

GigaDevice Semiconductor Inc.

Arm® Cortex®-M3/4/23/33 32-bit MCU

**应用笔记
AN033**

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1. 简介

我们通常利用**windows**环境下的集成开发环境来开发单片机程序，例如**keil**或者**IAR**。本文介绍使在**linux**环境下用多个**makefile**管理RTOS工程的方法，在RTOS任务中实现一个LED闪烁功能。该方法可指定模块或文件进行编译。

2. 开发环境介绍

开发环境准备：

- 硬件平台：GD32F303-Test-V1.1
- 编译环境：ubuntu16.04
- 工具链：gcc-arm-none-eabi, gcc-arm-none-objcopy
- 烧录工具：SEGGER J-FlashVV6.50b

2.1. 安装 ubuntu 虚拟机

虚拟机软件下载地址：<https://www.vmware.com/cn/products/workstation-pro/workstation-pro-evaluation.html>.

双击运行安装包文件，根据安装向导，如图 2-1. ubuntu 虚拟机安装向导 1 点击下一步，选择默认的设置。

图 2-1. ubuntu 虚拟机安装向导 1

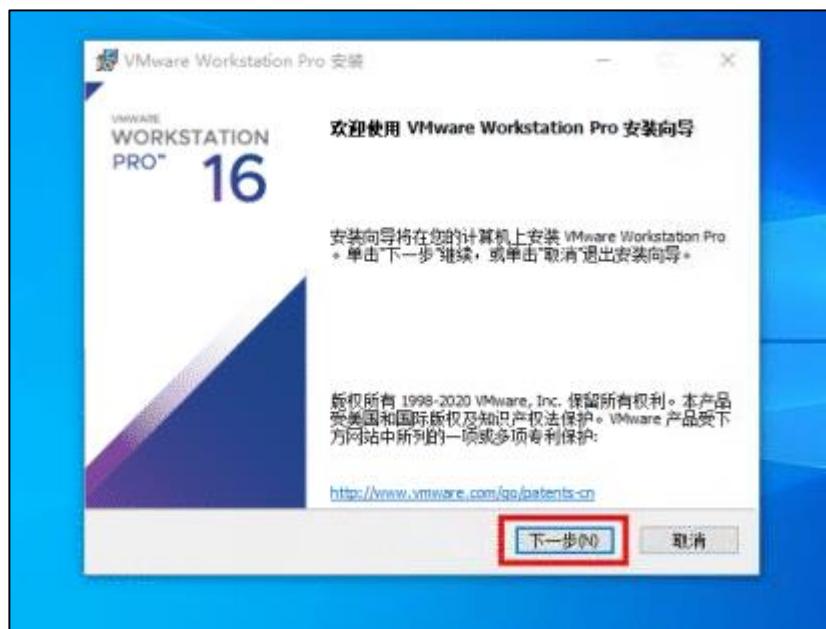


图 2-2. ubuntu 虚拟机安装向导 2



点击“完成”，完成安装..

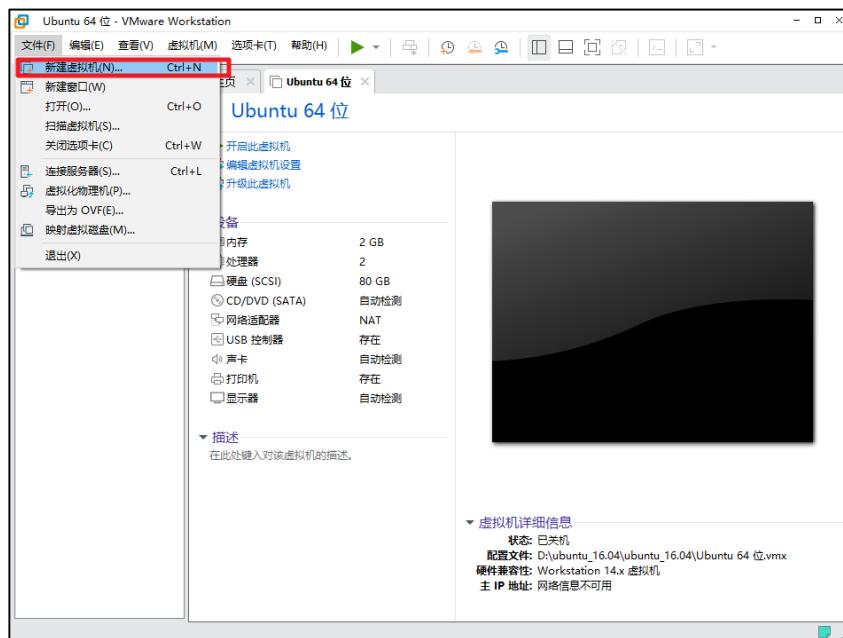
图 2-3. ubuntu 虚拟机安装向导 3



在 VMware 中安装 ubuntu，下载 ubuntu 镜像文件，下载地址：<http://mirrors.aliyun.com/ubuntu-releases/16.04/>

