



User manual

# How to use the STEVAL-LLL013V1 evaluation board for STP16CPC26

### Introduction

The STEVAL-LLL013V1 is a 7x25 LED matrix board controlled by two STP16CPC26 LED drivers.

It can display banners in which each pixel can have a different level of brightness (32 levels).

The screen refresh rate is higher than 100 Hz. The banners can be scrolled horizontally in both directions for lights effects. The banners are loaded by the use of the STSW-LLL013GUI PC software app.

The STP16CPC26 is a monolithic, low voltage, 16-bit constant current LED sink driver with a serial input/output interface.

Two STP16CPC26 drive a 7x25 LED matrix. The two LED drivers are connected in a daisy chain and controlled by the STM32F042K6T6 MCU, using an SPI IP interface.

The MCU works as a frame generator for the banners, and as a bridge with the PC software app, by implementing a USB VCP device class.

Additional potentiometers on the board allow you to change the brightness of the whole display and the speed of the banner scrolling effects.

To exploit all the potential features of the board, many hardware resources are available, such as pin connectors that deliver additional MCU features, a JTAG interface, and a serial input/output to cascade other LED drivers.

### Figure 1. STEVAL-LLL013V1 evaluation board



### 1 Overview

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The STEVAL-LLL013V1 is an evaluation board that shows the features of the STP16CPC26 when used to drive an LED matrix. In this STEVAL, the LED matrix has been arranged in order to show a banner, with some scrolling animations. Two STP16CPC26 are connected in a daisy chain, in order to drive a 7x25 LED matrix. Each STP16CPC26 can drive up to 16 LED channels, arranged in this manner:

- 7 channels of one STP16CPC26, marked as U1, are connected to the ROW BUFFER section, which drives the LED matrix rows, while the rest of the 16 channels controls part of the LED matrix columns.
- All the 16 channels of the 2<sup>nd</sup> STP16CPC26, marked as U4, are connected to the remaining LED matrix columns.

The U1 and U4 drivers are connected with the STM32F042 MCU, marked as U7, by an SPI bus: the SPI bitrate is 6 Mbit/s. The MCU is responsible of the following task:

- It communicates with the STSW-LLL013GUI PC SW by a virtual COM port
- It generates the timings and the SPI packets for the STP16CPC26 led drivers
- It generates the scrolling animations for the message and the mask applied

The brightness of the LED matrix can be changed by acting on the RV1 potentiometer, or by closing the JP2 jumper. In the last case RV1 is shorted, getting the max brightness.

The image showed that on the LED matrix is a combination of an image buffer, on which is applied an image mask. The image buffer is composed of a virtual area of 7x146 pixels. This area can be scrolled or bounced horizontally. The scrolling speed can be varied by acting on the RV2 potentiometer. The image mask is an area of 7x25 pixels: the image mask acts as a filter, whose pixel values are multiplied with the pixel of the image buffer, in order to get the final pixel brightness value. Also the image mask can be scrolled or bounced horizontally, and the speed can be changed by acting on the RV3 potentiometer.

In order to promote more demo solutions on the same HW, the STEVAL has been equipped with additional resources: a switch (SW1) and 2 user connectors, J3 and J5. All these resources are directly connected to the MCU spare resources, and are available to the user for further FW developments. A new FW can be uploaded on the board by using the connector J2 (SWD interface).

Using the STSW-LLL013GUI PC SW, the user creates its own banner to be shown on the STEVAL board, applying mask and scrolling effects. Each pixel is independent and can assume a 5bits level brightness.



### Figure 2. STEVAL-LLL013V1 top view

### 1.1 Firmware

The STEVAL-LLL013V1 is equipped with an on-board demo firmware, the STSW-LLL013FW, which performs the features detailed in Section 1 Overview.



### 2 Getting started with the board

To use the STEVAL-LLL013V1 with the STSW-LLL013FW, the STSW-LLL013GUI PC software GUI is provided. Connect the board to a Windows 10 PC and launch the STSW-LLL013GUI. If the board is connected for the first time, the Windows OS takes some seconds for the USB virtual COM registering process. Once launched, the GUI appears as shown in the figure below:



### Figure 3. STSW-LLL013GUI sections

The GUI appears divided in three sections:

- virtual buffer section
- mask section
- screen section

The virtual buffer section is where the banner is built. The virtual buffer has an area that can be resized by using the slider above it. The following features are available:

- scrolling and bouncing
- insert stickers
- insert text
- invert buffer

The mask section is where the mask is configured. The values of the mask are multiplied with the values of the virtual buffer to get the final result to be displayed. The following features are available:

- scrolling and bouncing
- insert mask presets
- fill mask
- invert mask
- apply gradients

The screen section shows the result of the mask applied to the virtual buffer.

The figure below shows all the features implemented on the virtual buffer. Once the virtual buffer is set, press the [**UPLOAD SETTINGS**] button to send the configuration to the STEVAL-LLL013V1 evaluation board.

