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UM1802
User manual

Getting started with STM32CubeL1 for STM32L1 Series

Introduction

STMCube™ is an STMicroelectronics original initiative to ease developers' life by reducing development efforts, time and cost. STM32Cube is the implementation of STMCube™ that covers STM32 microcontrollers.

STM32Cube Version 1.x includes:

- The STM32CubeMX, a graphical software configuration tool that allows the generation of C initialization code using graphical wizards.
- A comprehensive embedded software platform, delivered per series (such as STM32CubeL1 for STM32L1 series):
  - The STM32Cube HAL, an STM32 abstraction layer embedded software ensuring maximized portability across STM32 portfolio. The HAL is available for all peripherals
  - The Low Layer APIs (LL) offering a fast light-weight expert-oriented layer which is closer to the hardware than the HAL. The LL APIs are available only for a set of peripherals.
  - A consistent set of middleware components such as RTOS, USB, STMTouch, FatFS and Graphics
  - All embedded software utilities coming with a full set of examples

This user manual describes how to get started with the STM32CubeL1 firmware package:

Section 1 describes the main features of STM32CubeL1 firmware, part of the STM32Cube initiative. *Section 2* and *Section 3* provide an overview of the STM32CubeL1 architecture and firmware package structure.

Contents

1 **STM32CubeL1 main features** **6**

2 **STM32CubeL1 architecture overview** **7**

2.1 Level 0 7

2.1.1 Board Support Package (BSP) 7

2.1.2 Hardware Abstraction Layer (HAL) and Low Layer (LL) 8

2.2 Level 1 8

2.2.1 Middleware components 9

2.2.2 Examples based on the middleware components 9

2.3 Level 2 10

3 **STM32CubeL1 firmware package overview** **11**

3.1 Supported STM32L1 devices and hardware 11

3.2 Firmware package overview 13

4 **Getting started with STM32CubeL1** **16**

4.1 Running your first example 16

4.2 Developing your own application 18

4.2.1 HAL application 18

4.2.2 LL application 20

4.3 Using STM32CubeMX to generate the initialization C code 21

4.4 Getting STM32CubeL1 release updates 21

4.4.1 Installing and running the STM32CubeUpdater program 21

5 **FAQ** **22**

5.1 What is the license scheme for the STM32CubeL1 firmware? 22

5.2 What boards are supported by the STM32CubeL1 firmware package? . 22

5.3 Are any examples provided with the ready-to-use toolset projects? 22

5.4 Is there any link with Standard Peripheral Libraries? 22

5.5 Do the HAL drivers take benefit from interrupts or DMA? How can this be controlled? 22

5.6 How are the product/peripheral specific features managed? 23

5.7 How can STM32CubeMX generate code based on embedded software? 23

5.8 How to get regular updates on the latest STM32CubeL1 firmware releases? 23

5.9 When should I use HAL versus LL drivers? 23

5.10 How can I include LL drivers in my environment? Is there any LL configuration file as for HAL? 23

5.11 Can I use HAL and LL drivers together? If yes, what are the constraints? 23

5.12 Are there any LL APIs that are not available with HAL? 24

5.13 Why are SysTick interrupts not enabled on LL drivers? 24

5.14 How are LL initialization APIs enabled? 24

6 Revision history 25

List of tables

Table 1. Macros for STM32L1 series 11
Table 2. Boards for STM32L1 series 12
Table 3. Number of examples for each board 15
Table 4. Document revision history 25

List of figures

Figure 1. STM32Cube firmware components 6
Figure 2. STM32CubeL1 firmware architecture 7
Figure 3. STM32CubeL1 firmware package structure 13
Figure 4. Projects for STM32L152RE-Nucleo board 14

1 STM32CubeL1 main features

STM32CubeL1 gathers together, in a single package, all the generic embedded software components required to develop an application on STM32L1 microcontrollers. In line with the STM32Cube initiative, this set of components is highly portable, not only within STM32L1 Series but also to other STM32 Series.

STM32CubeL1 is fully compatible with STM32CubeMX code generator that allows the user to generate initialization code. The package includes a low level hardware abstraction layer (HAL) that covers the microcontroller hardware, together with an extensive set of examples running on STMicroelectronics boards. The HAL is available in open-source BSD license for user convenience.

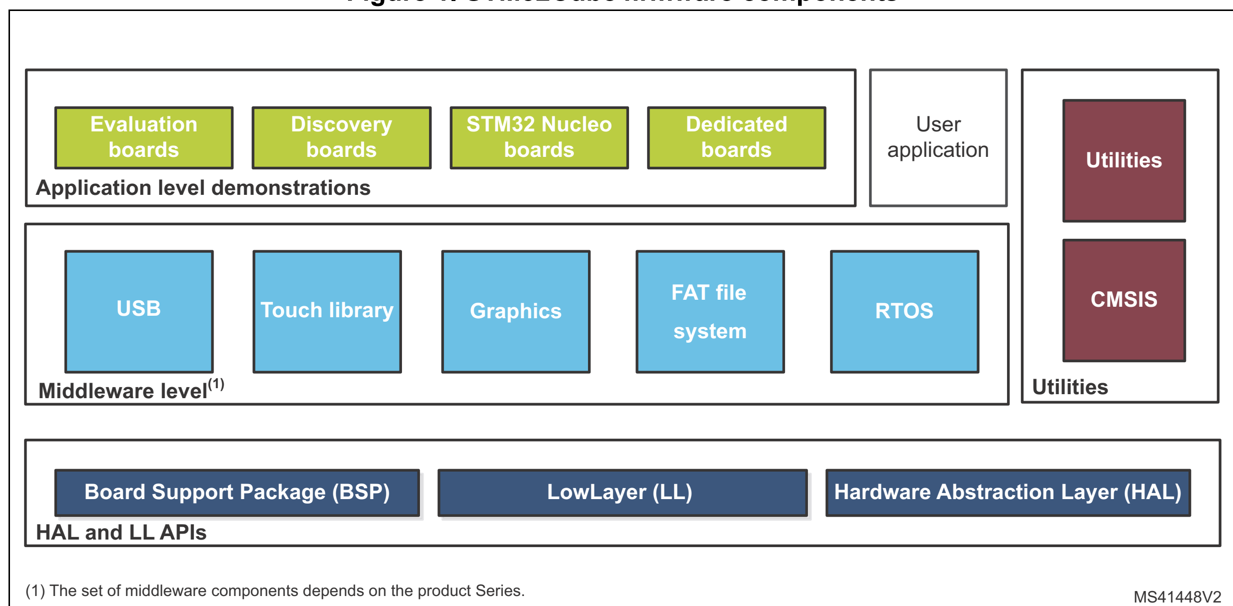
STM32CubeL1 package also contains a set of middleware components with the corresponding examples. They come in very permissive license terms:

