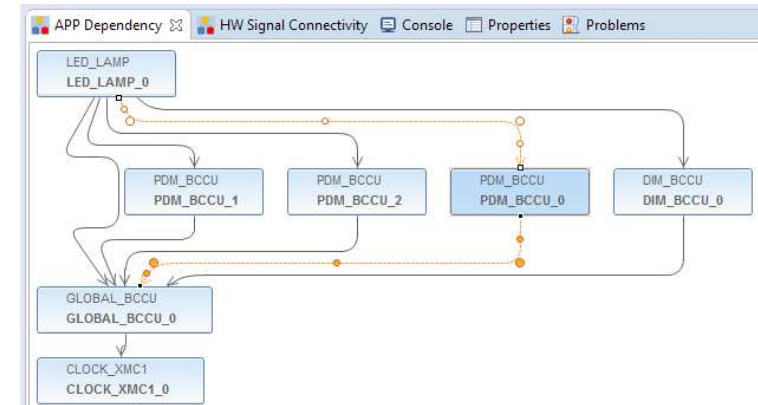


Getting started – Example 1

RGB lamp using LED_LAMP APP (8/20)

3. Configure BCCU Channels

- › Double-click a **PDM_BCCU APP**
- › Select **Flicker Watchdog (WD)** to enable
- › Repeat for the other 2 PDM_BCCU APP instances

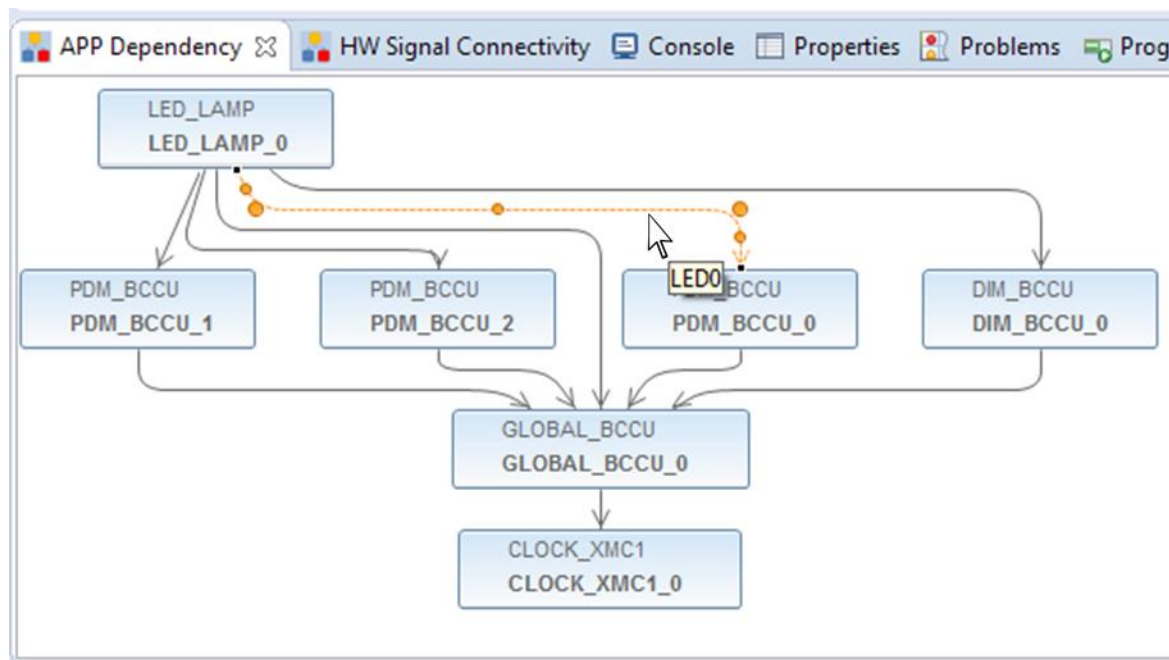


Getting started – Example 1

RGB lamp using LED_LAMP APP (9/20)

4. Assign PDM_BCCU APPs to the right channels

- › Hover mouse cursor over the connecting arrow to a PDM_BCCU APP
- › A label will appear momentarily e.g. LED0/LED1/LED2