Ubuntu 镜像下载完成后，打开虚拟机，点击“文件 --> 新建虚拟机”。

图 2-4. ubuntu 虚拟机安装向导 4



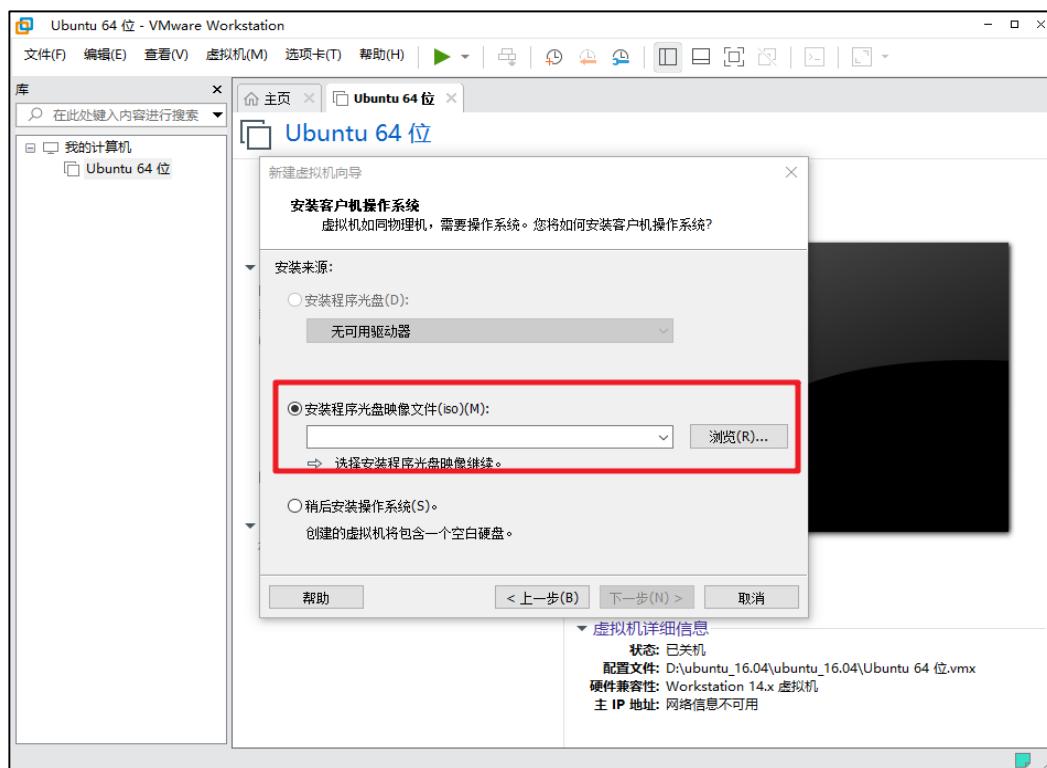
使用默认设置，点击“下一步”。

图 2-5. ubuntu 虚拟机安装向导 5



选择之前下载的 ubuntu 镜像文件，继续使用默认设置点击“下一步”。

