UM2492
User manual

Getting started with STM32CubeG4 for STM32G4 Series

Introduction

STM32Cube is an STMicroelectronics original initiative to make developers' lives easier by reducing development effort, time and cost. STM32Cube covers the whole STM32 portfolio.

STM32Cube includes:

- 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 STM32CubeG4 for STM32G4 Series):
  - The STM32Cube HAL, STM32 abstraction layer embedded software ensuring maximized portability across the STM32 portfolio.
  - The low-layer APIs (LL) offering a fast light-weight expert-oriented layer that is closer to the hardware than the HAL. LL APIs are available only for a set of peripherals.
  - A consistent set of middleware components such as RTOS, USB and FAT file system.
  - All embedded software utilities delivered with a full set of examples.

This user manual describes how to get started with the STM32CubeG4 MCU Package.

Section 1 describes the main features of the STM32CubeG4 MCU Package, part of the STM32Cube initiative.

Section 2 and *Section 3* provide an overview of the STM32CubeG4 architecture and MCU Package structure.

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1 STM32CubeG4 main features

The STM32CubeG4 MCU Package runs on STM32G4 Series microcontrollers, based on the Arm®(a) Cortex® -M4 processor.

STM32CubeG4 gathers, in a single package, all the generic embedded software components required to develop an application on STM32G4 Series microcontrollers. In line with the STM32Cube™ initiative, this set of components is highly portable, not only within STM32G4 Series, but also to other STM32 Series.

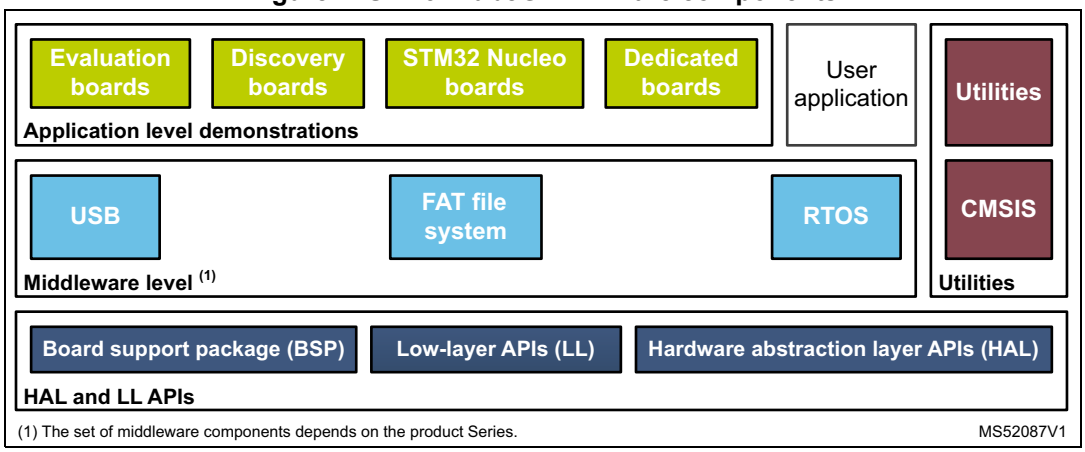
STM32CubeG4 is fully compatible with STM32CubeMX code generator that allows the generation of initialization code. The package includes low-layer (LL) and hardware abstraction layer (HAL) APIs that cover the microcontroller hardware, together with an extensive set of examples running on STMicroelectronics boards. The HAL and LL APIs are available in open-source BSD license for user convenience.

The STM32CubeG4 MCU Package also contains a set of middleware components with the corresponding examples. They come in free user-friendly license terms:

- Full USB device stack supporting many classes.
  - Device classes: HID, MSC, CDC, Audio, DFU, LPM and BCD
- CMSIS-RTOS implementation with FreeRTOS™ open source solution
- FAT file system based on open source FatFs solution

Several applications and demonstrations implementing all these middleware components are also provided in the STM32CubeG4 MCU Package.

