Osire demo 使用说明

发布清单

- Osire demo 应用程序 (双击 osire.yct 生成工程)
- lib_osire.a (OSIRE 的驱动包,适用于 GCC 与 YuntuIDE 开发环境)
- mdk_osire.lib (OSIRE 的驱动包,适用于 KEIL 开发环境)
- iar_osire.a (OSIRE 的驱动包,适用于 IAR 开发环境)

常见问题

YuntulDE添加库

在 YuntulDE 加载完 OSIRE 的示例后,请注意下面几条提示。 右键工程并点击 **Properties** 来打开工程属性窗口。

File Edit Source I	Refactor Navigate Search Project Run Window	Help	v rt					6420
Project Explorer >	× 8%71-0	i main.c ×			- 0	Build Targ	ets 🔒 Documents 🛠 Expressions ×	· · · · · · · · · · · · · · · · · · ·
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> By main.c > By board > By drivers	Open in New Window Show in Alt+Shift+W> Show in Local Terminal >	YUNTU Confidential. This software is owned or controlled by YUNTU and yued strictly in accordance with the applicable license terms. By ex accepting such terms or by downloading, installing, activating and/or software accepting such terms or by downloading, installing, activating and/or software accepting such terms or by downloading.	d may only be pressly r otherwise		- 1	Add new expression	· 毛洋坊 6420	
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2	Rename F2 Import Export	14 * #file main.c 15 * @brief 16 * 18 */ 王洋桥 6420						
8	Clean Project Clean Project Close Project Close Project Close Unrelated Project	19 #include "adc_driver.h" 20 #include "peripherals_adc_config.h" 21 #include sidk_project_config.h" 22 #include <string.h></string.h>						
	Build Targets Open Properties Dialog D dd Conference	24 // #define VOLTAGE_DETECT 25 uint8_t data[8];						
6	Profiling Tools > Profiling Tools > Profiling Tools > Profile As > Profile As >	<pre>2 static wint(6 t color#D(7) = 2 (chiff, bacedo, bacedo, baciff, bacedo, baciff, baciff, bit 5 static wint(6 t color#EEM(7) = 3 (chorebo, bacedo, bacedo, baciff, baciff, baciff, bit 5 static wint(6 t color#U(7) = f confit concor baciff); 5 static wint(6 t color#U(7) = f confit concor baciff);</pre>						
3	Restore from Local History Run C/C++ Code Analysis Team	34 OSIRE_PumDataType dataPumR, dataPumReturn, dataPumBlank; 36 OSIRE_PumDataType dataPumR, dataPumReturn, dataPumBlank;						
une 642	Compare With > Replace With > Validate Configure >	37 volatile OSIRE_CommEventType appState = IDLE; 38 volatile uint8;t stripCallback, ServiceNumber = 0, strip = 0; 90 uint8;t LedStatus, LedStemp; 40 uint16_t address = 0, ledCount[3];						
王洋知	Source > Properties Alt+Enter	41 OSBE_ReturnType state; 42 OSBE_Frame:perspf:rame; 43 void OSTRE_Callback(OSTRE_ComfiventType state, uint8_t stripMr); 44 void freesusterstatelabe(void); 45 void lightShowfood(void); 46 void lightShowfood(void); 46 void lightShowfood(void);						
		47 { 48 switch (state) 49 { 50 case TRANSMISSION_COMPLETE: 51 appState = state; 52 hemakr						
		53 case RECEPTION_COMPLETE: 54 opp5tate = state; 55 break; 56 case RECEPTION_TINEOUT: 57 opp5tate = state;			Ū			
		Problems I Tasks © Console × □ Properties © Debug No consoles to display at this time.						d ⊡ • d • • • •

然后点击 **C/C++ Build** 来展开并点击 **Setting**, 并选择 **Libraries**。*Libraries(-l)* 里的内容是实际的库文件, 例如, :lib_osire.a, Library search path(-L) 里的内容是库所在的路径。