图 2-6. ubuntu 虚拟机安装向导 6



开始安装虚拟机系统，点击开始此虚拟机，第一次启动时间较长，选择默认设置直到启动完成即可。

图 2-7. ubuntu 虚拟机安装向导 7

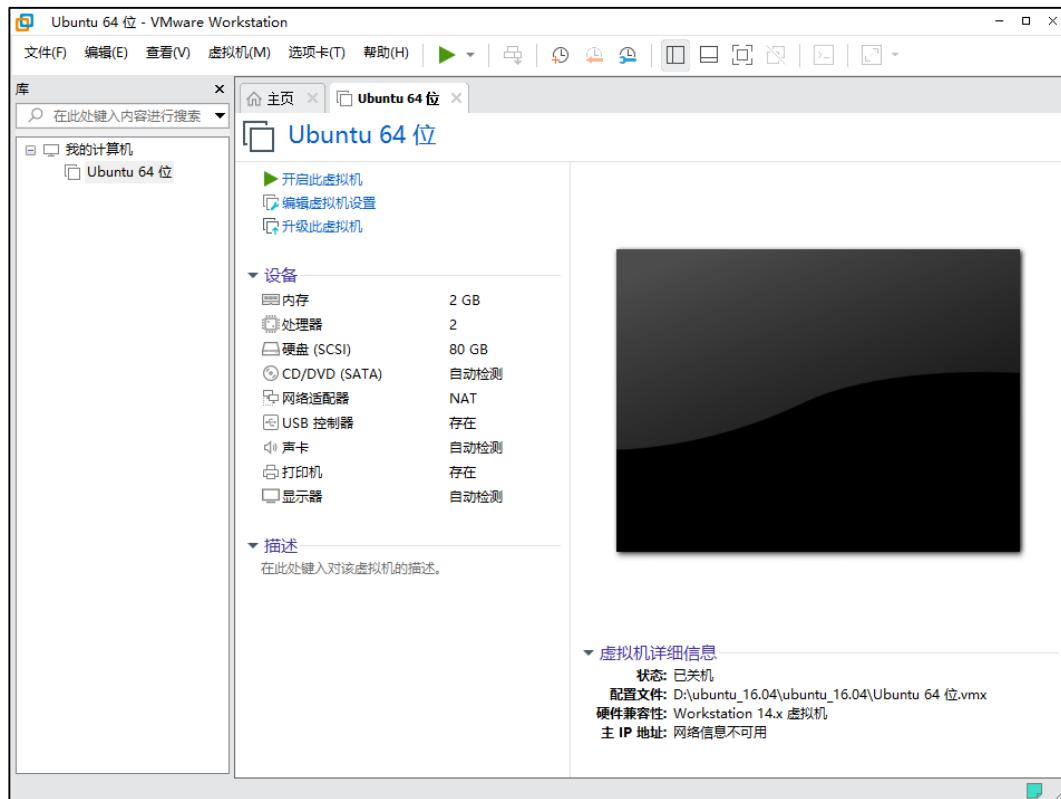
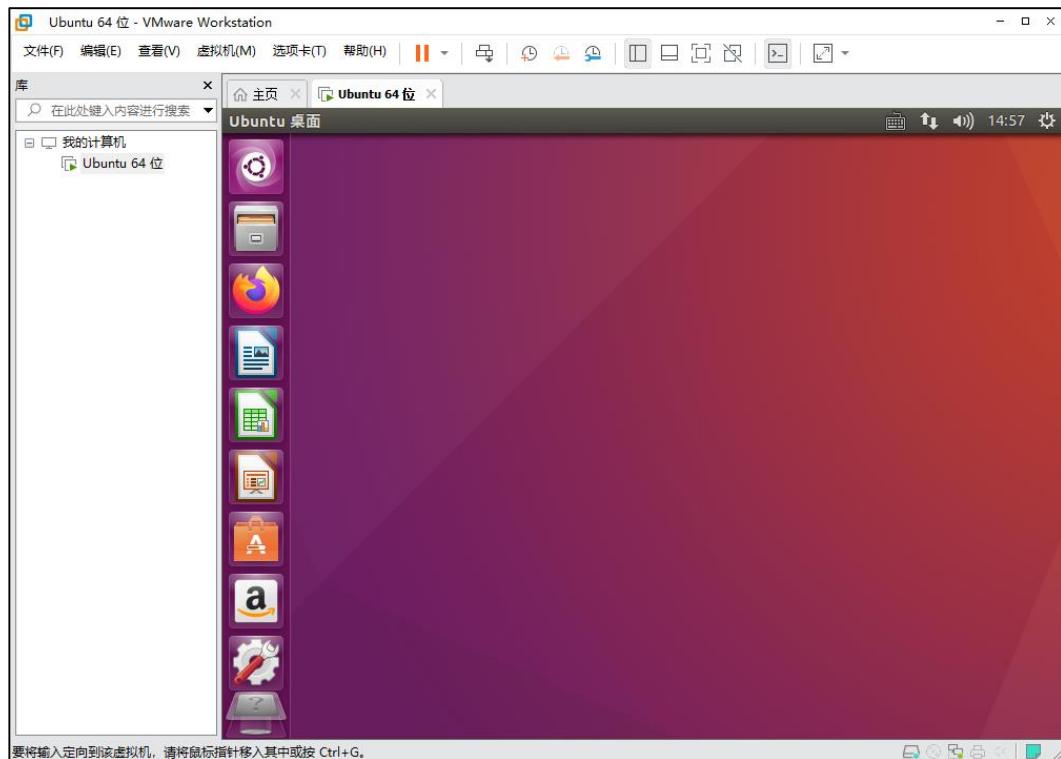