- Full USB Device stack supporting many classes: Audio, HID, MSC, CDC and DFU,
- CMSIS-RTOS implementation with FreeRTOS open source solution,
- FAT File system based on open source FatFS solution,
- STMTouch touch sensing library solution,
- STemWin, a professional graphical stack solution available in binary format and based on ST partner solution SEGGER emWin.

Several applications and demonstrations implementing all these middleware components are also provided in the STM32CubeL1 package.

The block diagram of STM32Cube is shown in *Figure 1*.

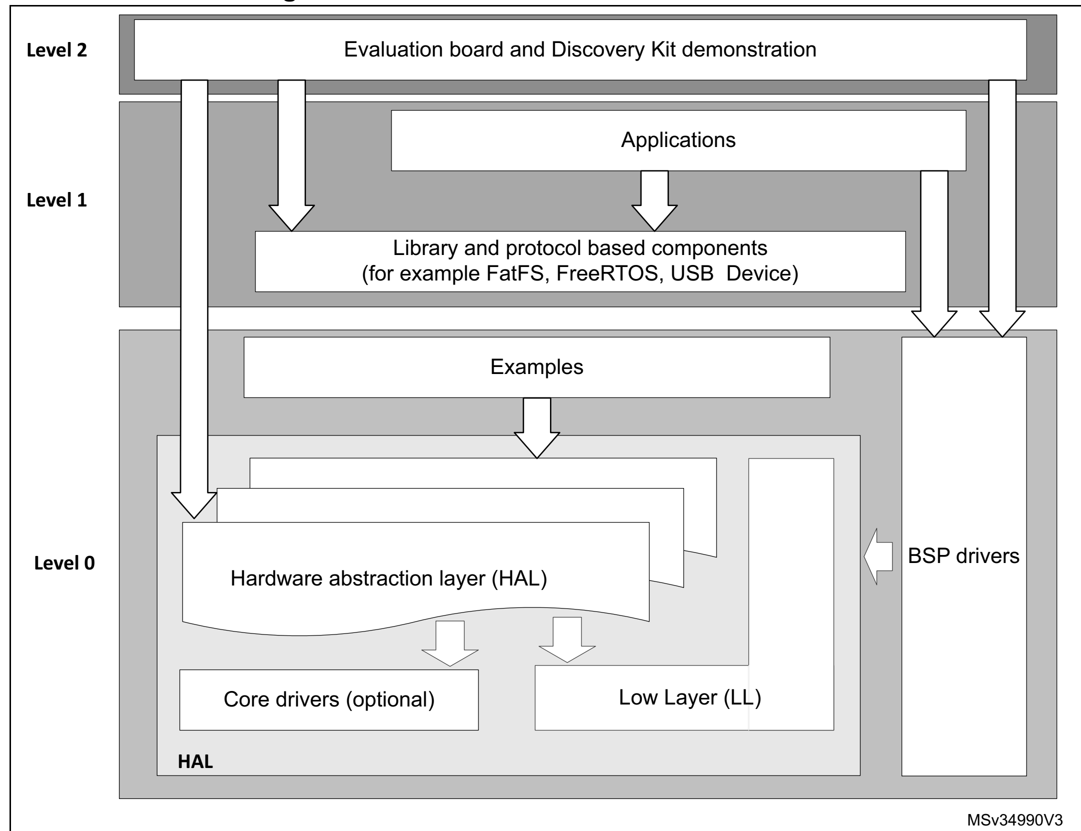
Figure 1. STM32Cube firmware components



2 STM32CubeL1 architecture overview

The STM32Cube firmware solution is built around three independent levels that can easily interact with each other as shown in *Figure 2*.

Figure 2. STM32CubeL1 firmware architecture



2.1 Level 0

This level is divided into three sub-layers:

- Board Support Package (BSP)
- Hardware Abstraction Layer (HAL)
  - HAL peripheral drivers
  - Low Layer drivers
- Basic peripheral usage examples

2.1.1 Board Support Package (BSP)

This layer offers a set of APIs relative to the hardware components in the hardware boards (such as LCD, Audio, microSD, MEMS drivers). It is composed of two parts:

- **Component**
  This is the driver relative to the external device on the board and not related to the

STM32. The component driver provides specific APIs to the BSP driver external components and can be portable on any other board.

- **BSP driver**
  It permits to link the component driver to a specific board and provides a set of friendly used APIs. The APIs naming rule is BSP_FUNCT_Action().
  Example: BSP_LED_Init(),BSP_LED_On()
  The BSP is based on a modular architecture allowing an easy porting on any hardware by implementing the low level routines.

