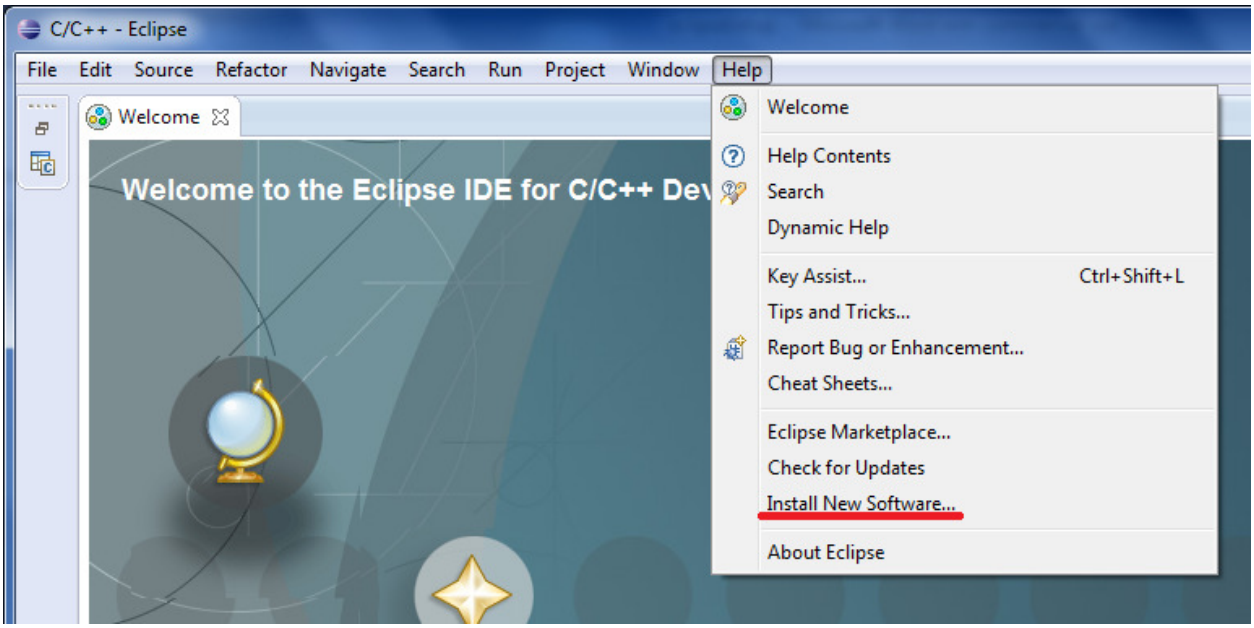
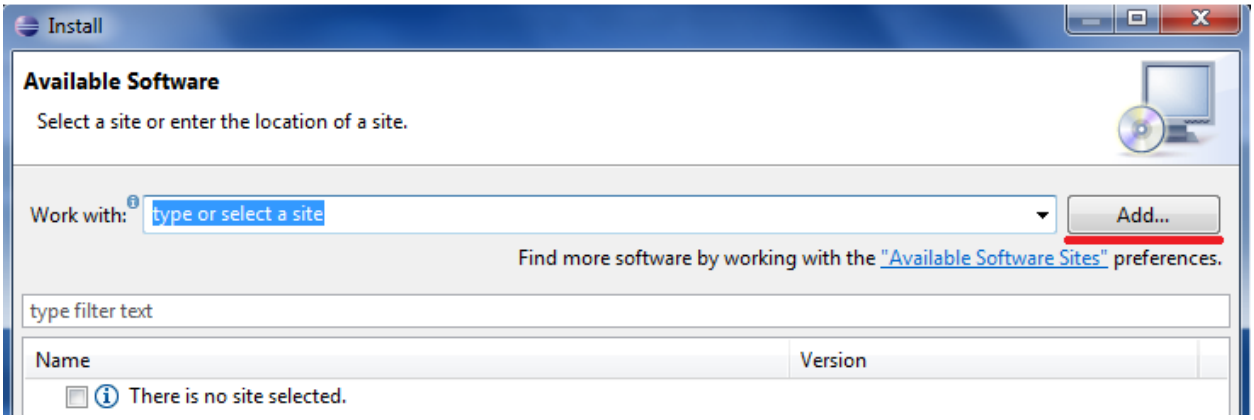
1)Download and install CodeSourcery Lite. When prompted, choose the install for all users option. You must use version 4.6.3 which is