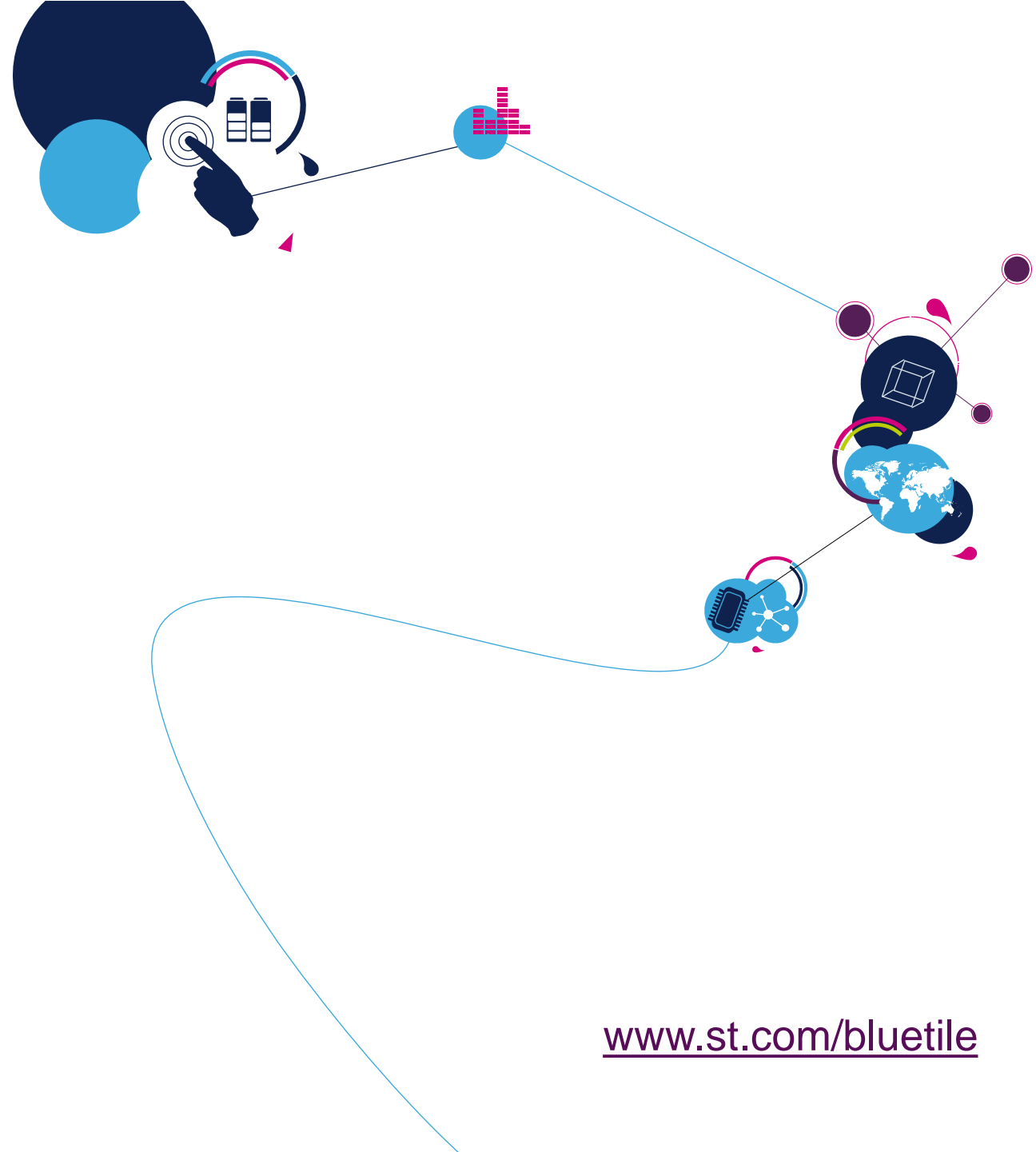


Quick Start Guide

STEVAL-BCN002V1B - BlueTile kit



www.st.com/bluetile

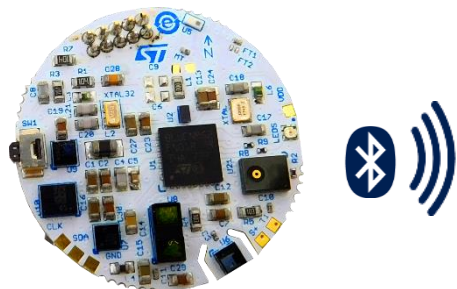


What do you want to do?

2

Unpack and run
the default demo

Go to page 8

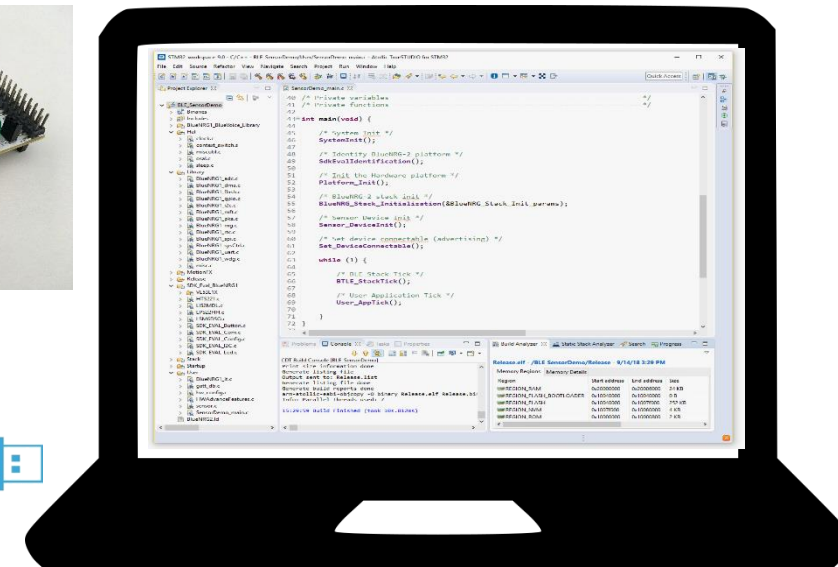
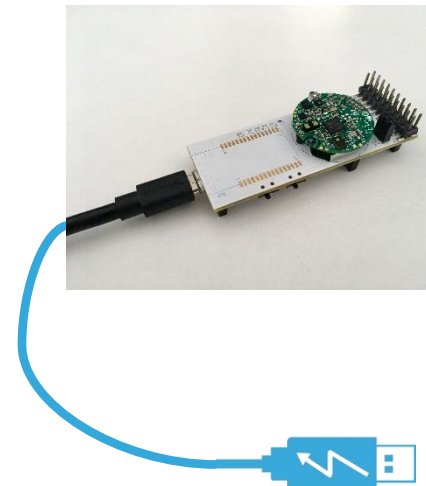


