

以 emWin 设计示波器 GUI 专案

NuMicro® 32 位系列微控制器范例代码介绍

文件资讯

应用简述	本范例代码使用 SEGGER emWin GUIBuilder 建立图形用户界面 (GUI) , 结合 M467 系列开发平台 , 展示示波器图形化接口。
BSP 版本	M460_Series_BSP_CMSIS_V3.00.001
开发平台	NuMaker-HMI-M467

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1. 概述

本范例程序将展示使用 SEGGER emWin 于 NuMaker-HMI-M467 开发平台，逐步完成示波器專案的 GUI(Graphical User Interface)界面设计，互动上设计 Run/Stop 按钮及 Trigger、Reset、Zoom in、Zoom out 等相应按钮点击功能。使用中断 EADC 撷取模拟信号并于画面上显示，EADC 的采样频率为 1kHz，最高支持 3.3v 信号源，同步启动 DAC 输出 30Hz 的弦波验证。

1.1 UI 设计

本范例使用 emWin GUIBuilder V6.30 做画面设计，GUIBuilder IDE 开发上可区分为 Function window、Editor window、Hierarchic Tree、Properties，如图 1-1 所示。用户只需透过 Function window 上的组件拖曳至 Editor window 就能设计 UI 画面。

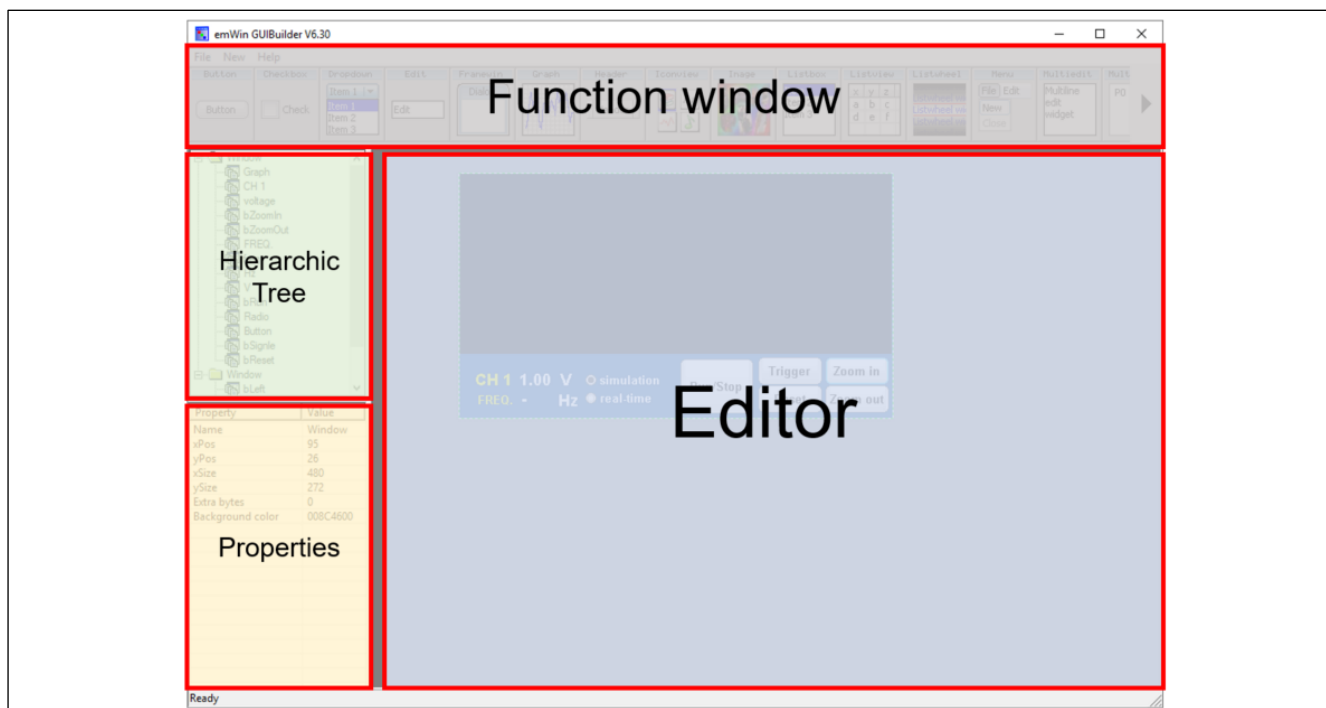


图 1-1 emWin GUIBuilder IDE

NuMaker-HMI-M467 开发板采用 NuMaker-THT-LCD43，window 大小为 480x272 pixels。设置示波器项目会需要 Graph 组件绘制波形，新增 Text 字段显示波形频率信息，Radio 单选当前画面显示的模式，分为 simulation 及 real-time 模式，其中 simulation 模式会仿真一个弦波输出，real-time 模式会真实采样 EADC 信息，按钮则绘制 Run/Stop 按钮及 Trigger、Reset、Zoom

in、Zoom out 等相应按钮点击功能。Run/Stop 按钮可以设置示波器画面开启卷动或停止卷动功能；Trigger 按钮可以撷取第一段信号源，与画面的大小配置相同；Reset 按钮会清除当前页面的数据及重置功能；Zoom in/out 会放大或缩小波形的振幅，设计至多 3 个 level。