2.1.2 Hardware Abstraction Layer (HAL) and Low Layer (LL)

The Root part number 1 HAL and LL are complementary and cover a wide range of applications requirements.

- The HAL drivers offer high-level function-oriented highly-portable APIs. They hide the MCU and peripheral complexity to end user.
  The HAL drivers provide generic multi-instance feature-oriented APIs which simplify user application implementation by providing ready to use process. As example, for the communication peripherals (I2S, UART…), it provides APIs allowing initializing and configuring the peripheral, managing data transfer based on polling, interrupt or DMA process, and handling communication errors that may raise during communication.
  The HAL driver APIs are split in two categories:
  – Generic APIs providing common and generic functions to all the STM32 Series
  – Extension APIs, which provide specific and customized functions for a specific family or a specific part number.
- The Low Layer APIs provide low-level APIs at register level, with better optimization but less portability. They require a deep knowledge of MCU and peripheral specifications.
  The LL drivers are designed to offer a fast light-weight expert-oriented layer that is closer to the hardware than the HAL. Contrary to the HAL, LL APIs are not provided for peripherals where optimized access is not a key feature, or for those requiring heavy software configuration and/or complex upper-level stack (such as FSMC, USB or SDMMC).
  The LL drivers feature:
  – A set of functions to initialize peripheral main features according to the parameters specified in data structures
  – A set of functions used to fill initialization data structures with the reset values corresponding to each field
  – Function for peripheral de-initialization (peripheral registers restored to their default values)
  – A set of in-line functions for direct and atomic register access
  – Full independence from HAL and capability to be used in standalone mode (without HAL drivers)
  – Full coverage of the supported peripheral features.

2.2 Level 1

This level is divided into two sub-layers:

- Middleware components
- Examples based on the middleware components

2.2.1 Middleware components

The middleware is a set of Libraries covering USB Device library, STMTouch touch sensing library, graphical STemWin library, FreeRTOS and FatFS. Horizontal interactions between the components of this layer is done directly by calling the feature APIs while the vertical interaction with the low level drivers is done through specific callbacks and static macros implemented in the library system call interface. As example, the FatFs implements the disk I/O driver to access microSD drive or the USB Mass Storage Class.

The main features of each middleware component are as follows:

- **USB Device Library**
  - Several USB classes supported (Mass-Storage, HID, CDC, DFU, AUDIO, MTP)
  - Supports multi packet transfer features: allows sending big amounts of data without splitting them into max packet size transfers.
  - Uses configuration files to change the core and the library configuration without changing the library code (Read Only).
  - RTOS and Standalone operation,
  - The link with low-level driver is done through an abstraction layer using the configuration file to avoid any dependency between the Library and the low-level drivers.
- STemWin Graphical stack
  - Professional grade solution for GUI development based on SEGGER's emWin solution.
  - Optimized display drivers.
  - Software tools for code generation and bitmap editing (STemWin Builder…).
- FreeRTOS
  - Open source standard,
  - CMSIS compatibility layer,
  - Tickless operation during low-power mode,
  - Integration with all STM32Cube middleware modules.
- FAT File system
  - FATFS FAT open source library,
  - Long file name support,
  - Dynamic multi-drive support,
  - RTOS and standalone operation,
  - Examples with microSD.
- STM32 Touch Sensing Library
  - Robust STMTouch capacitive touch sensing solution supporting proximity, touchkey, linear and rotary touch sensor using a proven surface charge transfer acquisition principle.

2.2.2 Examples based on the middleware components

Each middleware component comes with one or more examples (also called Applications) showing how to use it. Integration examples that use several middleware components are also provided.

2.3 Level 2

This level is composed of a single layer, which is a global real-time and graphical demonstration based on the middleware service layer, the low level abstraction layer and the basic peripheral usage applications for board based functionalities.

3 STM32CubeL1 firmware package overview

3.1 Supported STM32L1 devices and hardware

STM32Cube offers highly portable Hardware Abstraction Layer (HAL) built around a generic architecture, allows the build-upon layers, like the middleware layer, to implement its functions without knowing, in-depth, the MCU used. This improves the library code reusability, guarantees an easy portability on other devices.

In addition, thanks to its layered architecture, the STM32CubeL1 offers full support of all STM32L1 Series. The user has only to define the right macro in stm32l1xx.h.

Table 1 gives the macro to be defined depending on the used microcontroller. This macro must also be defined in the compiler preprocessor.

Table 1. Macros for STM32L1 series

Macro in stm32l1xx.h	STM32L1 devices
STM32L100xB	STM32L100C6, STM32L100R, STM32L100RB
STM32L100xBA	STM32L100C6-A, STM32L100R8-A, STM32L100RB-A
STM32L100xC	STM32L100RC
STM32L151xB	STM32L151C6, STM32L151R6, STM32L151C8, STM32L151R8, STM32L151V8, STM32L151CB, STM32L151RB, STM32L151VB
STM32L151xBA	STM32L151C6-A, STM32L151R6-A, STM32L151C8-A, STM32L151R8-A, STM32L151V8-A, STM32L151CB-A, STM32L151RB-A, STM32L151VB-A
STM32L151xC	STM32L151CC, STM32L151UC, STM32L151RC, STM32L151VC
STM32L151xCA	STM32L151RC-A, STM32L151VC-A, STM32L151QC, STM32L151ZC
STM32L151xD	STM32L151QD, STM32L151RD, STM32L151VD, STM32L151ZD
STM32L151xE	STM32L151QE, STM32L151RE, STM32L151VE, STM32L151ZE
STM32L151xDX	STM32L151VD-X
STM32L152xB	STM32L152C6, STM32L152R6, STM32L152C8, STM32L152R8, STM32L152V8, STM32L152CB, STM32L152RB, STM32L152VB
STM32L152xBA	STM32L152C6-A, STM32L152R6-A, STM32L152C8-A, STM32L152R8-A, STM32L152V8-A, STM32L152CB-A, STM32L152RB-A, STM32L152VB-A
STM32L152xC	STM32L152CC, STM32L152UC, STM32L152RC, STM32L152VC
STM32L152xCA	STM32L152RC-A, STM32L152VC-A, STM32L152QC, STM32L152ZC
STM32L152xD	STM32L152QD, STM32L152RD, STM32L152VD, STM32L152ZD
STM32L152xE	STM32L152QE, STM32L152RE, STM32L152VE, STM32L152ZE
STM32L152xDX	STM32L152VD-X
STM32L162xC	STM32L162RC, STM32L162VC
STM32L162xCA	STM32L162RC-A, STM32L162VC-A, STM32L162QC, STM32L162ZC
STM32L162xD	STM32L162QD, STM32L162RD, STM32L162VD, STM32L162ZD