Figure 1. STM32CubeG4 firmware components

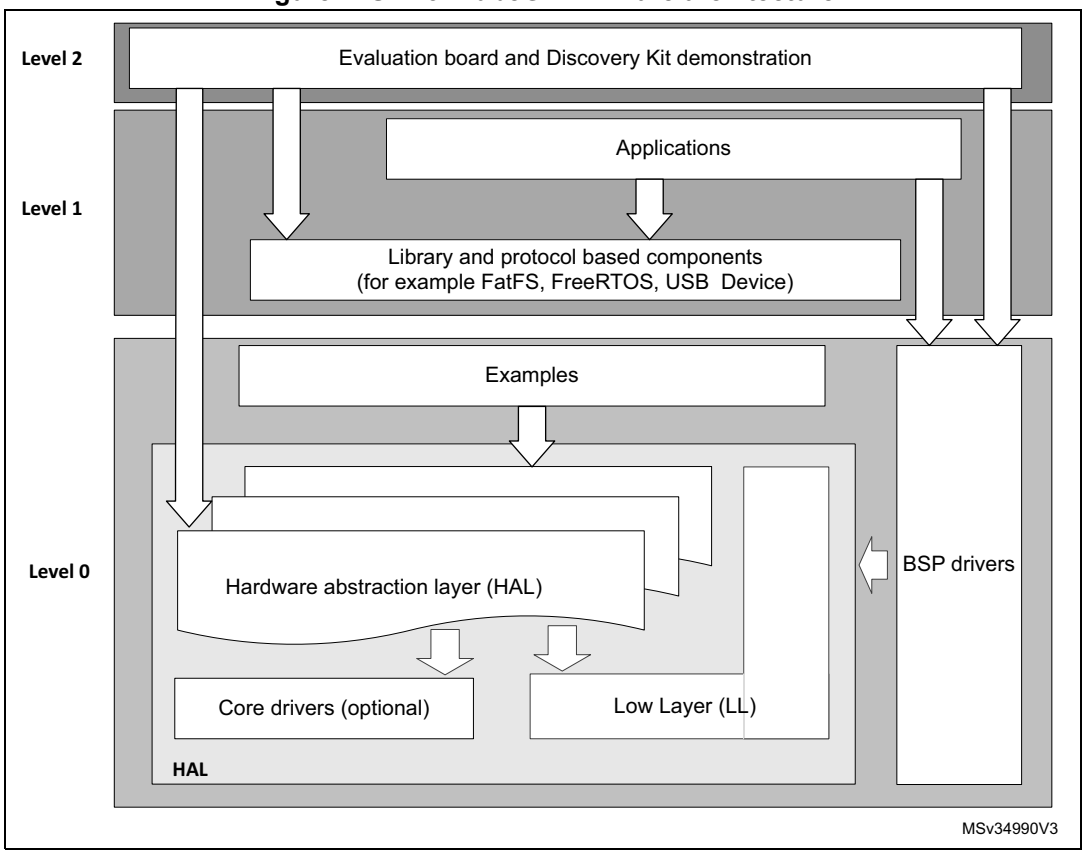


a. Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and or elsewhere.

2 STM32CubeG4 architecture overview

The STM32Cube™ firmware solution is built around three independent levels that interact easily as described in *Figure 2*.

Figure 2. STM32CubeG4 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 corresponding to the hardware components of a board (that is LCD, Audio, microSD and MEMS drivers). It is composed of two parts:

- Component

  This is the driver associated to the external device on the board and not to the STM32. The component driver provides specific APIs to the BSP driver external components and is portable on any other board.

- BSP driver

  It allows to link the component driver to a specific board and provides a set of user-friendly APIs. The API naming rule is BSP_FUNCT_Action().

  Example: BSP_LED_Init(), BSP_LED_On()

The BSP is based on a modular architecture allowing easy porting to any hardware by just implementing the low-level routines.

