

# “国产MCU开发技术与生态建设” 第三期线上分享系列课程

## 第3讲：Embedded Studio嵌入式开发入门

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2020年/8月/19日

# 目录

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- 1 Segger Embedded Studio介绍
- 2 Segger Embedded Studio快速入门
- 3 Segger Embedded Studio实例演示





01

## Segger Embedded Studio 介绍

# Segger公司介绍



德国segger集团总部(Monheim)



Segger公司创始人



Segger公司的产品手册



- 高可靠性
- 高性能
- 高效率
- 快速设置



Embedded Software



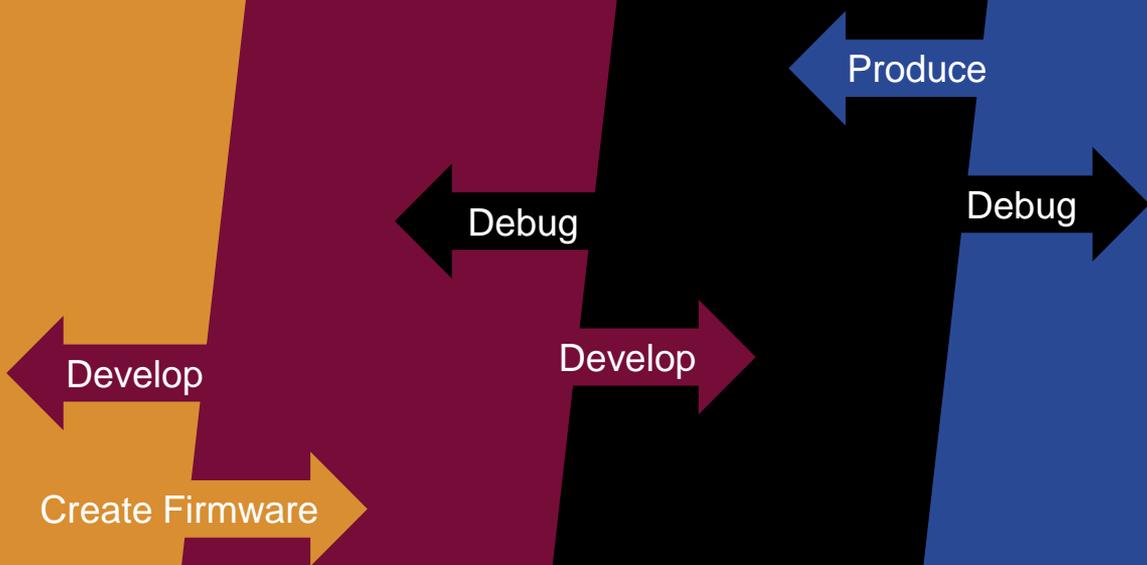
Software Tools



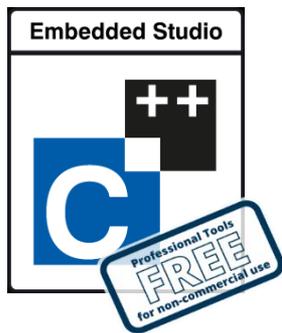
Debug Tools



Production Tools



# Segger Embedded Studio 介绍



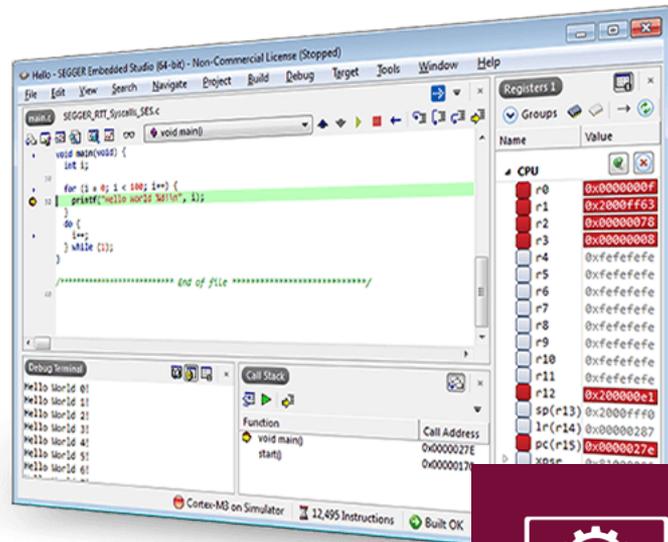
## \* Embedded Studio集成开发环境

嵌入式系统的C/C++集成开发环境

Embedded Studio 是一款功能强大的嵌入式系统 C/C++ IDE，为用户提供专业的嵌入式C编程的一体化解决方案。

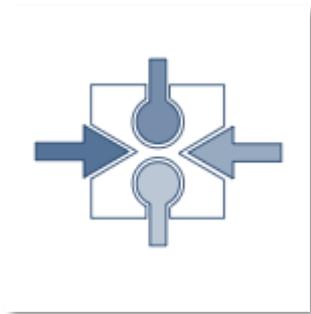
- 轻松启动通用微控制器的项目生成器
- 功能强大的工程管理和源代码编辑器
- 具有高级调试信息窗口的集成调试器
- 直接 J-Link 集成

可视化工作室式风格为嵌入式工程世界提供了与 PC 开发人员所熟悉的直观使用方式。



# Segger Embedded Studio 介绍

\* Embedded Studio集成开发环境



## 内核支持

Embedded Studio支持基于ARM和RISC-V的微控制器。



## 效率

快速启动，较短的项目加载时间和并行构建，可最大程度地减少等待时间，并提高效率。



## 移植性

Embedded Studio支持在Windows，macOS和Linux上使用。



## 工具链

Embedded Studio附带的两个工具链GCC和LLVM。

# Segger Embedded Studio 介绍

## \* 内核支持

- Cortex-M0, Cortex-M0+, Cortex-M1, Cortex-M3, Cortex-M4, Cortex-M7
- Cortex-M23和Cortex-M33
- Cortex-A和Cortex-R
- 传统 ARM7、ARM9、ARM11
- RISC-V RV32
- CPU 支持包提供一切，使您轻松入门

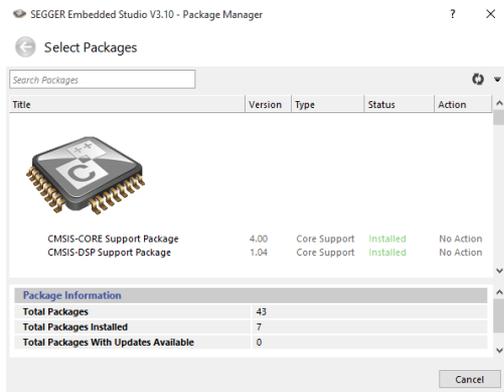


ARM



RISC-V

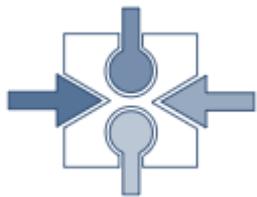
## \* 包管理器



CPU支持包包括了启动文件、内存映射、CPU 初始化等所有文件，用于为您的设备创建一个完整的新项目。此外，预先配置的示例项目也包含在每个包中

# Segger Embedded Studio 介绍

## \* Embedded Studio集成开发环境



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Embedded Studio附带的两个工具链GCC和LLVM。

# Segger Embedded Studio 介绍

## •启动与项目加载

启动	1 秒
项目加载	1 秒

## •多线程构建

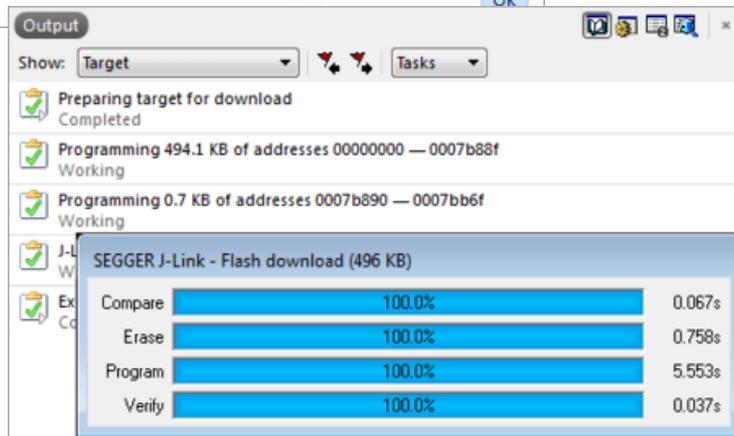
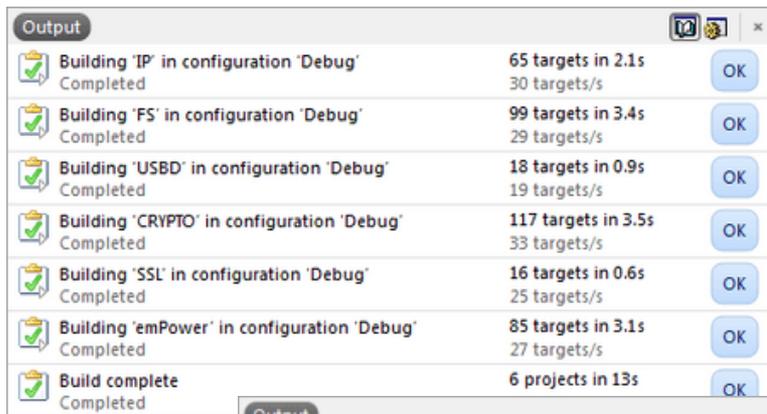
•6 个工程中的 400 个源文件, Windows 7 64 位

1线程构建	41 秒 (10 个文件/秒)
8线程构建	13 秒 (31 文件/秒)