www.st.com/bluetile



Start designing
your application

Go to page 10

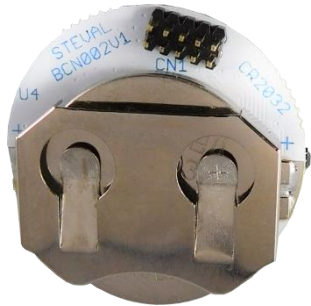


Run the preloaded Demo 3

- The preloaded demo on Bluetile is the **BLE_SensorDemo** available in the SDK software development kit

Step 1

To power the system, slide the battery inside the holder.



Step 2

Download and run the **ST BLE Sensor** app from the iOS or Android store



ST BLE Sensor

Download on the
App Store

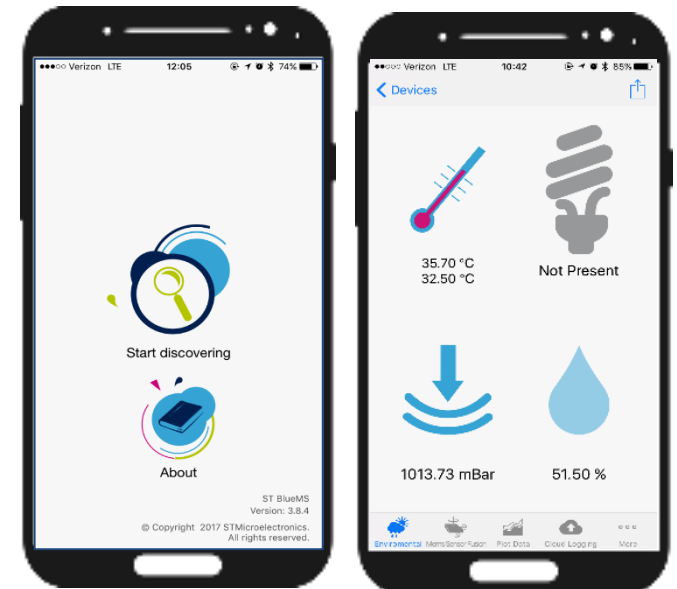
GET IT ON
Google Play



www.st.com/bluems

Step 3

Discover, connect and see the data in real time; swipe for more





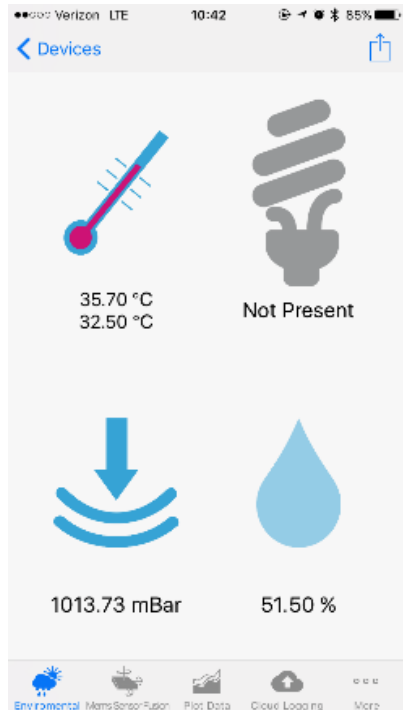
www.st.com/bluetile

Run the preloaded Demo 4

References for libraries embedded in the demo

- **UM2220** Getting started with **MotionFX** sensor fusion library
- **UM2382 / UM2196** Getting started with **BlueVoice** full/single duplex

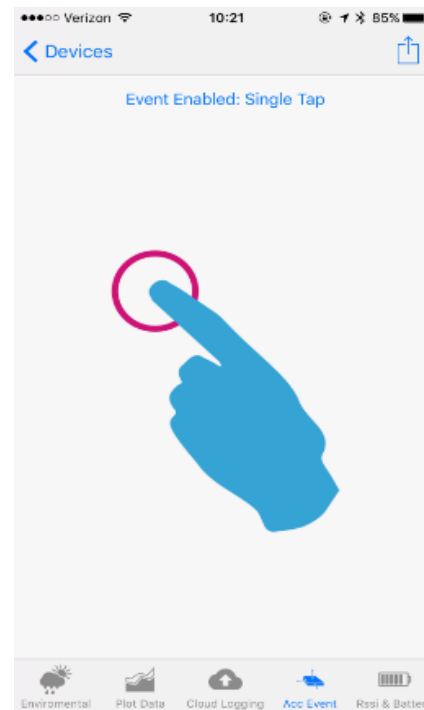
Environmental sensors



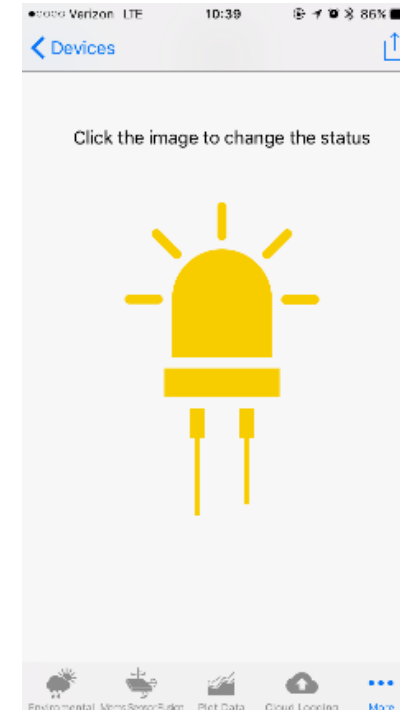
Inertial sensor and **MotionFX** fusion



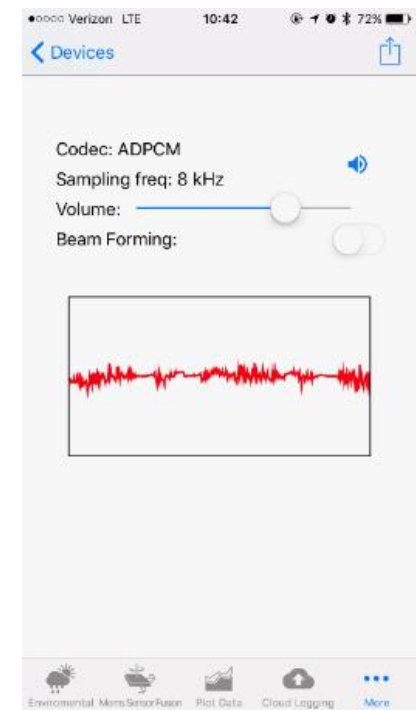
Accelerometer events



LED control



Voice over BLE (**BlueVoice**)