2.1.2 Hardware abstraction layer (HAL) and low-layer (LL)

The STM32CubeG4 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 processes. As an example, for the communication peripherals (such as I2S or UART), the HAL drivers provide APIs allowing the initialization and configuration of the peripheral, the management of data transfer based on polling, the interrupt or DMA process, and the handling of communication errors that may raise. The HAL driver APIs are split in two categories:

  – Generic APIs providing common and generic functions to all the STM32 Series
  – Extension APIs providing 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 which 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).

  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 inline 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.

2.1.3 Basic peripheral usage examples

This layer includes the examples built over the STM32 peripherals. These examples use either the HAL or the low-layer drivers APIs or both. They use the BSP resources as well.

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, USB Power Delivery library, FreeRTOS™ and FatFs. Horizontal interactions between the components of this layer are done directly by calling the corresponding API, while the vertical interaction with the low-level drivers is done through specific callbacks and static macros implemented in the library system call interface. For example, the FatFs implements the disk I/O driver to access a microSD drive or provides an implementation of a USB Mass Storage Class.

The main features of each middleware component are:

- **USB Device library**
  - Several USB classes supported (Mass-Storage, HID, CDC, DFU, LPM and BCD).
  - Support of multi-packet transfer features that allows large amounts of data to be sent without splitting them into maximum packet size transfers.
  - Use of configuration files to change the core and the library configuration without changing the library code (Read Only).
  - 32-bit aligned data structures to handle DMA-based transfer in high-speed modes.
  - RTOS and standalone operation.
  - Link with low-level driver through an abstraction layer using the configuration file to avoid any dependency between the library and the low-level drivers.
- **USB PD Devices and Core libraries**
  - PD2 and PD3 specifications.
  - Fast Role Swap
  - Dead Battery
  - Use of configuration files to change the core and the library configuration without changing the library code (Read Only).
  - RTOS and Standalone operation.
  - Link with low-level driver through an abstraction layer using the configuration file to avoid any dependency between the Library and the low-level drivers.
- **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.

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 provided as well.

2.3 Level 2

This level is composed of a single layer which consist in 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 features.

3 STM32CubeG4 MCU Package overview

3.1 Supported STM32G4 Series microcontrollers and hardware

STM32Cube™ offers highly portable hardware abstraction layer (HAL) built around a generic architecture. It allows the built-upon layers, such as the middleware layer, to implement their functions without knowing in-depth the MCU used. This improves the library code re-usability and guarantees an easy portability on other devices.

In addition, thanks to its layered architecture, the STM32CubeG4 offers full support for all the STM32G4 Series MCUs. The user has only to define the right macro in stm32g4xx.h.

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

Table 1. Macros for STM32G4 Series

Macro defined in stm32g4xx.h	STM32G4 Series devices
STM32G431xx	STM32G431K6, STM32G431K8, STM32G431KB, STM32G431C6, STM32G431C8, STM32G431CB, STM32G431R6, STM32G431R8, STM32G431RB, STM32G431V6, STM32G431V8, STM32G431VB
STM32G441xx	STM32G441KB, STM32G441CB, STM32G441RB, STM32G441VB
STM32GBK1CB	STM32GBK1CB
STM32G471xx	STM32G471CB, STM32G471CC, STM32G471CE, STM32G471RB, STM32G471RC, STM32G471RE, STM32G471ME, STM32G471VB, STM32G471VC, STM32G471VE, STM32G471QB, STM32G471QC, STM32G471QE
STM32G473xx	STM32G473CB, STM32G473CC, STM32G473CE, STM32G473RB, STM32G473RC, STM32G473RE, STM32G473ME, STM32G473VB, STM32G473VC, STM32G473VE, STM32G473QB, STM32G473QC, STM32G473QE
STM32G474xx	STM32G474CB, STM32G474CC, STM32G474CE,STM32G474RB, STM32G474RC, STM32G474RE, STM32G474ME, STM32G474VB, STM32G474VC, STM32G474VE, STM32G474QB, STM32G474QC, STM32G474QE
STM32G484xx	STM32G484CE, STM32G484RE, STM32G484ME, STM32G484VE, STM32G484QE

STM32CubeG4 features a rich set of examples and applications that facilitate the use of the HAL drivers and middleware components. These examples run on the STMicroelectronics boards listed in *Table 2*.