组件的颜色大小配置都可以透过 **Properties** 中配置，GUI 画面设计及属性可参考图 1-3 至图 1-5。

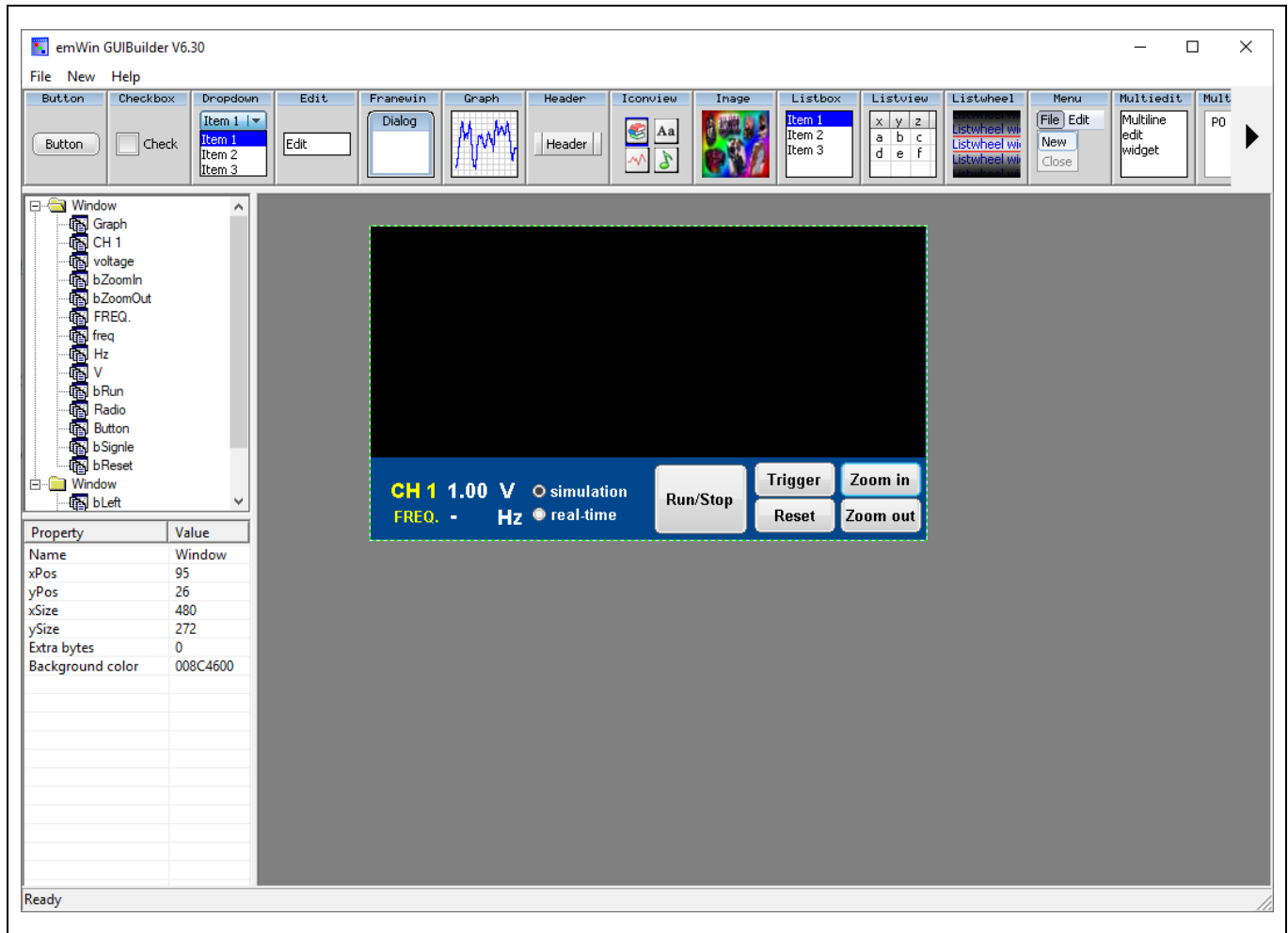


图 1-2 示波器项目格局配置图

存档后会更新 *FramewinDLG.c* 档案，需要将变更后的档案覆盖到示波器项目，此小节即完成初步的 UI 设计。于此范例程序中，*FramewinDLG.c* 存放于 Application 文件夹中，已设计好 UI 的框架及按钮的配置等设定，用户可以自行设计自己的 GUI。