Start designing your application

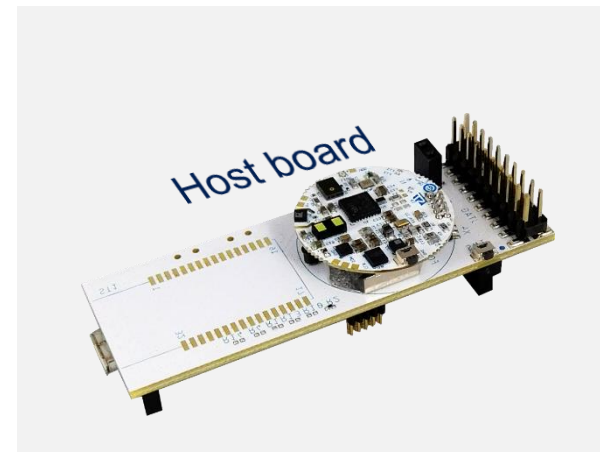
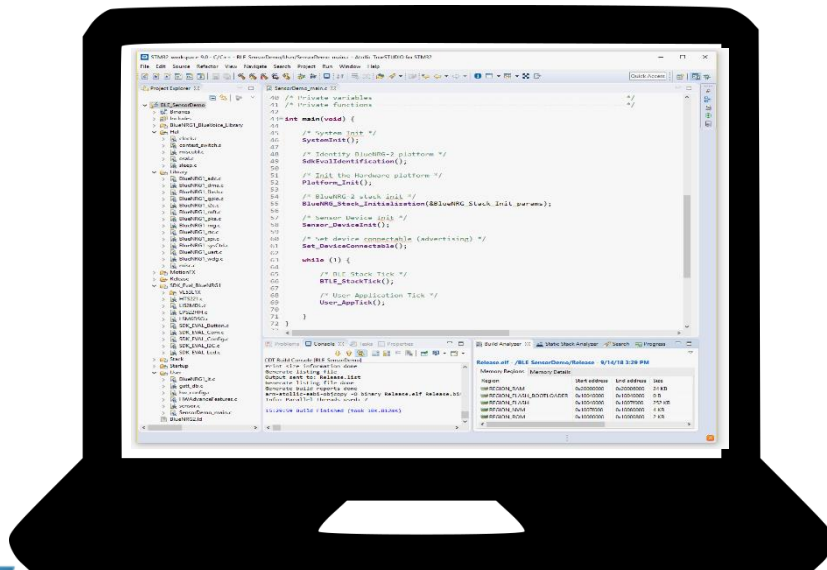
5

Software setup
SDK & IDE

Go to page 11

Hardware setup
Flash & Debug

Go to page 12



Flash only
using the host board



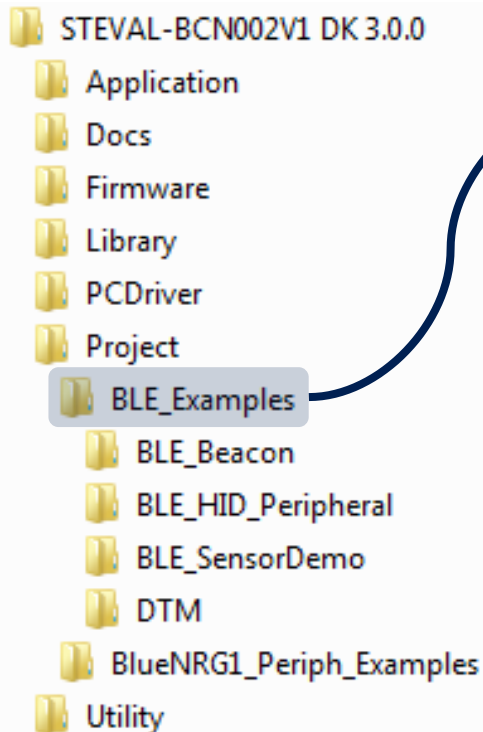
Flash & Debug
using the host board
and ST-Link on a Nucleo

Software setup: SDK & IDE

6

Step 1

- Download and unzip the **Bluetile SDK** (software development kit) from www.st.com/bluetile



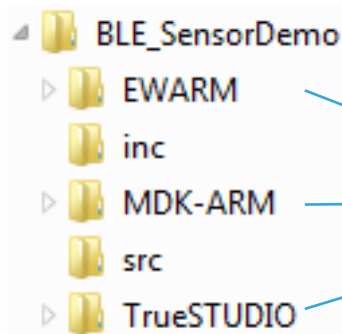
Step 2

Select the most appropriate project in **BLE_Examples** directory

- BLE_Beacon** to advertise programmable data
- BLE_HID_Peripheral** to emulate a wireless keyboard or mouse
- BLE_SensorDemo** to stream sensor data to the reference app **ST BLE Sensor**
- DTM** to enable BlueNRG-2 control in real-time using **STSW-BNRGUI** software tool

BLE_SensorDemo is the default firmware preloaded for demo purposes

Step 3



Open the project file corresponding to your favorite IDE

- EWARM** for IAR Embedded Workbench by IAR
- MDK-ARM** for KEIL uVision by ARM
- TrueStudio** for TrueStudio by Atollic