Table 1. Macros for STM32L1 series (continued)

Macro in stm32l1xx.h	STM32L1 devices
STM32L162xE	STM32L162RE, STM32L162VE, STM32L162ZE
STM32L162xDX	STM32L162VD-X

STM32CubeL1 features a rich set of examples and applications at all levels, making it easy to understand and use any HAL driver and/or Middleware components. These examples are running on the boards listed in *Table 2*.

Table 2. Boards for STM32L1 series

Board	Supported devices
STM32L152D-EVAL	STM32L152xD
STM32L152C-Discovery	STM32L152xC
STM32L100-Discovery	STM32L100xC
NUCLEO-L152RE	STM32L152xE

STM32CubeL1 supports Nucleo-64 boards.

- Nucleo-64 boards support Adafruit LCD display Arduino™ UNO shields, which embed a microSD connector and a joystick in addition to the LCD.

The Arduino™ shield drivers are provided within the BSP component. Their usage is illustrated by a demonstration firmware.

The STM32CubeL1 firmware is able to run on any compatible hardware. That means user can simply update the BSP drivers to port the provided examples on his own board, if this later has the same hardware functionalities (LED, LCD Display, Buttons...etc.).

3.2 Firmware package overview

The STM32CubeL1 firmware solution is provided in one single zip package having the structure shown in *Figure 3*.

