

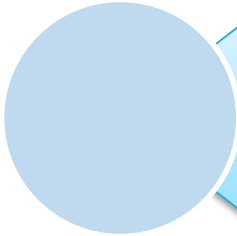
Quick Start Guide

Sound terminal expansion board based on STA350BW for STM32 NUCLEO
(X-NUCLEO-CCA01M1)

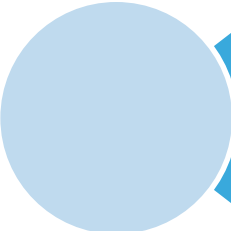


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X-NUCLEO-CCA01M1: Sound terminal expansion board
Hardware and Software overview



Setup & Demo Examples
Documents & Related Resources



STM32 Open Development Environment: Overview

Sound terminal expansion board

Hardware Overview

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X-NUCLEO-CCA01M1 Hardware Description

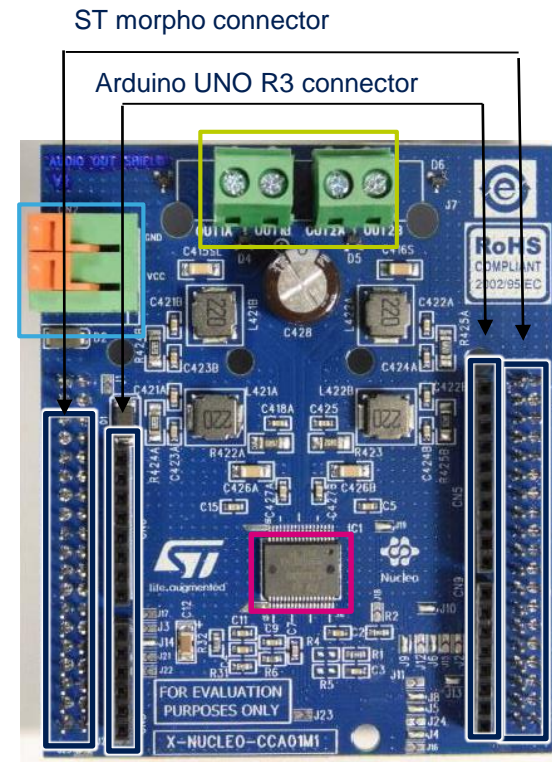
The X-NUCLEO-CCA01M1 is an expansion board based on STA350BW Sound Terminal® device, a 2.1-channel high-efficiency digital audio output system. It enables the output of digital audio streams to a speakers pairs connected directly to the board and allows the evaluation of the STA350BW digital audio output component.

Key Features

- 2 channels of ternary PWM 2 x 50W @ 25 V 6 Ω
- FFX™ 100 dB SNR and dynamic range
- I²C control with selectable device address
- Digital gain +48 dB -80 dB with 0.125 dB/step
- Two independent DRCs configurable as a dual-band anti-clipper (B2DRC) or independent limiters/compressors
- I²S input interface
- 3 coefficients banks for EQ preset storing with fast recall via I²C interface
- Up to 8 user-programmable biquads per channel
- Compatible with STM32 Nucleo boards
- Free comprehensive development firmware library and example compatible with STM32Cube firmware

Key Product on board

STA350BW: An integrated solution of digital audio processing, digital amplifier control, and FFX-power output stage, thereby creating a high-power single-chip FFX™ solution comprising high-quality, high-efficiency, and all-digital amplification



