

**GigaDevice Semiconductor Inc.**

**GD32EPRTV-START**

**User Guide**

**V1.0**

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## 1. Summary

GD32EPRTV-START uses GD32EPRTVDT6 as the main controller. It uses GD-Link Mini USB interface to supply 5V power. Reset, Boot, K2-User Key, LED, USB and USART to USB interface are also included. For more details please refer to GD32EPRTV-START-Rev1.0 schematic.

## 2. Function Pin Assign

**Table 2-1. Function pin assignment**

Function	Pin	Description
LED	PC6	LED1
RESET		K1-Reset
KEY	PA0	User Key
USART	PB6	USART0_TX
	PB7	USART0_RX
USB	PA11	USB_DM
	PA12	USB_DP
	PA9	USB Pull-up Control

## 3. Getting started

The START board uses GD-Link Mini USB connector to get power DC +5V, which is the hardware system normal work voltage. A GD-Link on board is necessary in order to download and debug programs. Select the correct boot mode and then power on, the LEDPWR will turn on, which indicates the power supply is OK.

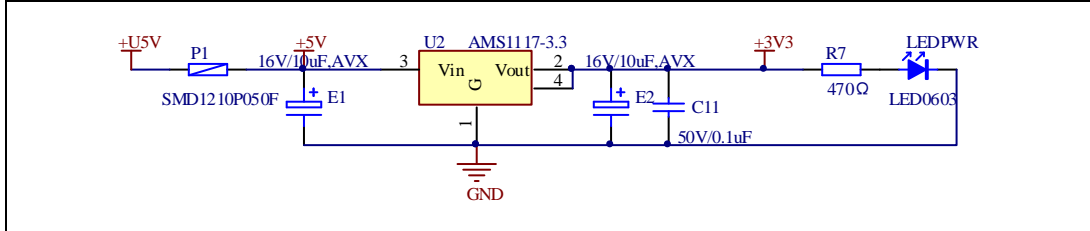
There are Keil version and IAR version of all projects. Keil version of the projects are created based on Keil MDK-ARM 5.26 uVision5. IAR version of the projects are created based on IAR Embedded Workbench for ARM 8.32.1. During use, the following points should be noted:

1. If you use Keil uVision5 to open the project. In order to solve the "Device Missing (s)" problem, you can install GigaDevice.GD32EPRT\_DFP.1.1.0.pack.
2. If you use IAR to open the project, install IAR\_GD32EPRT\_ADDON\_1.1.0.exe to load the associated files.