图 2-8. ubuntu 虚拟机启动完成是 ubuntu 虚拟机启动完成后的界面。

图 2-8. ubuntu 虚拟机启动完成

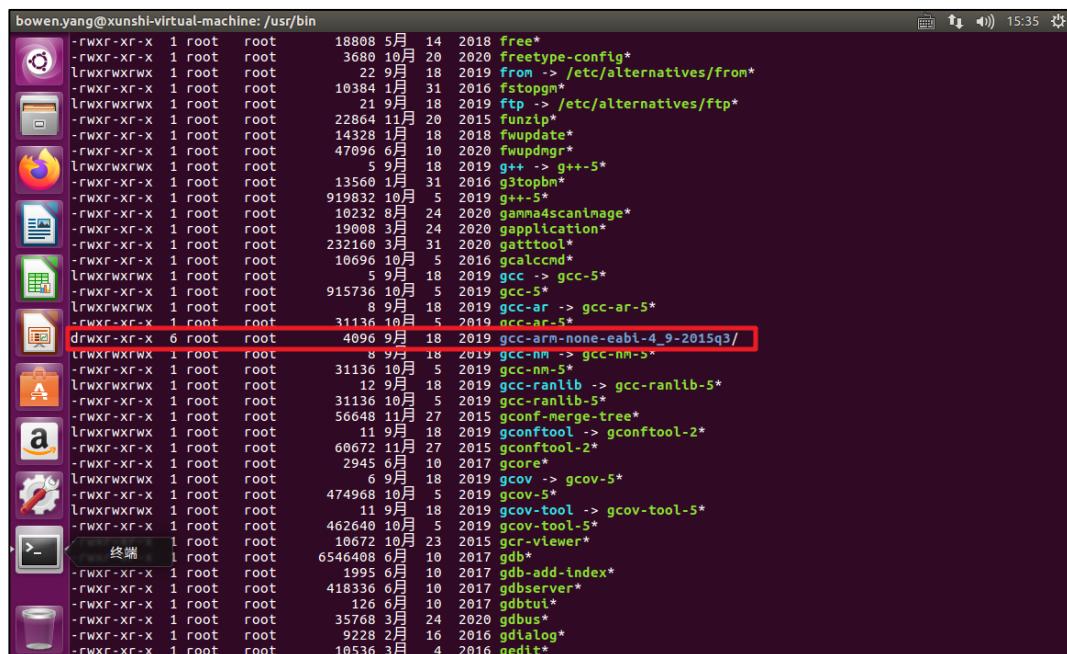


2.2. 安装工具链

使用编译好的工具链，下载地址：<https://launchpad.net/gcc-arm-embedded/+download>

将下载好的工具链放到 ubuntu 的 /usr/bin/ 目录下解压，解压后得到 gcc-arm-none-eabi-4_9-2015q3/ 目录。如 [图 2-9. GCC 工具链所在目录](#)。

图 2-9. GCC 工具链所在目录



接下来配置 linux 系统环境变量，在 /etc/profile 文件最后一行指定 GCC 工具链目录。

图 2-10. 配置环境变量

```
bowen.yang@xunshi-virtual-machine:/usr/bin
# /etc/profile: system-wide .profile file for the Bourne shell (sh(1))
# and Bourne compatible shells (bash(1), ksh(1), ash(1), ...).

if [ "SPS1" ]; then
    if [ "$BASH" ] && [ "$BASH" != "/bin/sh" ]; then
        # The file bash.bashrc already sets the default PS1.
        # PS1="\h:\w\$"
        if [ -f /etc/bash.bashrc ]; then
            . /etc/bash.bashrc
        fi
    else
        if [ "`id -u`" -eq 0 ]; then
            PS1="# "
        else
            PS1='$ '
        fi
    fi
fi

if [ -d /etc/profile.d ]; then
    for i in /etc/profile.d/*.sh; do
        if [ -r $i ]; then
            . $i
        fi
    done
    unset i
fi

export PATH=/usr/bin/gcc-arm-none-eabi-4_9-2015q3/bin:$PATH
```

30,1

全部

添加完成后执行命令: `source /etc/profile` 使环境变量生效, 不用重启虚拟机。

图 2-11. 环境变量生效

```
bowen.yang@xunshi-virtual-machine:/usr/bin$  
bowen.yang@xunshi-virtual-machine:/usr/bin$  
bowen.yang@xunshi-virtual-machine:/usr/bin$  
bowen.yang@xunshi-virtual-machine:/usr/bin$  
bowen.yang@xunshi-virtual-machine:/usr/bin$ source /etc/profile
```

完成后再任意目录下输入命令 `arm` 加 `tab` 键, 如果系统自动弹出工具链则列表代表安装成功, 如[图 2-12. 交叉工具链列表](#), 弹出的工具链列表中有我们需要的 `arm-none-eabi-gcc` 和 `arm-none-eabi-objcop`。