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		23	> Resource	-					
		24 // WORTING VOLINGE_DETECT 25 26 uint8_t data[8]; 27	Builders V C/C++ Build Build Variables	Configuration: Debug [Active]		 Manage Configurations 			
		<pre>28 static uint16_t colorRED[7] = 20</pre>	Environment	🛞 Tool Settings 🛞 Toolchains 🔳 Devis	ces 🛛 Container Settings 🎤 Build	i Steps 🥊 Build Artifact 🔛 Binary Parse 🔹 🔹			
		<pre>30 static uint16_t colorGREEN[7] = 30 static u</pre>	Settings	Target Processor	Libraries (-I)	1010 8 8 8 0 CA3			
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		57 appState = state;			进场 6420		× 6429		
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随后正常编译即可。

KEIL添加库

在 KEIL 加载完 OSIRE 的示例后,请注意下面几条提示。

右键工程并点击 Manage Project Items 来打开工程文件配置窗口

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	16 */				
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王洋的「	22 #include <string.h> 23</string.h>				
	24 // #define VOLTAGE_DETECT 25				
	26 uint0_t data[8]; 27				
	<pre>25 static uint16_t colorRED[7] = 29 { 0x1fff, 0x0000, 0x0000, 0x1fff, 0x</pre>	0000, 0x1fff, 0x1fff };			
	<pre>30 static uint16_t colorGREEN[7] = 31 [0x0000, 0x1fff, 0x0000, 0x0000, 0x</pre>	1fff, 0x1fff, 0x1fff };			
	<pre>32 static uint16_t colorBLUE[7] = 33 { 0x0000, 0x0000, 0x1fff, 0x1fff, 0x</pre>	1fff, 0x0000, 0x1fff }; EFF 91			
	34 35 OSIRE_PumDataType dataPum, dataPumRetu	rn, dataPwmBlank;			
	36 37 volatile OSIRE_CommEventType appState -	= IDLE;			
一:共桥 6420	38 volatile uint8_t stripCallback, Servic 39 uint8_t LedStatus, LedTemp;	eNumber = 0, strip = 0;			
±1770	<pre>40 uintl6_t address = 0, ledCount[3]; 41 OSIRE_ReturnType state;</pre>				
	42 OSIRE_FrameType rspFrame; 43 void OSIRE_Callback(OSIRE_CommEventTyp)	e state, uint8_t stripNr);			
	<pre>44 void FreemasterStateMachine(void); 45 void lightShowMode0(void);</pre>				
	<pre>46 void OSIRE_Callback(OSIRE_CommEventTyp 47 日 (</pre>	e state, uint8_t stripNr)			
	48 switch (state) 49 🖂 (
	50 case TRANSMISSION_COMPLETE: 51 appState = state;				
	52 break: 53 case RECEPTION_COMPLETE:				
000	54 appState = state; 55 break;				
王洋切	56 case RECEPTION_TIMEOUT: 57 appState = state;				
	58 break; 59 case CRC_ERROR:				
	<pre>60 appState = state; 61 break;</pre>				
	62 CASE CHAINLENGTH_ERROR: 63 appState = state;				
Ptu Carlos D. F. D. Teu	64 break: 65 default:				
Build Output	1. 14 MA 27	王泽城的	王洋桥的	王洋城的	王祥柳的

添加 osire_driver 文件夹,并添加 mdk_osire.lib 与 peripherals_osire_config.c

* USER CODE BEGIN Header */ * you can remove the copyright */			
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YUNU Confidential. This software is owned or controlled by YUNU and may on used strictly in accordance with the applicable lifetme terms. By expressly using the software, by its far applicable lifetme terms of the software comply with and ace bound by, such license terms. If you do not apree to be bound by the explicable license terms, they out on the software or otherwise use the software. The production use license in Section 3.1 Section 3.1 Section 4.1 Section 3.1	ly be ime company 6420 E		
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* Private function declare			