## 4. Hardware layout overview

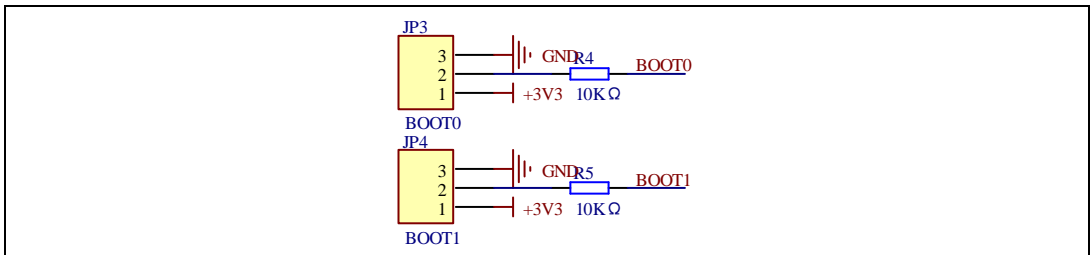
### 4.1. Power supply

Figure 4-1. Schematic diagram of power supply



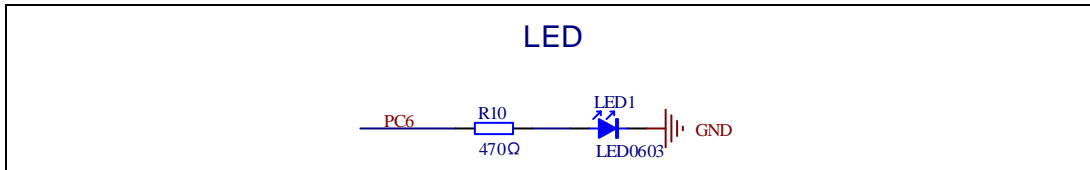
### 4.2. Boot option

Figure 4-2. Schematic diagram of boot option



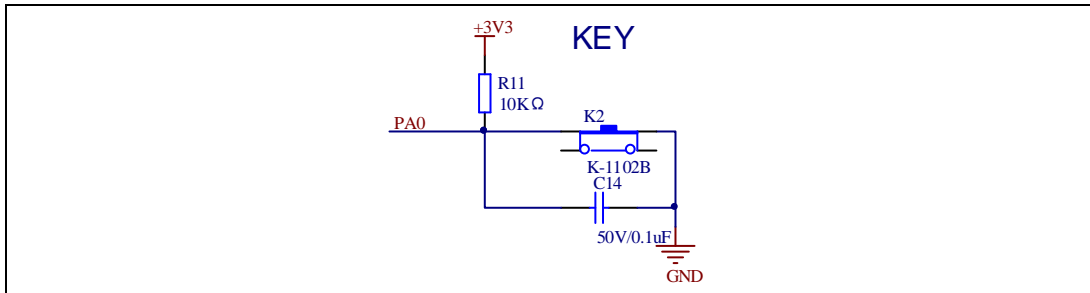
### 4.3. LED

Figure 4-3. Schematic diagram of LED function



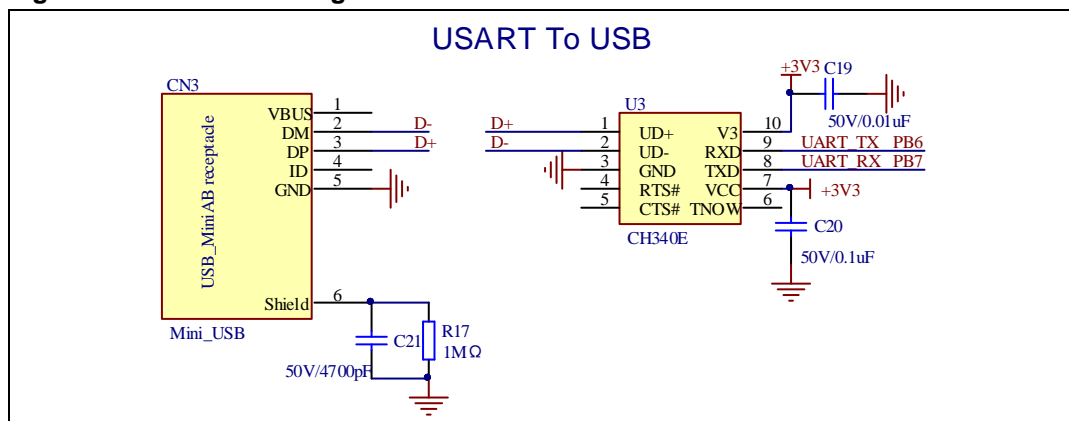