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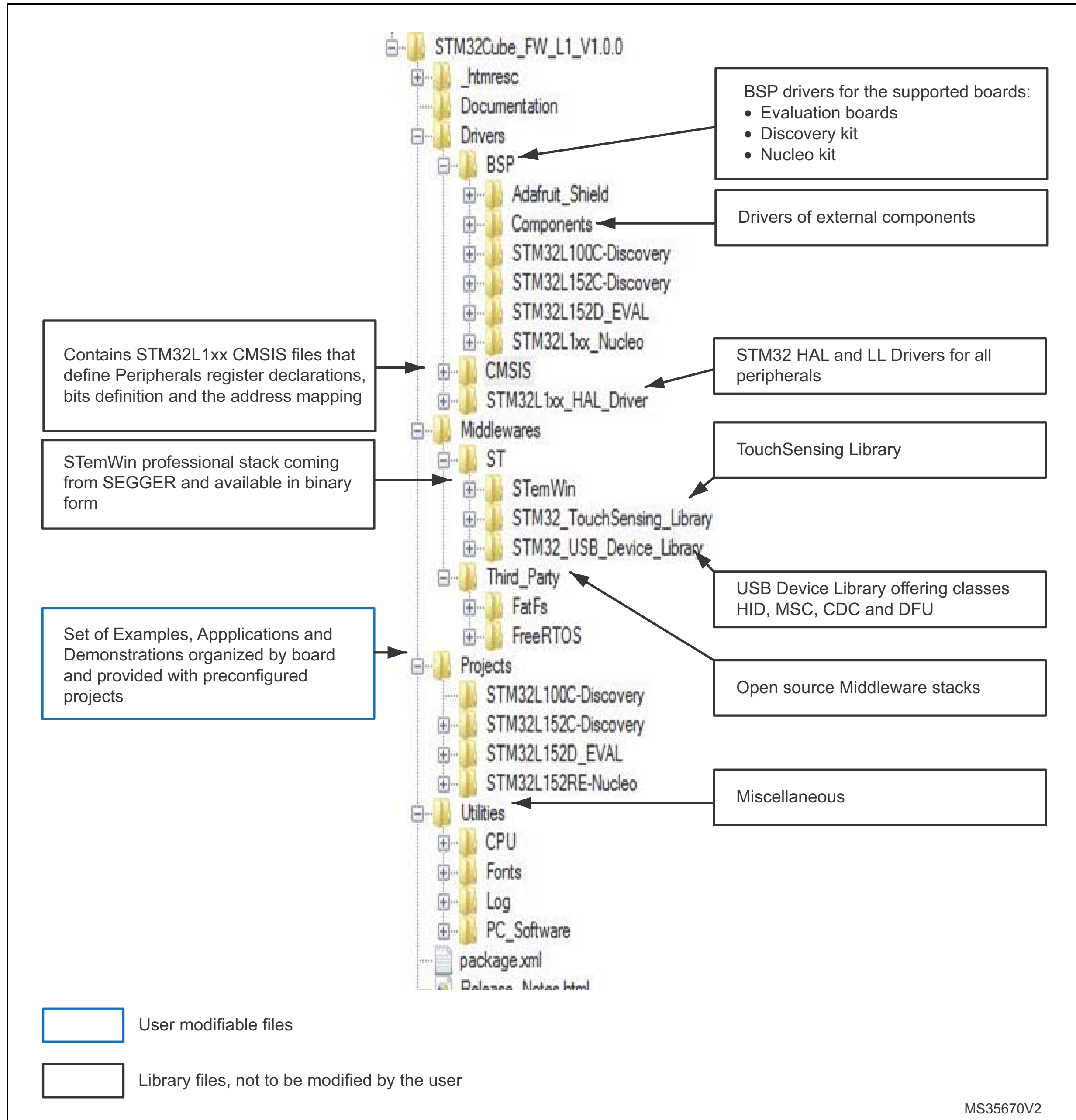
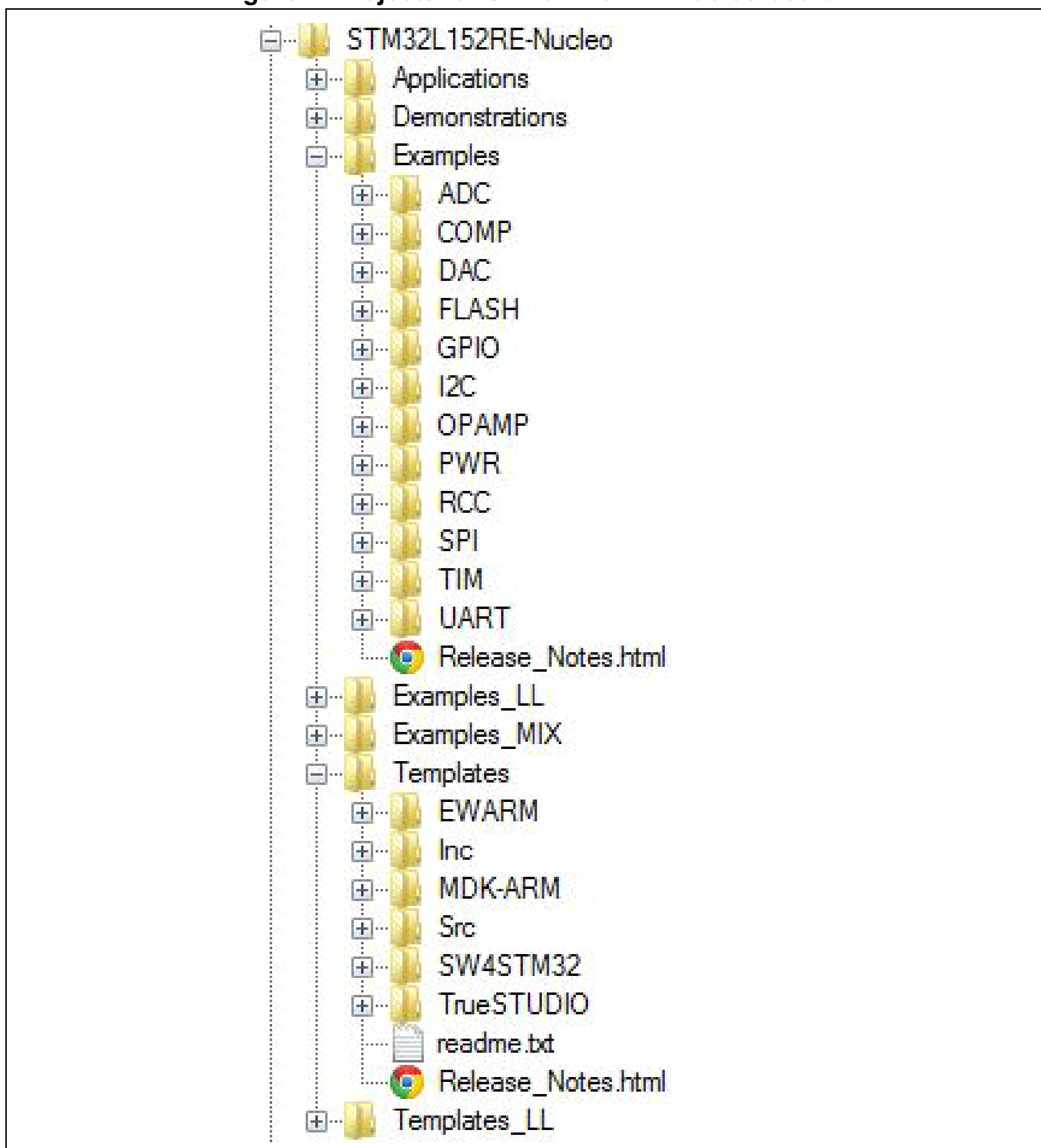
Figure 3. STM32CubeL1 firmware package structure



For each board, a set of examples is provided with pre-configured projects for EWARM, MDK-ARM™, TrueSTUDIO® and SW4STM32 toolchains.

Figure 4. Projects for STM32L152RE-Nucleo board



The examples are organized depending on the STM32Cube level they apply to, and are named as described below:

- Examples in level 0 are called *Examples, Examples_LL and Examples_MIX*. They use, respectively, HAL drivers, LL drivers and a mix of HAL and LL drivers without any middleware component.
- Examples in level 1 are called *Applications*. They provide typical use cases of each middleware component.

The *Template* project available in the “Templates” and “Templates_LL” directories allow the user to quickly build any firmware application on a given board.

All examples have the same structure

- *\Inc* folder contains all header files
- *\Src* folder for the sources code
- *\EWARM, \MDK-ARM*, *\TrueSTUDIO* and *\SW4STM32* folders contain the pre-configured project for each toolchain
- *readme.txt* describing the example behavior and needed environment to make it working

Table 3 provides the number of projects available for each board.