STA350BW Power connector Speaker connectors

Latest info available at www.st.com
X-NUCLEO-CCA01M1

Sound terminal expansion board

Software Overview

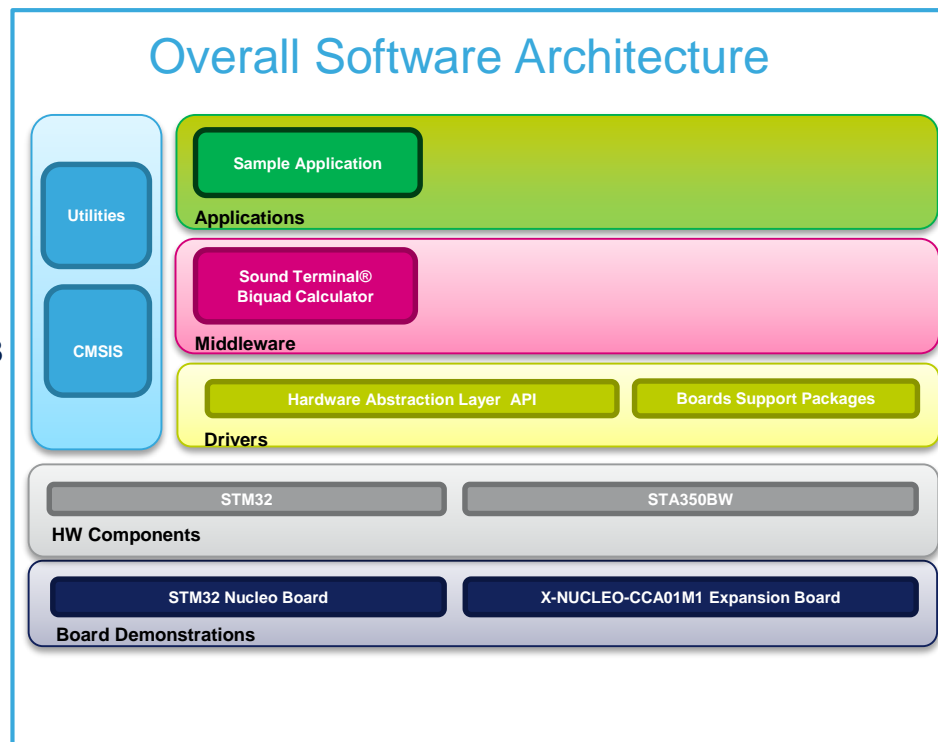
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X-CUBE-SOUNDTER1 software description

- The software, running on the STM32Cube, includes drivers and middleware for audio data playback using the STA350BW Sound Terminal™ device. It includes drivers and BSP layers designed to exploit all the device features such as tone management, biquadratic filter configuration and initialization, and volume and mute control, as well as the basic initialization routines and audio control functions.
- Implementation examples are available showing X-NUCLEO-CCA01M1 capabilities when connected to a NUCLEO-401RE, a NUCLEO-F072RB or NUCLEO-L053R8 Board.

Key features

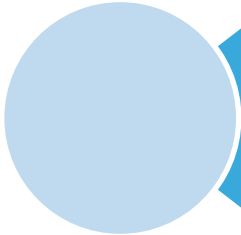
- Complete driver and middleware to build applications using STA350BW Sound Terminal® device
- Allows STA350BW Sound Terminal control, implementing both basic functions and advanced DSP management
- User friendly BSP interface allowing easy configuration of device functions such as initialization, audio playback, volume and mute control, and biquadratic filter management.
- Dedicated middleware to facilitate biquadratic filter design based on standard filter typologies and parameters.
- Easy portability across different MCU families thanks to the STM32Cube
- Sample applications that the developer can use to start experimenting with the code
- Free user-friendly license terms



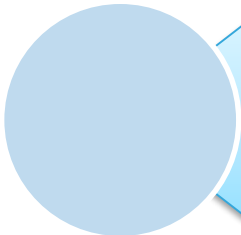
Latest info available at www.st.com
X-CUBE-SOUNDTER1

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STM32 Open Development Environment: Overview

Setup & demo examples

HW prerequisites

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- 1x STM32 Nucleo development board
(**NUCLEO-F401RE or NUCLEO-F072RB or NUCLEO-L053R8**)
- 1x Sound terminal expansion board based on STA350BW
(**X-NUCLEO-CCA01M1**)
- 1x (at least one) 8 Ω passive speaker to be connected to the X-NUCLEO-CCA01M1 expansion board (two are required for stereo audio reproduction)
- 1x USB type A to mini-B USB cable
- 1x external power supply from +5 V to +26 V
- a Windows® (XP, Vista, 7, 8) PC with the following minimum characteristics:
 - at least 128 MB of RAM
 - 40 MB of available hard disk space