Hardware setup: Flash & Debug

7

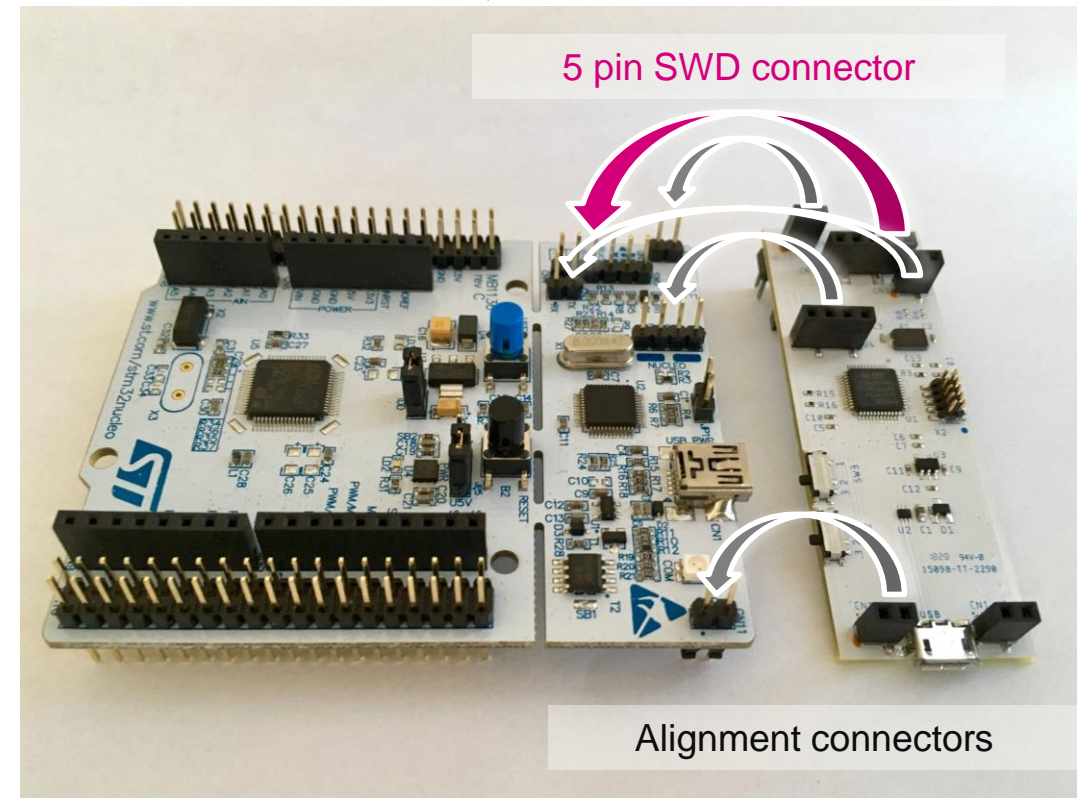
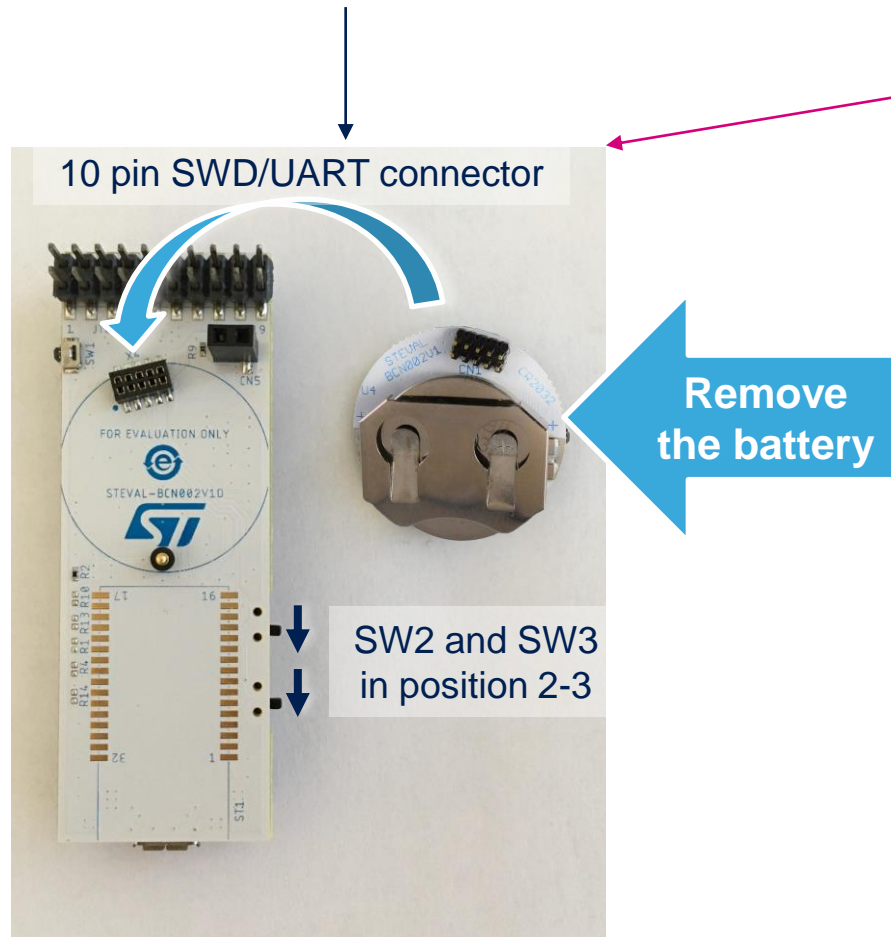
Flash

Remove the battery and plug the BlueNRG-Tile on its host board, move switch SW2 and SW3 in position 2-3

Step 1

Flash & Debug with supported IDEs

Remove the battery and plug the BlueNRG-Tile on its host board, plug the host board on any Nucleo ST-Link



Hardware setup: Flash & Debug

8

Flash

Flash & Debug with supported IDEs

Connect the USB of the host board to the laptop

Step 1

Connect the USB of the host board to the laptop, also connect the USB of the Nucleo ST-Link to the laptop

not needed for
Window 10

Download and install **STSW-STM32102**
Virtual COM port driver (VCOM)