Table 3. Number of examples for each board

Level	STM32L152C -Discovery	STM32L100C -Discovery	STM32L152D -EVAL	STM32L152RE -Nucleo	Total
Templates	1	1	1	1	**4**
Templates_LL	1	1	1	1	**4**
Examples_MIX	0	0	0	12	**12**
Examples_LL	0	0	0	73	**73**
Examples	7	7	28	27	**69**
Demonstrations	0	1	0	1	**2**
Applications	1	1	19	3	**24**
Total	**10**	**11**	**49**	**118**	**188**

4 Getting started with STM32CubeL1

4.1 Running your first example

This section shows how simple is to run a first example within STM32CubeL1, using as an example the generation of a simple LED toggle running on STM32L152RE Nucleo board:

1. Download the STM32CubeL1 firmware package. Unzip it into a directory of your choice. Make sure not to modify the package structure shown in *Figure 4*. Note that it is also recommended to copy the package at a location close to your root volume (i.e. C\Eval or G:\Tests) because some IDEs encounter problems when path length is too high.
2. Browse to \Projects\STM32L152RE-Nucleo\Examples
3. Open \GPIO, then \GPIO_EXTI folder
4. Open the project with your preferred toolchain
5. Rebuild all files and load your image into target memory
6. Run the example: each time you press the USER push button, the LED2 toggles (for more details refer to the example readme file).

To open, build and run an example with the supported toolchains, follow the steps below.

- EWARM
  a) Under the example folder, open \EWARM subfolder
  b) Launch the Project.eww workspace[a]
  c) Rebuild all files: **Project->Rebuild all**
  d) Load project image: **Project->Debug**
  e) Run program: **Debug->Go (F5)**
- MDK-ARM™
  a) Under the example folder, open \MDK-ARM subfolder
  b) Launch the Project.uvproj workspace[a]
  c) Rebuild all files: **Project->Rebuild all target files**
  d) Load project image: **Debug->Start/Stop Debug Session**
  e) Run program: **Debug->Run (F5)**
- TrueSTUDIO®
  a) Open the TrueSTUDIO® toolchain
  b) Click **File->Switch Workspace->Other** and browse to *TrueSTUDIO* workspace directory
  c) Click **File->Import**, select **General->'Existing Projects into Workspace'** and then click **Next**.
  d) Browse to the *TrueSTUDIO* workspace directory, select the project
  e) Rebuild all project files: select the project in the **Project explorer** window, then click **Project->build project** menu.
  f) Run program: **Run->Debug (F11).**
- SW4STM32
  a) Open the SW4STM32 toolchain.
  b) Click **File->Switch Workspace->Other** and browse to the SW4STM32 workspace directory.
  c) Click **File->Import**, select **General->'Existing Projects into Workspace'** and then click "**Next**".
  d) Browse to the SW4STM32 workspace directory and select the project.
  e) Rebuild all project files: select the project in the "**Project explorer**" window then click **Project->build project** menu.
  f) Run program: **Run->Debug** (F11).

a. The workspace name may change from one example to another.

4.2 Developing your own application

4.2.1 HAL application

This section describes the steps needed to create your own application using STM32CubeL1.

1. **Create your project**
   To create a new project you can either start from the Template project provided for each board under \Projects\<STM32xxx_yyy>\Templates or from any available project under \Projects\<STM32xxy_yyy>\Examples or \Projects\<STM32xx_yyy>\Applications (<STM32xxx_yyy> refers to the board name, such as STM32L152D_EVAL).

   The Template project is providing empty main loop function, however it's a good starting point to get familiar with project settings for STM32CubeL1. The main characteristics are listed below:

   a) It contains sources of HAL, CMSIS and BSP drivers which are the minimal components to develop a code on a given board

   b) It contains the include paths for all the firmware components

   c) It defines the STM32L1 device supported, allowing to configure the CMSIS and HAL drivers accordingly

   d) It provides ready to use user files preconfigured as follows:

   – HAL initialized with default time base with ARM® Core SysTick;

   – SysTick ISR implemented for HAL_Delay() purpose;

   – System clock configured with the minimum frequency of the device (HSI) for an optimum power consumption.

Note: When copying an existing project to another location, make sure to update the include paths.

2. **Add the necessary Middleware to your project (optional)**
   The available Middleware stacks are:

   – USB Device Library

   – STMTouch touch sensing

   – STemWin

   – FreeRTOS

   – FatFS.

   To know which source files you need to add in the project files list; refer to the documentation provided for each Middleware, you may have a look also to the Applications available under \Projects\STM32xxx_yyy\Applications\<MW_Stack> (<MW_Stack> refers to the Middleware stack, ex USB_Device) to have better idea on the sources files to be added and the include paths.

3. **Configure the firmware components**
   The HAL and middleware components offer a set of build time configuration options using macros "#define" declared in a header file. A template configuration file is provided within each component, it has to be copied to the project folder (usually the configuration file is named xxx_conf_template.h, the word "_template" need to be removed when copying it to the project folder).

   The configuration file provides enough information to evaluate the impact of each configuration option; more detailed information is available in the documentation provided for each component.