### 4.4. KEY

Figure 4-4. Schematic diagram of Key function



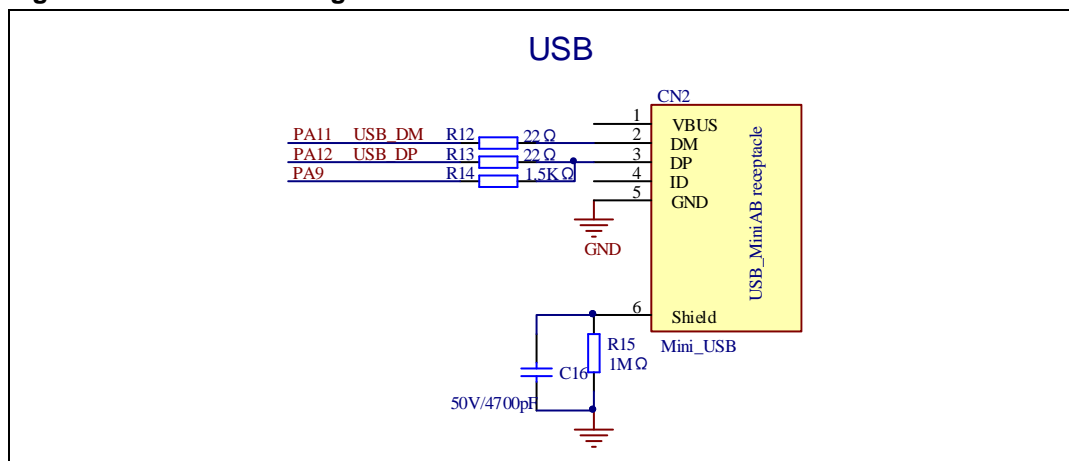
## 4.5. USART

Figure 4-5. Schematic diagram of USART



## 4.6. USB

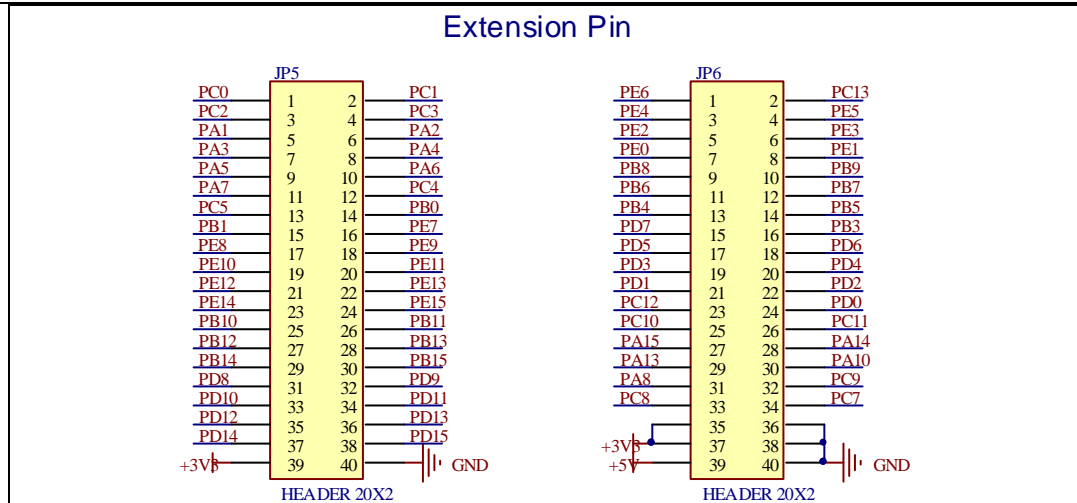
Figure 4-6. Schematic diagram of USB



## 4.7. Extension

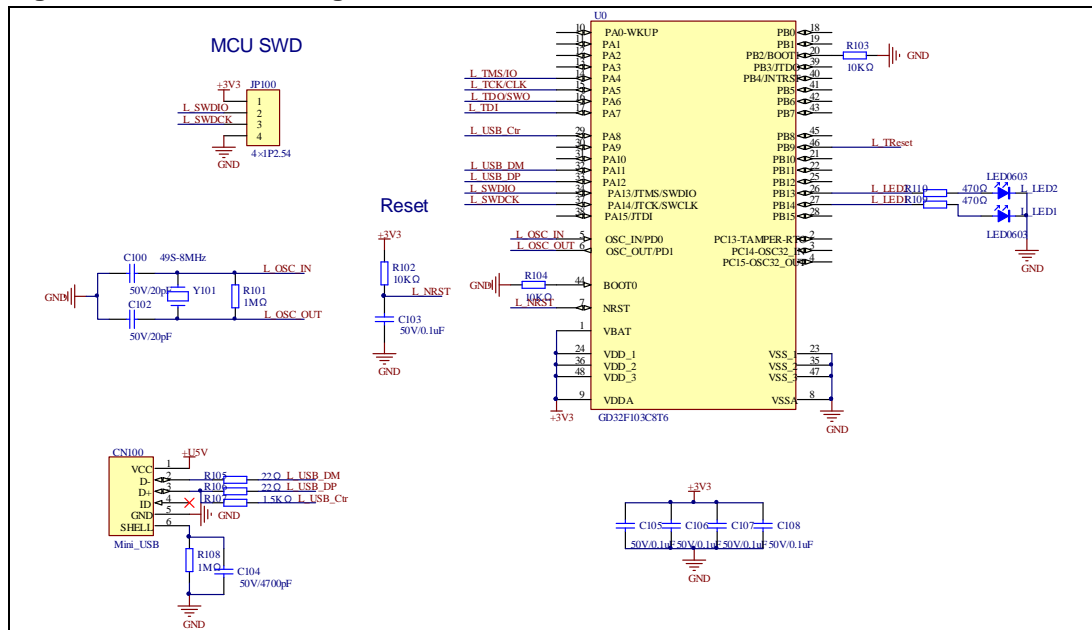
Figure 4-7. Schematic diagram of Extension