NUCLEO-F401RE
NUCLEO-F072RB
NUCLEO-L053R8



Mini USB Cable



Speaker



X-NUCLEO-CCA01M1



X-NUCLEO-PLC01A1
plugged on a compatible
STM32 Nucleo board

- **STSW-LINK008:** ST-LINK/V2-1 USB driver
- **STSW-LINK007:** ST-LINK/V2-1 firmware upgrade
- **X-CUBE-SOUNDTERR1:**
 - Copy the .zip file content into a folder on your PC. The package will contain source code example (Keil, IAR, SW4STM32) based on **NUCLEO-F401RE**, **NUCLEO-F072RB** or **NUCLEO-L053R8** performing audio output to the connected loudspeaker

Sound Terminal Expansion Board

Start coding in just a few minutes with X-CUBE-SOUNDTER1

1 Go to www.st.com/x-nucleo



2 Select
X-NUCLEO-CCA01M1



3
Download & unpack
X-CUBE-SOUNDTER1

X-CUBE-SOUNDTER1 package

_htmresc	
Documentation	← STM32 Nucleo & X-NUCLEO-CCA01M1 docs
Drivers	← STA350BW component and BSP driver
Middlewares	← Sound Terminal™ Biquad calculator
Projects	← Application example
package.xml	
Release_Notes.html	

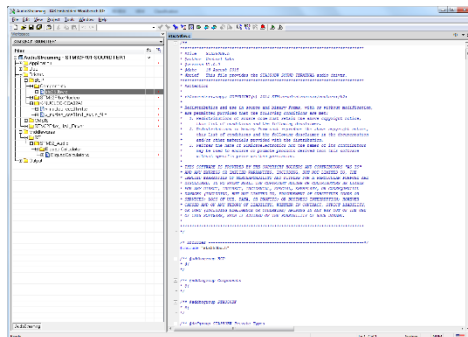
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Download & install STM32
Nucleo ST-LINK/V2-1 USB driver



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Modify, build application



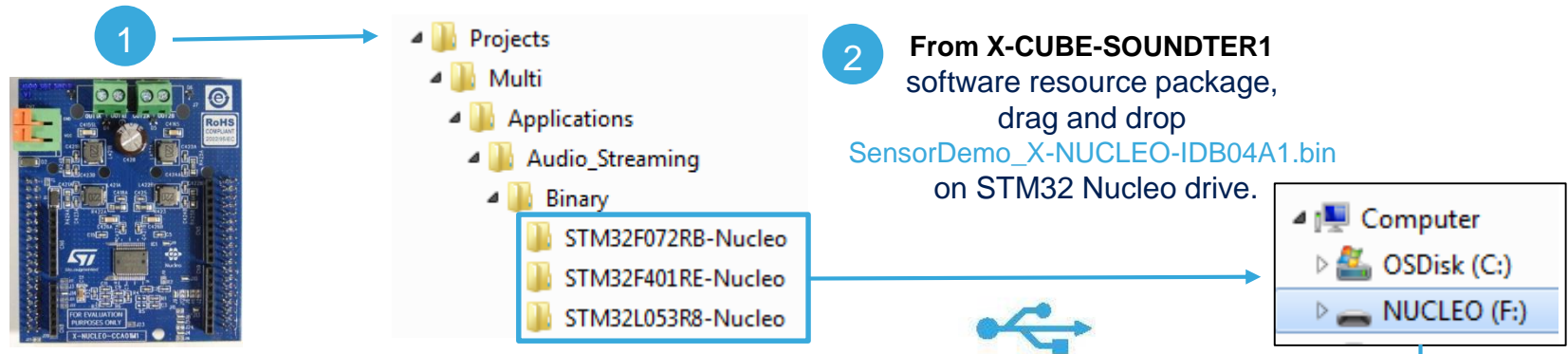
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Open project example
Audio Streaming

Sound Terminal Expansion Board

Evaluate using X-CUBE-SOUNDTERR1

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Connect Power supply and speakers to **X-NUCLEO-CCA01M1** expansion board connectors. Verify the solder bridges configuration.

Press the blue button on the STM32 Nucleo board to change DSP options. Several equalization and volume options are available.



