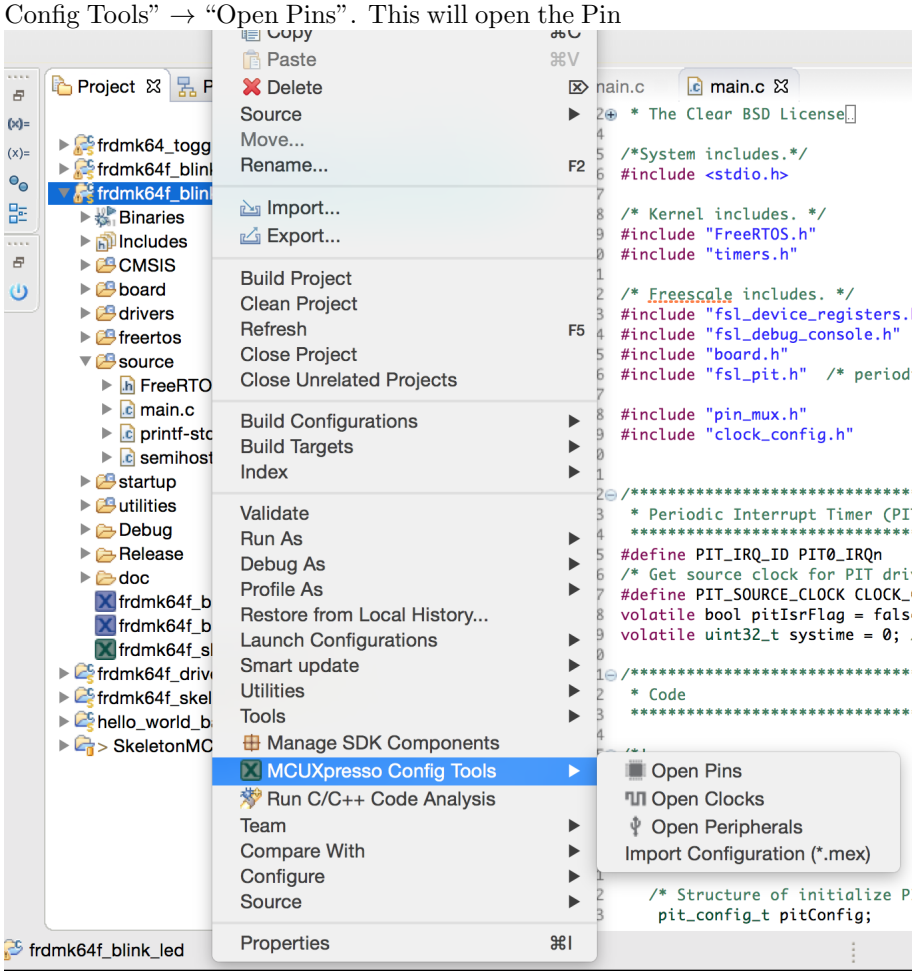
Configure the board pin multiplexer FRDM K64F

March 6, 2018

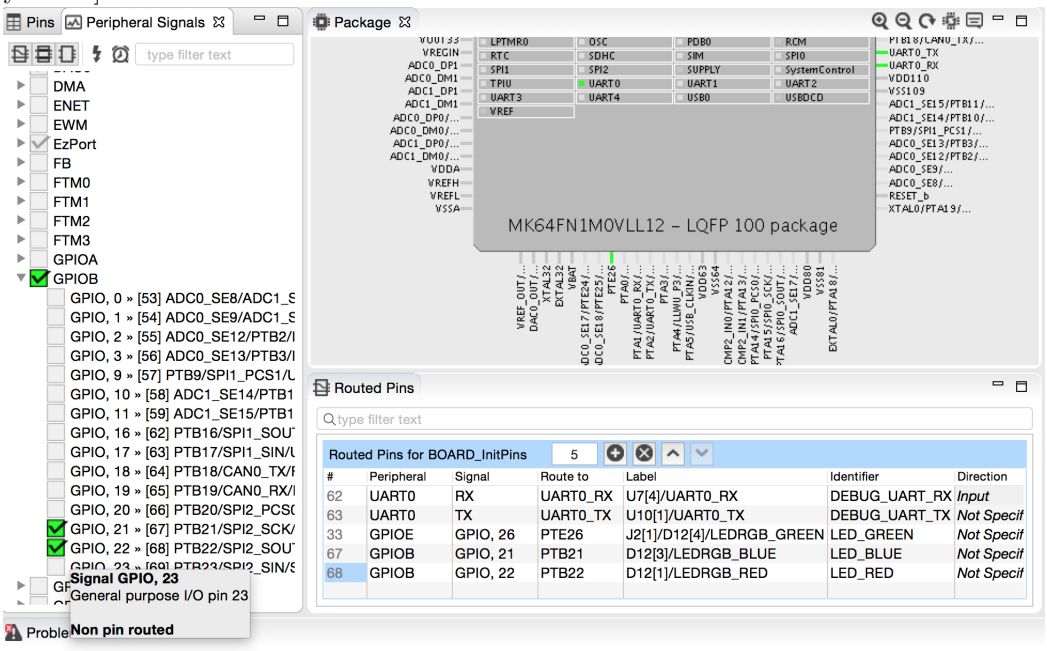
1. **Add a new pin**

   - Open a K64F project in MCUXpresso. (We are using the example frdm64f_blink_led from the skeleton code here).
   - Right click the project name in the project explorer pane. Select "MCUXpresso Config Tools" → "Open Pins". This will open the Pin editing screen.

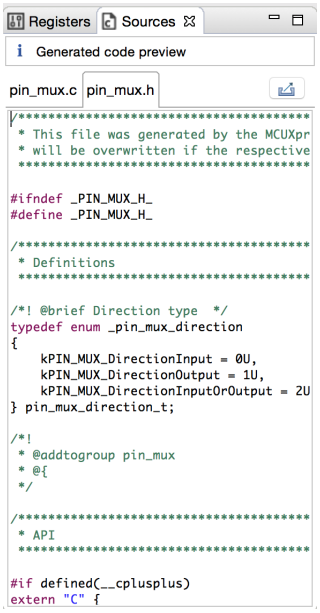


   - Select "Peripheral Signals". There should be subfolders for GPIOA, GPIOB, GPIOC, GPIOD, GPIOE each with a set of pins. Select "GPIOB → 23. [we chose GPIOB → PTB23 you can choose any pin

you like].



- GPIO, 23 (should show up in the "Routed Pins" Window after you click the green check box.
- Click "Export" in the sources pane. Save and overwrite pin_mux.c and pin_mux.h files to project_location/project_name/board



- Refresh pin_mux.c and pin_mux.h by right clicking them in the project explorer and choosing "refresh".
- You should be able to access the pin in your software. See our skeleton

code for toggling a GPIO pin here for an example.