Table 2. Boards for STM32G4 Series

Board	STM32G4 Series devices supported
NUCLEO-G431KB	STM32G431KB
NUCLEO-G474RE	STM32G474RE, STM32G484RE
NUCLEO-G431RB	STM32G431RB, STM32G441RB
STM32G474E-EVAL	STM32G474QE, STM32G484QE

STM32CubeG4 supports Nucleo-32 and Nucleo-64 boards:

- Nucleo-64 boards compatible with Adafruit LCD display Arduino™ UNO shields, which embed a microSD connector and a joystick in addition to the LCD.
- Nucleo-32 boards compatible with Gravitech 7-segment display Arduino™ NANO shields, which allow numbers or characters up to four digits to be displayed.

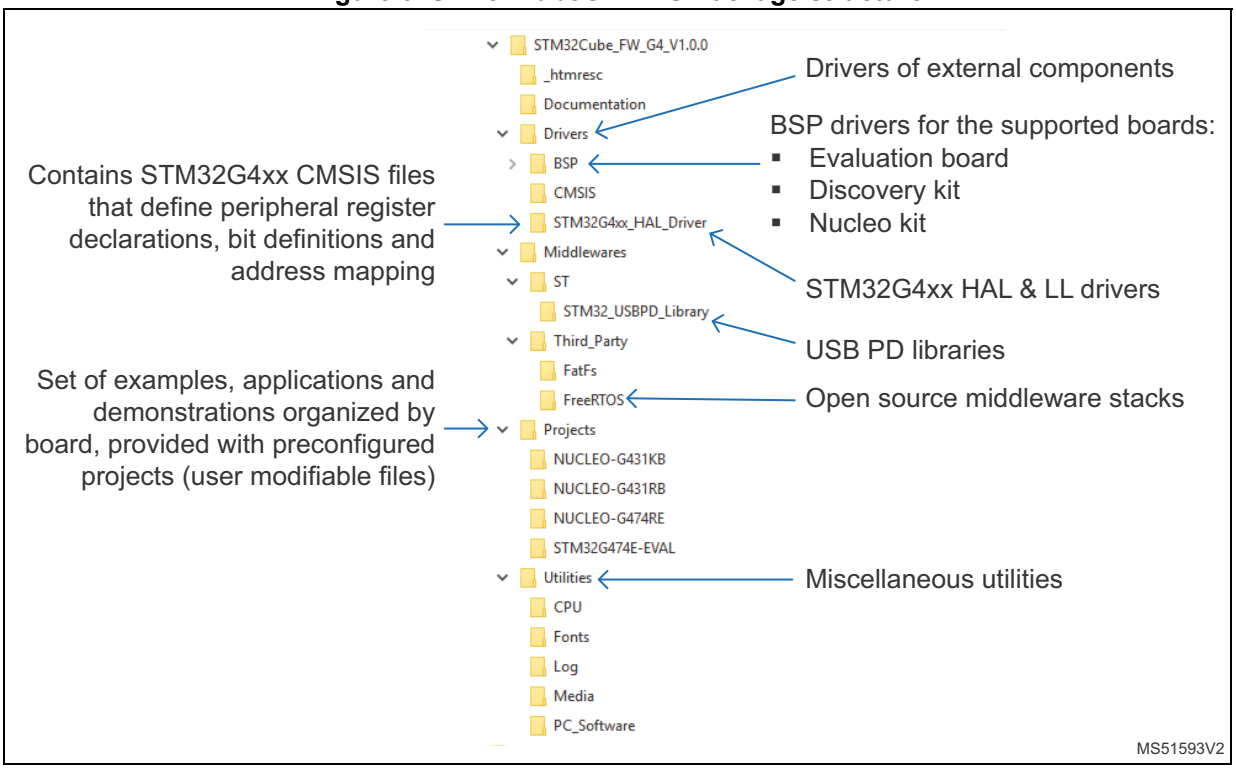
The Arduino™ shield drivers are provided within the BSP component. Their usage is illustrated by a demonstration included in the MCU Package.