## •使用J-Link调试

•496 kByte 应用, Kinetis K60, SWD, 16 MHz

调试启动, 空设备	7 秒
调试启动, 无源更改	2 秒
重新启动	1 秒



# Segger Embedded Studio 介绍

## \* Embedded Studio集成开发环境



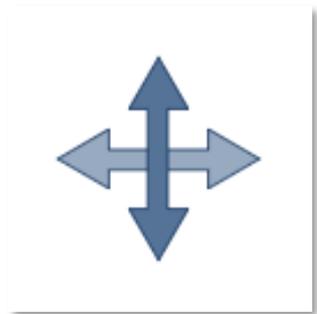
### 内核支持

Embedded Studio支持基于ARM和RISC-V的微控制器。



### 效率

快速启动，较短的项目加载时间和并行构建，可最大程度地减少等待时间，并提高效率。



### 移植性

Embedded Studio支持在Windows, macOS和Linux上使用。



### 工具链

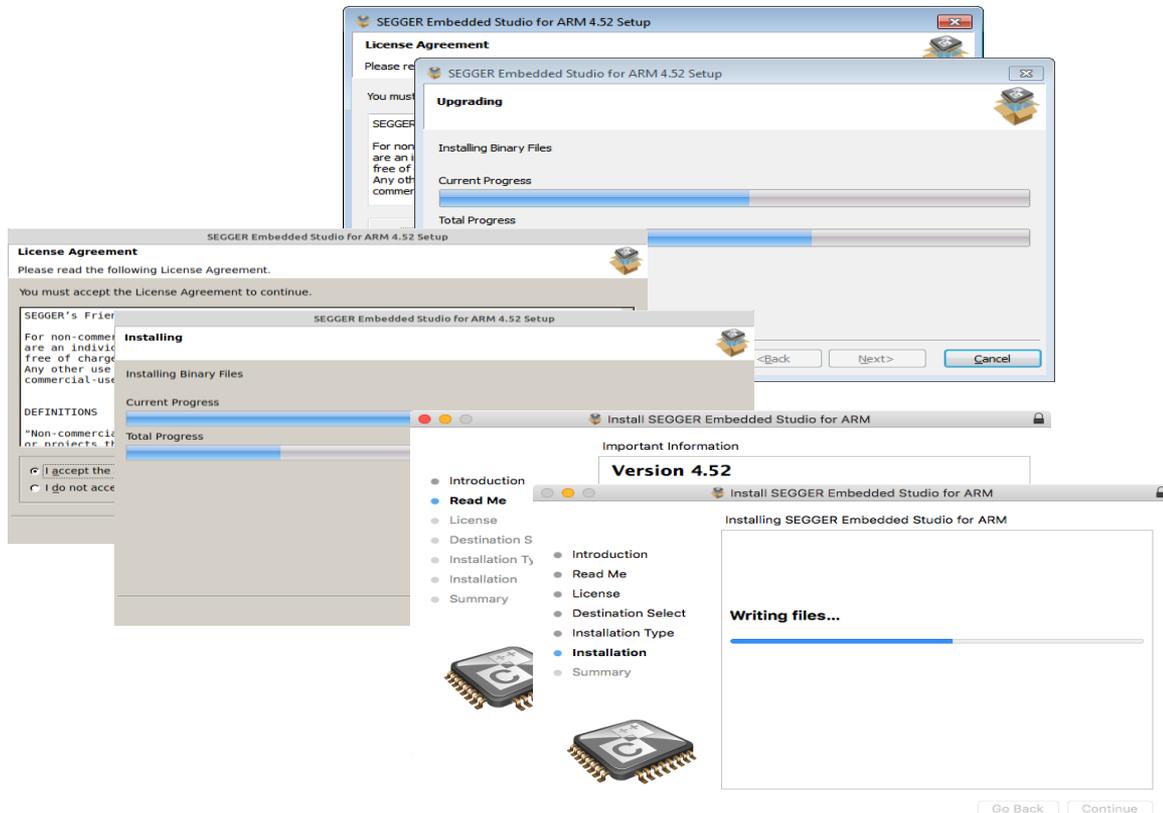
Embedded Studio附带的两个工具链GCC和LLVM。

# Segger Embedded Studio 介绍

## \* 移植性

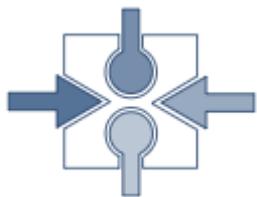
Embedded Studio支持的操作系统:

- Windows
- Linux
- MacOS



# Segger Embedded Studio 介绍

## \* Embedded Studio集成开发环境



### 内核支持

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### 工具链

Embedded Studio附带的两个工具链GCC和LLVM。

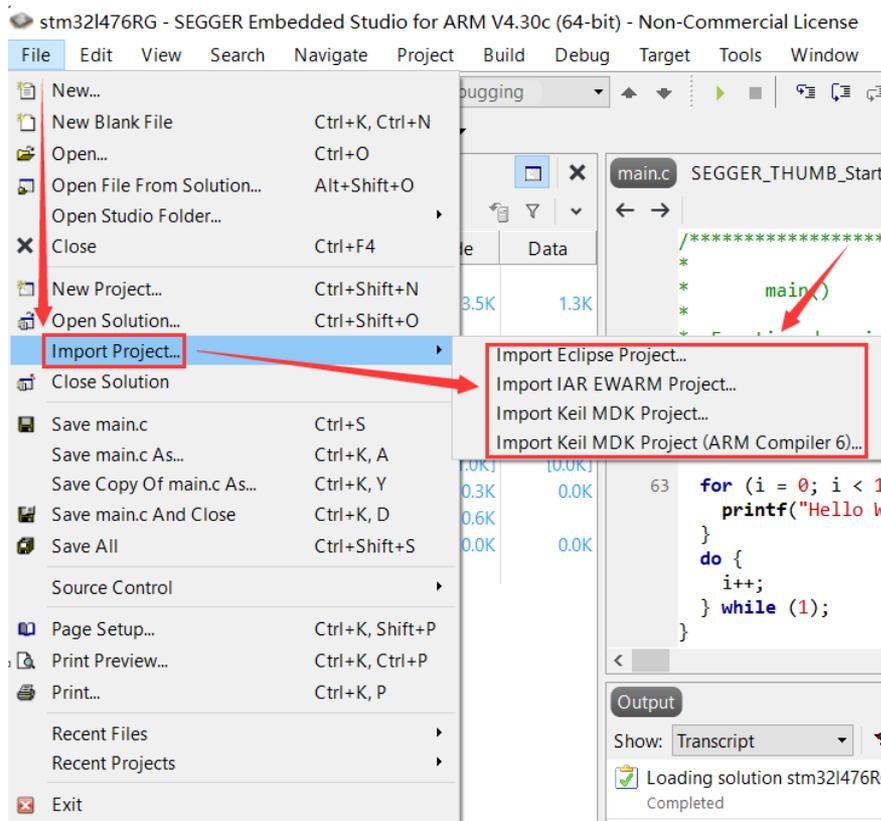
# Segger Embedded Studio 介绍

## \* 工具链

- 包括从编译到生成执行文件所有工具
- GCC
- Clang/LLVM
- GNU连接器与库管理
- 支持使用外部工具链
- 内置优化的标准C库

Embedded Studio支持从其他开发环境导入工程:

- Eclipse
- IAR EWARM
- Keil MDK
- Keil MDK (ARM Compiler 6)



# Segger Embedded Studio 介绍

## \* 工具链

### Embedded Studio导入IAR工程:

- 点击Import IAR EWARM Project开始导入
- 定位到IAR工程文件 (\*.eww/\*.ewp)
- 选择工具链
- 开始开发/编译/调试

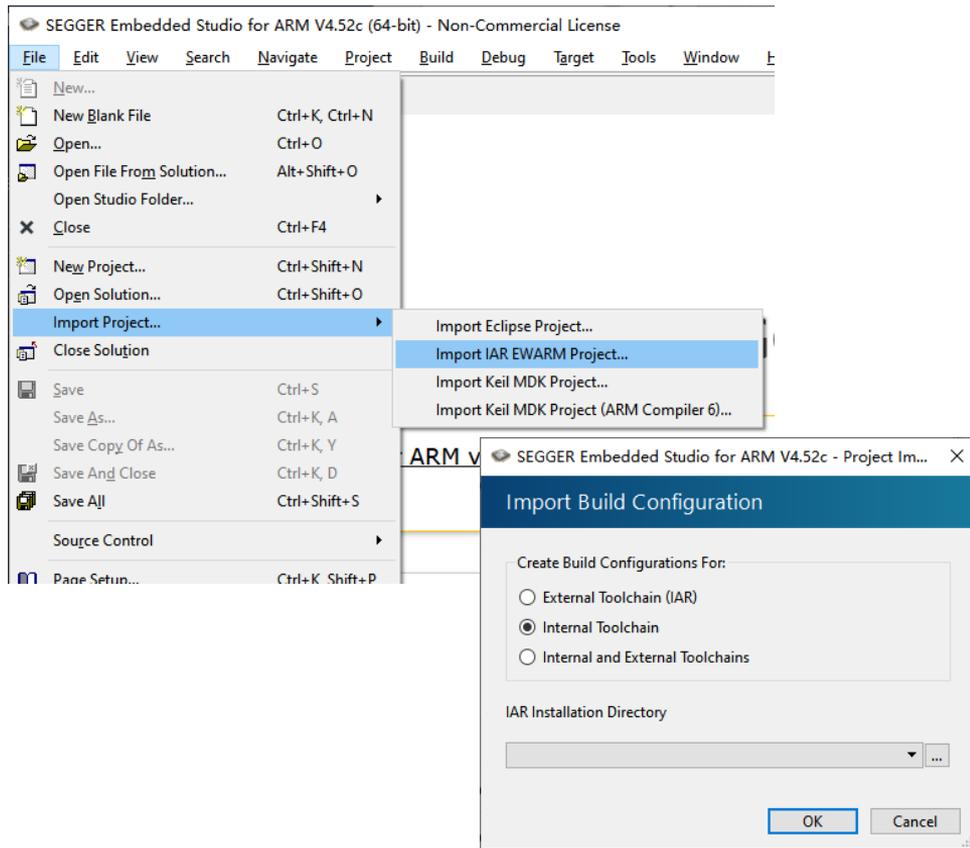
### 导入成功

SEGGER Embedded Studio for ARM V4.52c - Project Importer

 Project Is Imported

The following items have been imported:

- Project source files
- Project structure
- Include directories
- Preprocessor definitions



# Segger Embedded Studio 介绍



## \* 工具链

Embedded Studio导入IAR工程:

- 自动替换汇编文件

The screenshot displays the Segger Embedded Studio interface for an ARM V4.52c project. The Project Explorer on the left shows a tree view of the project files, with the 'Internal Files' folder highlighted in red. The main editor window shows the 'main.c' file with a license header. The Output window at the bottom right shows the build process completion.

Project Items	Code	Data
Solution 'IAR_Import_Test'		
Project 'IAR_Import_Test'	6.8K	142 bytes
Application 4 files	[818 bytes]	[64 bytes]
EWARM 1 file		
startup_stm32f401xe.s (modified option)		
User 3 files	[818 bytes]	[64 bytes]
main.c	524 bytes	64 bytes
stm32f4xx_hal_msp.c	260 bytes	
stm32f4xx_it.c	34 bytes	
Drivers 17 files	[264 bytes]	[28 bytes]
CMSIS 1 file	[264 bytes]	[28 bytes]
system_stm32f4xx.c	264 bytes	28 bytes
STM32F4xx_HAL_Driver 16 files		
Internal Files 2 files	[680 bytes]	[4 bytes]
Cortex_M_Startup.s	292 bytes	
SEGGER_THUMB_Startup.s	394 bytes	4 bytes
Output Files		

```
1 /* USER CODE BEGIN Header */
/**
 * @file      : main.c
 * @brief     : Main program body
 * @attention
 *
 * <h2><center>&copy; Copyright (c) 2020 STMicroelectronics.
 * All rights reserved.</center></h2>
 *
 * This software component is licensed by ST under BSD 3-Clause license,
 * the "License"; You may not use this file except in compliance with the
 * License. You may obtain a copy of the license at:
 *     opensource.org/licenses/BSD-3-Clause
 */
```

Output window messages:

- Building 'IAR\_Import\_Test' from solution 'IAR\_Import\_Test' in configuratio 23 targets in 1.7s Completed 13 targets/s
- Build complete Completed