Step 2

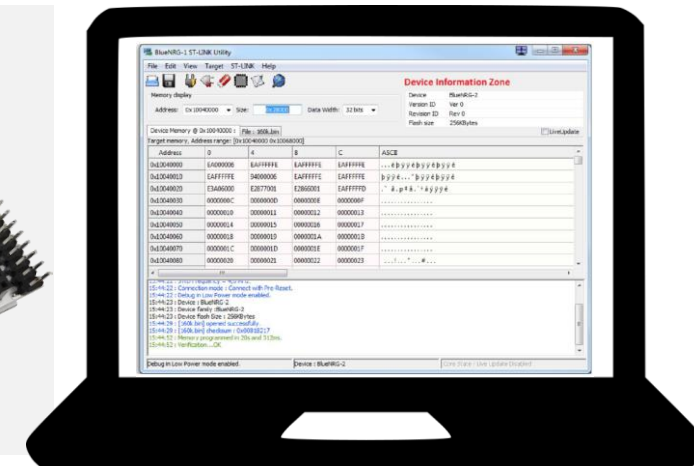
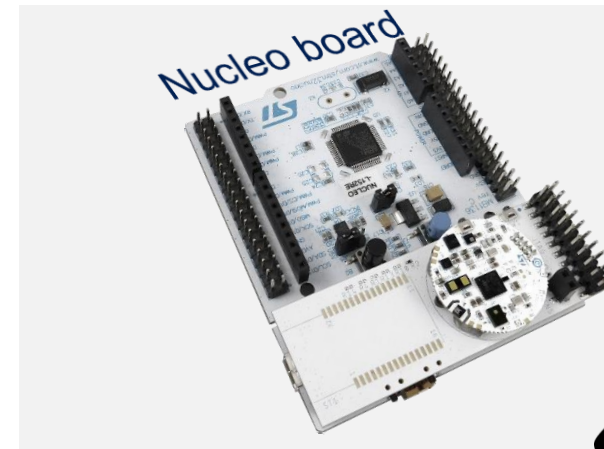
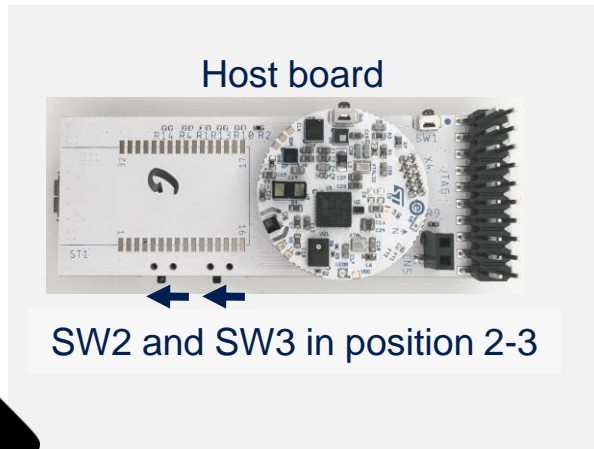
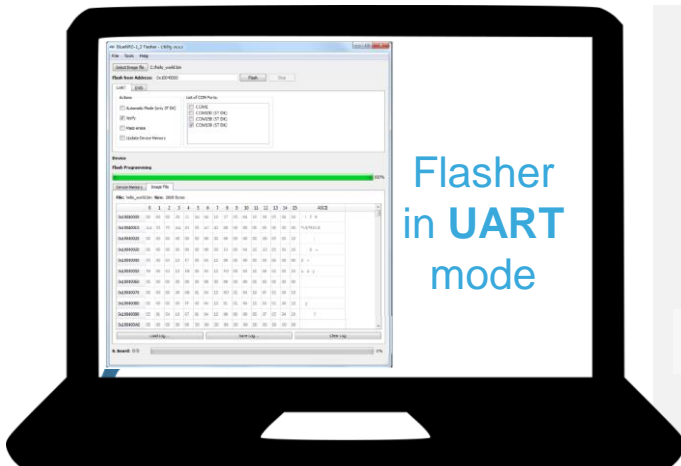
Flash & Debug using **supported IDEs** (IAR, Keil, Atollic TrueSTUDIO) or...

Download, install, run **STSW-BNRGFLASHER**
to Flash BlueNRG-2(reference manual UM2406)

Step 3

Download, install and run **STSW-BNRG1STLINK**
to Flash BlueNRG-2 (reference manual UM2109)

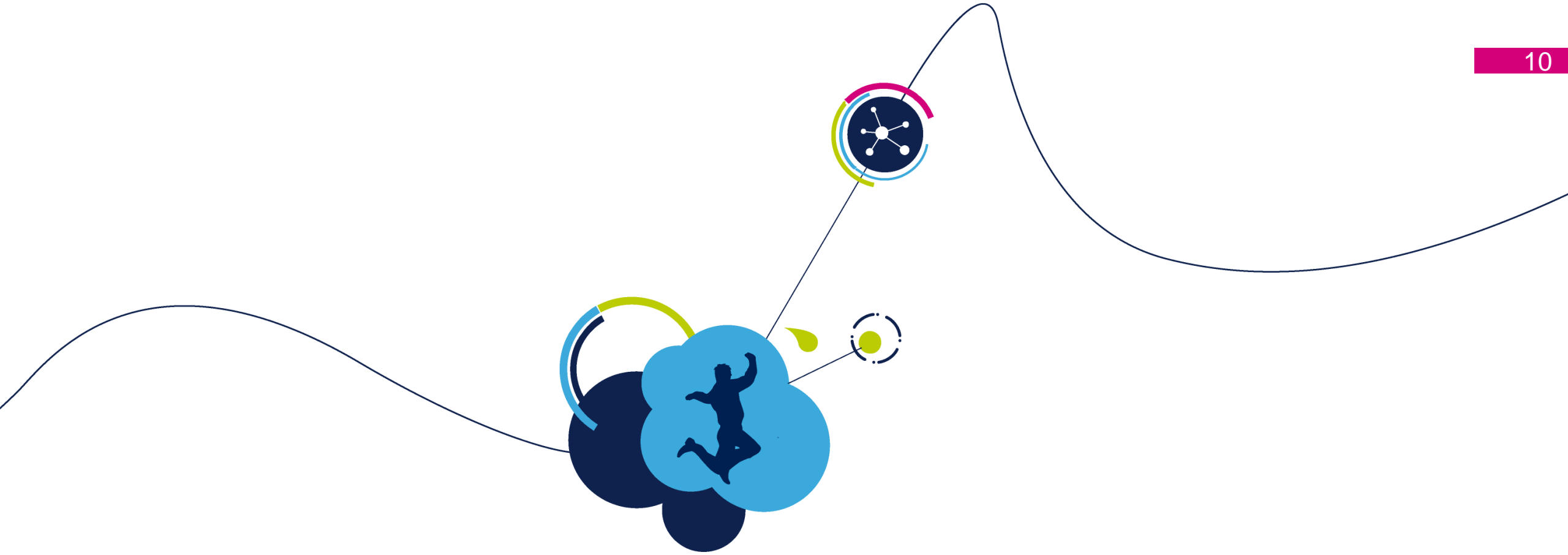
If BlueNRG-2 is in deep sleep, it is not possible to Flash & Debug
(use STSW-BNRGFLASHER to Flash - see next slide)