The STM32CubeG4 firmware is able to run on any compatible hardware as long as the user updates the BSP drivers to port the provided examples.

3.2 MCU Package overview

The STM32CubeG4 firmware solution is provided in one single zip package having the structure shown in *Figure 3*.

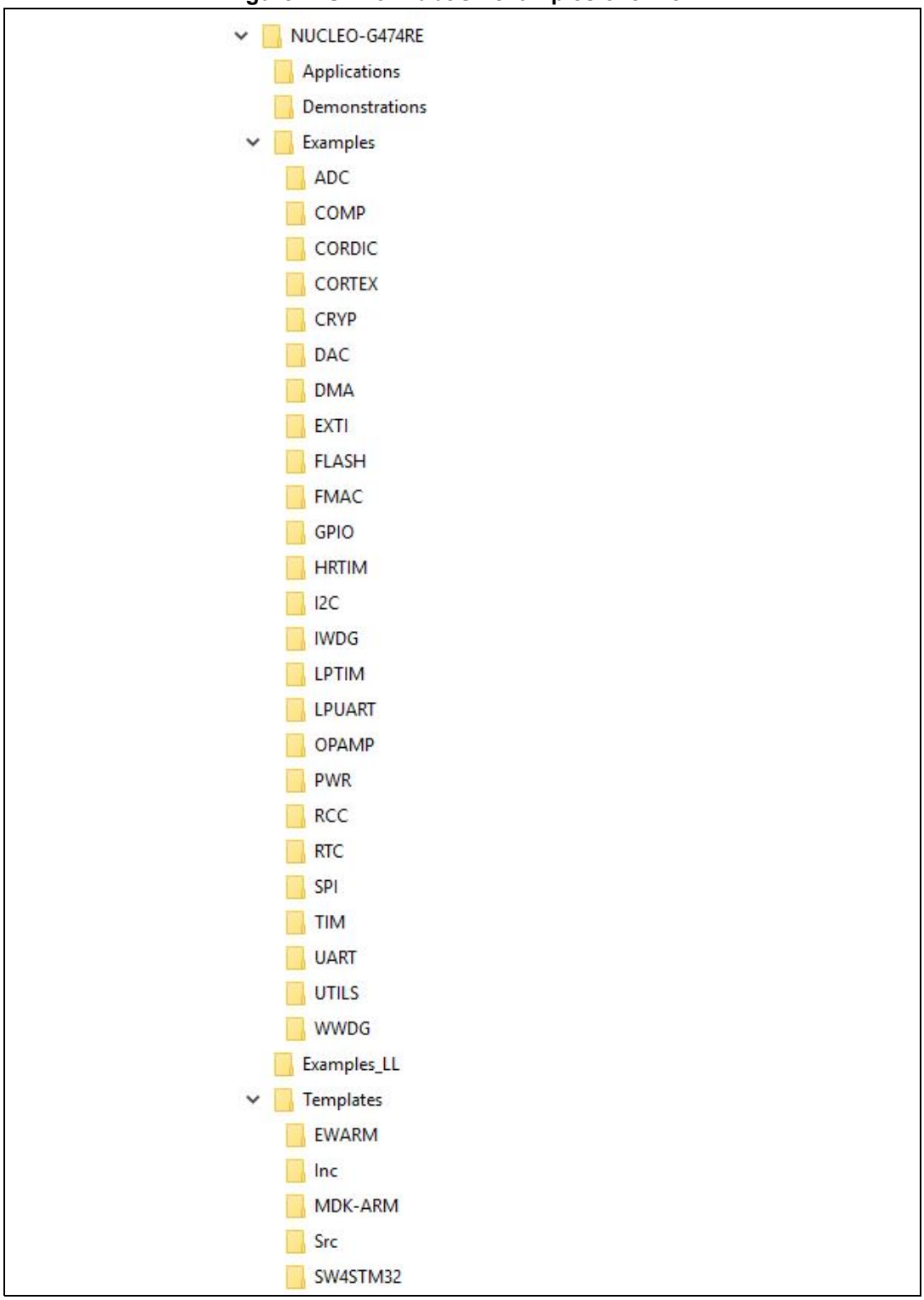
Figure 3. STM32CubeG4 MCU Package structure