FLASH1: 6.9 KB  
RAM1: 1% 77 bytes 0%

# Segger Embedded Studio 介绍



## \* Embedded Studio集成开发环境



### 免费使用

对于非商业性和非营利性的教育用途，Embedded Studio是免费提供的。

您可以将其用于课程，学校或在家中的业余爱好项目。



### 项目设置

项目管理器可以在一个地方组织和管理项目源代码。

多项目解决方案，动态文件夹和属性继承为您的项目设置提供了灵活性。



### 调试器

J-Link / J-Trace调试仿真器无缝集成到Embedded Studio调试器中，以启用其所有强大功能。

调试器可以提供有关操作系统的信息-当前正在执行的任务，或者每个任务使用堆栈等。



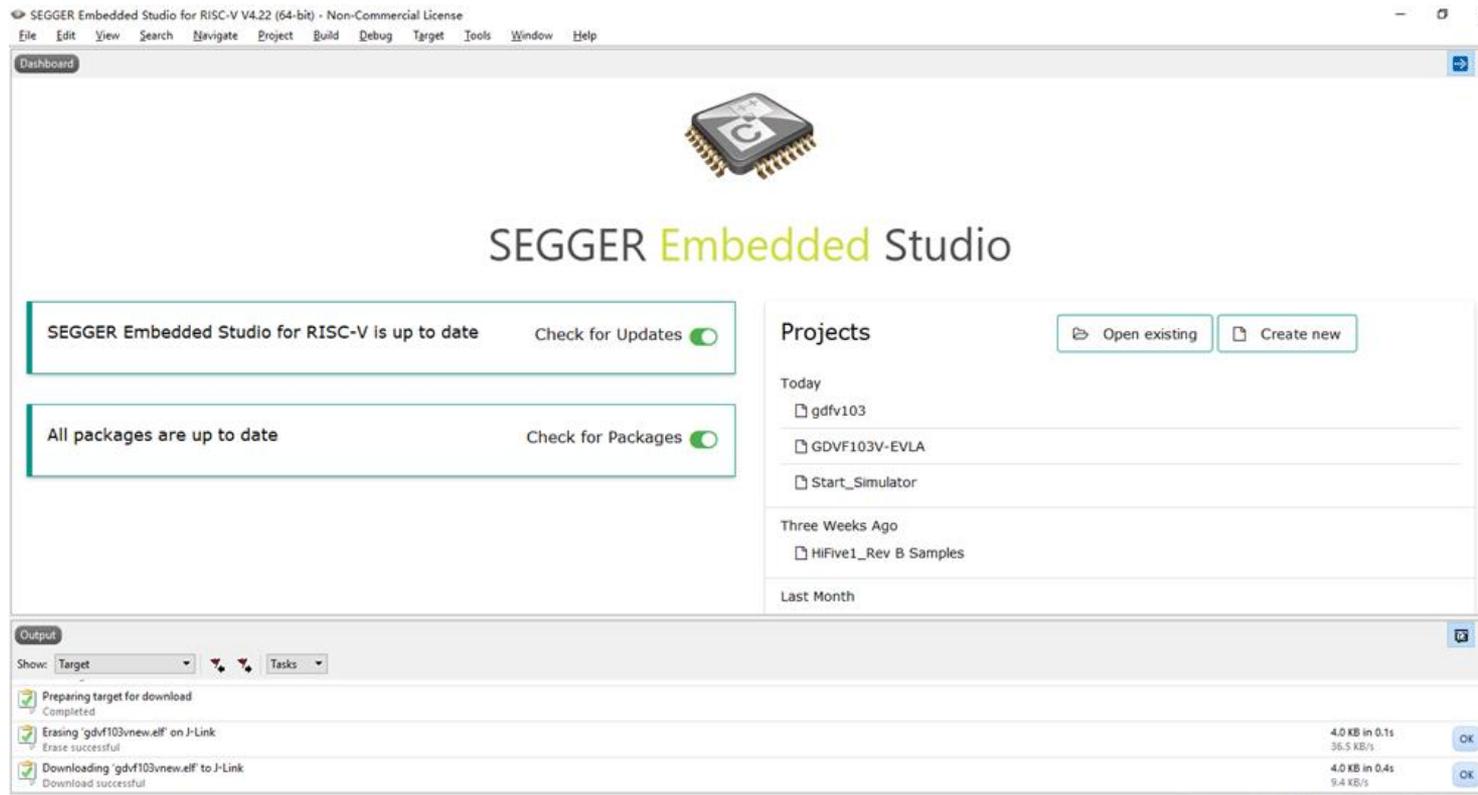
02

## Segger Embedded Studio 快速入门

# Embedded Studio 使用入门

## \* 启动界面

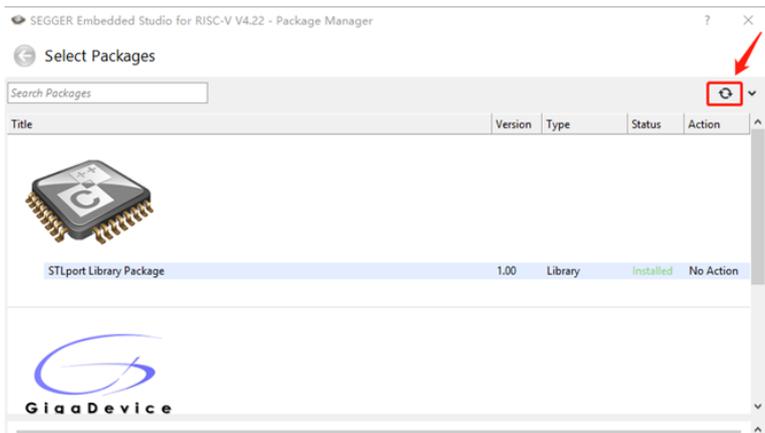
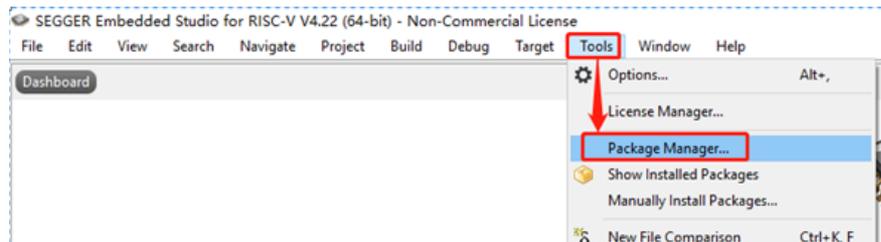
- 处理器基于软件包管理
- 完整的IDE功能
- 强大的调试器
- 跨平台



# Embedded Studio 使用入门

## \* 下载支持包

- 进入包管理器
  - Tools->Package Manager



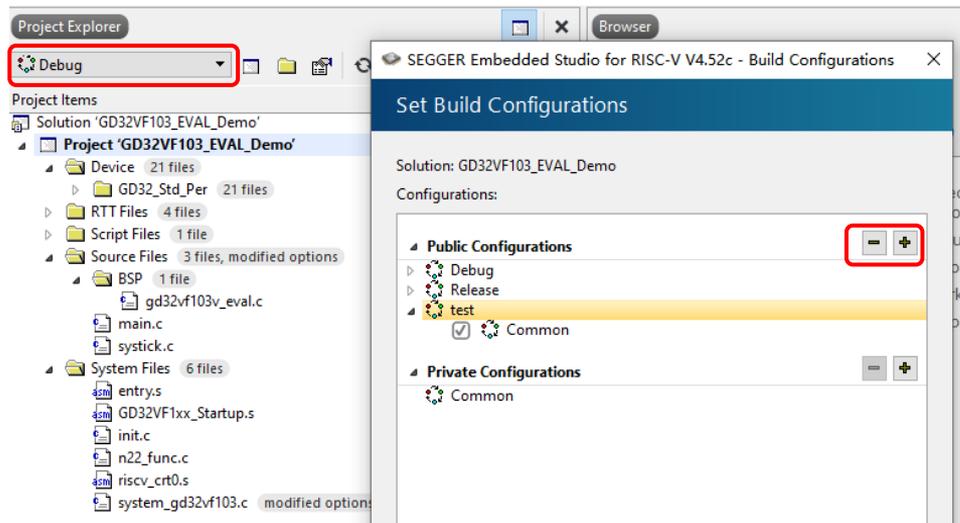
## • 选择支持包下载

- 在Select Packages下面右侧按 **刷新** 按钮，第一次会显示所有包的列表，如果没有安装的，可以用鼠标点在你需要的包上选择下载安装
- 双击选中GDVFX处理器支持包，点击Next进行下载安装

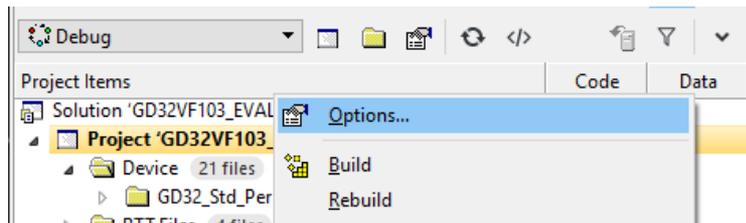
# Embedded Studio 使用入门

## \* 工程配置管理

保存不同的工程配置方便管理与调试

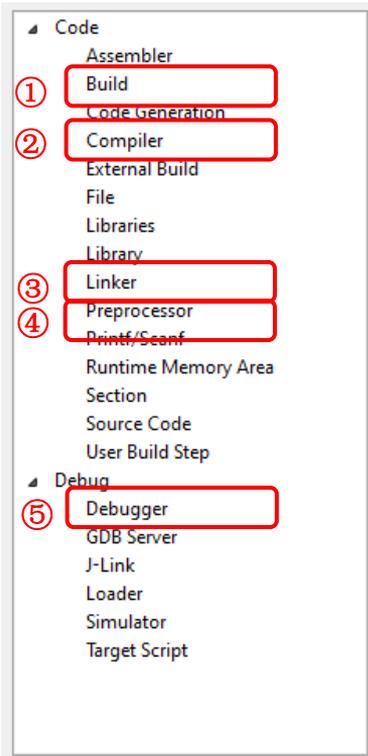


右键工程名，选择Options进入工程配置页面



# Embedded Studio 使用入门

## \* 基本工程配置



### ① Build选项：设置编译器与中间文件输出位置

Build	
Always Rebuild	No
Batch Build Configurations	
Build Quietly	Yes
Dependency File Name	None
Enable Unused Symbol Removal	Yes
Exclude From Build	No
External Compiler	None
Include Debug Information	Yes
Intermediate Directory	Output/\$(\$ProjectName) \$(\$Configuration)/Obj
Memory Map File	None
Memory Map Macro	

### ② Compiler选项：设置C语言标准与编译器

Compiler	
Additional C Compiler Only Options	
Additional C Compiler Only Options From File	None
Additional C/C++ Compiler Options	
Additional C/C++ Compiler Options From File	None
Additional C++ Compiler Only Options	
Additional C++ Compiler Only Options From File	None
C Language Standard	gnu99
C++ Language Standard	gnu++98
Compiler	gcc
Enable All Warnings	No

### ③ Linker选项：设置定位文件与二进制文件输出格式

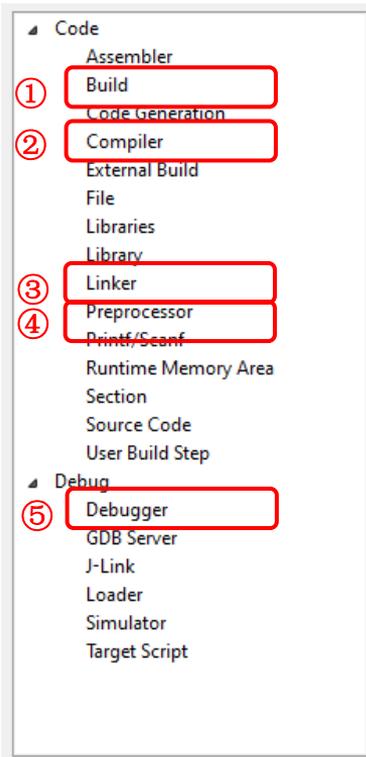
Linker	
Executable File Name	\$(OutDir)/\$(ProjectName)\$(EXE)
Additional Input Files	
Link Dependent Projects	Yes
Use Manual Linker Script	No
Section Placement File	\$(ProjectDir)/flash_placement_riscv.xml inherits
Section Placement Macros	
Default Fill Pattern	None
Additional Output Format	None inherits
Generate IMap File	Yes

### ④ Preprocessor选项：设置宏定义与预处理头文件目录

Preprocessor	
Ignore Includes	No
Preprocessor Definitions	inherits
Preprocessor Undefinitions	
System Include Directories	
Undefine All Preprocessor Definitions	No
User Include Directories	inherits

# Embedded Studio 使用入门

## \* 基本工程配置



## ⑤: Debugger选项: 设置调试器与目标芯片

Debugger	
Target Connection	-Link inherits
Run To Control	Always
Run To	main
Startup Completion Point	main
Start From Entry Point Symbol	Yes
Leave Target Running	No
Register Definition File	\$(ProjectDir)/GD32VF103_Registers
Debug Terminal Log File	None
Threads Script File	None
Thread Maximum	25
Working Directory	\$(ProjectDir)
Command Arguments	\$(ProjectName)\$ (EXE)
Entry Point Symbol	None
Load Additional Projects	
PULP Extensions Debug	Yes
RTT Control Block Address	_SEGGER_RTT
RTT Enable	Yes
Starting Stack Pointer Value	None
Target Device	GD32VF103VBT6 inherits
Debug Symbols File[0]	None