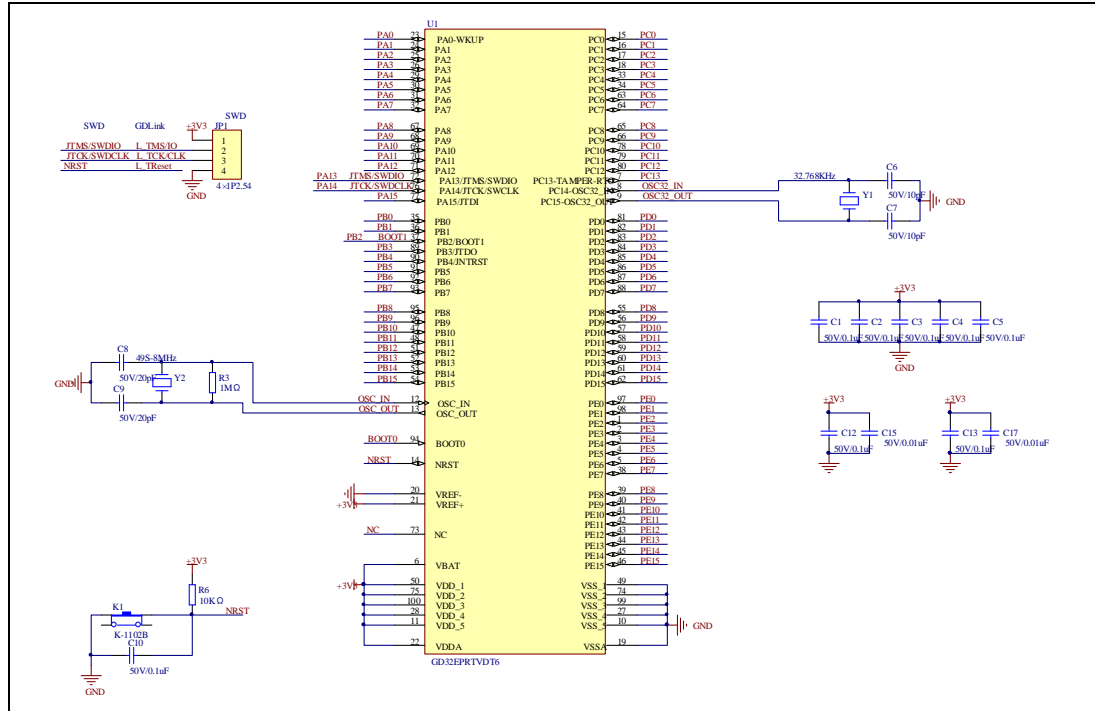
## 4.8. GD-Link

Figure 4-8. Schematic diagram of GD-Link



## 4.9. MCU

Figure 4-9. Schematic diagram of MCU



## 5. Routine use guide

### 5.1. GPIO\_Running\_LED

#### 5.1.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use GPIO control the LED
- Learn to use SysTick to generate 1ms delay

GD32EPRTV-START-V1.0 board has 2 keys and 1 LED. The keys are User Key and Reset Key. The LED is controlled by GPIO.

This demo will show how to light the LED.

#### 5.1.2. DEMO running result

Download the program < 01\_GPIO\_Running\_LED > to the START board, LED can light cycles.

### 5.2. GPIO\_Key\_Polling\_mode

#### 5.2.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use GPIO control the LED and the KEY
- Learn to use SysTick to generate 1ms delay

GD32EPRTV-START-V1.0 board has 2 keys and 1 LED. The keys are User Key and Reset Key. The LED are controlled by GPIO.

This demo will show how to use the User Key to control the LED1. When press down the User Key, it will check the input value of the IO port. If the value is 0 and will wait for 100ms. Check the input value of the IO port again. If the value still is 0, it indicates that the button is pressed successfully and toggle LED1.

#### 5.2.2. DEMO running result

Download the program < 02\_GPIO\_Key\_Polling\_mode > to the START board, press down the User Key, LED1 will be turned on. Press down the User Key again, LED1 will be turned off.

## 5.3. EXTI\_Key\_Interrupt\_mode

### 5.3.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use GPIO control the LED and the KEY
- Learn to use EXTI to generate external interrupt

GD32EPRTV-START-V1.0 board has 2 keys and 1 LED. The keys are User Key and Reset Key. The LED is controlled by GPIO.

This demo will show how to use the EXTI interrupt line to control the LED1. When press down the User Key, it will produce an interrupt. In the interrupt service function, the demo will toggle LED1.

### 5.3.2. DEMO running result

Download the program < 03\_EXTI\_Key\_Interrupt\_mode > to the START board, LED1 is turned on and off for test. When press down the User Key, LED1 will be turned on. Press down the User Key again, LED1 will be turned off.

## 5.4. USART\_HyperTerminal\_Interrupt

### 5.4.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use the USART transmit and receive interrupts to communicate with the HyperTerminal.

### 5.4.2. DEMO running result

Download the program <04\_USART\_HyperTerminal\_Interrupt> to the START board, connect serial cable to USART. Firstly, the LED1 flash 2 times for test. Then, the USART sends the tx\_buffer array (from 0x00 to 0xFF) to the hyperterminal and waits for receiving data from the hyperterminal that you must send. The string that you have sent is stored in the rx\_buffer array. The receive buffer have a BUFFER\_SIZE bytes as maximum. After that, compare tx\_buffer with rx\_buffer. If tx\_buffer is same with rx\_buffer, LED1 flash. Otherwise, LED1 on.