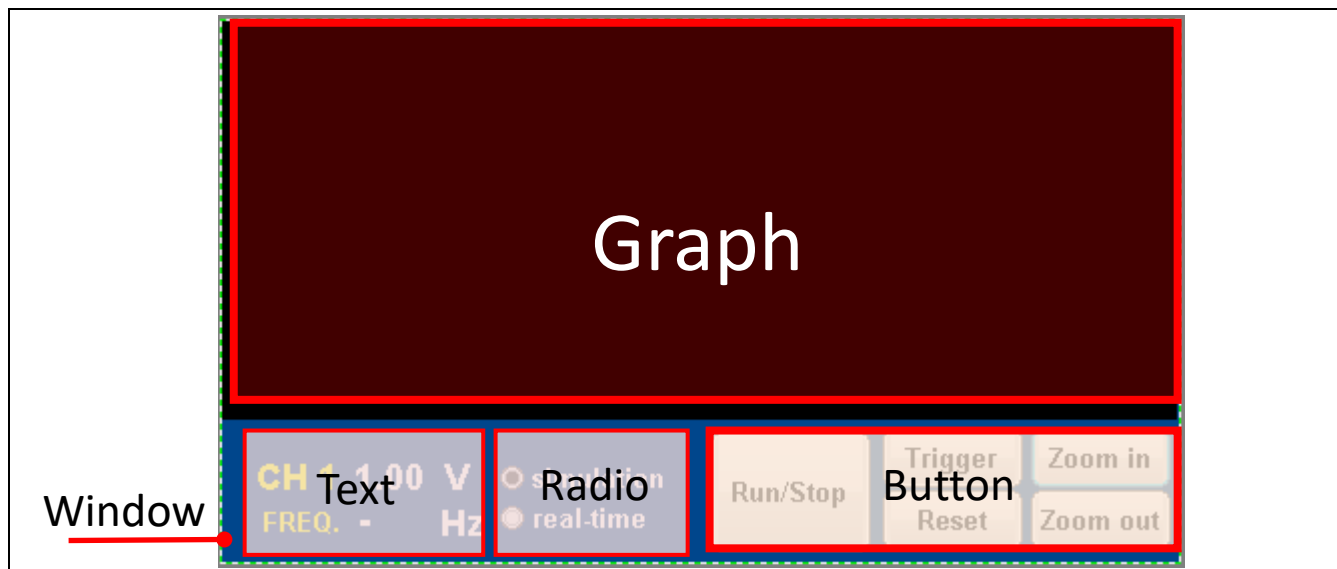


图 1-3 示波器组件规划配置图

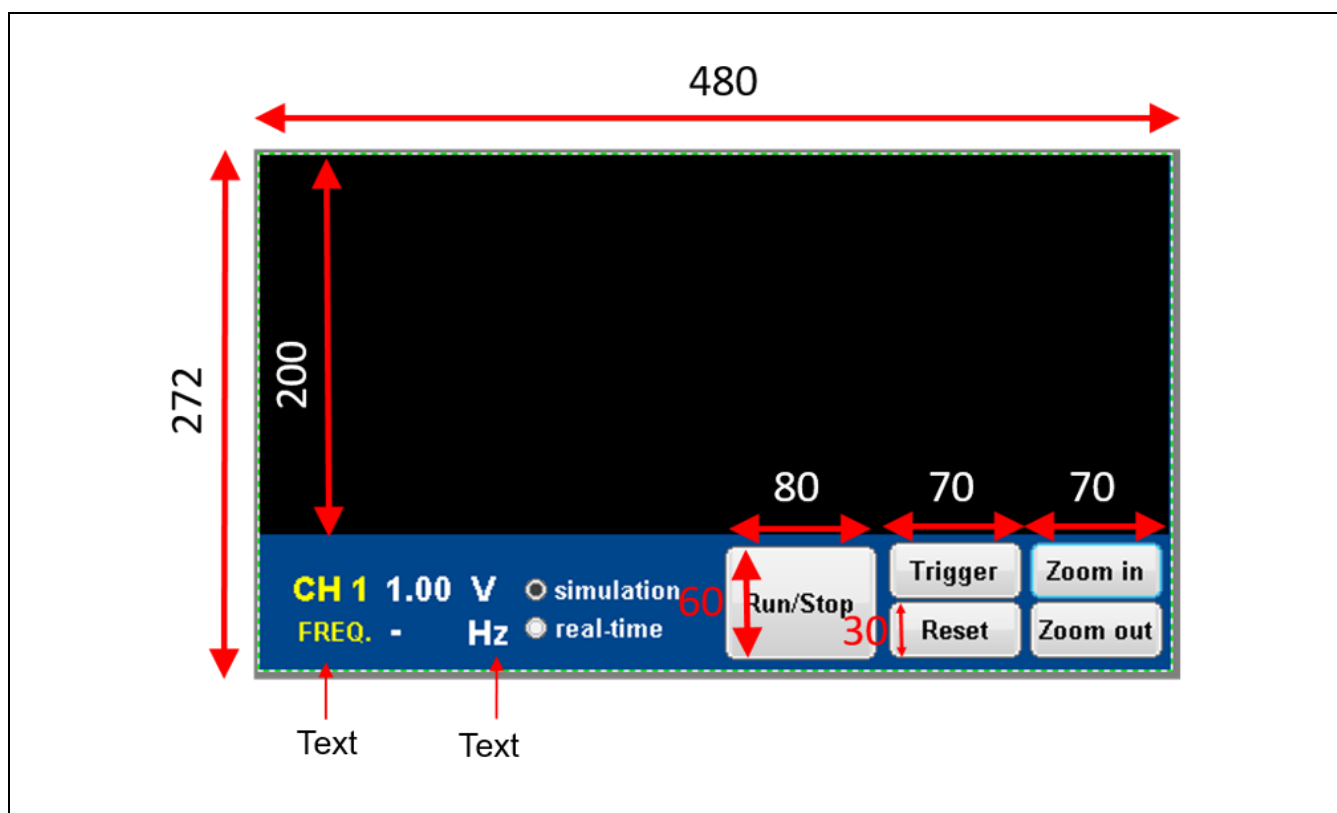


图 1-4 示波器组件大小图

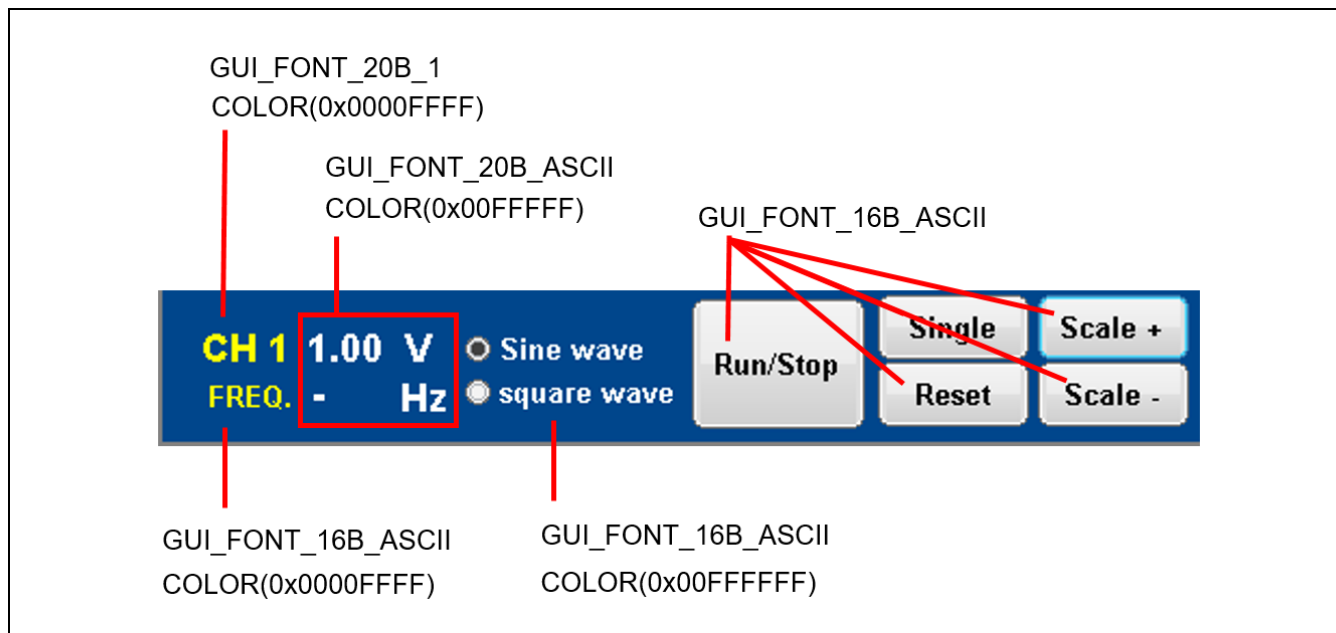


图 1-5 示波器组件字型色彩图

1.2 UI 代码原理

系统的框架定义，如图 1-6 所示。

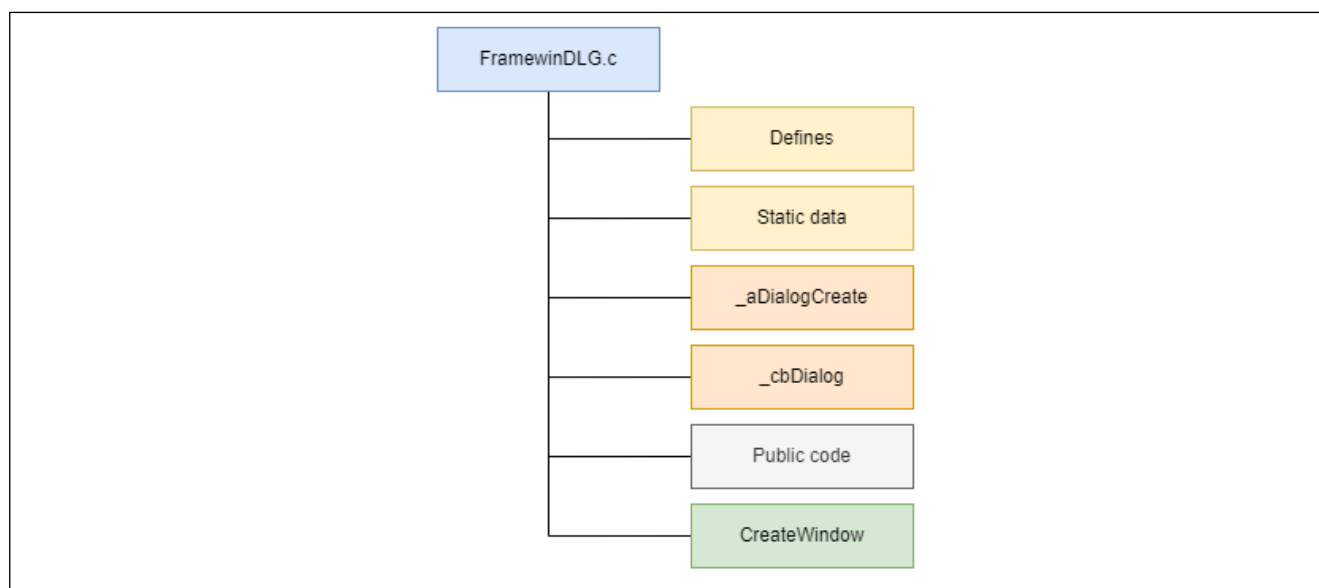


图 1-6 UX 框架

FramewinDLG.c 中以 API 方式来设定组件的外观，可以在 **_aDialogCreate** 中发现到 GUIBuilder 于 Editor 中的位置等配置：

```

/*****
*
*   _aDialogCreate
*/

static const GUI_WIDGET_CREATE_INFO _aDialogCreate[] =
{
    { WINDOW_CreateIndirect, "Window", ID_WINDOW_0, 0, 0, 480, 272, 0, 0x0, 0 },
    { GRAPH_CreateIndirect, "Graph", ID_GRAPH_0, 0, 0, 480, 200, 0, 0x0, 0 },
    ...
    { BUTTON_CreateIndirect, "Button", ID_BUTTON_3, 318, 314, 80, 30, 0, 0x0, 0 },
    { BUTTON_CreateIndirect, "bSingle", ID_BUTTON_4, 331, 204, 70, 30, 0, 0x0, 0 },