图 2-12. 交叉工具链列表

```
bowen.yang@xunshi-virtual-machine:/usr/bin$ arm  
arm2hpd1      arm-none-eabi-elfedit      arm-none-eabi-gcov      arm-none-eabi-ranlib  
arm-none-eabi-addr2line  arm-none-eabi-g++    arm-none-eabi-gprof    arm-none-eabi-readelf  
arm-none-eabi-ar       arm-none-eabi-gcc     arm-none-eabi-ld      arm-none-eabi-size  
arm-none-eabi-as       arm-none-eabi-gcc-4.9.3  arm-none-eabi-ld.bfd   arm-none-eabi-strings  
arm-none-eabi-c++      arm-none-eabi-gcc-ar   arm-none-eabi-nm      arm-none-eabi-strip  
arm-none-eabi-c++filt  arm-none-eabi-gcc-nm   arm-none-eabi-objcopy  
arm-none-eabi-cpp      arm-none-eabi-gcc-ranlib  arm-none-eabi-objdump  
bowen.yang@xunshi-virtual-machine:/usr/bin$
```

3. 建立工程

3.1. 建立工程目录

将所需要编译的 RTOS 工程代码放到 D:\share\RTX\ubuntu，如图 [图 3-1. 工程代码目录](#)。

图 3-1. 工程代码目录

Data (D:) > share > RTX > ubuntu			
	名称	修改日期	类型
	APP	2021/8/12 20:50	文件夹
	CMSIS	2021/8/14 14:50	文件夹
	Core	2021/8/16 12:43	文件夹
	Device	2021/8/12 20:50	文件夹
	SourceGroup	2021/8/16 12:50	文件夹
	Stdlib	2021/8/13 15:34	文件夹
	makefile	2021/8/20 15:52	文件
			5 KB

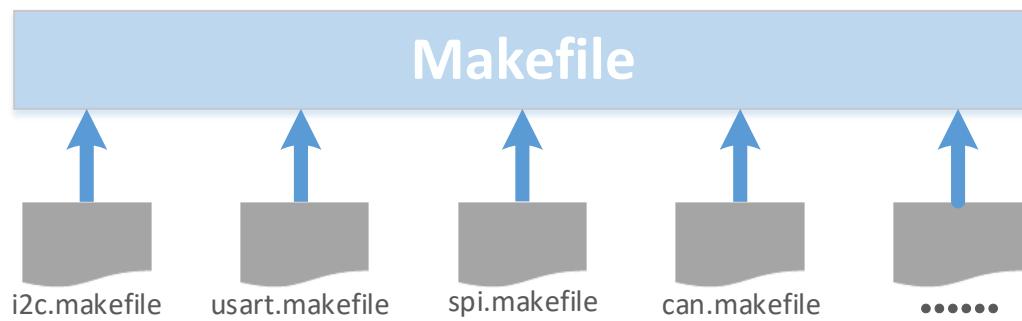
目录结构如下所示,每个 source 目录下都需要一个 makefile 文件。

```
├─ APP
|   ├─ include
|   └─ source
├─ CMSIS
|   ├─ GCC
|   ├─ include
|   └─ source
├─ Core
|   ├─ include
|   └─ source
├─ Device
|   ├─ include
|   └─ source
└─ SourceGroup
    ├─ include
    └─ source
```

3.2. Makefile 文件编写

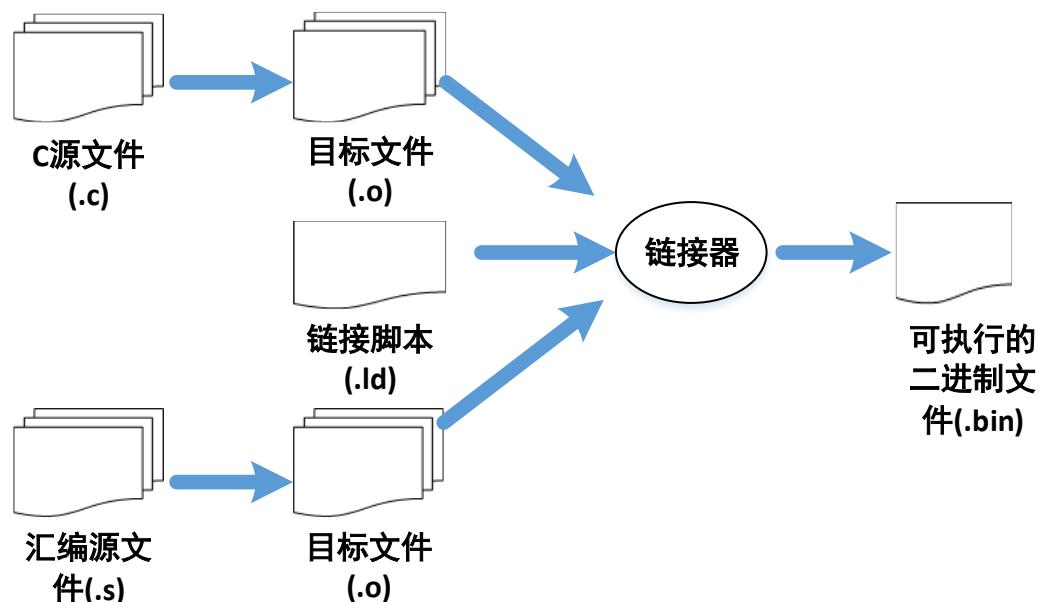
使用顶层 makefile 管理各子目录下的 makefile，如图 [图 3-2. 图示](#)