Hardware setup: Flash & Debug

9

- If BlueNRG-2 is in **deep sleep**
 - It is **not possible to Flash & Debug with STSW-BNRG1STLINK**: the SWD interface is shut down and the ST-Link will not detect BlueNRG-2
 - Use STSW-BNRGFLASHER to Flash then Debug with supported IDEs
 - Use STSW-BNRGFLASHER to mass erase then Flash & Debug with supported IDEs
 - When debugging, custom firmware should not enter deep sleep: as soon as the deep sleep mode is activated the SWD interface will be shut down and the ST-Link will be disconnected
 - When the BlueNRG-Tile is plugged on its host motherboard, the reference firmware automatically disables deep sleep mode to enable Flash & Debug with the ST-Link
- BlueNRG-2 is not an STM32 microcontroller!
 - The standard ST-Link Utility **STSW-LINK004** will NOT work with BlueNRG-2
 - Use the BlueNRG ST-Link Utility **STSW-BNGR1STLINK** or **STSW-BNRGFLASHER**



More information

STEVAL-BCN002V1B



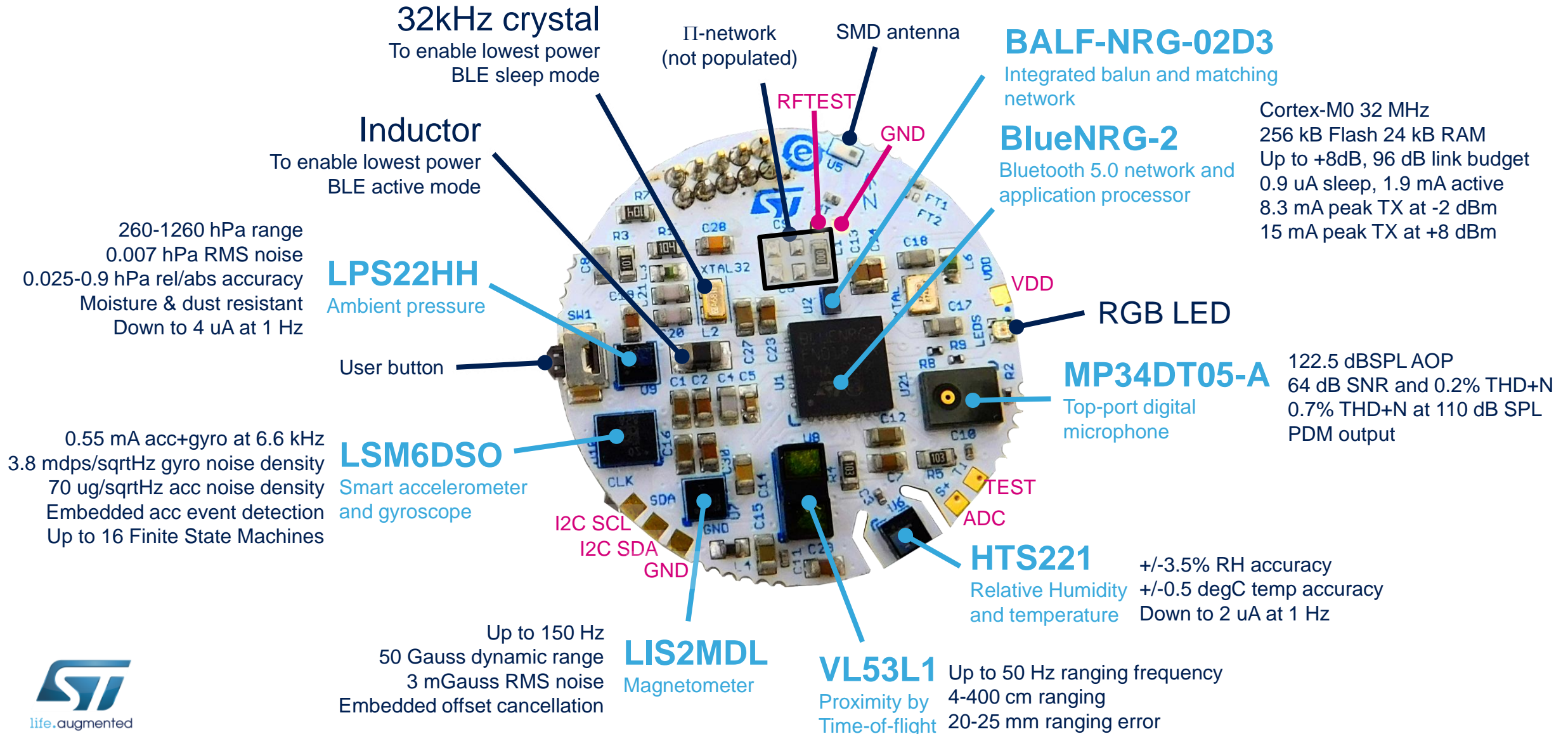
BlueTile Kit overview

- The BlueNRG-Tile development kit (**STEVAL-BCN002V1B**) includes the **BlueNRG-Tile board (STEVAL-BCN002V1)**, a highly integrated development platform with a broad range of functionality aimed at improving system design cycles and accelerating results
- The BlueNRG-Tile **host board (STEVAL-BCN002V1D)** is also provided as part of the kit; it features:
 - a USB connector to Flash,
 - SWD connectors for debugging with external ST-LINK or a NUCLEO ST-LINK or an ST-LINK Stamp V3 module (when soldered on-board)