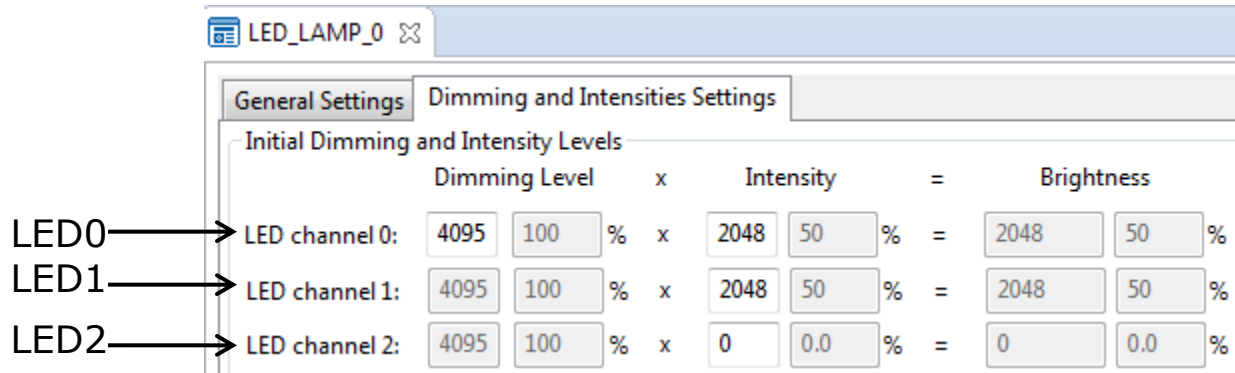


Getting started – Example 1

RGB lamp using LED_LAMP APP (10/20)

4. Assign PDM_BCCU APPs to the right channels (continued)

- › The labels correspond to the LED channels in the UI



LED_LAMP_0

General Settings | Dimming and Intensities Settings

Initial Dimming and Intensity Levels

		Dimming Level	x	Intensity	=	Brightness
LED0	→ LED channel 0:	4095	100 %	x	2048	50 %
LED1	→ LED channel 1:	4095	100 %	x	2048	50 %
LED2	→ LED channel 2:	4095	100 %	x	0	0.0 %

- › Rename the PDM_BCCU instance label according to the table below
 - Right-click PDM_BCCU APP
 - Select “Rename Instance Label”

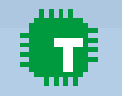
Label	New Label
LED0	R_LED1
LED1	G_LED1
LED2	B_LED1

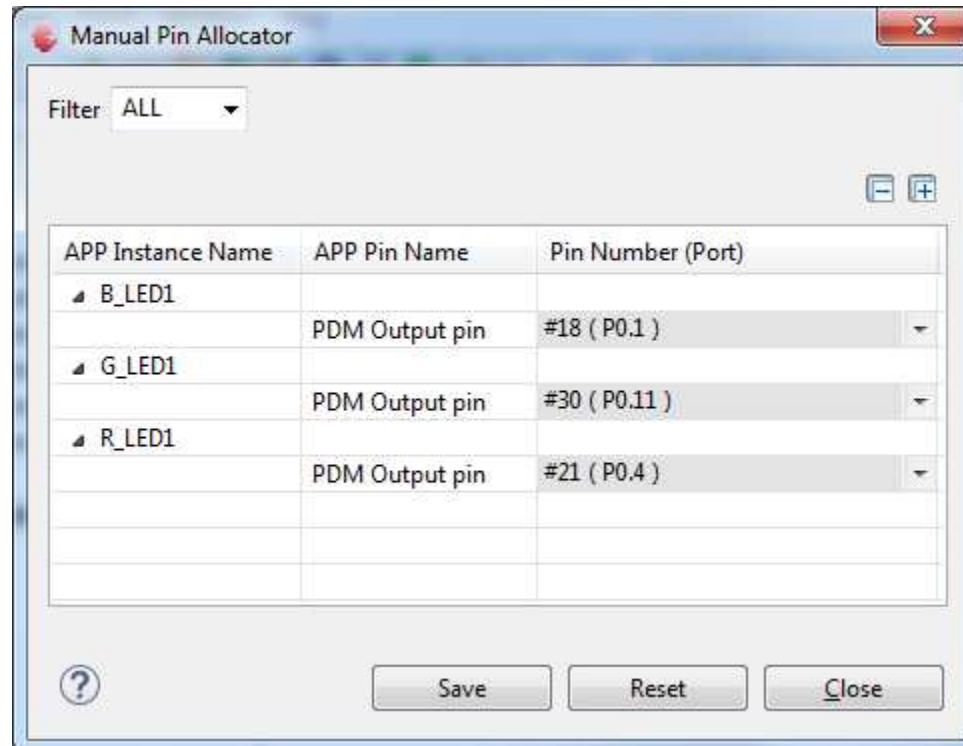
- Repeat the above steps with the other 2 PDM_BCCU APP instances