图 3-2. 图示



整体编译流程如图 [图 3-3. 编译流程](#)。

图 3-3. 编译流程



顶层 makefile 编写如下：

表 3-1. 顶层 makefile 编写

<pre> CROSS_COMPILE=arm-none-eabi- CC = \$(CROSS_COMPILE)gcc OBJCOPY = \$(CROSS_COMPILE)objcopy TOP=\$(shell pwd) INC_FLAGS = -I\$(TOP)/Device/include \ -I\$(TOP)/Core/include \ -I\$(TOP)/APP/include \ -I\$(TOP)/Stdlib/include \ -I\$(TOP)/CMSIS/include CC_FLAGS = -W -Wall -g -mcpu=cortex-m4 -mthumb -D GD32F30X_HD -D USE_STDPERIPH_DRIVER \$(INC_FLAGS) -O0 -std=gnu11 </pre>

```
CC_ASM_FLAGS = -mthumb -mcpu=cortex-m4 -g -Wa,--warn

CC_LD_FLAGS += -mthumb -mcpu=cortex-m4
CC_LD_FLAGS += -Wl,--start-group -lc -lm -Wl,--end-group -specs=nosys.specs -static -Wl,-cref,-
u,Reset_Handler-Wl,-Map=RTX_Project.map-Wl,--gc-sections-Wl,--
defsym=malloc_getpagesize_P=0x80

LD_PATH = -TDevice/source/gd32f30x_flash.ld
#用于指示该模块是否参与编译
SUPPORT_IIC = yes
SUPPORT_SPI = yes
SUPPORT_CAN = yes
SUPPORT_KEY = no
#指定需要编译的源文件
include APP/source/sub.mak
include CMSIS/source/sub.mak
include Device/source/sub.mak
include SourceGroup/source/sub.mak

TARGET = RTX_Project

.PHONY: clean all
#替换为.o
C_OBJ = $(C_SRC:%.c=%.o)
ASM_OBJ = $(ASM_SRC:%.s=%.o)

all:$(C_OBJ) $(ASM_OBJ)
    $(CC) $(C_OBJ) $(ASM_OBJ) $(LD_PATH) -o $(TARGET).elf $(CC_LD_FLAGS)
    $(OBJCOPY) $(TARGET).elf $(TARGET).bin -Obinary

%.o:%.c
    $(CC) -c $(CC_FLAGS) -o $@ $<
%.o:%.s
    $(CC) -c $(CC_ASM_FLAGS) -o $@ $<

clean:
    rm -rf *.* $(C_OBJ) $(ASM_OBJ) $(TARGET) *.bin *.map *.elf
```

分别在 APP、CMSIS、Core、Device、SourceGroup 目录下建立 sub.mak 文件，所有目录下的 sub.mak 文件编写方式都一样，这里介绍 CMSIS/source 目录下的 sub.mak。