    { BUTTON_CreateIndirect, "bReset", ID_BUTTON_5, 331, 235, 70, 30, 0, 0x0, 0 },
};

```

FramewinDLG.c 中 **_cbDialog** 处理 GUI 生成及对应事件，而其中 GRAPH widget 设定网格网格线的配置：

```

/*****
*
*   _cbDialog
*/

static void _cbDialog(WM_MESSAGE * pMsg)
{
    ...
    switch (pMsg->MsgId)
    {
        case WM_INIT_DIALOG:
            // Initialization of 'Window'
            hItem = pMsg->hWin;
            WINDOW_SetBkColor(hItem, GUI_MAKE_COLOR(0x008C4600));

            // Enable multi-buffering
            WM_MULTIBUF_Enable(1);

            ...

            // Initialize the GRAPH widget
            hItem = WM_GetDialogItem(pMsg->hWin, ID_GRAPH_0);

            // Set the appearance and grid properties of the graph
            GRAPH_SetBorder(hItem, 1,1,1,1);
            GRAPH_SetColor(hItem, GUI_BLACK, GRAPH_CI_BK);
            GRAPH_SetColor(hItem, GUI_GRAY_E7, GRAPH_CI_BORDER);
            GRAPH_SetColor(hItem, GUI_GRAY_E7, GRAPH_CI_FRAME);
            GRAPH_SetColor(hItem, GUI_WHITE, GRAPH_CI_GRID);
            GRAPH_SetGridVis(hItem, 1);
            GRAPH_SetGridDistX(hItem, 50);
            GRAPH_SetGridDistY(hItem, 25);
            GRAPH_SetLineStyleH(hItem, GUI_LS_DOT);
            GRAPH_SetLineStyleV(hItem, GUI_LS_DOT);

            // Create and configure a vertical scale, then attach it to the graph
            hScaleHandle = GRAPH_SCALE_Create(15, GUI_TA_HCENTER | GUI_TA_VCENTER,
            GRAPH_SCALE_CF_VERTICAL, 1);
            GRAPH_SCALE_SetFont(hScaleHandle, &GUI_Font8x8);
            GRAPH_SCALE_SetTextColor(hScaleHandle, GUI_BLACK);