All documents are available in the DESIGN tab of the related products webpage

X-NUCLEO-CCA01M1:

- **Gerber files, BOM, Schematic**
- **DB2756:** Sound terminal expansion board based on STA350BW for STM32 Nucleo – **data brief**
- **UM1979:** Getting started with the sound terminal expansion board based on STA350BW for STM32 Nucleo – **user manual**

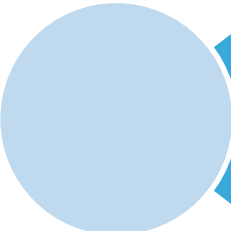
X-CUBE-SOUNDTER1:

- **DB2753:** Sound terminal software expansion for STM32Cube - **data brief**
- **UM1976:** Getting started with the X-CUBE-SOUNDTER1 sound terminal software expansion for STM32Cube - **user manual**
- **Software setup file**

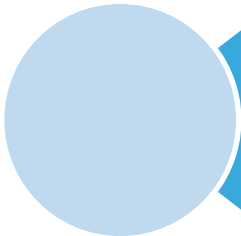
Consult www.st.com for the complete list

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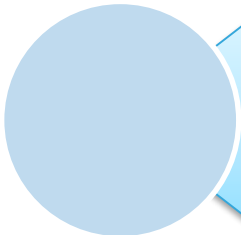
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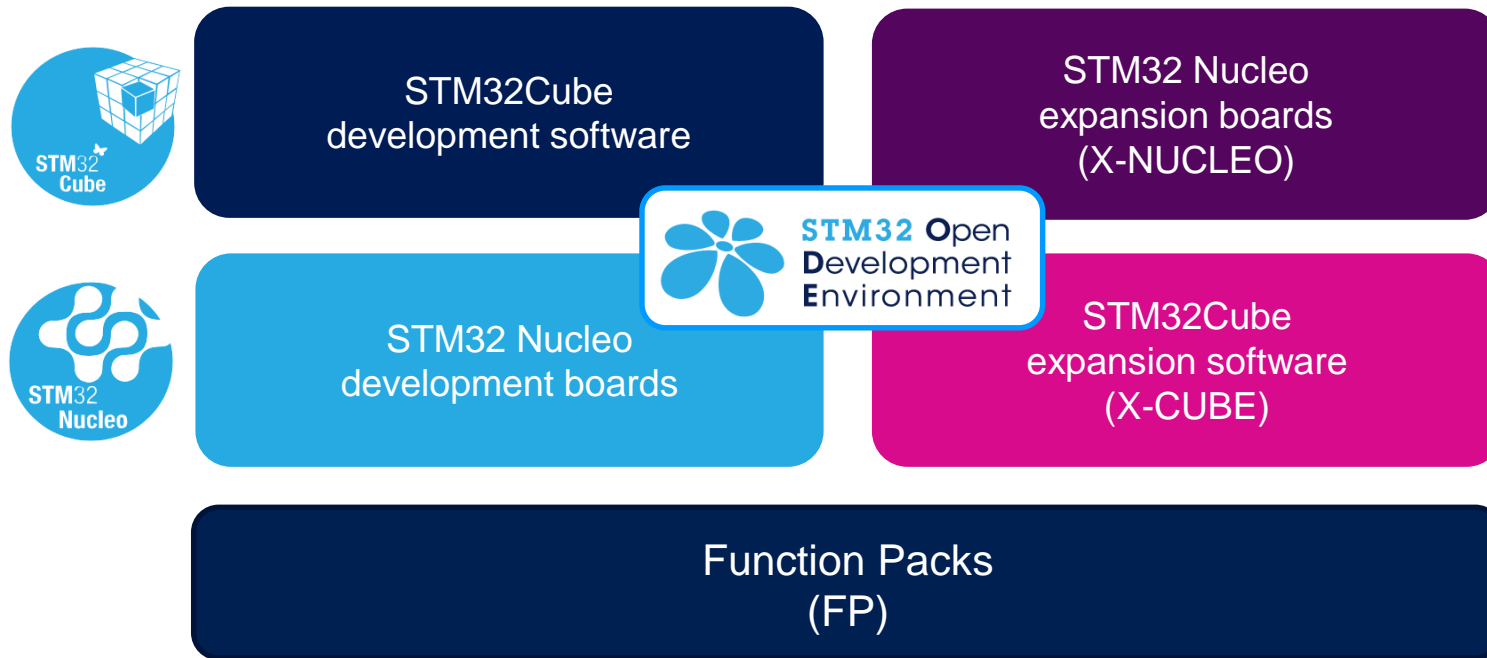
STM32 Open Development Environment: Overview

STM32 Open Development Environment

Fast, affordable Prototyping and Development

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- The STM32 Open Development Environment (ODE) consists of a set of stackable boards and a modular open SW environment designed around the STM32 microcontroller family.