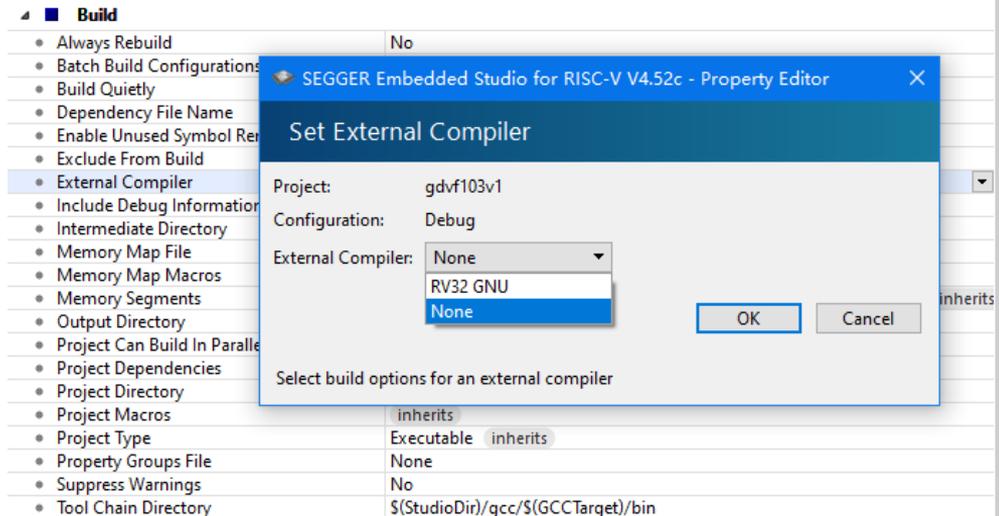
# Embedded Studio 使用入门

## \* ① Build选项

1, 选择编译器

2, 设置中间文件, 与二进制文件输出位置,  
可使用默认位置

Build	
Always Rebuild	No
Batch Build Configurations	
Build Quietly	Yes
Dependency File Name	None
Enable Unused Symbol Removal	Yes
Exclude From Build	No
External Compiler	None
Include Debug Information	Yes
Intermediate Directory	Output/\${ProjectName}/\${Configuration}/Obj
Memory Map File	None
Memory Map Macros	



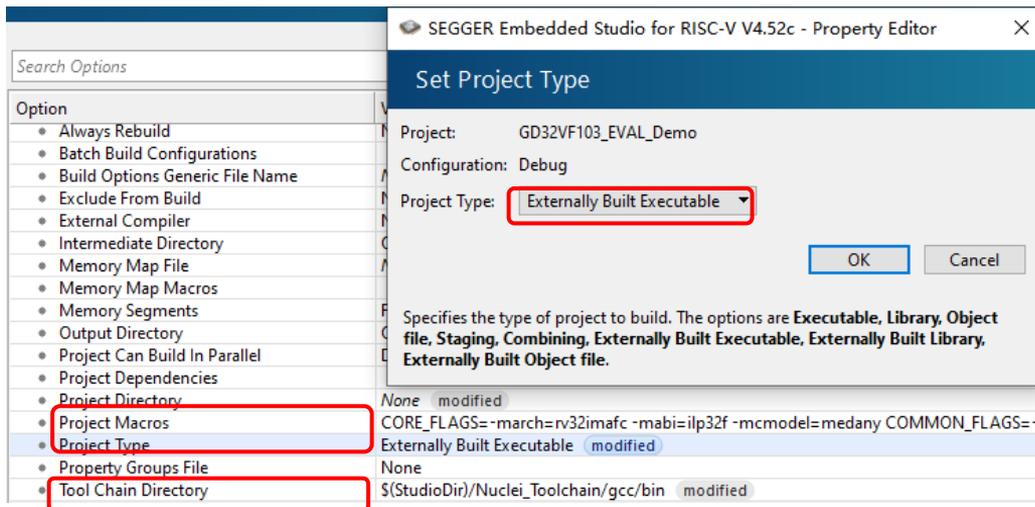
# Embedded Studio 使用入门

\* ①Build选项-使用外部工具链（芯来官方工具链为例）

1 修改Project Type为Externally Built Executable

2 修改Tool Chain Directory为  
`\$(StudioDir)/Nuclei_Toolchain/gcc/bin`

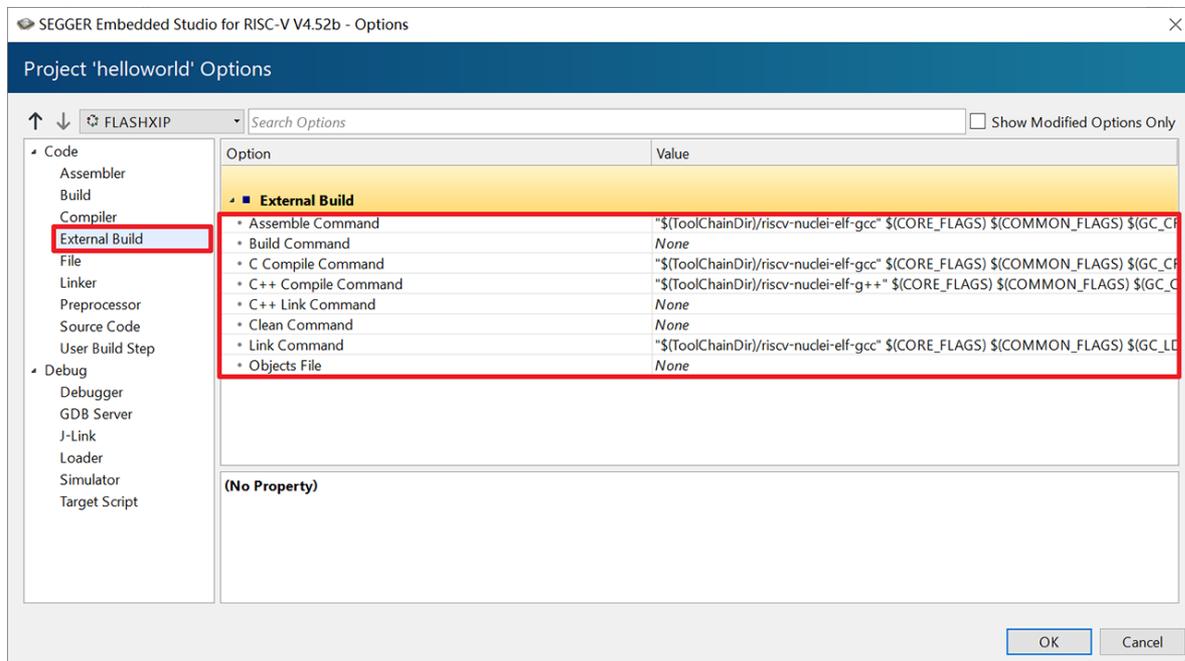
3 修改工程宏



# Embedded Studio 使用入门

\* ①Build选项-使用外部工具链 (芯来官方工具链为例)

修改编译指令



# Embedded Studio 使用入门



## \* ①Build选项-使用外部工具链（芯来官方工具链为例）

### 修改工程宏

```
CORE_FLAGS=-march=rv32imafc -mabi=ilp32f -mcmmodel=medany COMMON_FLAGS=-g -fno-common -  
DDOWNLOAD_MODE=DOWNLOAD_MODE_FLASHXIP GC_CFLAGS=-ffunction-sections -fdata-sections GC_LDFLAGS=-Wl,--gc-  
sections -Wl,--check-sections NEWLIB_LDFLAGS=--specs=nano.specs EXTRA_LDFLAGS=-u _isatty -u _write -u _sbrk -u _read -u  
_close -u _fstat -u _lseek
```

### 修改编译指令

```
Assemble Command: "$(ToolChainDir)/riscv-nuclei-elf-gcc" $(CORE_FLAGS) $(COMMON_FLAGS) $(GC_CFLAGS) $(AsmOptions)  
$(Defines) $(Includes) -MD -MF "$(RelDependencyPath)" -c -o "$(RelTargetPath)" "$(RelInputPath)"
```

```
C Compile Command: "$(ToolChainDir)/riscv-nuclei-elf-gcc" $(CORE_FLAGS) $(COMMON_FLAGS) $(GC_CFLAGS) $(COptions)  
$(OnlyOptions) $(Defines) $(Includes) -MD -MF "$(RelDependencyPath)" -c -o "$(RelTargetPath)" "$(RelInputPath)"
```

```
C++ Compile Command: "$(ToolChainDir)/riscv-nuclei-elf-g++" $(CORE_FLAGS) $(COMMON_FLAGS) $(GC_CFLAGS) $(COptions)  
$(CppOnlyOptions) $(Defines) $(Includes) -MD -MF "$(RelDependencyPath)" -c -o "$(RelTargetPath)" "$(RelInputPath)"
```

```
Link Command: "$(ToolChainDir)/riscv-nuclei-elf-gcc" $(CORE_FLAGS) $(COMMON_FLAGS) $(GC_LDFLAGS) $(NEWLIB_LDFLAGS)  
$(EXTRA_LDFLAGS) --specs=nosys.specs -MMD -MT $(ProjectName)$ (EXE) -MF $(ProjectName)$ (EXE).d $(Objects) -o  
"$ (OutDir)/$(ProjectName)$ (EXE)" -T "$(RelLinkerScriptPath)" -lstdc++ -nostartfiles -Wl,-M,-Map="$ (RelMapPath)" $(LinkOptions)
```

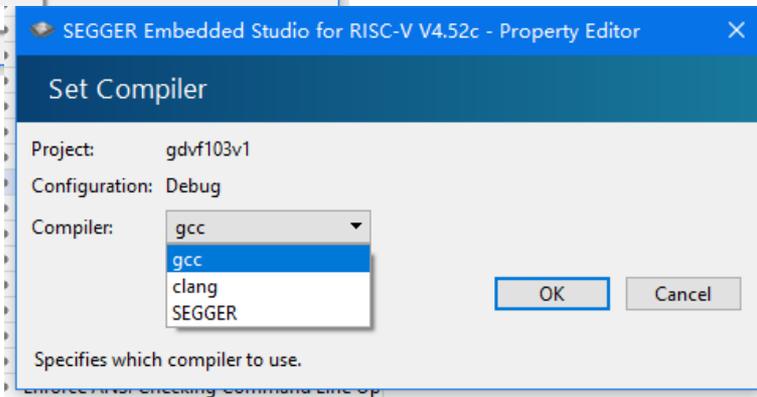
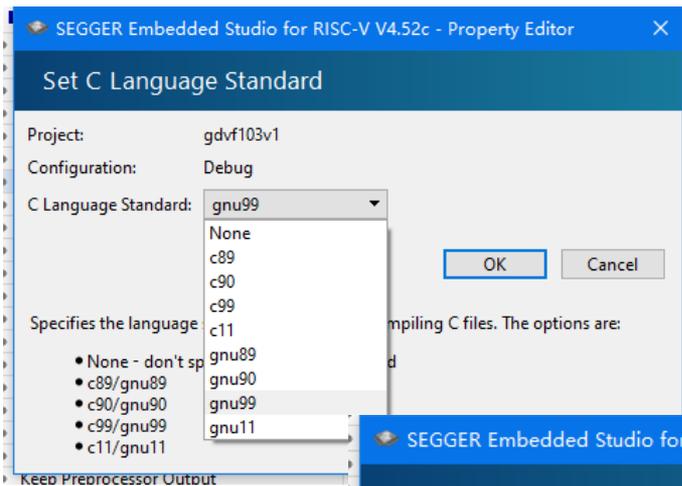
# Embedded Studio 使用入门