```

```

GRAPH_SCALE_SetNumDecs(hScaleHandle, 0);
GRAPH_SCALE_SetTickDist(hScaleHandle, 20);
GRAPH_SCALE_SetOff(hScaleHandle, 100);
GRAPH_AttachScale(hItem, hScaleHandle);

// Introduce a delay of 500 milliseconds
GUI_Delay(500);

// Create and configure graph data, then attach it to the graph
hGraphData = GRAPH_DATA_YT_Create(GUI_YELLOW, LCD_GetXSize(), DrawData, 0);
GRAPH_DATA_YT_SetAlign(hGraphData, GRAPH_ALIGN_RIGHT);
GRAPH_DATA_YT_SetOffY(hGraphData, 100);
GRAPH_AttachData(hItem, hGraphData);

// Set a custom callback, here we want to draw a cursor
// WM_SetCallback(hItem, _cbGraph);
break;

//
// event
//
case WM_NOTIFY_PARENT:
    // Retrieve the ID and notification code of the event sender
    Id = WM_GetId(pMsg->hWinSrc);
    NCode = pMsg->Data.v;

    switch(Id)
    {
        case ID_BUTTON_0: // Notifications sent by 'bZoomIn'
            switch(NCode)
            {
                case WM_NOTIFICATION_CLICKED:
                    // Clear existing graph data
                    GRAPH_DATA_YT_Clear(hGraphData);

                    // Increment the 'multiple' factor for zooming in
                    multiple++;
                    if(multiple > 2) multiple=2;

                    // Update graph data with adjusted values
                    for(i=0; i<480; i++)
                    {
                        GRAPH_DATA_YT_AddValue(hGraphData, DrawData[i] *
multipleArray[multiple]);
                    }
                    break;
                case WM_NOTIFICATION_RELEASED:
                    break;
            }
            break;

        case ID_BUTTON_1: // Notifications sent by 'bZoomOut'
            switch(NCode)
            {
                case WM_NOTIFICATION_CLICKED:
                    // Clear existing graph data
                    GRAPH_DATA_YT_Clear(hGraphData);

                    if(multiple == 0)
                        multiple=0;
                    else
                        multiple--;

                    for(i=0; i<480; i++)

```

```

        {
            GRAPH_DATA_YT_AddValue(hGraphData, DrawData[i] *
multipleArray[multiple]);
        }
        break;

        case WM_NOTIFICATION_RELEASED:
            // USER START (Optionally insert code for reacting on
notification message)
            break;
        }
        break;
    ... ..
}
break;
... ..
}

```

CreateFramewin()来执行 GUI 的创建，并设置 multi-buffering。

```

/*****
*
*   CreateWindow
*/
WM_HWIN CreateFramewin(void)
{
    WM_HWIN hWin;

    // Enable multi-buffering for the window
    WM_MULTIBUF_Enable(1);
    // Create a dialog box (FrameWin) using the specified dialog creation parameters
    hWin = GUI_CreateDialogBox(_aDialogCreate, GUI_COUNTOF(_aDialogCreate), _cbDialog,
WM_HBKWIN, 0, 0);

    return hWin;
}