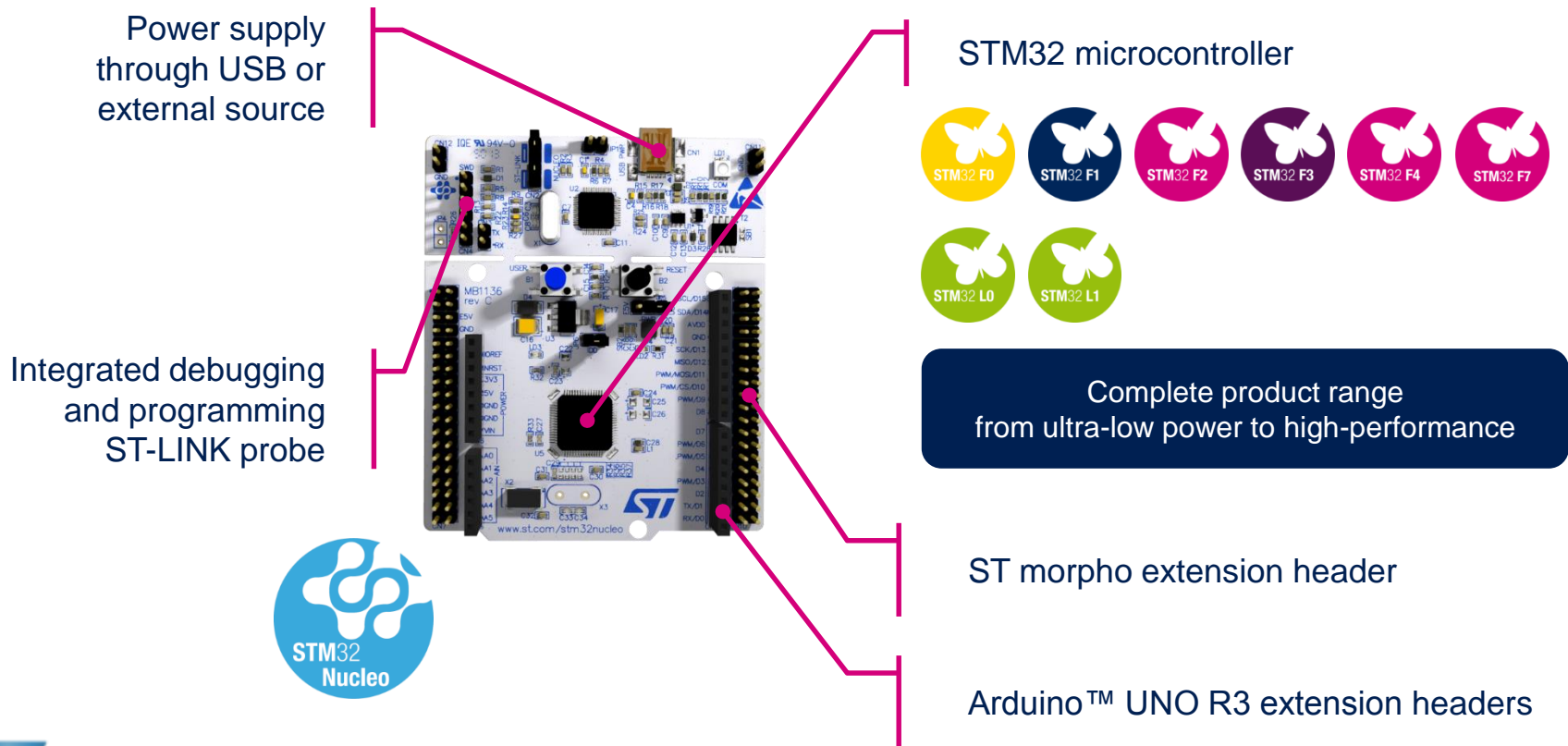


www.st.com/stm32ode

STM32 Nucleo Development Boards (NUCLEO)