## \* ②Compiler选项

- 1, 选择要使用的C语言标准
- 2, 设置使用的内置编译器

### Compiler

• Additional C Compiler Only Options	
• Additional C Compiler Only Options From File	None
• Additional C/C++ Compiler Options	
• Additional C/C++ Compiler Options From File	None
• Additional C++ Compiler Only Options	
• Additional C++ Compiler Only Options From File	None
• C Language Standard	gnu99
• C++ Language Standard	gnu++98
• Compiler	gcc
• Enable All Warnings	No



# Embedded Studio 使用入门

## \* ③ Linker选项

1, 设置定位文件目录, 程序移植时请确保此定位文件位置正确。

- flash\_placement.xml
- sram\_placement.xml

2, 设置二进制文件格式

### 4 ■ Linker

• Executable File Name	\$(OutDir)/\$(ProjectName)\$ (EXE)
• Additional Input Files	
• Link Dependent Projects	Yes
• Use Manual Linker Script	No
• Section Placement File	\$(ProjectDir)/flash_placement_riscv.xml inherits
• Section Placement Macros	
• Default Fill Pattern	None
• Additional Output Format	None inherits
• Generate Map File	Yes

# Embedded Studio 使用入门



## \* ④Preprocessor选项

- 1, 设置预处理宏定义
- 2, 设置预处理头文件目录

### Preprocessor

• Ignore Includes	No
• Preprocessor Definitions	inherits
• Preprocessor Undefinitions	
• System Include Directories	
• Undefine All Preprocessor Definitions	No
• User Include Directories	inherits

# Embedded Studio 使用入门

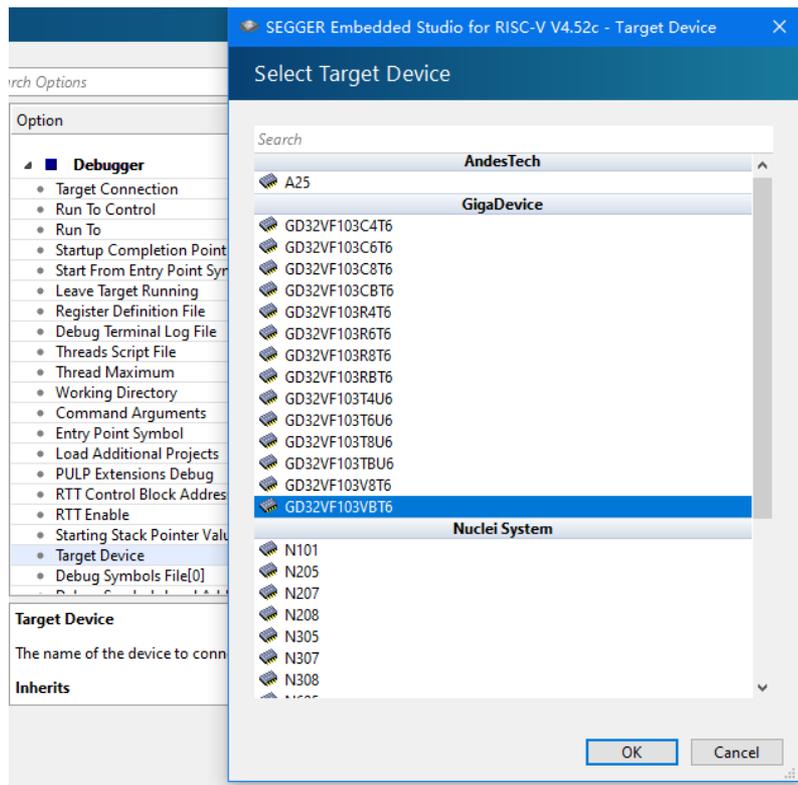
## \* ⑤ Debugger选项

### 1, 设置调试器

- Simulator
- J-Link
- GDB Server

### 2, 设置目标芯片

4 ■ Debugger	
• Target Connection	J-Link inherits
• Run To Control	Always
• Run To	main
• Startup Completion Point	main
• Start From Entry Point Symbol	Yes
• Leave Target Running	No
• Register Definition File	\$(ProjectDir)/GD32VF103_Registers
• Debug Terminal Log File	None
• Threads Script File	None
• Thread Maximum	25
• Working Directory	\$(ProjectDir)
• Command Arguments	\$(ProjectName)\$\\$(EXE)
• Entry Point Symbol	None
• Load Additional Projects	
• PULP Extensions Debug	Yes
• RTT Control Block Address	_SEGGER_RTT
• RTT Enable	Yes
• Starting Stack Pointer Value	None
• Target Device	GD32VF103VBT6 inherits
• Debug Symbols File[0]	None



# Embedded Studio 使用入门



## \* ④ Debugger选项

### 1, J-Link调试器

- 连接类型
- 调试接口
- 调试速度

### 2, GDB Sever (GD-Link为例)

- 驱动下载
- 修改Type为OpenOCD。
- 修改GDB Server Command Line为: `"\$(StudioDir)/Nuclei_Toolchain/openocd/bin/openocd" -f` 并且加上OpenOCD的设置文件路径。
- 修改Auto Start GDB Server为yes。

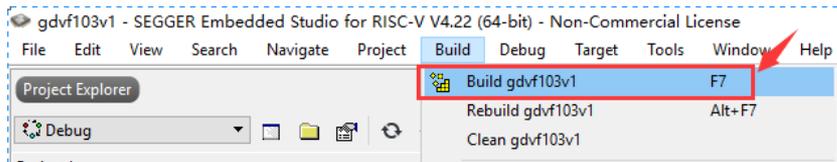
J-Link	
• Host Connection	USB
• Target Interface Type	JTAG
• JTAG Instruction Register Size Before Target	Auto Detect
• JTAG Number Of Devices Before Target	Auto Detect
• Speed	4,000 kHz
• Supply Power	No
• Show Log Messages In Output Window	Yes
• Log File	None
• Script File	None
• Exclude Flash Cache Range	None
• Additional J-Link Options	None
• Target Has Cycle Counter	No

GDB Server	
• Host	localhost
• Type	OpenOCD <small>modified</small>
• GDB Server Command Line	"\$(StudioDir)/Nuclei_Toolchain/openocd/bin/openocd" -f "\$(StudioDir)/../n100-sdk/bsp/core/env/openocd_hbird_ilm.cfg" <small>modified</small>
• Auto Start GDB Server	No <small>modified</small>
• Port	3,333 <small>modified</small>
• Reset and Stop Command	reset halt <small>modified</small>
• Ignore Checksum Errors	No <small>modified</small>
• Allow Memory Access During Execution	Yes <small>modified</small>
• Register Access	General and Individual <small>modified</small>
• Log File	None
• Target XML File	None
• Connect Timeout	5 seconds
• Read Timeout	5 seconds
• Write Timeout	60 seconds