FCC ID S9NSTEBCN2V1
IC ID 8976C-STEBCN2V1

BlueTile- STEVAL-BCN002V1

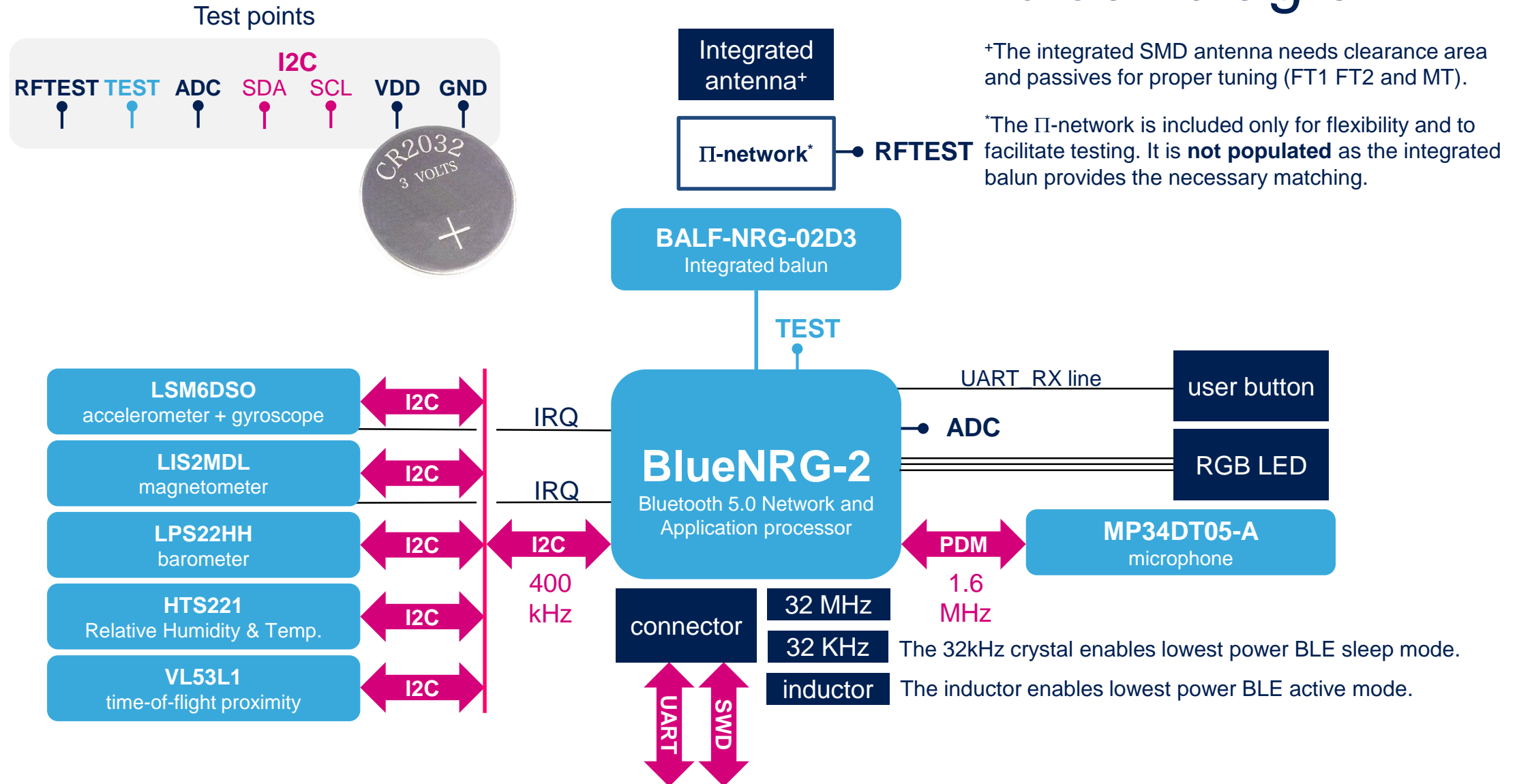
12



BlueTile- STEVAL-BCN002V1

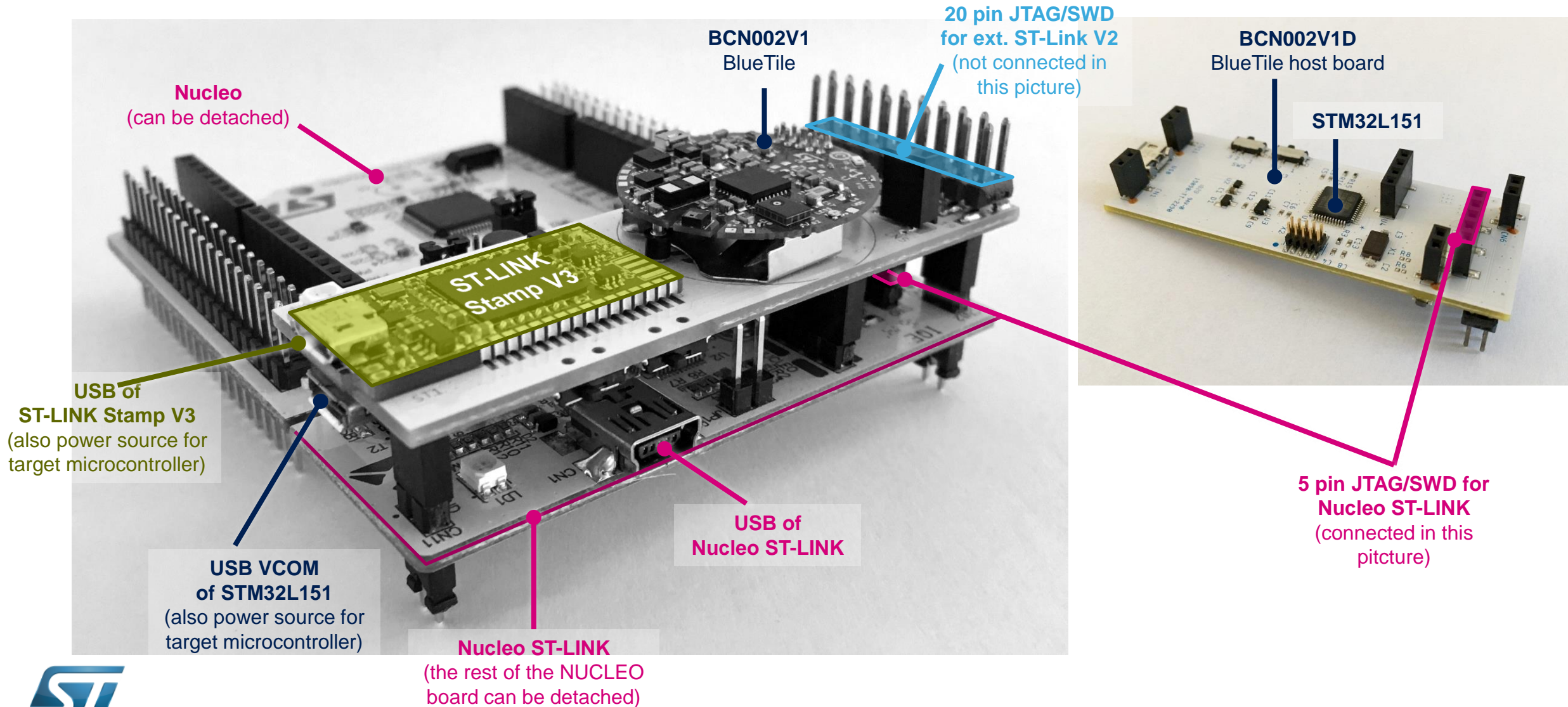
block diagram

13



BlueTile host board - STEVAL-BCN002V1D

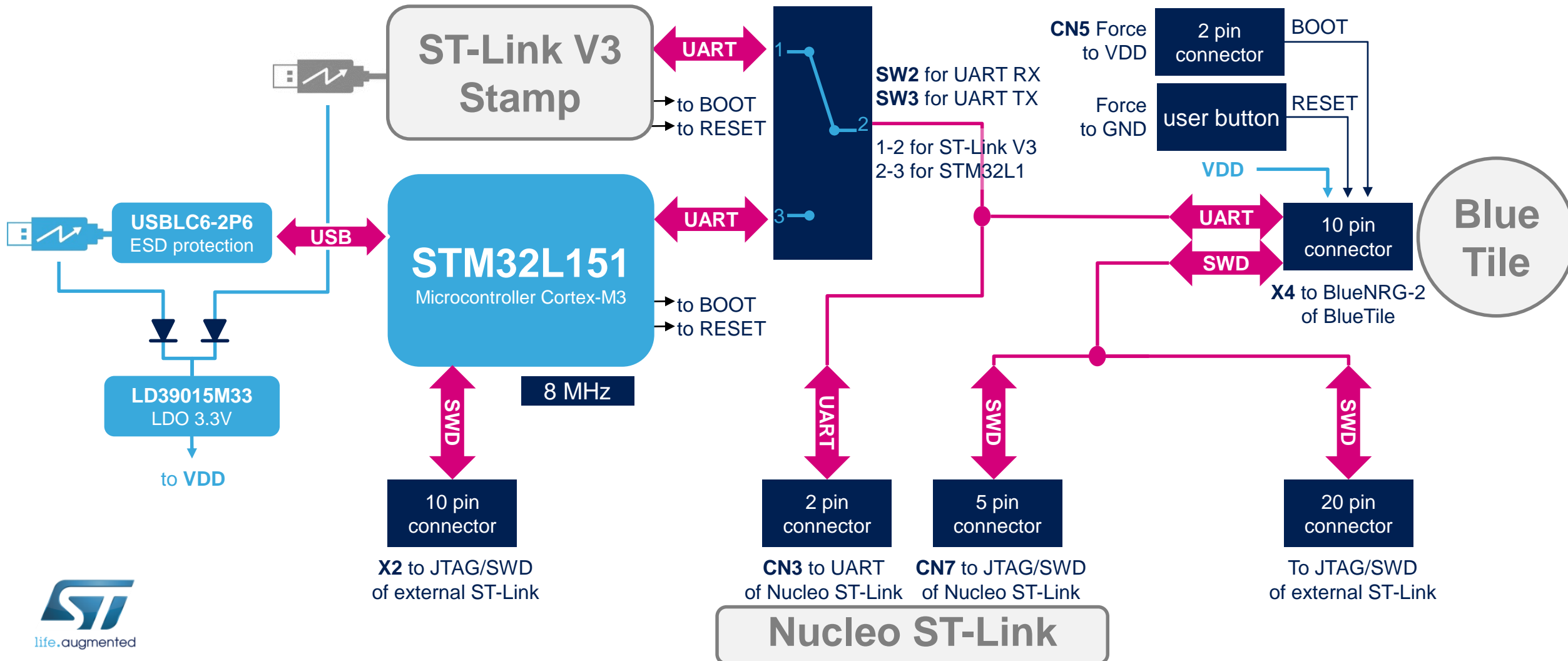
14



BlueTile host board - STEVAL-BCN002V1D

block diagram

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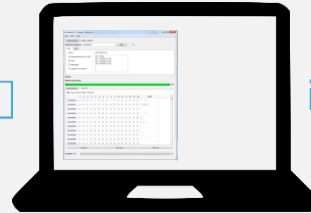


BlueTile host board - STEVAL-BCN002V1D

16

use cases

SW2 and SW3 in position 2-3



Flasher