The GUI title shows info about the SW version and the FW version of the board attached: if no board is present, the message "No board connected" is shown.



Note:

The FW version 0.09 comes with no predefined banner. This means that nothing is displayed when the board is powered up. Use the GUI to build your own banner. New FW versions are periodically updated on the STEVAL-LLL013V1 product page on ST website. Look for the latest version, to get the latest implemented features, such as predefined banners and the possibility to store all the GUI settings into the board. The FW can be downloaded from the ST website and programmed using the STLINK tool.

The figure below shows all the features implemented on the virtual buffer.





Pressing one of the SCROLLING EFFECTS buttons, a horizontal scrolling or bounce can be applied. The APPLY STICKERS button shows a few selection of stickers to be attached: the sticker can be deleted by pressing the BACKSPACE button.



#### Figure 5. Sticker Loader

The 1BIT LEVEL feature, once enabled, reduces the pixel brightness levels from the range 0-31 to 0-1 levels. This feature can be used with the gradient features of the MASK, allowing the mask to better manage the shades of brightness of the LED matrix: with this feature enabled, each buffer pixel can be enabled or disabled just pressing the mouse left button on it.

A text message can be composed by typing on the keyboard. The message can be deleted by pressing the BACKSPACE key. A few selections of fonts is available.



### Figure 6. Type on the keyboard to write a text banner

The figure below shows all the features to set the mask: once the mask is set, press the [UPLOAD SETTINGS] button to send the configuration to the STEVAL-LLL013V1 board.



Figure 7. Mask settings

Pressing one of the SCROLLING EFFECTS buttons, a horizontal scrolling or bounce can be applied. A few selections of mask effects is shown by pressing the LOAD PRESETS button.

### Figure 8. Mask Loader Window



### 2.1 System setup requirements

- A STEVAL-LLL013V1 with the STSW-LLL013FW installed
- A PC/laptop with Windows 10
- STSW-LLL013GUI PC software
- A USB cable with a USB mini-type B connector

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### Schematic diagram

#### Figure 9. STEVAL-LLL013V1 schematic diagram





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# 4 Bill of materials

| Table 1. STEVAL-LLL013V1 bill of materials |      |                             |   |   |              |                    |
|--|------|-----------------------------|---|---|--------------|--------------------|
| ltem                                       | Q.ty | Ref.                        | Part/value  | Description                                       | Manufacturer | Order code         |
| 1  | 1    | C1                          | 47u 35V<br>CP_Elec_6.3x5.<br>8 35V  |   | PANASONIC    | EEHZA1V470P        |
| 2  | 3    | C2, C4, C8                  | 1uF 16V<br>C_0603_1608M<br>etric 16V  | Unpolarized capacitor                             | WALSIN       | 0402S105K160CT     |
| 3  | 6    | C3, C5, C6, C9,<br>C10, C11 | 100n 16V<br>C_0603_1608M<br>etric 16V   | Unpolarized capacitor                             | WALSIN       | MT18B104K160CT     |
| 4  | 1    | C12                         | 4.7u 16V<br>C_0603_1608M<br>etric 16V   | Unpolarized capacitor                             | MURATA       | GRM188C81C475KE11D |
| 5  | 1    | C13                         | 10n 16V<br>C_0603_1608M<br>etric 16V  | Unpolarized capacitor                             | MURATA       | GRM033R71C103KE14D |
| 6  | 5    | D1, D2, D3, D4,<br>D5       | 7x5 LED Matrix<br>TC12-11SURK<br>WA   | 30.6mm (1.2<br>INCH) 5x7 DOT<br>MATRIX<br>DISPLAY | KINGBRIGHT   | TC12-11SURKWA      |
| 7  | 4    | H1, H2, H3, H4              | Holes M3<br>MountingHole_3<br>.2mm_M3   | Mounting Hole with connection                     |              |                    |
| 8  | 1    | J1                          | USB_Mini_Rec<br>eptacle_USB2.0<br>USB_Mini-<br>B_Lumberg_24<br>86_01_Horizont<br>al | USB Mini Type<br>B connector                      | WURTH        | 65100516121        |
| 9  | 1    | J2                          | DEBUG<br>PinHeader_1x0<br>5_P2.54mm_Ho<br>rizontal                                  | Generic<br>connector,<br>single row,<br>01x05     | AMPHENOL     | 68016-405HLF       |
| 10   | 1    | J3                          | GPIO1<br>PinHeader_1x0<br>5_P2.54mm_Ho<br>rizontal                                  | Generic<br>connector,<br>single row,<br>01x05     | AMPHENOL     | 68016-405HLF       |
| 11   | 1    | J4                          | VCC-EXT<br>Phoenix-172565<br>6  | Generic<br>connector,<br>single row,<br>01x02     | PHOENIX      | 1715022            |
| 12   | 1    | J5                          | GPIO2<br>PinHeader_1x1<br>2_P2.54mm_Ho<br>rizontal                                  | Generic<br>connector,<br>single row,<br>01x12     | AMPHENOL     | 68016-112HLF       |
| 13   | 1    | J6                          | SPI<br>PinHeader_1x0<br>4_P2.54mm_Ho<br>rizontal                                    | Generic<br>connector,<br>single row,<br>01x04     | AMPHENOL     | 68016-104HLF       |