添加编译路径,增加 osire_driver

	<pre>/* USER CODE BEGIN Header */ /* you can remove the copyright */</pre>					
	 Copyright 2020-2024 Yuntu Microelectronics co., 1td 					
	8 * All rights reserved.					
	7 *					
	YUNTU Confidential. This software is owned or controlled by YUNTU and may only be					
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-	/ gile main.c					
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23	2 /* USER CODE END Header */	Options for Target 'YTM32B1ME0_OSIRE'	X			
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2	6 /* Private includes*/	- Preservation Currhole				
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¥ 21	finclude "osire driver b"	Define: YTM32B1ME0.CPU_YTM32B1ME0.		/board		
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3:	5 /* USER CODE BEGIN PID */	Ink-Time Ontimization Plain Char is Signed	Shot en ms/wchar	./platform/devices/YTM32B1ME0/startup		
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3		Spit Load and Store Multiple	ueperioent i use n'i i	Josina driver		
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41	0 /* USER CODE END PD */	Include //board:./platform/drivers/src/clock/YTM32B1Mx:./platfo	m/drivers/src/pins: /platform/drivers/src	モル		
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41		control abi-hard c	and appropriate and	100		
4	6 /* Private variables*/	string white 64.29				
4'	7 /* USER CODE BEGIN PV */					
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4	9	OK Const	Befanlts Hele			
51	static uintl6 t colorRED[7] =	- CHINEL				
5	{ 0x1fff, 0x0000, 0x0000, 0x1fff, 0x0000, 0x1fff, 0x1fff };					
5	atatic wintl6 t colorGREEN[7] =					
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^ <u>2</u>	volatile wints a strictlikate series where a list at a strict a list					
0	volatile vince - stripcaliback, servicenumber = 0, strip = 0;					
6.	unco : Leastatus, Leatemp;					
6.	uintie t address = 0, ledcount[3];					
X 6	S USINE_RETURNIVE state;					
× 6.	OSIRE_FrameType rspFrame;					
6	volatile uint32_t timer10ms = 0;					
6	6 /* USER CODE END PV */					
6	7					
61	/* Private function declare*/					
65	/* USER CODE BEGIN PFDC */					
× 7	void OSIRE_Callback(OSIRE_CommEventType state, uint8_t stripNr);					

随后正常编译即可。

IAR添加库

在 IAR 中加载完 OSIRE 的示例后,请注意下面几条提示。

右键工程并点击 Add,并选择 Add Group,添加 osire_driver 的目录。

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osire - Fl	Options	All rights reserved.			
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	C-STAT Static Analysis	, activate or otherwise use the software. The production use license in Section 2.1 is expressly granted for this software.			
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	Remove	Add "main.c"			
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	Open Containing Folde	N Lude "adk_project_config.h"			
	File Properties	define VOLTAGE DETECT			
	Set as Active				
		unco_c data[o];			
		<pre>static uintl6_t color#ED[7] = { 0x1fff, 0x0000, 0x0000, 0x1fff, 0x0000, 0x1fff, 0x1fff };</pre>			
		static uintl6_t colorGMEEN[7] =			
		<pre>static uintl6_t colorBUE[7] =</pre>			
		{ 0x0000, 0x0000, 0x1fff, 0x1fff, 0x1fff, 0x0000, 0x1fff };			
		OSIRE_FumDataType dataFum, dataPumReturn, dataFumBlank;			
		<pre>wolatile OSIRE_CommEventType appState = IDLE;</pre>			
		volatile uints_t stripcallback, servicesumper = 0, strip = 0) uint8_t LedStatus, LedTemp;			
		uintl6 t address = 0, ledCount[3]; OSIBE ReturnTune state;			
		OSIRE_FrameType rspFrame;			
		void GreenasterStateMachine (void) /			
		<pre>woid lightShowHode0(woid); woid OSIRE Callback(OSIRE CommEventType state, uint% t stripNr)</pre>			
		日1			
		E (
		case TRANSMISSION_COMPLETE: appState = state;			
		break;			
		appState = state;			
		case RECEPTION_TIMEOUT:			
		appState = state; break;			
		case CRC_ERROR:			
		apposate = state; break;			
		case CHAINLENGTH_ERROR: appState = state;			
		break;			
		break;			
1 Mey 29, 1	2023 16:10:57: IAR Embed	ided Workbench 8.40.1 (C1/Program Files (x86)(IAR Systems/Embedded Workbench 8.3/arm/bin/amproc.dl)			