图 3-4. sub.mak 所在目录

Data (D:) > share > RTX > ubuntu > CMSIS > source				
	名称	修改日期	类型	大小
	os_systick.c	2021/8/13 20:42	C 文件	4 KB
	RTX_Config.c	2019/3/18 12:00	C 文件	2 KB
	rtx_delay.c	2019/3/18 15:50	C 文件	3 KB
	rtx_evflags.c	2019/3/18 15:50	C 文件	18 KB
	rtx_evr.c	2019/3/18 15:50	C 文件	79 KB
	rtx_kernel.c	2021/8/13 20:44	C 文件	20 KB
	rtx_lib.c	2019/3/18 15:50	C 文件	26 KB
	rtx_memory.c	2021/8/13 20:46	C 文件	7 KB
	rtx_mempool.c	2019/3/18 11:59	C 文件	23 KB
	rtx_msgqueue.c	2019/3/18 15:50	C 文件	32 KB
	rtx_mutex.c	2019/3/18 15:50	C 文件	17 KB
	rtx_semaphore.c	2019/3/18 11:59	C 文件	16 KB
	rtx_system.c	2019/3/18 15:50	C 文件	6 KB
	rtx_thread.c	2021/8/13 20:47	C 文件	58 KB
	rtx_timer.c	2021/8/13 20:48	C 文件	13 KB
	sub.mak	2021/8/19 17:46	MAK 文件	1 KB

在 sub.mak 文件中指定本目录中需要编译的文件，makefile 编写如下：

表 3-2. 子目录 sub.mak 编写

```

CMSIS_PATH = CMSIS/source
C_SRC += $(CMSIS_PATH)/os_systick.c \
        $(CMSIS_PATH)/RTX_Config.c \
        $(CMSIS_PATH)/rtx_delay.c \
        $(CMSIS_PATH)/rtx_evflags.c \
        $(CMSIS_PATH)/rtx_evr.c \
        $(CMSIS_PATH)/rtx_kernel.c \
        $(CMSIS_PATH)/rtx_lib.c \
        $(CMSIS_PATH)/rtx_memory.c \
        $(CMSIS_PATH)/rtx_mempool.c \
        $(CMSIS_PATH)/rtx_msgqueue.c \
        $(CMSIS_PATH)/rtx_mutex.c \
        $(CMSIS_PATH)/rtx_semaphore.c \
        $(CMSIS_PATH)/rtx_system.c \
        $(CMSIS_PATH)/rtx_thread.c \
        $(CMSIS_PATH)/rtx_timer.c

ifeq ($(SUPPORT_KEY), yes)
C_SRC += $(AUDIO_PATH)/rtx_keymanager.c
endif
    
```

ASM_SRC += \$(CMSIS_PATH)/../GCC/irq_cm3.s

3.3. 编译和测试

在顶层 makefile 所在目录执行命令: make

图 3-5. Mak 执行结果

```

-o Device/source/system_gd32f30x.o Device/source/system_gd32f30x.c
In file included from /mnt/hgfs/share-2/RTX/ubuntu/Core/include/core_cm4.h:188:0,
                 from /mnt/hgfs/share-2/RTX/ubuntu/Device/include/gd32f30x.h:258,
                 from Device/source/system_gd32f30x.c:36:
/mnt/hgfs/share-2/RTX/ubuntu/Core/include/core_cmFunc.h: In function '__set_FPSCR':
/mnt/hgfs/share-2/RTX/ubuntu/Core/include/core_cmFunc.h:592:78: warning: unused parameter 'fpscr' [-Wunused-parameter]
__attribute__(( always_inline )) __STATIC_INLINE void __set_FPSCR(uint32_t fpscr)
                                         ^
编译.o目标文件
arm-none-eabi-gcc      -c -W -Wall -g -mcpu=cortex-m4 -mthumb -D GD32F30X_HD -D USE_STDPERIPH_DRIVER -I/mnt/h
gfs/share-2/RTX/ubuntu/Device/include -I/mnt/hgfs/share-2/RTX/ubuntu/Core/include -I/mnt/hgfs/share-2/RTX/ubuntu/AP
P/include -I/mnt/hgfs/share-2/RTX/ubuntu/Stdlib/include -I/mnt/hgfs/share-2/RTX/ubuntu/CMSIS/include -O0 -std=gnu11
-o SourceGroup/source/main.o SourceGroup/source/main.c
In file included from /mnt/hgfs/share-2/RTX/ubuntu/Core/include/core_cm4.h:188:0,
                 from /mnt/hgfs/share-2/RTX/ubuntu/Device/include/gd32f30x.h:258,
                 from SourceGroup/source/main.c:6:
/mnt/hgfs/share-2/RTX/ubuntu/Core/include/core_cmFunc.h: In function '__set_FPSCR':
/mnt/hgfs/share-2/RTX/ubuntu/Core/include/core_cmFunc.h:592:78: warning: unused parameter 'fpscr' [-Wunused-parameter]
__attribute__(( always_inline )) __STATIC_INLINE void __set_FPSCR(uint32_t fpscr)
                                         ^
SourceGroup/source/main.c: In function 'app_main':
SourceGroup/source/main.c:17:22: warning: unused parameter 'argument' [-Wunused-parameter]
void app_main (void *argument) {
                           ^
arm-none-eabi-gcc      -c -mthumb -mcpu=cortex-m4 -g -Wa,--warn -o CMSIS/source/../GCC/irq_cm3.o CMSIS/source/..
e/.../GCC/irq_cm3.s
arm-none-eabi-gcc      -c -mthumb -mcpu=cortex-m4 -g -Wa,--warn -o Device/source/startup_gd32f30x_hd.o Device
e/source/startup_gd32f30x_hd.s
格式转换为bin文件
arm-none-eabi-gcc      APP/source/gd32f307c_eval.o CMSIS/source/os_systick.o CMSIS/source/RTX_Config.o CMSIS/
source/rtx_delay.o CMSIS/source/rtx_evflags.o CMSIS/source/rtx_evr.o CMSIS/source/rtx_kernel.o CMSIS/source/rtx_l
ib.o CMSIS/source/rtx_memory.o CMSIS/source/rtx_mempool.o CMSIS/source/rtx_msqueue.o CMSIS/source/rtx_mutex.o CMSIS/
source/rtx_semaphore.o CMSIS/source/rtx_system.o CMSIS/source/rtx_thread.o CMSIS/source/rtx_timer.o Device/source/g
d32f30x_eval.o Device/source/gd32f30x_gpio.o Device/source/gd32f30x_rcu.o Device/source/system_gd32f30x.o SourceGro
up/source/main.o CMSIS/source/..../GCC/irq_cm3.o Device/source/startup_gd32f30x_hd.o -TDevice/source/gd32f30x_flash.
ld -o RTX_Project.elf -mthumb -mcpu=cortex-m4 -WL,--start-group -lc -Lm -WL,--end-group -specs=nosys.specs -static
-Wl,-cref,-u,Reset_Handler -WL,Map=RTX_Project.map -WL,--gc-sections -WL,--defsym=malloc_getpagesize_P=0x80
arm-none-eabi-objcopy RTX_Project.elf RTX_Project.bin -Obinary
root@xunshi-virtual-machine:/mnt/hgfs/share-2/RTX/ubuntu#