called "Sourcery CodeBench Lite 2012.03-56" and is found here: http://www.mentor.com/embedded-software/sourcery-tools/sourcery-codebench/editions/lite-edition/request?id=e023fac2-e611-476b-a702-90eabb2aeca8&downloadlite=scblite2012&fmpath=/embedded-software/sourcery-tools/sourcery-codebench/editions/lite-edition/form

2)Download and unzip Eclipse. I've been using the Juno release. Download from: http://www.eclipse.org/downloads/packages/eclipse-ide-cc-developers/junosr1

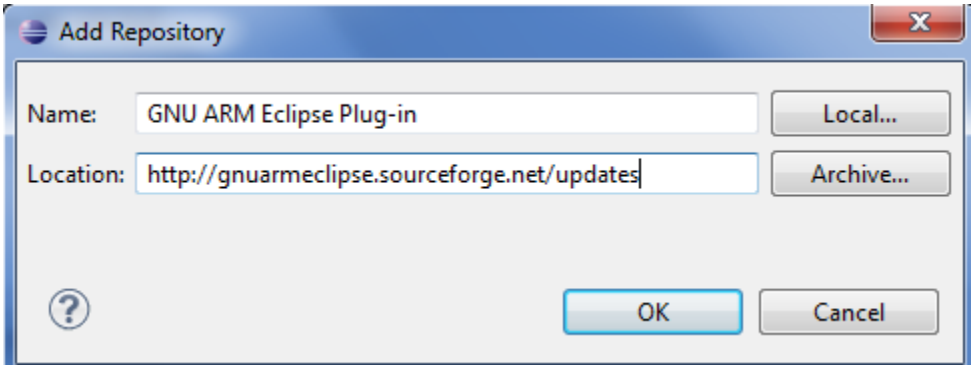
3)Start Eclipse. Select Help – Install New Software



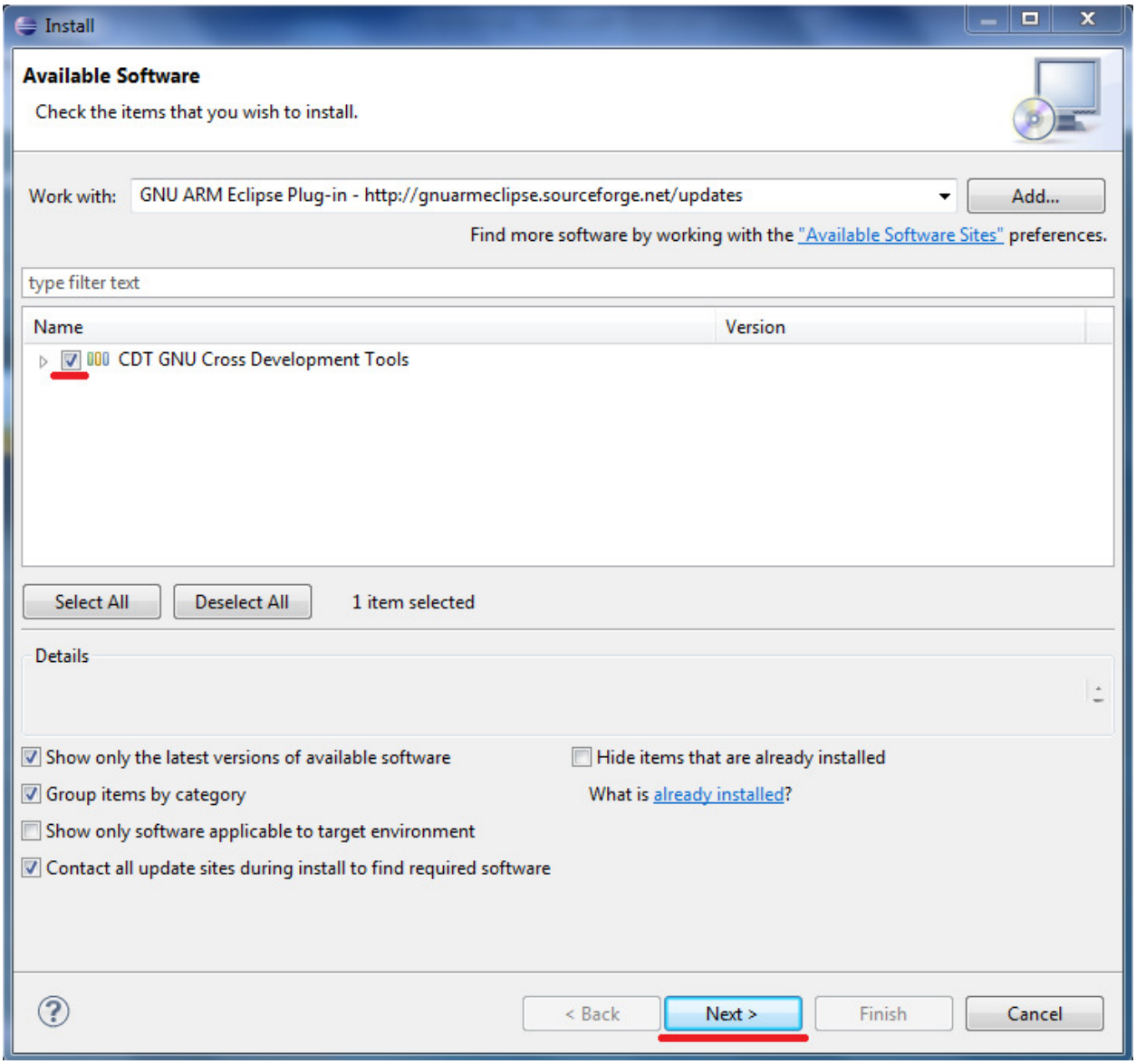
4)Select Add