右键 osire_driver Group,并选择 Add Files 添加 iar_osire.a 与 peripherals_osire_config.c。

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		<pre>#include "sdk_project_c /* Includes</pre>	> 🌰 OneDrive - Pi	c osire_driver.h	2023/1/17 14:44	C Header 源文件	19 KB			王汗和
			> 🛃 視频	C peripherals osire config a	2024/7/25 10:46	○ 源文件	5 KB			
		/* Private includes /* USER CODE BEGIN Incl		peripherals_conc_compte	2024/7/25 10:40	C Usedas 2011	3 10			
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		<pre>#include <string.h></string.h></pre>	> 🛓 下载							
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		dinoo_o daoa(o),	文件	名(N): *peripherals osire config.	c" "iar osire.a"				All Files (*.*)	#HTM
		static uintl6_t colorRE			-				ATTION PR'	
		static uintl6_t colorGF							51)1(0) AVIH	
		{ 0x0000, 0x1fff, 0x0 static wint16 t colorBL	000, 0x0000, 0x1fff, 0	DAITH, DAITH };	6	王道	~ D	Y 3	王祥如	
		{ 0x0000, 0x0000, 0x1	fff, Oxifff, Oxifff,	x0000, 0x1fff };	.94		щG	~~		
		OSIRE PumDataTupe dataP	wm. dataPwmReturn dat	taPwmBlank:	YTM32B1ME0_OSIRE (Fi	e Explorer) C:	Users\ya\test Ct			
			,							
		volatile OSIRE_CommEven	tType appState = IDLE; allback ServiceNumber	- O strip = 0:						
		uint8_t LedStatus, LedT	emp;	C ., South - of						
		uint16_t address = 0, 1 OSIRE ReturnType state:	edCount[3];							
		OSIRE_FrameType rspFram	e;							
		volatile uint32_t timer	10ms = 0;							
		, - USBR CODD BRD EV -/								

添加编译路径,增加 osire_driver

王诺斯 6420 王诺 6420 王诺 6420 王王 6420 **王** 6420 **E** 64



随后正常编译即可

CMakeGCC

通过使用文件夹内的 CMakeLists.txt ,直接编译。

M CMak	eLists.txt ×					
YTM32B	ME0_OSIRE > M CMakeLists.txt					
24 25 26 27 28 29 30 31 32	<pre>target_include_directories(\${project_elf} PRIVATE a #add all source files in app folder file(GLOB dir_sources "app/*.c" "app/*.cpp" "app/* if(dir_sources)</pre>	app) .s") 6420				
33 34 35	<pre># USER CODE BEGIN add_executable # target_include_directories() # target_sources(\${project_elf} PRIVATE)</pre>	王洋桥 6420				
36 37 38	<pre>target_include_directories(\${project_elf} PRIVATE ' target_sources(\${project_elf} PRIVATE "osire_driver # USER CODE END add_executable</pre>	"osire_driver") r/peripherals_osire_config.c")	王洋》6420			
40 41 42	<pre>configcore(\${project_elf} \${CMAKE_SOURCE_DIR})</pre>					
43 44 45	<pre># USER CODE BEGIN target_compile_definitions # target_compile_definitions() # USER CODE END target_compile_definitions</pre>					
40 47 48 49	<pre>target_compile_definitions(\${project_elf} PUBLIC "YTM32B1ME0" "CPU YTM32B1ME0"</pre>					
50 51 52	# USER CODE BEGIN target compile options					
53 54 55 56	<pre># target_compile_options() # USER CODE END target_compile_options</pre>					
57 58 59	<pre>target_link_libraries(\${project_elf} "-Wl,whole-a # USER CODE BEGIN target_link_libraries</pre>	archive" GENERATED_CONFIG_TARGE	T GENERATED_SDK_1	ARGET "-Wl,n	o-whole-archive	')
60 61 62	<pre># target_link_libraries() target_link_libraries(\${project_elf} -L\${CMAKE_SOUR # USER CODE END target_link_libraries</pre>	RCE_DIR}/osire_driver -l_osire)				
63			王洋炳 6420			

OK Cancel

关于软件调试的注意点

避免在 **FreemasterStateMachine**()函数中的那部调试。为提高利用率,OSIRE 的通信控制采用异步 方式,且设有超时机制,当程序在 FreemasterStateMachine()函数中单步调试时,可能会导致通信来 不及响应,导致 OSIRE 灯珠控制失败。

硬件连接

驱动板上的 CANH 与 灯板上的 CANH 连接,驱动板上的 CANL 与 灯板上的 CANL 连接,驱动板上的 GND 与 灯板上的 GND 连接。

若希望驱动板与灯板统一上电,可将驱动板上的 VDD 与 灯板上的 VDD 连接;否则不要将驱动板上的 VDD 与 灯板上的 VDD 连接。