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

Figure 4 shows the project structure for the NUCLEO-G474RE board.

Figure 4. STM32CubeG4 examples overview



The examples are classified depending on the STM32Cube™ level to which they apply, and are named as explained below:

- Level 0 examples 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.
- Level 1 examples are called *Applications.* They provide typical use cases of each middleware component.

The template projects available in the *Templates* and *Templates_LL* directories allow the user to quick build of any firmware application on a given board.

All examples have the same structure:

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

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

Table 3. Number of examples available for each board

Level	NUCLEO-G431KB	NUCLEO-G431RB	NUCLEO-G474RE	STM32G474E-EVAL	Total
Templates_LL	1	1	1	1	**4**
Templates	1	1	1	1	**4**
Examples_MIX	0	1	1	1	**3**
Examples_LL	0	60	59	0	**119**
Examples	21	72	78	66	**237**
Demonstrations	1	1	1	1	**4**
Applications	1	4	4	16	**25**
Total	25	140	145	85	**395**

4 Getting started with STM32CubeG4

4.1 Running the first example

This section explains how simple is to run a first example within STM32CubeG4. It uses as an illustration the generation of a simple LED toggle running on a NUCLEO-G474RE board:

1. Download the STM32CubeG4 MCU Package. Unzip it into a directory. Make sure not to modify the package structure shown in *Figure 3*. Note that it is also recommended to copy the package at a location close to the root volume (e.g. C\Eval or G:\Tests) to avoid some IDEs encounter problems when the path length is too long.
2. Browse to *\Projects\NUCLEO-G474RE\Examples*.
3. Open *\GPIO*, then *\GPIO_EXTI* folder.
4. Open the project with the preferred toolchain. A quick overview on how to open, build and run an example with the supported toolchains is given below.
5. Rebuild all files and load the image into target memory.
6. Run the example: each time the USER pushbutton is pressed, 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* sub-folder.
  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* sub-folder.
  b) Launch the Project.uvprojx 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)**.
- 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 the **Project->build project** menu.
  f) Run program: Run->Debug (F11)

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

4.2 Developing user application

4.2.1 HAL application

This section describes the steps required to create user HAL application with STM32CubeG4:

1. **Create the project**

   To create a new project, the user 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 (where <STM32xxx_yyy> refers to the board name, e.g. NUCLEO-G474RE).

   The *Template* project provides an empty main loop function. As a starting point it is recommended to get familiar with the project settings for STM32CubeG4.
   The template main characteristics are the following:

   – It contains the source code of HAL, CMSIS and BSP drivers, that are the minimal components required to develop a code on a given board.

   – It contains the include paths for all the firmware components.

   – It selects the supported STM32G4 Series device and allows the user to configure the CMSIS and HAL drivers accordingly, e.g. stm32g474xx.h.

   – It provides ready-to-use user files that are pre-configured as follows:

   HAL initialized with default time base with Arm® Core SysTick.

   SysTick ISR implemented for HAL_Delay() purpose.