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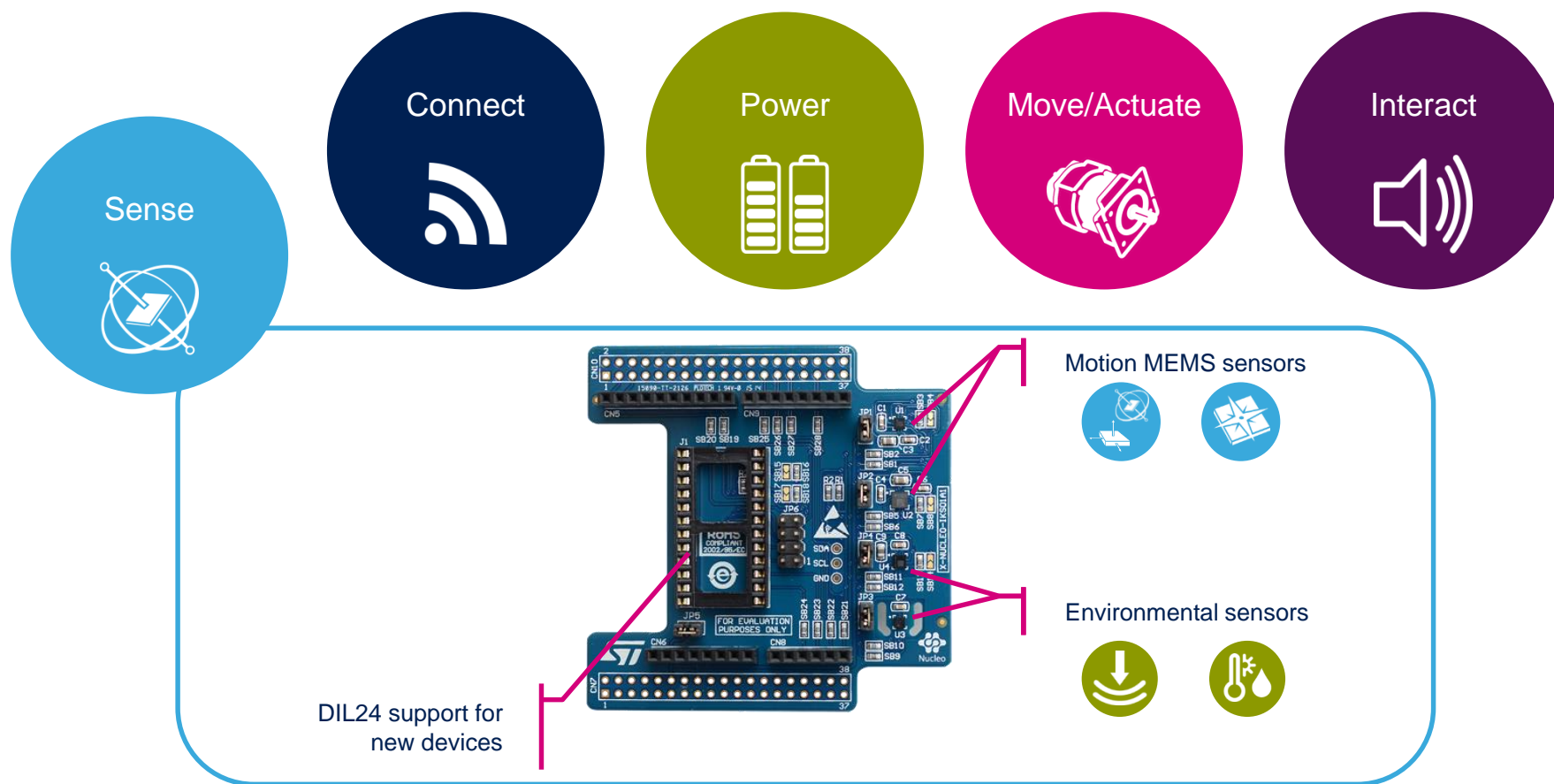
- A comprehensive range of affordable development boards for all the STM32 microcontroller series, with unlimited unified expansion capabilities and integrated debugger/programmer functionality.



STM32 Nucleo Expansion Boards (X-NUCLEO)

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- Boards with additional functionality that can be plugged directly on top of the STM32 Nucleo development board directly or stacked on another expansion board.