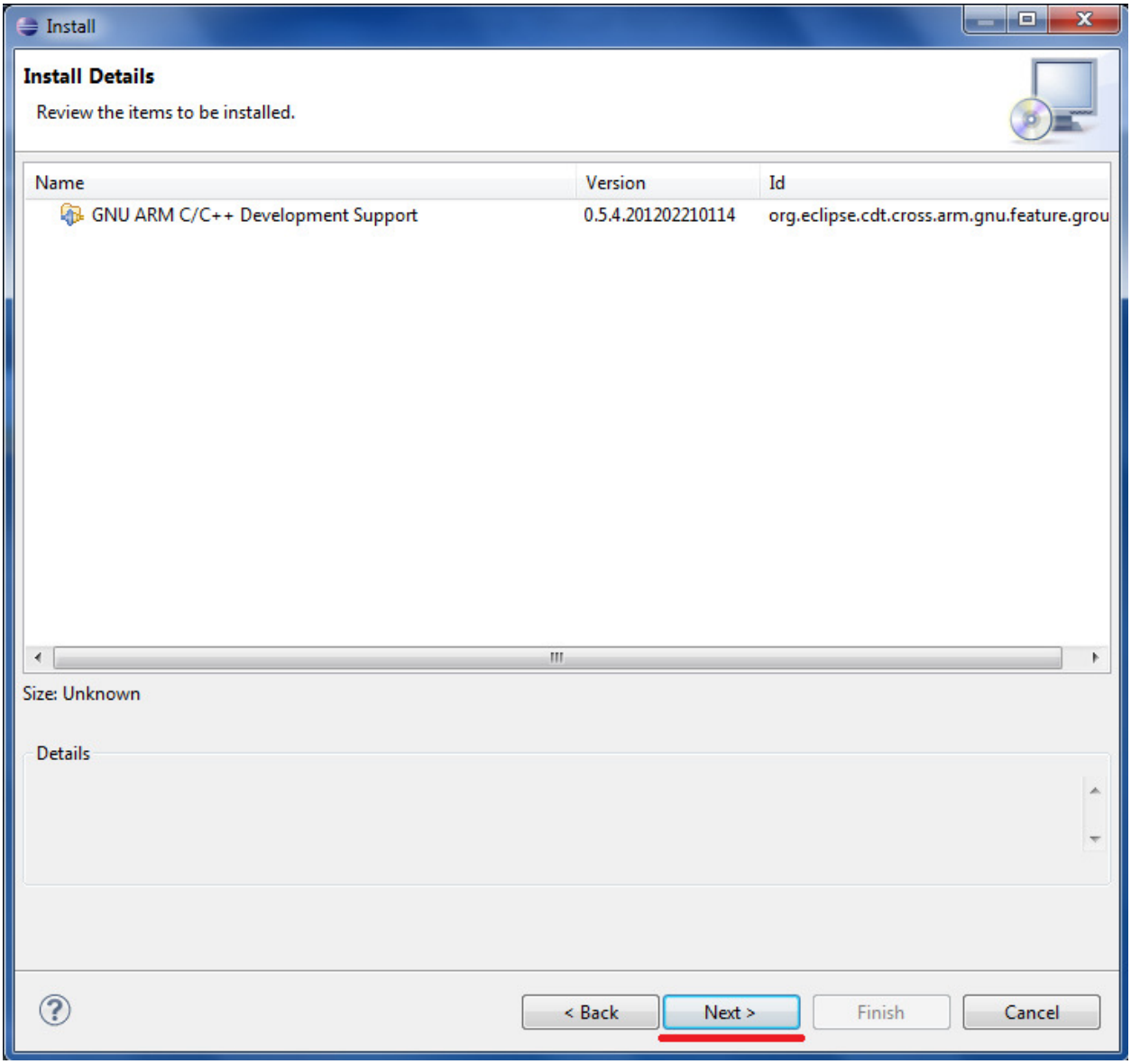
5)Type in the following, select OK



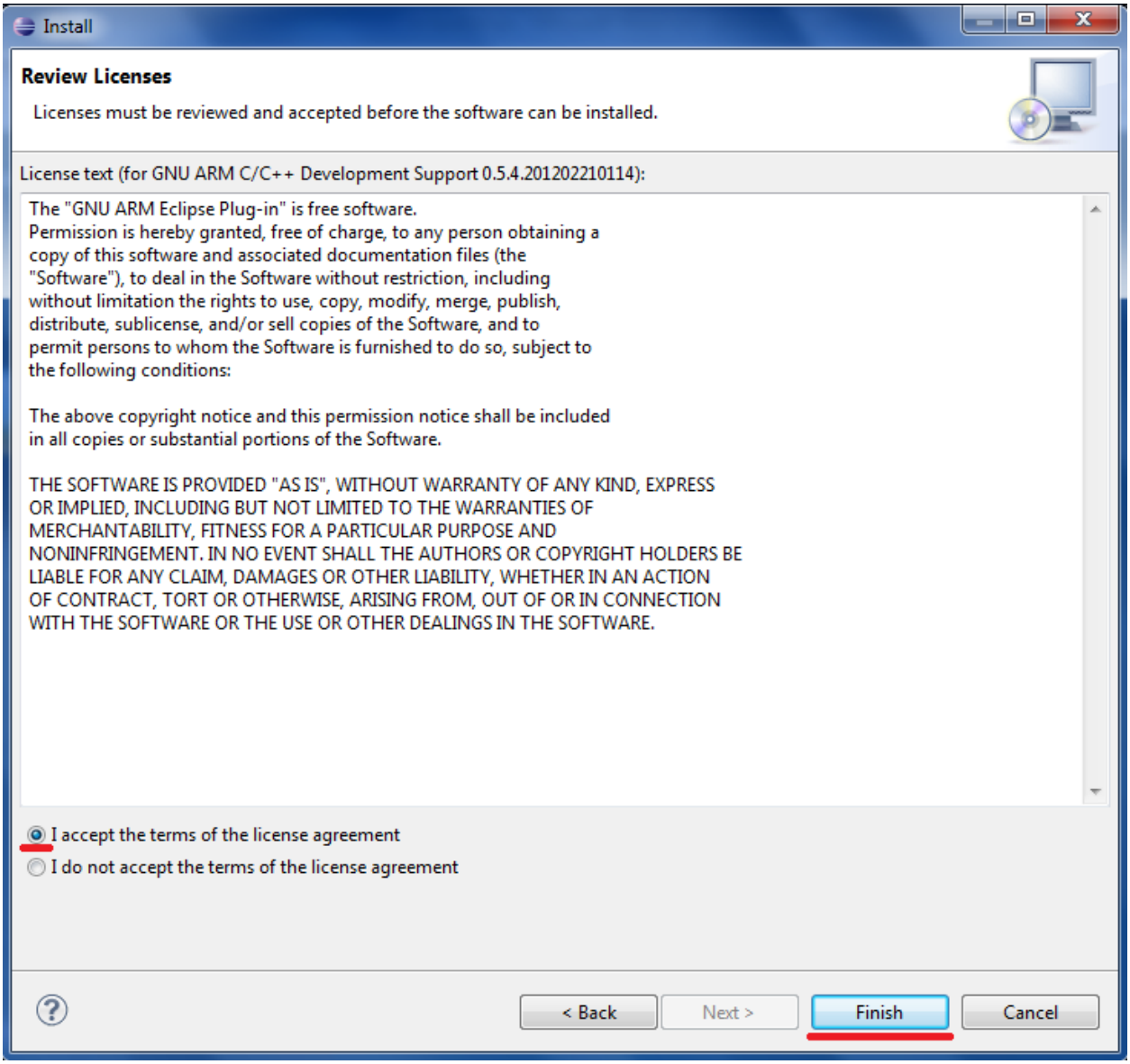
6)After the search is complete, check CDT GNU Cross Development Tools and select next



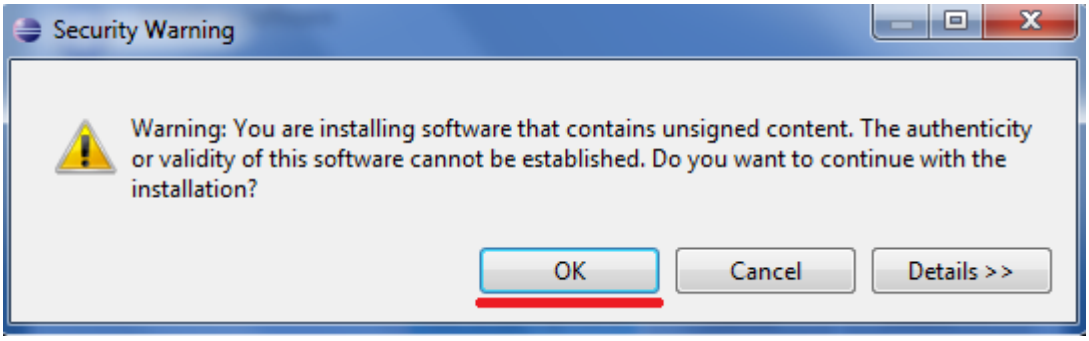