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

2. **Add the necessary middleware to the project (optional)**

   The available middleware stacks are: USB Device library, FreeRTOS™ and FatFs. To know which source files and include paths to add in the project-file list, refer to the documentation provided for each middleware or look at the applications available under: \Projects\STM32xxx_yyy\Applications\<MW_Stack> (where <MW_Stack> refers to the middleware stack, e.g. USB_Device).

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' needs to be removed when copying it to the project folder). The configuration file provides enough information to know 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 must call HAL_Init() API to initialize the HAL library that executes the following tasks:

   a) Configuration of the Flash prefetch and SysTick interrupt priority (through macros defined in stm32g4xx_hal_conf.h).

   b) Configuration of the SysTick to generate an interrupt each 1 ms at the SysTick interrupt priority TICK_INT_PRIO defined in stm32g4xx_hal_conf.h that is clocked

by the HSI (at this stage, the clock is not yet configured and thus the system is running from the internal 16 MHz HSI).

c) Setting of NVIC Group Priority to 4.

d) Call of HAL_MspInit() callback function defined in stm32g4xx_hal_msp.c user file to perform global low-level hardware initializations.

5. **Configure the system clock**

The system clock configuration is done by calling the two APIs described below:

a) HAL_RCC_OscConfig(): this API configures the internal and/or external oscillators, as well as the PLL source and factors. The user chooses to configure one oscillator or all oscillators. The PLL configuration can be skipped if there is no need to run the system at high frequency.

b) HAL_RCC_ClockConfig(): this API configures the system clock source, the Flash memory latency and AHB and APB prescalers.

6. **Initialize the peripheral**

a) First write the peripheral HAL_PPP_MspInit 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 the required interrupt handlers (peripheral and DMA), if needed.

c) Write process complete callback functions if peripheral interrupt or DMA is used.

d) In the main.c file, initialize the peripheral handle structure then call the function HAL_PPP_Init() to initialize the peripheral.

7. **Develop the application**

At this stage, the system is ready and the user can start developing the application code.

– The HAL provides intuitive and ready-to-use APIs to configure the peripheral. It supports polling, interrupts 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 in the STM32CubeG4 package.

– If the application has some real-time constraints, the user finds a large set of examples showing how to use FreeRTOS™ and how to integrate it with all middleware stacks provided within STM32CubeG4. This is a good starting point to develop the application.

Caution: In the default HAL implementation, SysTick timer is used as timebase: it generates interrupts at regular time intervals. If HAL_Delay() is called from peripheral ISR process, make sure that the SysTick interrupt has higher priority (numerically lower) than the peripheral interrupt. Otherwise, the caller ISR process is blocked. Functions affecting timebase 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_TIM example.

4.2.2 LL application

This section describes the steps needed to create an LL application using STM32CubeG4.

1. **Create the project**

   To create a new project, the user can either start from the *Templates_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 NUCLEO-G474RE).

   The *Template* project provides an empty main loop function, however it is a good starting point to get familiar with project settings for STM32CubeG4.

   The template main characteristics are the following:

   – It contains the source code of LL and CMSIS drivers that are the minimal components to develop a code on a given board.
   – It contains the include paths for all the required firmware components.
   – It selects the supported STM32G4 Series device and allows the configuration of CMSIS and LL drivers accordingly.
   – It provides ready-to-use user files, that are pre-configured as follows:

     main.h: LED & USER_BUTTON definition abstraction layer

     main.c: System clock configuration for maximum frequency.