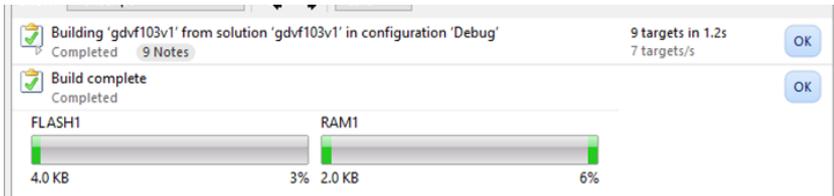
# Embedded Studio 使用入门

## \* 编译工程

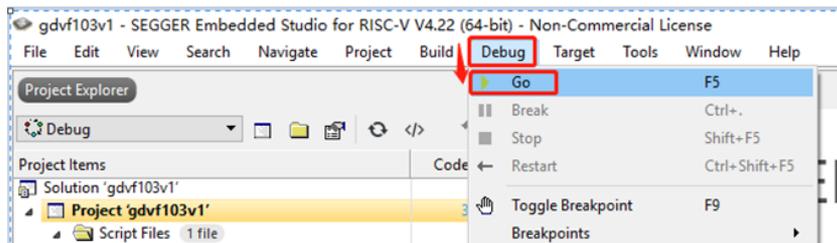
- 选中工程
- Build->Build gdvf103v1



- 编译结果



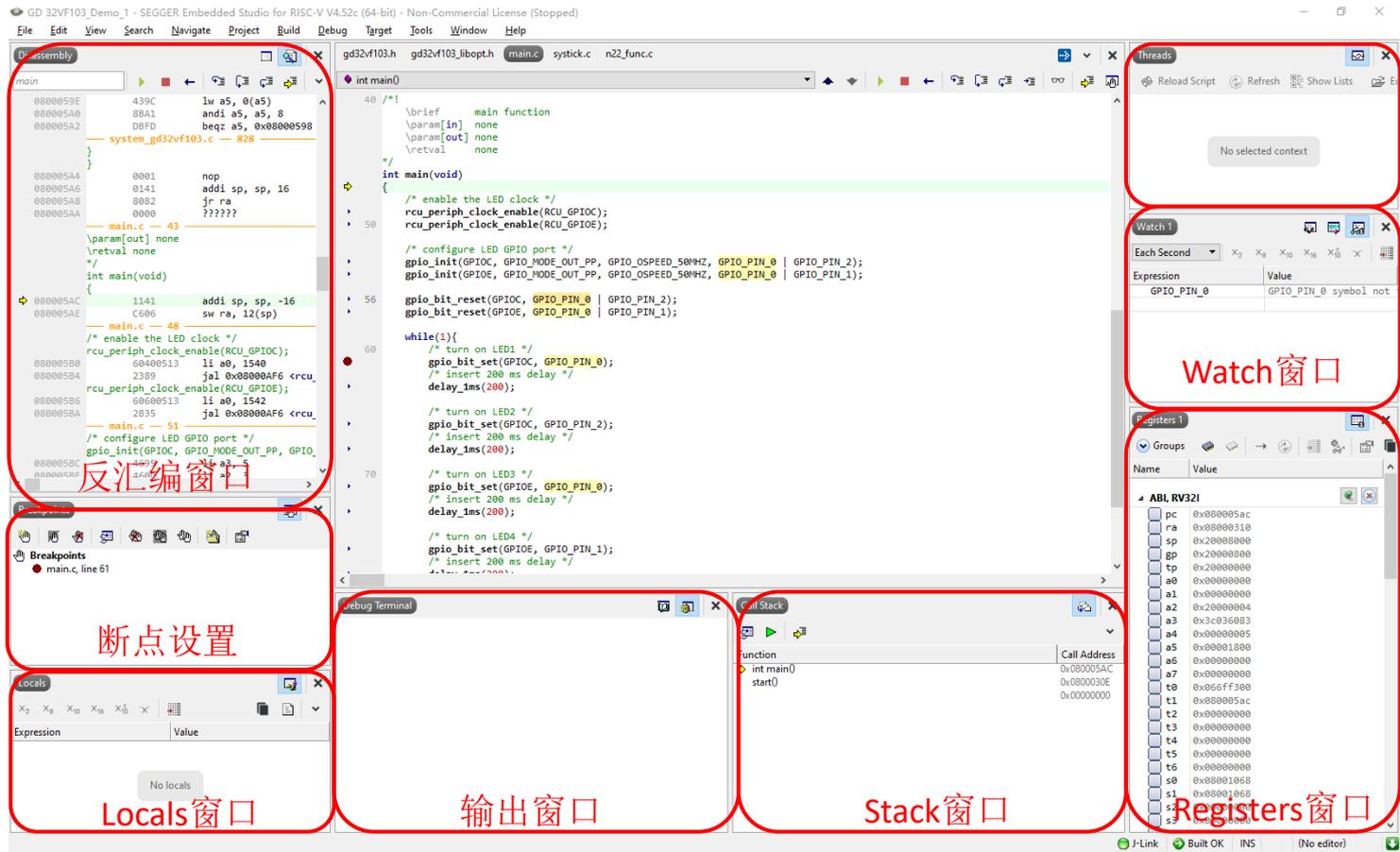
- Debug->Go进入调试



# Embedded Studio 使用入门

\* 调试工程

• 调试窗口



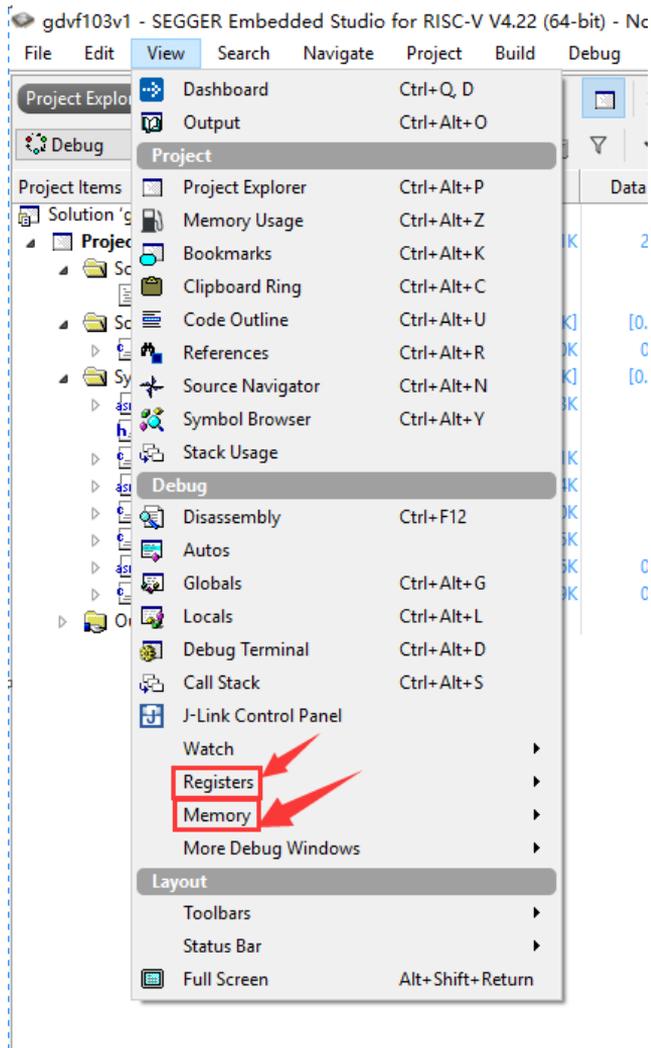
The screenshot shows the Embedded Studio IDE interface for a RISC-V project. The main window displays assembly code on the left and C code on the right. Several windows are highlighted with red boxes and labeled:

- 反汇编窗口 (Disassembly Window):** Located on the left, showing assembly instructions like `lw a5, 0(a5)` and `and a5, a5, 8`.
- 断点设置 (Breakpoints):** Located below the disassembly window, showing a breakpoint set at `main.c line 61`.
- Locals窗口 (Locals Window):** Located at the bottom left, showing local variables with values.
- 输出窗口 (Output Window):** Located at the bottom center, showing the debug terminal output.
- Stack窗口 (Stack Window):** Located at the bottom right, showing the call stack with functions like `int main()` and `start0`.
- Registers窗口 (Registers Window):** Located on the right side, showing the state of registers like `pc`, `ra`, `sp`, etc.
- Watch窗口 (Watch Window):** Located on the right side, showing a watch expression `GPIO_PIN_0`.

# Embedded Studio 使用入门

## \* 调试工程

- 观察寄存器
  - View->Register
- 观察存储器
  - View->Memory
- 观察其它信息
  - View->其它





03

## Segger Embedded Studio 实例演示

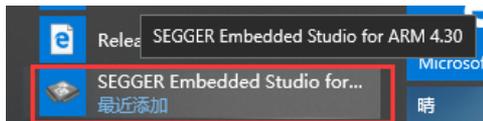
# Embedded Studio 实例演示

## \* 使用环境

- 操作系统: Windows 10 64位版
- Embedded Studio for RISC-V: 4.52c 64位版
- 仿真器: J-link BASE 驱动 6.80c
- 目标板: GDVF103V-EVAL 2019.06 v1.0版

## \* 启动软件

- 从windows开始或从桌面图标启动Segger Embedded Studio



# Embedded Studio 实例演示



## \* 软件下载

- 打开网址 <https://www.segger.com/downloads/embedded-studio/> 根据你使用的计算机操作系统下载适合您的Embedded Studio for RISC-V软件

Embedded Studio for RISC-V				
	Version	Date	File size	↓
Embedded Studio for RISC-V, Windows, 64-bit Simply download and run the installer.	V4.52c	[2020-05-18]	226,210 KB	↓ DOWNLOAD
Embedded Studio for RISC-V, Windows, 32-bit Simply download and run the installer.	V4.52c	[2020-05-18]	217,676 KB	↓ DOWNLOAD
Embedded Studio for RISC-V, macOS Download and mount the image, then run the installer.	V4.52c	[2020-05-18]	258,397 KB	↓ DOWNLOAD
Embedded Studio for RISC-V, Linux, 64-bit Download and extract the archive, then run the installer.	V4.52c	[2020-05-18]	245,166 KB	↓ DOWNLOAD
Embedded Studio for RISC-V, Linux, 32-bit Download and extract the archive, then run the installer.	V4.52c	[2020-05-18]	263,566 KB	↓ DOWNLOAD

# Embedded Studio 实例演示



## \* 固件库下载

GD32VF103固件库下载:

GD官网: <http://www.gd32mcu.com/>

资料下载->开发板资料->GD32VF1 MCU->GD32VF103 Demo Suites

免费获取GD32 MCU配套硬件资源包, 让您的开发变得简单!

The screenshot shows a search interface on the GD32 MCU website. A search bar at the top contains the text 'GD32VF1'. Below the search bar, there are navigation tabs: '全部资料', '数据手册', '应用笔记', '应用软件', '开发板资料', and '其他资料'. The '开发板资料' tab is selected. Below the tabs, there is a section titled '开发板资料 (共1个)' with a dropdown arrow. A table lists the available development board resources:

文档名	版本	英文文档	中文文档	发布时间
<a href="#">GD32VF103 Demo Suites</a>	1.0.3		无	2019-12-03

Introduction: GD32VF103系列开发板套件。支持GD32VF103C-START板, GD32VF103R-START板, GD32VF103T-START板和GD32VF103V-EVAL板。

On the left side of the screenshot, there is a sidebar menu with the following items: '全部资料', 'GD32F1 MCU', 'GD32F2 MCU', 'GD32F3 MCU', 'GD32F4 MCU', 'GD32E1 MCU', 'GD32E2 MCU', and 'GD32VF1 MCU'. The 'GD32VF1 MCU' item is highlighted with a red box.

# Embedded Studio 实例演示



## \* 固件库

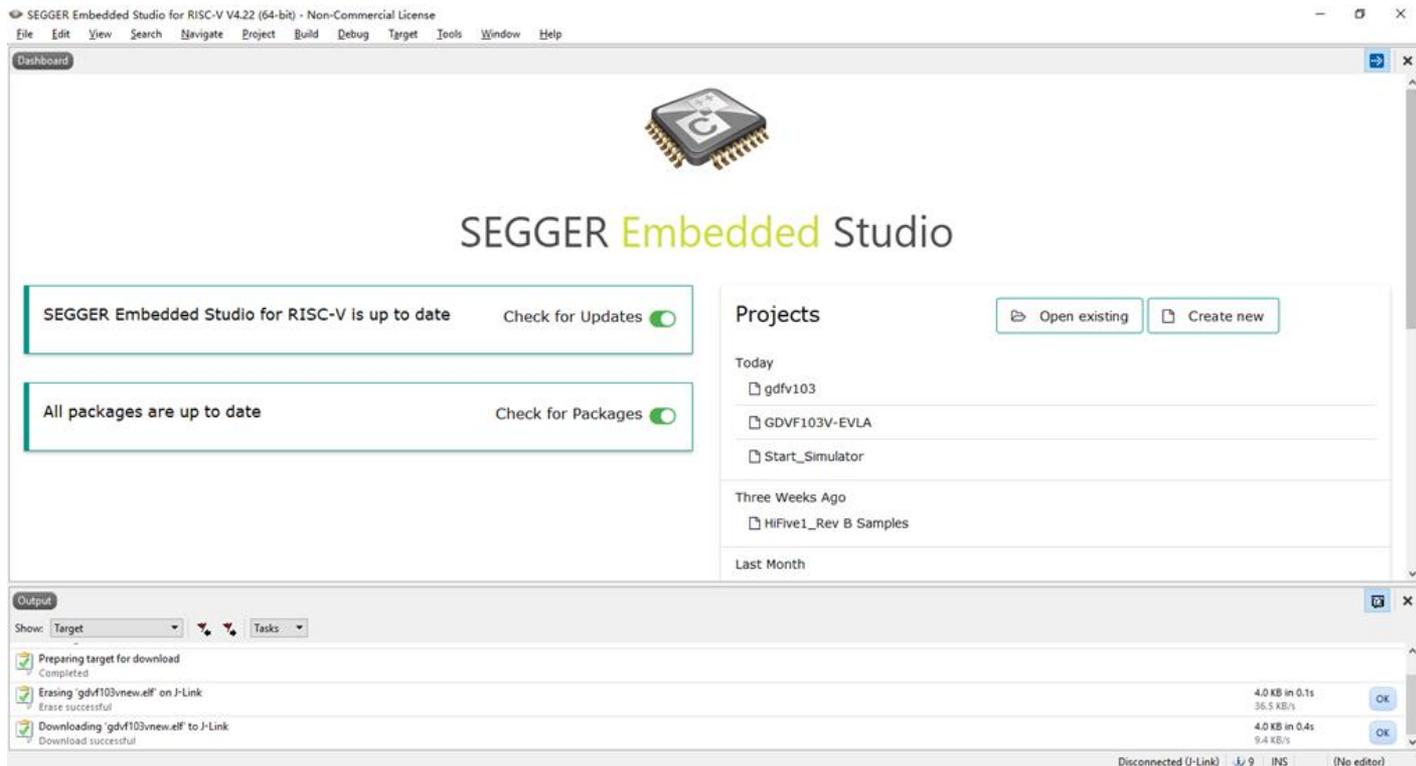
将下载的固件库GD32VF103\_Demo\_Suites\_V1.0.3.rar解压到工程目录下，解压后的文件包括了库文件GD32VF103\_Firmware\_Library，和开发板例程。

本次实验将要使用的工程是GD32VF103\_Demo\_Suites\_V1.0.3\GD32VF103V\_EVAL\_Demo\_Suites\Projects\01\_GPIO\_Running\_Led的电量LED工程。

- GD32VF103\_Firmware\_Library
- GD32VF103C\_START\_Demo\_Suites
- GD32VF103R\_START\_Demo\_Suites
- GD32VF103T\_START\_Demo\_Suites
- GD32VF103V\_EVAL\_Demo\_Suites