7)Select Next



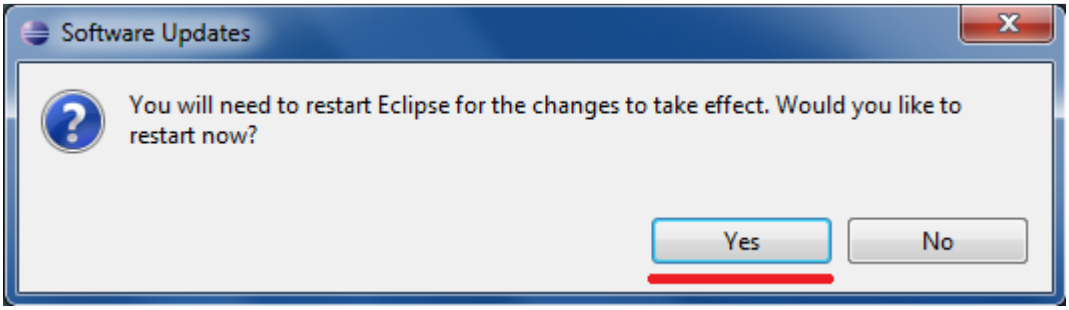
8)Select Accept and Finish



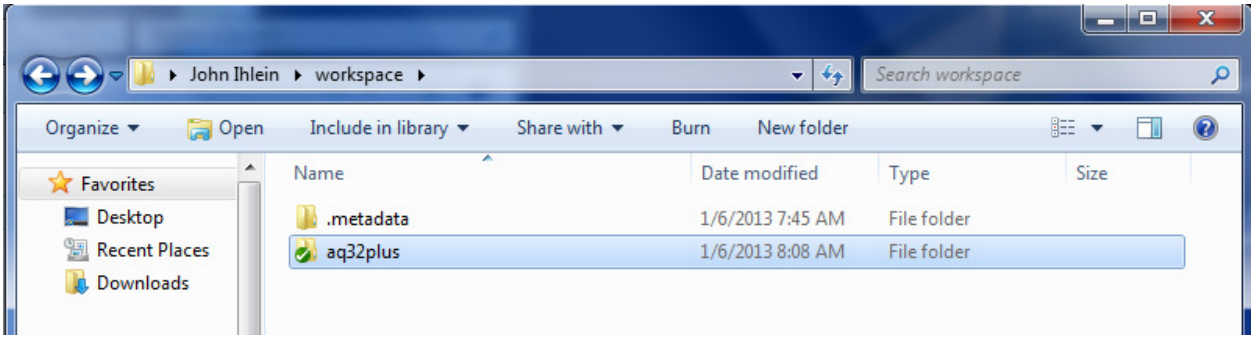
9)Select Okay



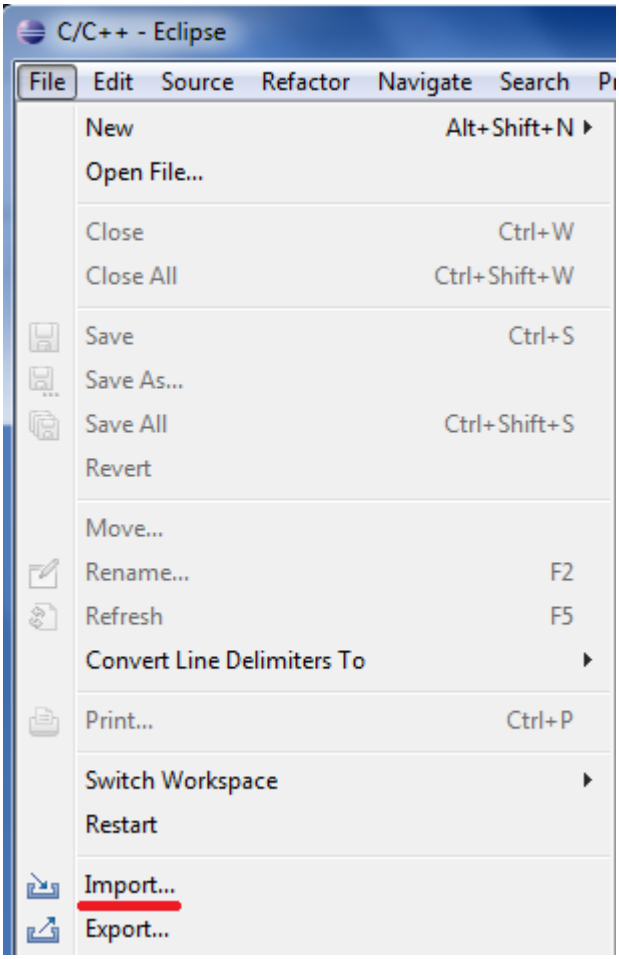
10)Select Yes