2. **Port an existing project to another board**

   To port an existing project to another target board, start from the *Templates_LL* project provided for each board and available under \Projects\<STM32xxx_yyy>\Templates_LL:

   a) Select an LL example

      To find the board on which LL examples are deployed, refer to the list of LL examples in STM32CubeProjectsList.html, to *Table 3*, or to application note “*STM32Cube firmware examples for STM32G4 Series*”.

   b) Port the LL example

   – Copy/paste the *Templates_LL* folder to keep the initial source or directly update the existing *Templates_LL* project.
   – Then LL example porting consists mainly of replacing *Templates_LL* files by the *Examples_LL* targeted project.
   – Keep all board specific parts. For reasons of clarity, board specific parts have been flagged with specific tags:

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

   Thus the main porting steps are the following:

   – Replace stm32g4xx_it.h file
   – Replace stm32g4xx_it.c file
   – Replace main.h file and update it: keep the LED and user button definition of the LL template under "BOARD SPECIFIC CONFIGURATION" tags.
   – Replace main.c file, and update it:

     Keep the clock configuration of the SystemClock_Config() LL template: function under "BOARD SPECIFIC CONFIGURATION" tags.

     Depending on the LED definition, replace all LEDx occurrences with another LEDy available in main.h.

With these adaptations, the example is functional on the targeted board.

4.3 Using STM32CubeMX to generate initialization C code

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

1. Select the STMicroelectronics STM32 microcontroller that matches the required set of peripherals.
2. 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 (e.g. GPIO or USART) and middleware stacks (e.g. USB).
3. 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 information, refer to STM32CubeMX user manual (UM1718), available on *www.st.com*.

4.4 Getting STM32CubeG4 release updates

The STM32CubeG4 MCU 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 *www.st.com* and proposes to download them to the user's computer.

4.4.1 Installing and running the STM32CubeUpdater program

Follow the sequence below to install and run the STM32CubeUpdater:

1. To launch the installation, double-click the SetupSTM32CubeUpdater.exe file.
2. Accept the license terms and follow the different installation steps.
3. Upon successful installation, STM32CubeUpdater becomes available as an 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. For more details on Updater configuration refer to STM32CubeMX user manual (UM1718).

5 FAQ

5.1 What is the license scheme for the STM32CubeG4 firmware?

The HAL is distributed under a non-restrictive BSD (Berkeley Software Distribution) license.

The middleware stacks made by STMicroelectronics (USB Device library) come with a licensing model allowing easy reuse, provided it runs on an STMicroelectronics device.

The middleware layer based on well-known open-source solutions (FreeRTOS™ and FatFs) has user-friendly license terms. For more details, refer to the license agreement of each middleware.

5.2 Which boards are supported by the STM32CubeG4 MCU Package?

The STM32CubeG4 MCU Package provides BSP drivers and ready-to-use examples for the following STM32G4 Series boards:

- NUCLEO-G431KB
- NUCLEO-G474RE
- NUCLEO-G431RB
- STM32G474E-EVAL

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

Yes, there are. STM32CubeG4 provides a rich set of examples and applications. They come with the pre-configured projects for IAR™, Keil® and GCC toolchains.

5.4 Is there any link with Standard Peripheral Libraries?

The STM32Cube HAL and LL drivers replace 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 on hardware. Their higher abstraction level allows the definition of 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 the 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 allow 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 layer 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 drivers offer extended APIs; that is, 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 that provides a graphical representation to the user and generates *.h/*.c files based on the user configuration.

5.8 How can I get regular updates on the latest STM32CubeG4 firmware releases?

The STM32CubeG4 MCU Package comes with an updater utility, STM32CubeUpdater, that can be configured for automatic or on-demand checks for new MCU Package updates (new releases or/and patches).

STM32CubeUpdater is integrated within the STM32CubeMX tool. When using this tool for STM32G4 Series configuration and initialization C code generation, the user benefits from STM32CubeMX self-updates as well as STM32CubeG4 MCU Package updates.

For more details, refer to *Section 4.4*.

5.9 When should I use HAL instead of 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 register 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 stm32g4xx_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 handles 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 not available with HAL?

Yes, there are.

A few Cortex® APIs have been added in stm32g4xx_ll_cortex.h, for example to access SCB or SysTick registers.

5.13 Why are SysTick interrupts not enabled on LL drivers?

Because when using LL drivers in standalone mode, there is no need to enable SysTick interrupts since 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
11-Apr-2019	1	Initial release.