The output information via the HyperTerminal is as following:

```

00 01 02 03 04 05 06 07 08 09 0A 0B 0C 0D 0E 0F 10 11 12 13 14 15 16 17 18 19 1A
1B 1C 1D 1E 1F 20 21 22 23 24 25 26 27 28 29 2A 2B 2C 2D 2E 2F 30 31 32 33 34 35
36 37 38 39 3A 3B 3C 3D 3E 3F 40 41 42 43 44 45 46 47 48 49 4A 4B 4C 4D 4E 4F 50
51 52 53 54 55 56 57 58 59 5A 5B 5C 5D 5E 5F 60 61 62 63 64 65 66 67 68 69 6A 6B
6C 6D 6E 6F 70 71 72 73 74 75 76 77 78 79 7A 7B 7C 7D 7E 7F 80 81 82 83 84 85 86
87 88 89 8A 8B 8C 8D 8E 8F 90 91 92 93 94 95 96 97 98 99 9A 9B 9C 9D 9E 9F A0 A1
A2 A3 A4 A5 A6 A7 A8 A9 AA AB AC AD AE AF B0 B1 B2 B3 B4 B5 B6 B7 B8 B9 BA BB BC
BD BE BF C0 C1 C2 C3 C4 C5 C6 C7 C8 C9 CA CB CC CD CE CF D0 D1 D2 D3 D4 D5 D6 D7
D8 D9 DA DB DC DD DE DF E0 E1 E2 E3 E4 E5 E6 E7 E8 E9 EA EB EC ED EE EF F0 F1 F2
F3 F4 F5 F6 F7 F8 F9 FA FB FC FD FE FF

```

## 5.5. TIMER\_Key\_EXTI

### 5.5.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use GPIO control the LED and the KEY
- Learn to use EXTI to generate external interrupt
- Learn to use TIMER to generate PWM

GD32EPRTV-START-V1.0 board has 2 keys and 1 LED. The keys are User Key and Reset Key. The LED is controlled by GPIO.

This demo will show how to use the TIMER PWM to trigger EXTI interrupt to toggle the state of LED1 and EXTI interrupt line to control the LED1. When press down the User Key, it will produce an interrupt. In the interrupt service function, the demo will toggle LED1.

### 5.5.2. DEMO running result

Download the program < 05\_TIMER\_Key\_EXTI > to the START board, the LED1 is flashed once for test, press down the User Key, LED1 will be turned on. Press down the User Key again, LED1 will be turned off. Connect PA6 (TIMER2\_CH0) and PA4 with DuPont line. The LED1 will be toggled every 500ms.

## 5.6. SQPI\_PSRAM

### 5.6.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn to use the SQPI unit to read and write PSRAM with the SQPI interface

## 5.6.2. DEMO running result

The computer serial port line connected to the USART port of START board, set the baud rate of HyperTerminal software to 115200, 8 bits data bit, 1 bit stop bit.

Download the program <06\_SQPI\_PSRAM> to the START board, the HyperTerminal software can observe the operation condition, 256 bytes data which are written to and read from PSRAM. Compare the data that were written to the PSRAM and the data that were read from the PSRAM. If they are the same, the serial port will output “SQPI read and write operation success”, otherwise, the serial port will output “SQPI read and write operation error”.

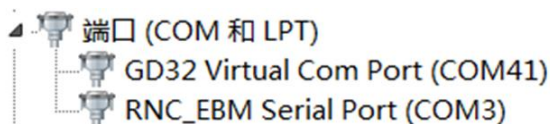
## 5.7. USBD\_CDC\_ACM

### 5.7.1. DEMO purpose

This demo includes the following functions of GD32 MCU:

- Learn how to use the USBD peripheral
- Learn how to implement USB CDC device

GD32EPRTV-START-V1.0 board has one USBD interface. In this demo, the GD32EPRTV-START-V1.0 board is enumerated as an USB virtual COM port, which was shown in device manager of PC as below. This demo makes the USB device look like a serial port, and loops back the contents of a text file over USB port. To run the demo, input a message using the PC's keyboard. Any data that shows in HyperTerminal is received from the device.



### 5.7.2. DEMO running result

Download the program <07\_USBD\_CDC\_ACM> to the board and run. When you input message through computer keyboard, the HyperTerminal will receive and shown the message. For example, when you input “GigaDevice MCU”, the HyperTerminal will get and show it as below.



## 6. Revision history

Table 6-1. Revision history

Revision No.	Description	Date
1.0	Initial Release	Sep.4, 2020



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