```

编译成功之后在 makefile 同级目录下会产生编译出的.bin 文件, .elf 文件和.map 文件。

图 3-6. 顶层 makefile 所在目录

Data (D:) > share > RTX > ubuntu >			
名称	修改日期	类型	大小
APP	2021/8/12 20:50	文件夹	
CMSIS	2021/8/14 14:50	文件夹	
Core	2021/8/16 12:43	文件夹	
Device	2021/8/12 20:50	文件夹	
SourceGroup	2021/8/16 12:50	文件夹	
makefile	2021/8/20 16:55	文件	5 KB
RTX_Project.bin	2021/8/20 18:40	BIN 文件	42 KB
RTX_Project.elf	2021/8/20 18:40	ELF 文件	330 KB
RTX_Project.map	2021/8/20 18:40	MAP 文件	216 KB

在 makefile 目录下执行命令: make clean

会发现之前执行 make 命令生成的.bin 文件, .elf 文件和.map 文件都已被删除。

图 3-7. Make clean 执行结果

```
root@xunshi-virtual-machine:/mnt/hgfs/share-2/RTX/ubuntu# make clean
rm -rf *.o APP/source/gd32f307c_eval.o CMSIS/source/os_systick.o CMSIS/source/RTX_Config.o CMSIS/source/rtx_delay.o
CMSIS/source/rtx_evflags.o CMSIS/source/rtx_evr.o CMSIS/source/rtx_kernel.o CMSIS/source/rtx_lib.o CMSIS/source/rt
x_memory.o CMSIS/source/rtx_nempool.o CMSIS/source/rtx_msqueue.o CMSIS/source/rtx_mutex.o CMSIS/source/rtx_semapho
re.o CMSIS/source/rtx_system.o CMSIS/source/rtx_thread.o CMSIS/source/rtx_timer.o Device/source/gd32f30x_eval.o Dev
ice/source/gd32f30x_gpio.o Device/source/gd32f30x_rcu.o Device/source/system_gd32f30x.o SourceGroup/source/main.o
CMSIS/source/../GCC/irq_cm3.o Device/source/startup_gd32f30x_hd.o RTX_Project *.bin *.map *.elf
root@xunshi-virtual-machine:/mnt/hgfs/share-2/RTX/ubuntu#
```

最后为了验证编译出来的固件是否可以正常运行，使用 SEGGER J-Flash 将编译出的.bin 文件烧写进 MCU 进行测试。观察 LED 灯可正常运行。

4. 版本历史

表 4-1. 版本历史

版本号.	说明	日期
1.0	首次发布	2021 年 8 月 26 日

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