```


2. 代码介绍

main.c 中先对系统初始化，设定触控屏幕后执行 **MainTask()** 以启动 emWin 显示 GUI。

于 **MainTask()** 中，**Oscilloscope_init()** 会启动示波器取得 EADC 的数据，采样率约 1kHz，同步输出一个弦波，并更新 GUI 上的数据资料。

```
/*-----*/
/* Main Function */
/*-----*/

int main(void)
{
    /* init */
    SYS_Init();

    // Initialize the touch functionality.
    g_enable_Touch = 0;
    tmr_init();
    st1633i_low_level_init();
    st1633i_startup_sequence();
    g_enable_Touch = 1;

    // Print a message indicating the CPU frequency.
    printf("[M]Oscilloscope Demo - CPU @ %d Hz \r\n", SystemCoreClock);

    /* Main Loop */
    MainTask();

    // This loop will keep the program running indefinitely.
    while(1) {}

    return 0;
}
```

```
void MainTask(void)
{
    // Initialize variables
    int i=0;
    int32_t bSingleCount = 0;
    int32_t bSingleFlag = 0;

    // Create a window handle
    WM_HWIN hWin;
    printf("Main Task -> \n");

    // Enable memory device for GUI rendering
    WM_SetCreateFlags(WM_CF_MEMDEV);

    // Initialize the GUI
    GUI_Init();
    WM_MULTIBUF_Enable(1); // Enable multi-buffering for better performance
    hWin = CreateFramewin(); // Create a window using CreateFramewin function

    // Initialize the Oscilloscope
    Oscilloscope_init();
}
```

```

// Enter the main loop of the task
while (1)
{
    GUI_Delay(1);
    ...
}
}

```

Oscilloscope.c 中初始化就设置 EADC(量测引脚为 PB0)、Timer1、Timer2、EPWM(输出脚位为 PC12)和 DAC(输出脚位为 PB12)。屏幕更新率同为 100Hz 刷新一次。

```

/*****
/* Oscilloscope init
/* Use EADC -> TMR1 1kHz
/* DAC -> TMR2 2kHz
/* EPWM1 -> 30 Hz
*****/
void Oscilloscope_init(void)
{
    SYS_UnlockReg();

    /* Enable module clock */
    CLK_EnableModuleClock(EADC0_MODULE);
    CLK_EnableModuleClock(TMR1_MODULE);
    CLK_EnableModuleClock(TMR2_MODULE);
    CLK_EnableModuleClock(EPWM1_MODULE);
    CLK_EnableModuleClock(DAC_MODULE);

    /* Set module clock */
    CLK_SetModuleClock(EADC0_MODULE, CLK_CLKSEL0_EADC0SEL_PLL_DIV2,
CLK_CLKDIV0_EADC0(12));
    CLK_SetModuleClock(EPWM1_MODULE, CLK_CLKSEL2_EPWM1SEL_PCLK1, 0);
    CLK_SetModuleClock(TMR1_MODULE, CLK_CLKSEL1_TMR1SEL_HIRC, NULL);
    CLK_SetModuleClock(TMR2_MODULE, CLK_CLKSEL1_TMR2SEL_HIRC, 0);

    /* EADC0 channels. */
    SET_EADC0_CH0_PB0();
    SET_DAC0_OUT_PB12();

    /* Disable digital input path of EADC analog pin to prevent leakage */
    GPIO_DISABLE_DIGITAL_PATH(PB, BIT0);

    /* EPWM channels. */
    SET_EPWM1_CH0_PC12();
    EPWM_ConfigOutputChannel(EPWM1, 0, 30, 50);
    EPWM_EnableOutput(EPWM1, 0x3F);
    EPWM_Start(EPWM1, 0x3F);

    /* module init */
    TMR1_Init();
    EADC_Init();
    DAC_Init();
    SYS_LockReg();
}

```

若要变更 EADC 采样时间可以变更 Timer1 中设置，目前设置的采样频率是 1kHz 并触发 EADC 中断测量。

```

/*****
/* TIMER1 init */
*****/

void TMR1_Init(void)
{
    TIMER_Open(TIMER1, TIMER_PERIODIC_MODE, 1000);
    TIMER_SetTriggerTarget(TIMER1, TIMER_TRG_TO_EADC);

    // Start Timer 1
    TIMER_Start(TIMER1);
}

```

```

/*****
/* EADC init */
*****/

void EADC_Init(void)
{
    int32_t i32Err;

    i32Err = EADC_Open(EADC0, EADC_CTL_DIFFEN_SINGLE_END);

    ... ..

    /* Configure the sample module 0 for analog input channel 0 and enable Timer1 trigger
source */
    EADC_ConfigSampleModule(EADC0, 0, EADC_TIMER1_TRIGGER, 0);

    /* Set sample module external sampling time to 0 */
    EADC_SetExtendSampleTime(EADC0, 0, 0);

    /* Enable Accumulate feature */
    EADC_ENABLE_ACU(EADC0, 0, EADC_MCTL1_ACU_32);

    /* Enable Average feature */
    EADC_ENABLE_AVG(EADC0, 0);

    /* Clear the A/D ADINT0 interrupt flag for safe */
    EADC_CLR_INT_FLAG(EADC0, EADC_STATUS2_ADIF0_Msk);

    /* Enable the sample module interrupt. */
    EADC_ENABLE_INT(EADC0, BIT0);
    EADC_ENABLE_SAMPLE_MODULE_INT(EADC0, 0, BIT0);
    NVIC_EnableIRQ(EADC00_IRQn);

    /* Reset the ADC interrupt indicator and trigger sample module to start A/D
conversion */
    EADC_START_CONV(EADC0, BIT0);
}