# Embedded Studio 实例演示

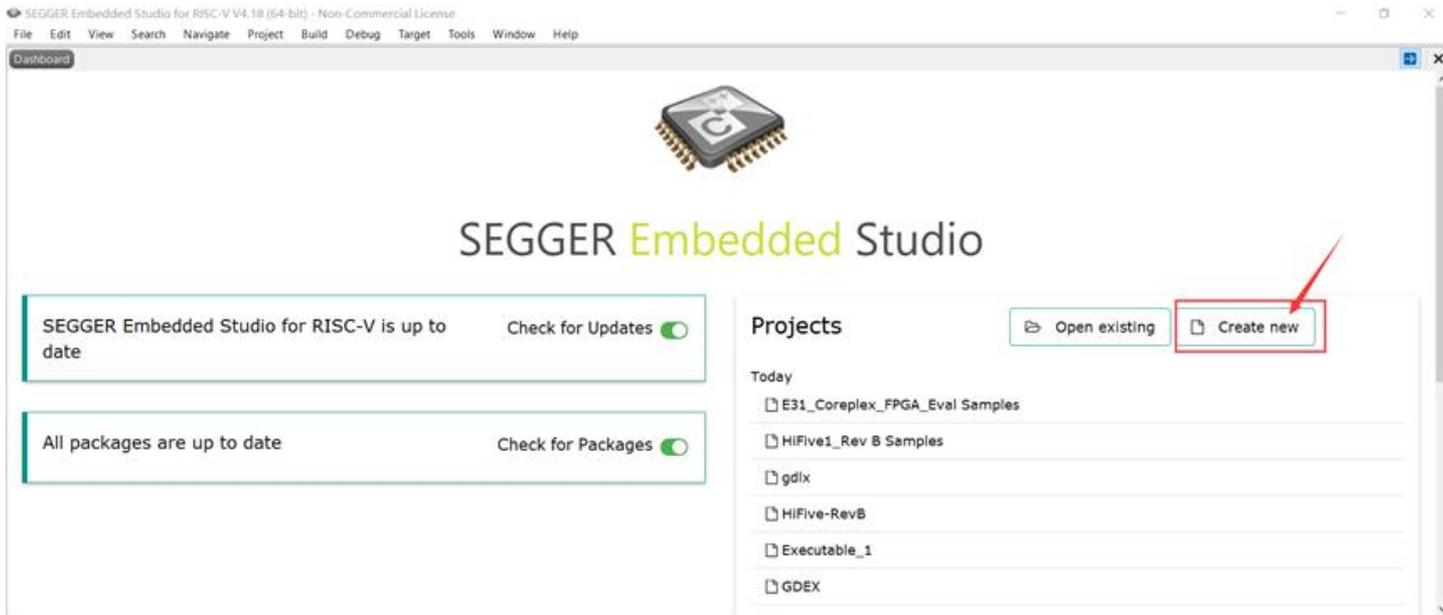
\* 软件界面



# Embedded Studio 实例演示

## \* 创建工程

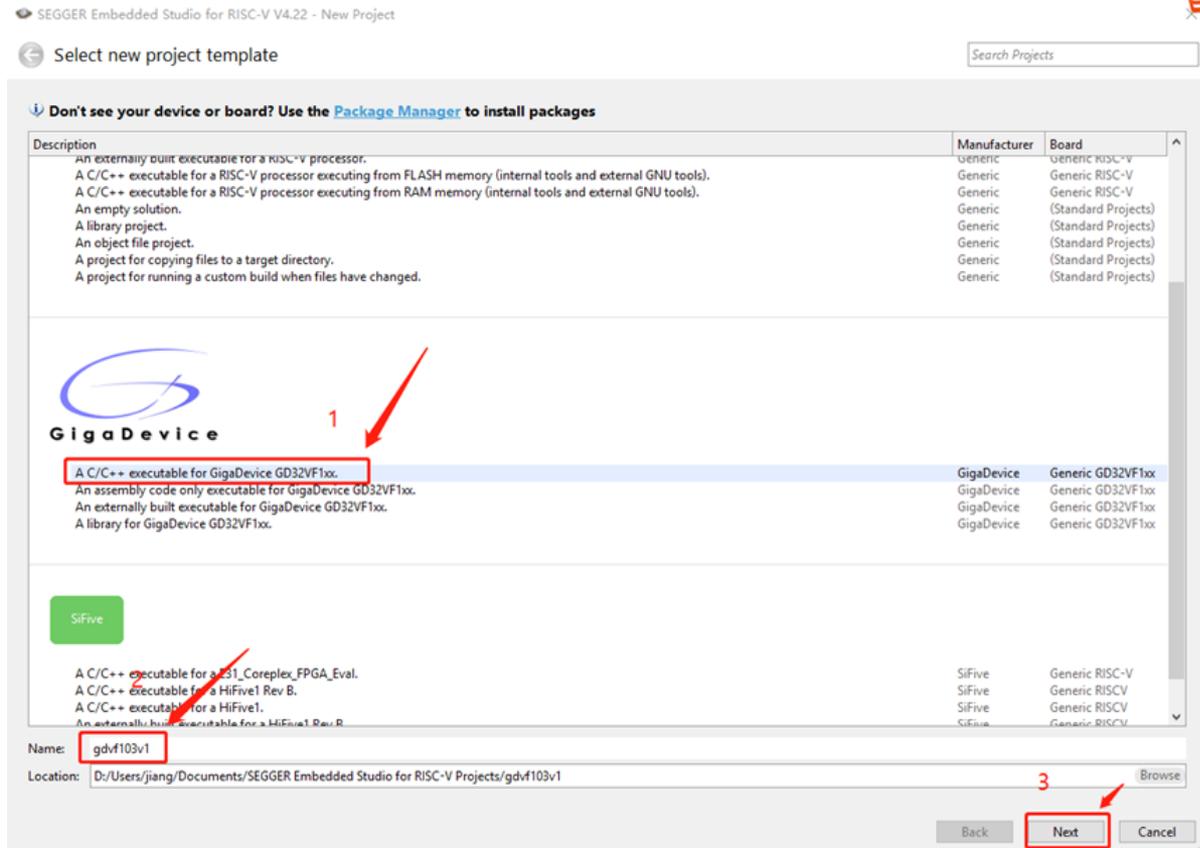
- 从右上部按Creat New，创建一个GDVF103V-EVAL板子的工程



# Embedded Studio 实例演示

## \* 创建工程

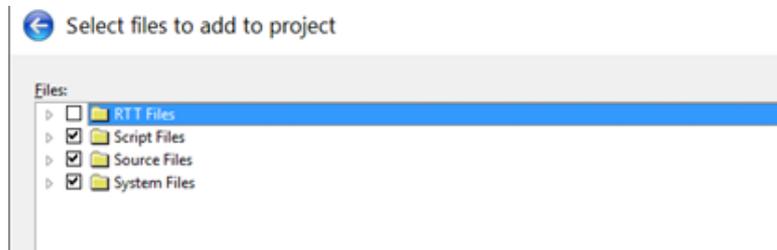
- 选择GDVF103V-EVAL板子的包如下：
- 选择 A C/C++ executable Giga Device GD32VF1xx
- 在下面Name右侧的框中，给你的项目起一个名字
- 按 Next



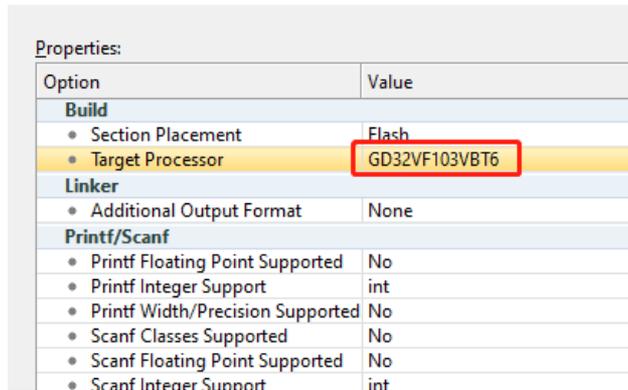
# Embedded Studio 实例演示

## \* 创建工程

- 弹出 Choose Common project setting窗口
  - 设置程序在哪里执行
  - 设置目标处理器的具体型号
  - 设置输出文件格式
- 按 Next



## ← Choose common project settings



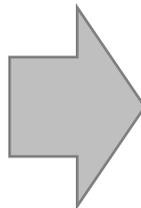
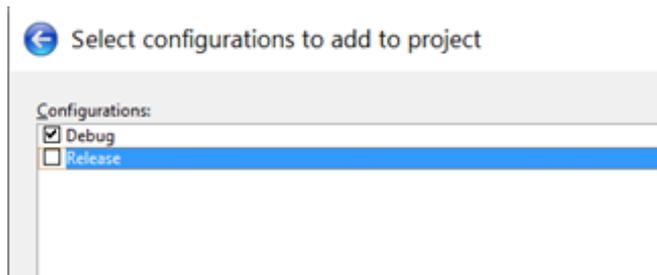
Properties:	
Option	Value
<b>Build</b>	
• Section Placement	Flash
• Target Processor	GD32VF103VBT6
<b>Linker</b>	
• Additional Output Format	None
<b>Printf/Scanf</b>	
• Printf Floating Point Supported	No
• Printf Integer Support	int
• Printf Width/Precision Supported	No
• Scanf Classes Supported	No
• Scanf Floating Point Supported	No
• Scanf Integer Support	int

- 弹出 Select files to add to project窗口
- 选择你需要的文件
- 按 Next

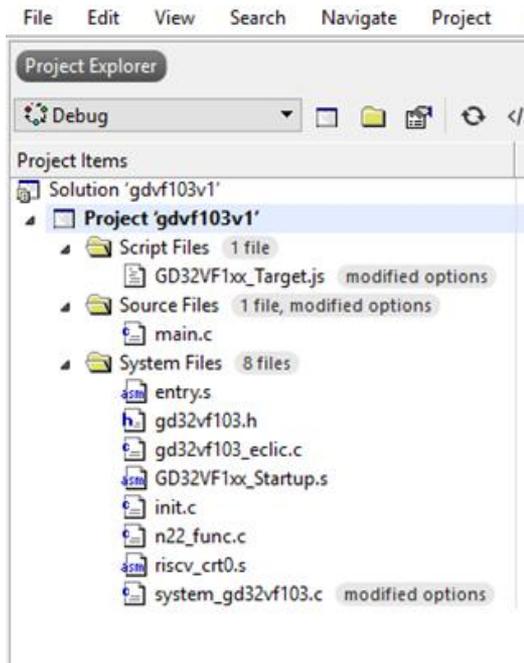
# Embedded Studio 实例演示

## \* 创建工程

- 弹出 Select configurations to add to project窗口
  - Debug
  - Release
- 选择你需要的配置，按 Finish。



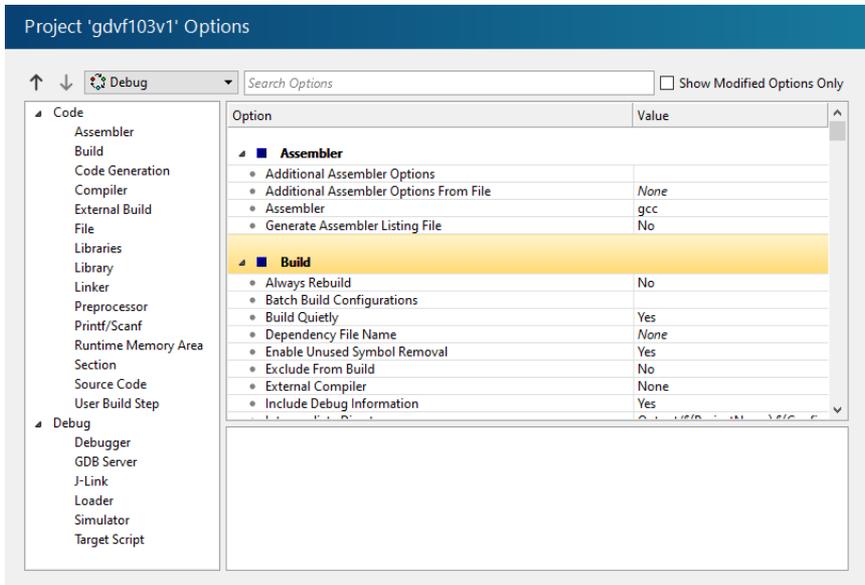
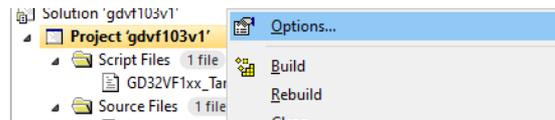
- 生成的工程如图所示