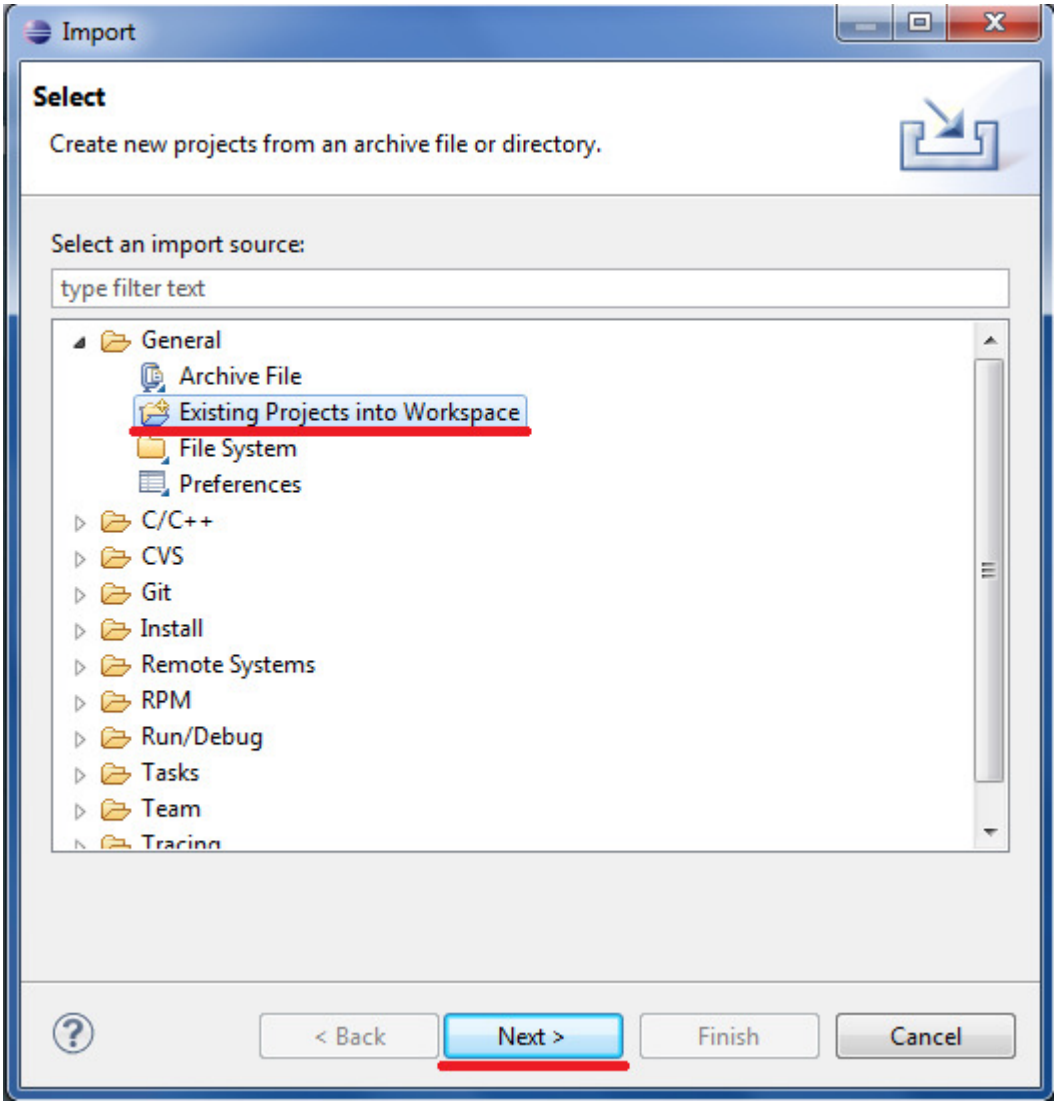
11)Copy the aq32plus folder from the repository to the Eclipse workspace. The directory structure must not be changed in order for Eclipse to find the project settings.