```

3. 软件与硬件需求

3.1 软件需求

- BSP 版本
 - M460_Series_BSP_CMSIS_V3.00.001
- IDE 版本
 - Keil uVersion 5.36

3.2 硬件需求

- 电路组件
 - NuMaker-HMI-M467HJ V1.1
- 线路示意图
 - 将 NuMaker-HMI-M467HJ 透过 USB 线材与 PC 相接。
 - 输入脚位: EADC (PB0)，请使用杜邦线接线连接至 PB12 或 PC12。
 - 输出脚位: DAC (PB12)、EPWM (PC12)

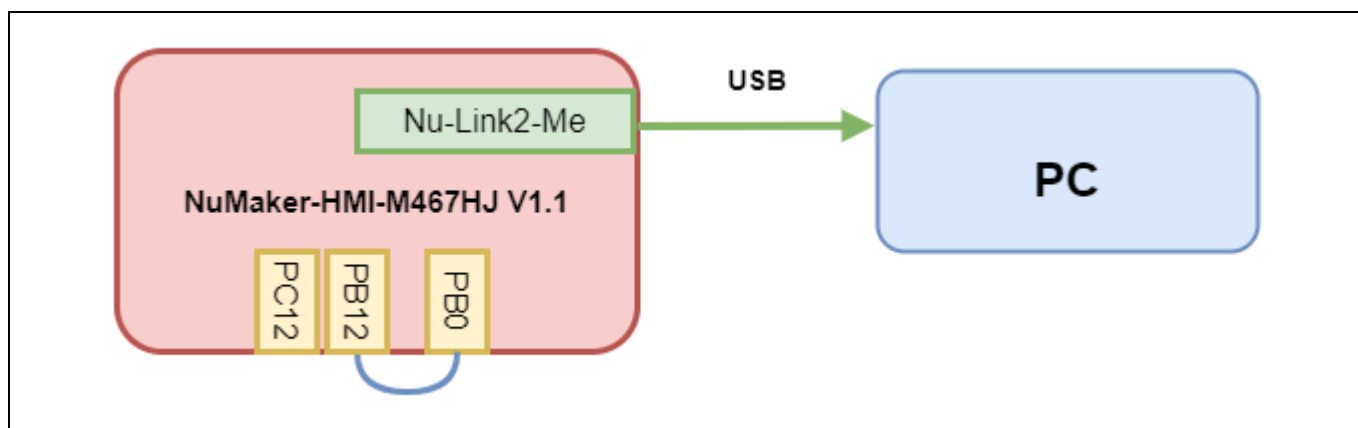


图 3-1 NuMaker-HMI-M467HJ 和 PC 连接示意图

4. 目录信息











	EC_M467_emWin_Oscilloscope_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
	StdDriver	All peripheral driver header and source files
	SampleCode	
	ExampleCode	
	emWin_Oscilloscope	Source file of example code
	ThirdParty	Header files for emWin project
	Tool	Tool : GUIBuilder.exe

图 4-1 目录信息

5. 范例程序执行

1. 根据目录信息章节进入 ExampleCode 路径中的 KEIL 文件夹，双击 *emWin_Oscilloscope.uvprojx*。
2. 进入编译模式接口
 - 编译
 - 下载代码至内存
 - 进入 / 离开除错模式
3. 进入除错模式接口
 - 执行代码
 - 执行结果

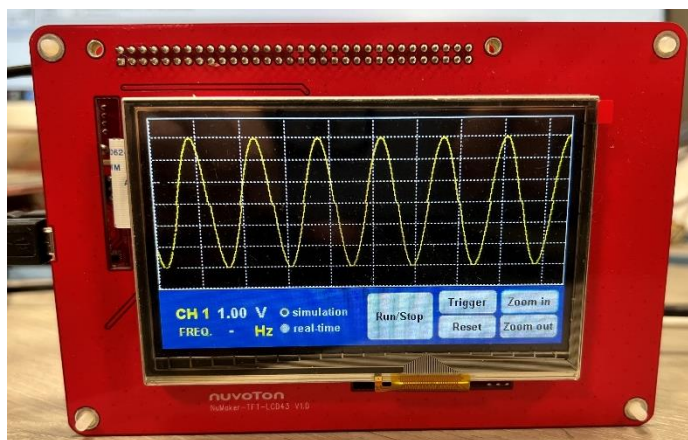


图 5-1 NuMaker-HMI-M467HJ 执行结果图

6. 修订纪录

Date	Revision	Description
2023.08.13	1.00	初始发布。

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