# Embedded Studio 实例演示

## \* 查看工程选项

- 选中工程后，右键选择Options进入工程选项，或在工具栏Project->Options中进入

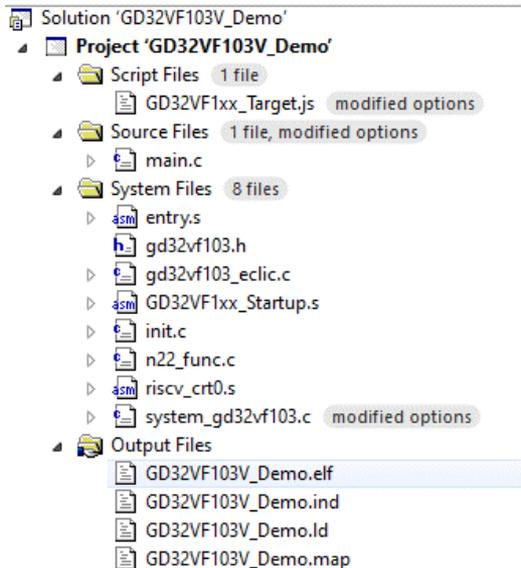


- 工程选项中包括了工程代码配置与调试配置信息

# Embedded Studio 实例演示



## \* 裸板程序



- Script Files
  - GD32VF1XX\_Target.js //调试脚本
- Source Files
  - main.c
- System Files
  - entry.s
  - gd32vf103.h
  - gd32vf103\_ecllic.c
  - GD32VF1xx\_Startup.s
  - init.c
  - n22\_func.c //内核文件
  - riscv crt0.s
  - system\_gd32vf103.c

# Embedded Studio 实例演示



## \* 裸板程序

- GD32VF1xx
- Output
- flash\_placement\_riscv.xml
- GD32VF103\_Registers.xml
- GD32VF103V\_Demo.emProject
- GD32VF103V\_Demo\_Debug.jlink
- main.c
- riscv crt0.s
- SEGGER\_RTT.c
- SEGGER\_RTT.h
- SEGGER\_RTT\_Conf.h
- SEGGER\_RTT\_Syscalls\_SES.c

- GD32VF1xx

- Device

- Include

- gd32vf103.h
      - gd32vf103\_xxx.h
      - n22\_eclic.h
      - n22\_func.h
      - n22\_tmr.h
      - riscv\_bits.h
      - riscv\_const.h
      - riscv\_encoding.h
      - system\_gd32vf103.h

- Source

- entry.s
      - gd32vf103\_eclic.c
      - init.c
      - n22\_func.c
      - system\_gd32vf103.c

- Scripts

- GD32VF1xx\_Target.js

- Source

- GD32VF1xx\_Startup.s

[flash\\_placement\\_riscv.xml](#)

[GD32VF103\\_Registers.xml](#)

GD32VF103V\_Demo.emProject

GD32VF103V\_Demo\_Debug.jlink

[main.c](#)

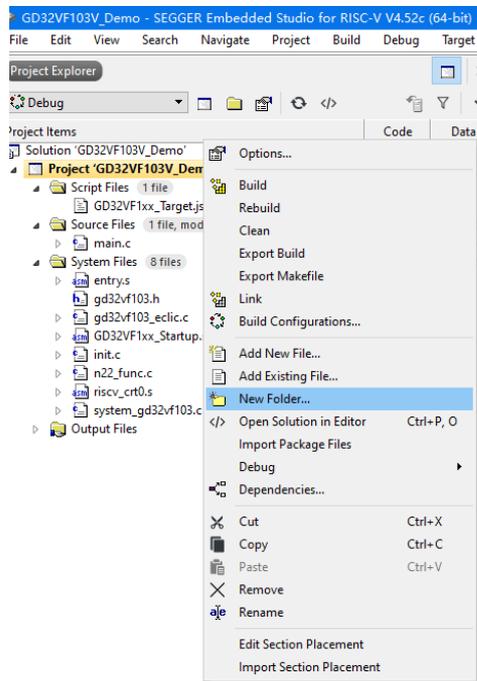
riscv crt0.s

# Embedded Studio 实例演示

## \* 修改ESE下工程结构

右键工程，点击New Folder添加存放固件库文件的文件夹：

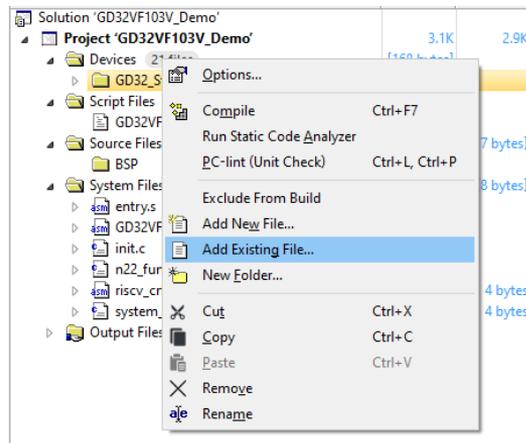
- Device
  - GD32\_Std\_Per
- 在Source Files下，删除main.c，添加BSP文件夹用于存放开发板支持文件
- 删除System Files下的gd32vf103.h， gd32vf103\_ecllic.c 并且删除计算机工程目录中GD32VF1xx\Device\Include文件夹下的gd32vf103.h与gd32vf103\_xxx.h文件



# Embedded Studio 实例演示

## \* 添加源代码

- 右键文件夹，点击Add Existing File添加源代码。
- 将GD32VF103\_Firmware\_Library\  
GD32VF103\_standard\_peripheral\Source文件夹下的C文件添加到工程的  
Devices\GD32\_Std\_Per文件夹下
- 将GD32VF103\_Demo\_Suites\_V1.0.3\  
GD32VF103V\_EVAL\_Demo\_Suites\Projects\  
01\_GPIO\_Running\_Led下的C文件添加到工程的Source Files文件夹下
- 将GD32VF103\_Demo\_Suites\_V1.0.3\  
GD32VF103V\_EVAL\_Demo\_Suites\Utilities下的C文件添加到Source Files\BSP文  
件夹下

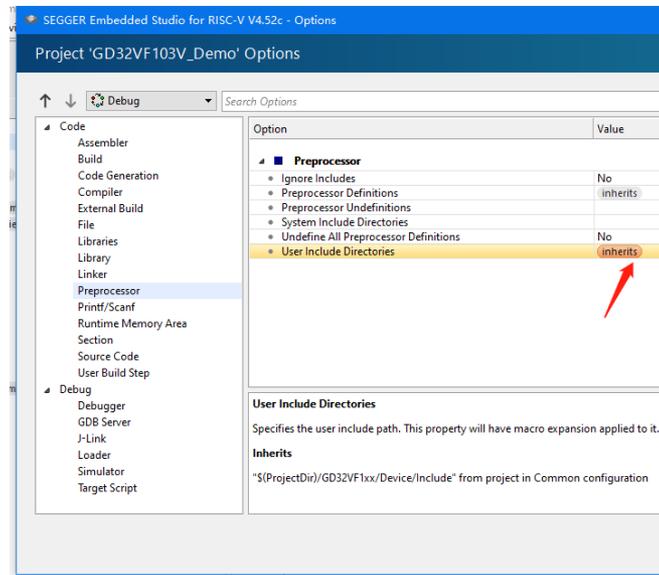


# Embedded Studio 实例演示

## \* 添加头文件路径

右键工程，选择Options在Preprocessor下的User Include Directories下填入头文件路径

```
$(ProjectDir)\GD32VF103_Demo_Suites_V1.0.3\GD32VF103_Firmware_Library\GD32VF103_standard_peripheral  
$(ProjectDir)\GD32VF103_Demo_Suites_V1.0.3\GD32VF103_Firmware_Library\GD32VF103_standard_peripheral\Include  
$(ProjectDir)\GD32VF103_Demo_Suites_V1.0.3\GD32VF103V_EVAL_Demo_Suites\Projects\01_GPIO_Running_Led  
$(ProjectDir)\GD32VF103_Demo_Suites_V1.0.3\GD32VF103V_EVAL_Demo_Suites\Utilities
```



# Embedded Studio 实例演示



## \* 修改文件

移植完成后点击编译，会出现报错，报错显示没有定义开发板，所以这里将开发板定义为 GD32VF103V\_EVAL

```
/* define value of high speed crystal oscillator (HXTAL) in Hz */
#ifndef HXTAL_VALUE
#define GD32VF103R_START
#define HXTAL_VALUE ((uint32_t)25000000) /*!< value of the external oscillator
#define HXTAL_VALUE_8M HXTAL_VALUE
60 #else defined(GD32VF103V_EVAL) || defined(GD32VF103C_START) || defined(GD32VF103T_S
#define HXTAL_VALUE ((uint32_t)8000000) /*!< value of the external oscillator
#define HXTAL_VALUE_25M HXTAL_VALUE
//else
//error "Please select the target board type used in your application (in gd32v
67 #endif
#endif /* high speed crystal oscillator value */
```

```
#include "gd32vf103_bkp.h"
40 #include "gd32vf103_can.h"
#include "gd32vf103_crc.h"
#include "gd32vf103_dac.h"
#include "gd32vf103_dma.h"
#include "gd32vf103_ecllc.h"
#include "gd32vf103_exmc.h"
#include "gd32vf103_exti.h"
#include "gd32vf103_fmc.h"
#include "gd32vf103_gpio.h"
#include "gd32vf103_i2c.h"
50 #include "gd32vf103_fwdgt.h"
#include "gd32vf103_dbg.h"
#include "gd32vf103_pmu.h"
#include "gd32vf103_rcu.h"
#include "gd32vf103_rtc.h"
#include "gd32vf103_spi.h"
#include "gd32vf103_timer.h"
#include "gd32vf103_usart.h"
#include "gd32vf103_wwdgt.h"
60 #include "n200_func.h"
```

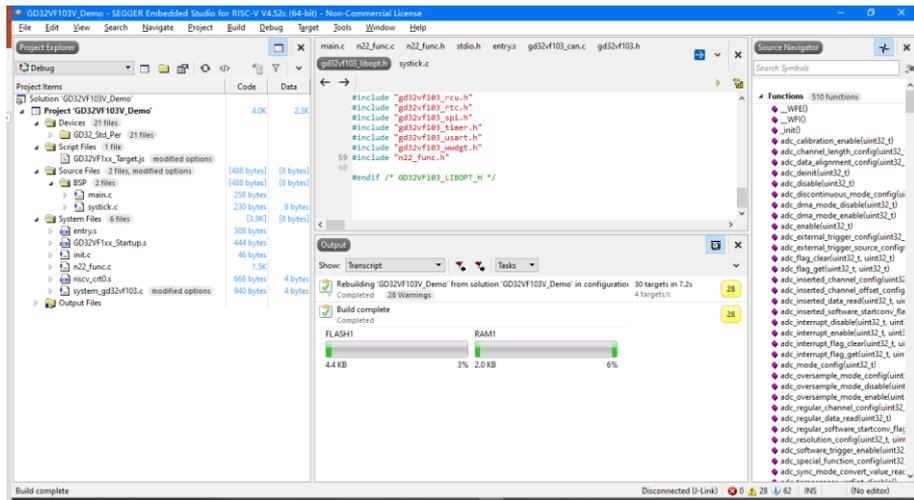
点击重新编译，报错显示没有n200\_func.h这个文件

本工程使用的是n22\_func.h，所以这里修改为n22\_func.h

# Embedded Studio 实例演示

## \* 下载调试

再点击重新编译，编译通过，可以进行下载调试。



# 解答时间

系列课程后面安排：8月20日，晚8点  
第四讲：从零开始学习RTOS 分析工具的使用  
欢迎扫码申请入群

演示代码下载链接：

<https://eyun.baidu.com/s/3o970fDC>

密码：Ma8k



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