Getting started – Example 1

RGB lamp using LED_LAMP APP (11/20)

4. Assign PDM_BCCU APPs to the right channels (continued)

- › Click  to assign pins to PDM_BCCU APPs
- › Assign pins as shown:

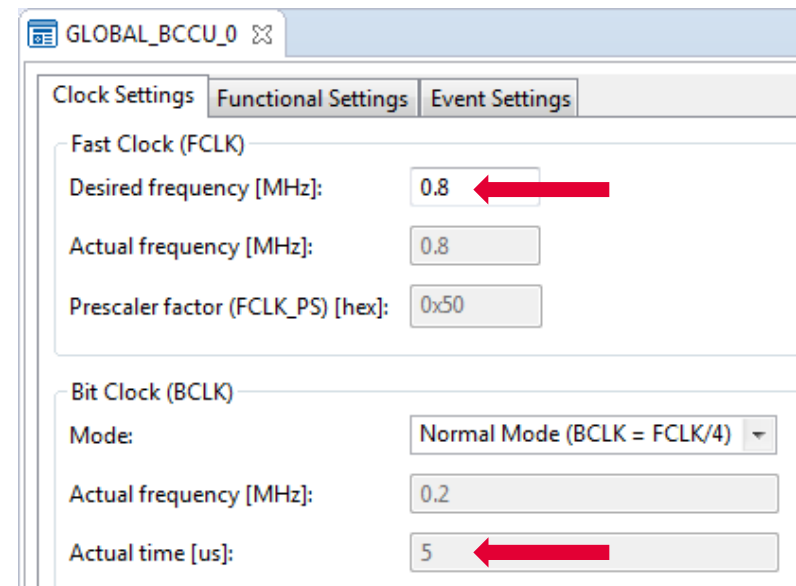
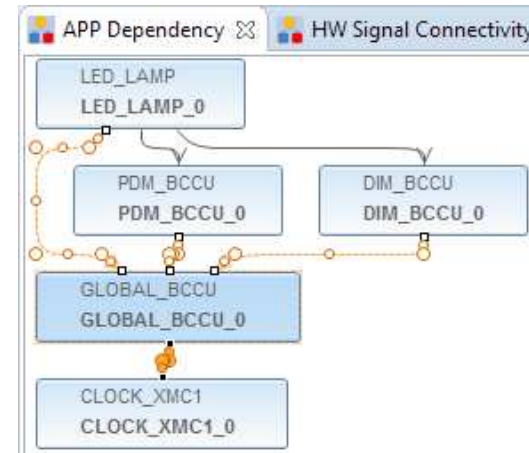


Getting started – Example 1

RGB lamp using LED_LAMP APP (12/20)

5. Configure BCCU global settings

- › Double-click **GLOBAL_BCCU_0** in **APP Dependency** tab
- › Under **Clock Settings** tab,
 - to get a bit time of 5 us
 - change the **Desired Fast Clock Frequency** to **0.8 MHz**



The screenshot shows the configuration window for GLOBAL_BCCU_0, with the 'Clock Settings' tab selected. The 'Fast Clock (FCLK)' section has the following values: Desired frequency [MHz] is 0.8 (indicated by a red arrow), Actual frequency [MHz] is 0.8, and Prescaler factor (FCLK_PS) [hex] is 0x50. The 'Bit Clock (BCLK)' section has the following values: Mode is Normal Mode (BCLK = FCLK/4), Actual frequency [MHz] is 0.2, and Actual time [us] is 5 (indicated by a red arrow).