4. **Start the HAL Library**
   After jumping to the main program, the application code needs to call HAL_Init() API to initialize the HAL Library, which does the following tasks:
   a) Configuration of the Flash prefetch and SysTick interrupt priority (configured by user through macros defined in stm32l1xx_hal_conf.h)
   b) Configuration of the Systick to generate an interrupt each 1 msec at the SysTick interrupt priority TICK_INT_PRIO defined in stm32L1xx_hal_conf.h, which is clocked by the HSI (at this stage, the clock is not yet configured and thus the system is running from the internal HSI at 8 MHz)
   c) Setting of NVIC Group Priority to 4
   d) Call of HAL_MspInit() callback function defined in user file stm32l1xx_hal_msp.c to perform global low level hardware initializations.
5. **Configure the system clock**
   This is done by calling the two APIs described below:
   a) HAL_RCC_OscConfig(): configures the internal and/or external oscillators, PLL source and factors. User may select to configure one oscillator or all oscillators, in addition PLL configuration may be skipped if there is no need to run the system at high frequency
   b) HAL_RCC_ClockConfig(): configures the system clock source, Flash latency and AHB and APB prescaler.
6. **Initialize the peripheral**
   a) Start by writing the peripheral HAL_PPP_MspInit function. For this function, proceed as follows:
   – Enable the peripheral clock.
   – Configure the peripheral GPIOs.
   – Configure DMA channel and enable DMA interrupt (if needed).
   – Enable peripheral interrupt (if needed).
   b) Edit the stm32xxx_it.c to call required interrupt handlers (peripheral and DMA), if needed.
   c) Write process complete callback functions if you plan to use peripheral interrupt or DMA.
   d) In your main.c file, initialize the peripheral handle structure then call the function HAL_PPP_Init() to initialize your peripheral.
7. **Develop your application**
   At this stage, your system is ready and you can start developing your application code.
   a) The HAL provides intuitive and ready to use APIs to configure the peripheral, and supports polling, IT and DMA programming model, to accommodate any application requirements. For more details on how to use each peripheral, refer to the rich examples set provided.
   b) If your application has some real time constraints, you can found a large set of examples showing how to use FreeRTOS and its integration with all Middleware stacks provided within STM32CubeL1, it can be a good starting point for your development.

Caution: In the default HAL implementation, Systick timer is the source of time base. It is used to generate interrupts at regular time intervals. Take care if HAL_Delay() is called from peripheral ISR process. The SysTick interrupt must have higher priority (numerically lower) than the peripheral interrupt. Otherwise, the caller ISR process is blocked. Functions

affecting time base configurations are declared as _weak to make override possible in case of other implementations in user file (using a general purpose timer for example or other time source). For more details refer to HAL_TimeBase example.

4.2.2 LL application

This section describes the steps needed to create your own LL Application using STM32CubeL1.

1. Create your project

To create a new project you can either start from the "Template_LL" project provided for each board under \Projects\<STM32xxx_yyy>\Templates_LL or from any available project under \Projects\<STM32xxy_yyy>\Examples_LL (<STM32xxx_yyy> refers to the board name, such as STM32L152D_EVAL).

The Template project is providing empty main loop function, however it’s a good starting point to get familiar with project settings for STM32CubeL1.

The main characteristics are listed below:

a) It contains sources of LL and CMSIS drivers which are the minimal components to develop a code on a given board

b) It contains the include paths for all the firmware components needed

c) It defines the STM32L1 device supported, allowing to configure the CMSIS and LL drivers accordingly

d) It provides ready to use user files preconfigured as follows:

main.h: LED & USER_BUTTON defines abstraction layer

main.c: System clock configured with the minimum frequency of the device (HSI) for an optimum power consumption.

2. Port an existing project to another board

To port an existing project to another targeted board, you must start from the "Template_LL" project provided for each board under \Projects\<STM32xxx_yyy>\Templates_LL

a) LL Example selection

To find the board on which LL examples are deployed, refer to LL examples list in "STM32CubeProjectsList.html", table section "Examples_LL" or in AN4706 “STM32Cube firmware examples for STM32L1 Series”

b) LL example porting

Copy / Paste the Templates_LL - to keep the initial source - or directly update existing Template_LL

Then, the principle will be to replace Templates_LL files by Example_LL targeted and to keep all board specific parts

In order to help, board specific parts have been flagged by specific Tags

```
/* ==============   BOARD SPECIFIC CONFIGURATION CODE BEGIN
============== */
/* ==============   BOARD SPECIFIC CONFIGURATION CODE END
============== */
```

Thus, the formal steps are

- Replace file stm32l1xx_it.h
- Replace file stm32l1xx_it.c
- Replace file main.h, with updates
- Keep LED and user button definition of the LL template under tags
- Replace file main.c with updates
- Keep clock configuration of the LL template: function "SystemClock_Config()" under tags
- Depending of LED availability, replace LEDx_PIN by another LEDx (number) available in file main.h

At this step, the example should be functional on the targeted board.

4.3 Using STM32CubeMX to generate the initialization C code

An alternative to steps *1* to *6* described in *Section 4.2* consists in using the STM32CubeMX tool to generate code for the initialization of the system, the peripherals and middleware through a step-by-step process.

- Select the STM32 microcontroller that matches the required set of peripherals;
- Configure each required embedded software thanks to a pinout-conflict solver, a clock-tree setting helper, a power consumption calculator, and the utility performing MCU peripheral configuration (for example GPIO, USART) and middleware stacks (for example USB);
- Generate the initialization C code based on the configuration selected. This code is ready to use within several development environments. The user code is kept at the next code generation.

For more informations, refer to UM1718, available on *www.st.com*.

4.4 Getting STM32CubeL1 release updates

The STM32CubeL1 firmware package comes with an updater utility: STM32CubeUpdater, also available as a menu within STM32CubeMX code generation tool.

The updater solution detects new firmware releases and patches available from st.com and proposes to download them to the user's computer.

4.4.1 Installing and running the STM32CubeUpdater program

- Double-click the SetupSTM32CubeUpdater.exe file to launch the installation.
- Accept the license terms and follow the different installation steps.

Upon successful installation, STM32CubeUpdater becomes available as a STMicroelectronics program under Program Files and is automatically launched.

The STM32CubeUpdater icon appears in the system tray:

- Right-click the updater icon and select Updater Settings to configure the Updater connection and whether to perform manual or automatic checks (see STM32CubeMX user guide - UM1718 Section 3 - for more details on Updater configuration).

5 FAQ

5.1 What is the license scheme for the STM32CubeL1 firmware?

The HAL is distributed under a non-restrictive BSD (Berkeley Software Distribution) license. The Middleware stacks made by ST (USB Device, Touch Sensing and STemWin libraries) come with a licensing model allowing easy reuse, provided it runs on an ST device.