| ltem | Q.ty | Ref.  | Part/value   | Description  | Manufacturer | Order code       |
|------|------|---|--|--|--------------|------------------|
| 14   | 1    | JP1   | Jumper_NC_Du<br>al<br>SolderJumper-3<br>_P2.0mm_Open<br>_TrianglePad1.0<br>x1.5mm_Numb<br>erLabels | Jumper   | Any          | Any              |
| 15   | 1    | JP2   | SHORT<br>PinHeader_1x0<br>2_P2.54mm_Ve<br>rtical   | Jumper, 2-pole,<br>open  | AMPHENOL     | 68001-102HLF     |
| 16   | 7    | Q1, Q2, Q3, Q4,<br>Q5, Q6, Q7                   | STR2P3LLH6<br>SOT-23   | P-Channel 30 V,<br>0.048 Ohm typ.,<br>2 A STripFET<br>H6 Power<br>MOSFET in a<br>SOT-23<br>package | ST           | STR2P3LLH6       |
| 17   | 9    | R1, R9, R10,<br>R11, R12, R13,<br>R14, R15, R23 | 1K<br>R_0603_1608M<br>etric 100mW  | Resistor   | YAGEO        | RC0603FR-1310RL  |
| 18   | 7    | R2, R3, R4, R5,<br>R6, R7, R8                   | 10R<br>R_0603_1608M<br>etric 100mW   | Resistor   | VISHAY       | RCS06035K10FKEA  |
| 19   | 7    | R16, R17, R18,<br>R19, R20, R21,<br>R22         | 5K1<br>R_0603_1608M<br>etric 100mW   | Resistor   | PANASONIC    | ERJ-U03J102V     |
| 20   | 1    | R24   | 100<br>R_0603_1608M<br>etric 100mW   | Resistor   | YAGEO        | RC0603FR-07100RL |
| 21   | 1    | RV1   | 2K<br>Potentiometer_<br>Bourns_3386F_<br>Vertical 100mW  | Potentiometer  | BOURNS       | 3386F-1-202TLF   |
| 22   | 2    | RV2, RV3  | 10K<br>Potentiometer_<br>Bourns_3386F_<br>Vertical 100mW   | Potentiometer  | BOURNS       | 3386F-1-103TLF   |
| 23   | 1    | SW1   | TE_1825910-7<br>TE_1825910-7   | Push button<br>switch, generic,<br>two pins  | TE           | 1825910-7        |
| 24   | 2    | U1, U4  | STP16CPC26X<br>TR HTSSOP24   | Low voltage 16-<br>bit constant<br>current LED<br>sink driver                                      | ST           | STP16CPC26XTR    |
| 25   | 1    | U2  | USBLC6-2P6<br>SOT-666  | ESD Protection<br>for USB 2.0<br>High Speed  | ST           | USBLC6-2P6       |
| 26   | 1    | U3  | LD39050PU33R<br>DFN6 3x3   | 500 mA low<br>quiescent<br>current and low<br>noise voltage<br>regulator                           | ST           | LD39050PU33R     |

### UM3116 Bill of materials



| ltem | Q.ty | Ref. | Part/value                                 | Description  | Manufacturer | Order code      |
|------|------|------|--|--|--------------|-----------------|
| 27   | 1    | U7   | STM32F042K6<br>T6TR, LQFP 32<br>7x7x1.4 mm | Mainstream<br>Arm Cortex-M0<br>USB line MCU<br>with 32 Kbytes<br>of Flash<br>memory, 48<br>MHz CPU,<br>USB, CAN and<br>CEC functions | ST           | STM32F042K6T6TR |



# 5 Board versions

Table 2. STEVAL-LLL013V1 versions

| PCB version           | Schematic diagrams                   | Bill of materials                   |
|-----------------------|--------------------------------------|-------------------------------------|
| STEVAL\$LLL013V1A (1) | STEVAL\$LLL013V1A schematic diagrams | STEVAL\$LLL013V1A bill of materials |

1. This code identifies the STEVAL-LLL013V1 evaluation board first version. It is printed on the board PCB.



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This device is in conformity with the essential requirements of the Directive 2014/30/EU (EMC) and of the Directive 2015/863/EU (RoHS).

#### Notice for the United Kingdom

This device is in compliance with the UK Electromagnetic Compatibility Regulations 2016 (UK S.I. 2016 No. 1091) and with the Restriction of the Use of Certain Hazardous Substances in Electrical and Electronic Equipment Regulations 2012 (UK S.I. 2012 No. 3032).

# **Revision history**

### Table 3. Document revision history

| Date        | Revision | Changes          |
|-------------|----------|------------------|
| 02-Feb-2023 | 1        | Initial release. |



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