in UART
mode

STSW-BNRGFLASHER

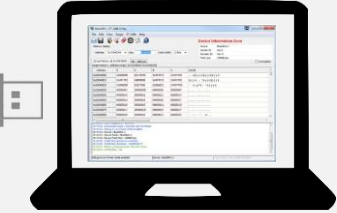
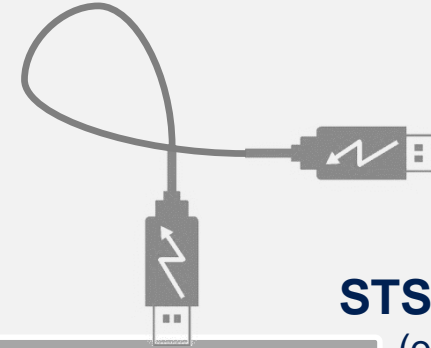
SW2 and SW3 in position 1-2



STSW-BNRG1STLINK

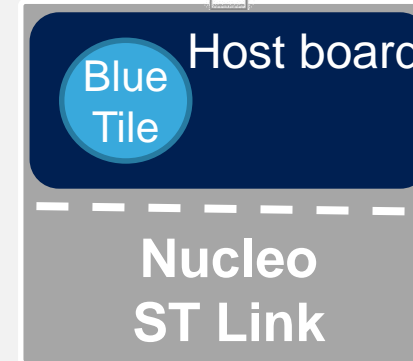
(or any supported IDE)

ST-Link Stamp V3, Nucleo ST-Link, ST-Link V2
will not detect BlueNRG-2 if it is in deep sleep.



STSW-BNRG1STLINK

(or any supported IDE)

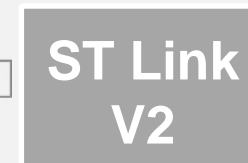


Plug to
power
BlueTile



STSW-BNRG1STLINK

(or any supported IDE)



(or any JTAG debugger)



Plug to
power
BlueTile



Thanks