The Middleware based on well-known open-source solutions (FreeRTOS and FatFS) have user-friendly license terms. For more details, refer to the license agreement of each Middleware.

5.2 What boards are supported by the STM32CubeL1 firmware package?

The STM32CubeL1 firmware package provides BSP drivers and ready-to-use examples for the following STM32L1 boards: STM32L152D-EVAL, STM32L152C-Discovery, STM32L100-Discovery and NUCLEO-L152RE.

5.3 Are any examples provided with the ready-to-use toolset projects?

Yes. STM32CubeL1 provides a rich set of examples and applications (around 90 in total). They come with the pre-configured project of several toolsets, namely IAR™, Keil® and GCC.

5.4 Is there any link with Standard Peripheral Libraries?

The STM32Cube HAL and LL drivers are the replacement of the standard peripheral library.

- The HAL drivers offer a higher abstraction level compared to the standard peripheral APIs. They focus on peripheral common features rather than hardware. Their higher abstraction level allows defining a set of user-friendly APIs that can be easily ported from one product to another.
- The LL drivers offer low-level APIs at registers level. They are organized in a simpler and clearer way than direct register accesses. LL drivers also include peripheral initialization APIs, which are more optimized compared to what is offered by the SPL, while being functionally similar. Compared to HAL drivers, these LL initialization APIs allows an easier migration from the SPL to the STM32Cube LL drivers, since each SPL API has its equivalent LL API(s).

5.5 Do the HAL drivers take benefit from interrupts or DMA? How can this be controlled?

Yes, they do. The HAL supports three API programming models: polling, interrupt and DMA (with or without interrupt generation).

5.6 How are the product/peripheral specific features managed?

The HAL offers extended APIs, i.e. specific functions as add-ons to the common API to support features available on some products/lines only.

5.7 How can STM32CubeMX generate code based on embedded software?

STM32CubeMX has a built-in knowledge of STM32 microcontrollers, including their peripherals and software. This enables the tool to provide a graphical representation to the user and generate *.h/*.c files based on user configuration.

5.8 How to get regular updates on the latest STM32CubeL1 firmware releases?

The STM32CubeL1 firmware package comes with an updater utility, STM32CubeUpdater, that can be configured for automatic or on-demand checks for new firmware package updates (new releases or/and patches).

STM32CubeUpdater is integrated as well within the STM32CubeMX tool. When using this tool for STM32L1 configuration and initialization C code generation, the user can benefit from STM32CubeMX self-updates as well as STM32CubeL1 firmware package updates.

For more details, refer to *Section 4.4: Getting STM32CubeL1 release updates*.

5.9 When should I use HAL versus LL drivers?

HAL drivers offer high-level and function-oriented APIs, with a high level of portability. Product/IPs complexity is hidden for end users.

LL drivers offer low-level APIs at registers level, with a better optimization but less portability. They require a deep knowledge of product/IPs specifications.

5.10 How can I include LL drivers in my environment? Is there any LL configuration file as for HAL?

There is no configuration file. Source code shall directly include the necessary stm32l1xx_ll_ppp.h file(s).

5.11 Can I use HAL and LL drivers together? If yes, what are the constraints?

It is possible to use both HAL and LL drivers. One can handle the IP initialization phase with HAL and then manage the I/O operations with LL drivers.

The major difference between HAL and LL is that HAL drivers require to create and use handles for operation management while LL drivers operates directly on peripheral registers. Mixing HAL and LL is illustrated in Examples_MIX example.

5.12 Are there any LL APIs that are not available with HAL?

Yes, there are.

A few Cortex® APIs have been added in stm32l1xx_ll_cortex.h e.g. for accessing SCB or SysTick registers.

5.13 Why are SysTick interrupts not enabled on LL drivers?

When using LL drivers in standalone mode, you do not need to enable SysTick interrupts because they are not used in LL APIs, while HAL functions requires SysTick interrupts to manage timeouts.

5.14 How are LL initialization APIs enabled?

The definition of LL initialization APIs and associated resources (structure, literals and prototypes) is conditioned by the USE_FULL_LL_DRIVER compilation switch.

To be able to use LL APIs, add this switch in the toolchain compiler preprocessor.

6 Revision history

Table 4. Document revision history

Date	Revision	Changes
02-Sep-2014	1	Initial release.
04-Feb-2015	2	Added STM32L151xDX, STM32L152xDX and STM32L162xDX macros in *Table 1: Macros for STM32L1 series*.
11-Jun-2015	3	Added SW4STM32 in *Section 3.2: Firmware package overview* and *Section 4.1: Running your first example*.
01-Jun-2016	4	Updated *Introduction*, *Section 1: STM32CubeL1 main features*, *Section 3: STM32CubeL1 firmware package overview* and *Section 5: FAQ*. Updated *Section 2: STM32CubeL1 architecture overview* with introduction of *Section 2.1: Level 0*, *Section 2.2: Level 1*, *Section 2.3: Level 2* and their subsections. Updated *Figure 1: STM32Cube firmware components*, *Figure 2: STM32CubeL1 firmware architecture*, *Figure 3: STM32CubeL1 firmware package structure* and *Figure 4: Projects for STM32L152RE-Nucleo board*. Updated *Table 3: Number of examples for each board*.
10-Apr-2017	5	Updated *Section 3.2: Firmware package overview* and *Section 4.2: Developing your own application* with introduction of *Section 4.2.1: HAL application* and *Section 4.2.2: LL application*. Updated *Figure 1: STM32Cube firmware components* and *Figure 4: Projects for STM32L152RE-Nucleo board*. Updated *Table 3: Number of examples for each board*.

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