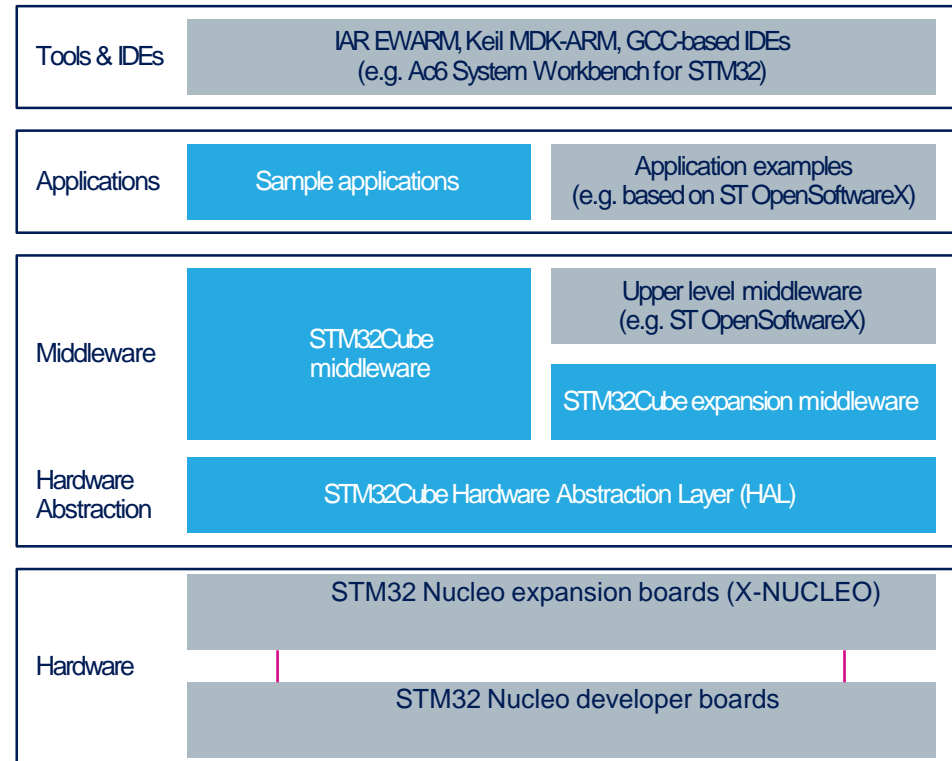
Example of STM32 expansion board (X-NUCLEO-1KS01A1)

STM32 Open Development Environment

Software components

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- **STM32Cube software (CUBE)** - A set of free tools and embedded software bricks to enable fast and easy development on the STM32, including a Hardware Abstraction Layer and middleware bricks.
- **STM32Cube expansion software (X-CUBE)** - Expansion software provided free for use with the STM32 Nucleo expansion board and fully compatible with the STM32Cube software framework. It provides abstracted access to expansion board functionality through high-level APIs and sample applications.



- **Compatibility with multiple Development Environments** - The STM32 Open Development Environment is compatible with a number of IDEs including IAR EWARM, Keil MDK, and GCC-based environments. Users can choose from three IDEs from leading vendors, which are free of charge and deployed in close cooperation with ST. These include Eclipse-based IDEs such as Ac6 System Workbench for STM32 and the MDK-ARM environment.

STM32 Open Development Environment

Building block approach

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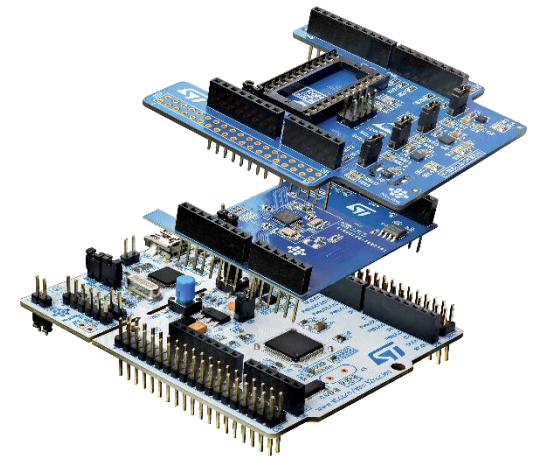
The building blocks

Your need

Our answer



 **STM32 Open Development Environment**



www.st.com/stm32code