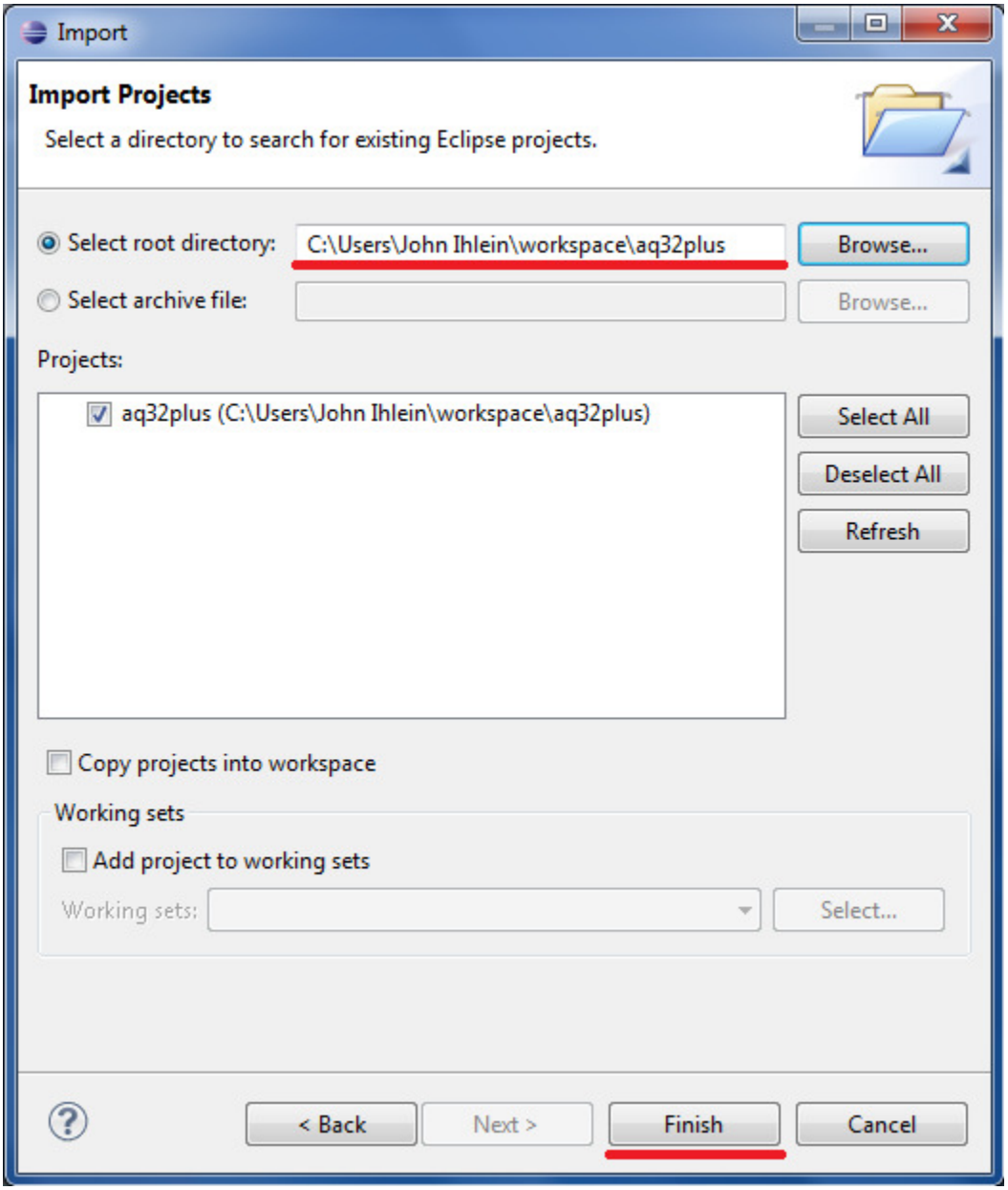
12)Select File - Import



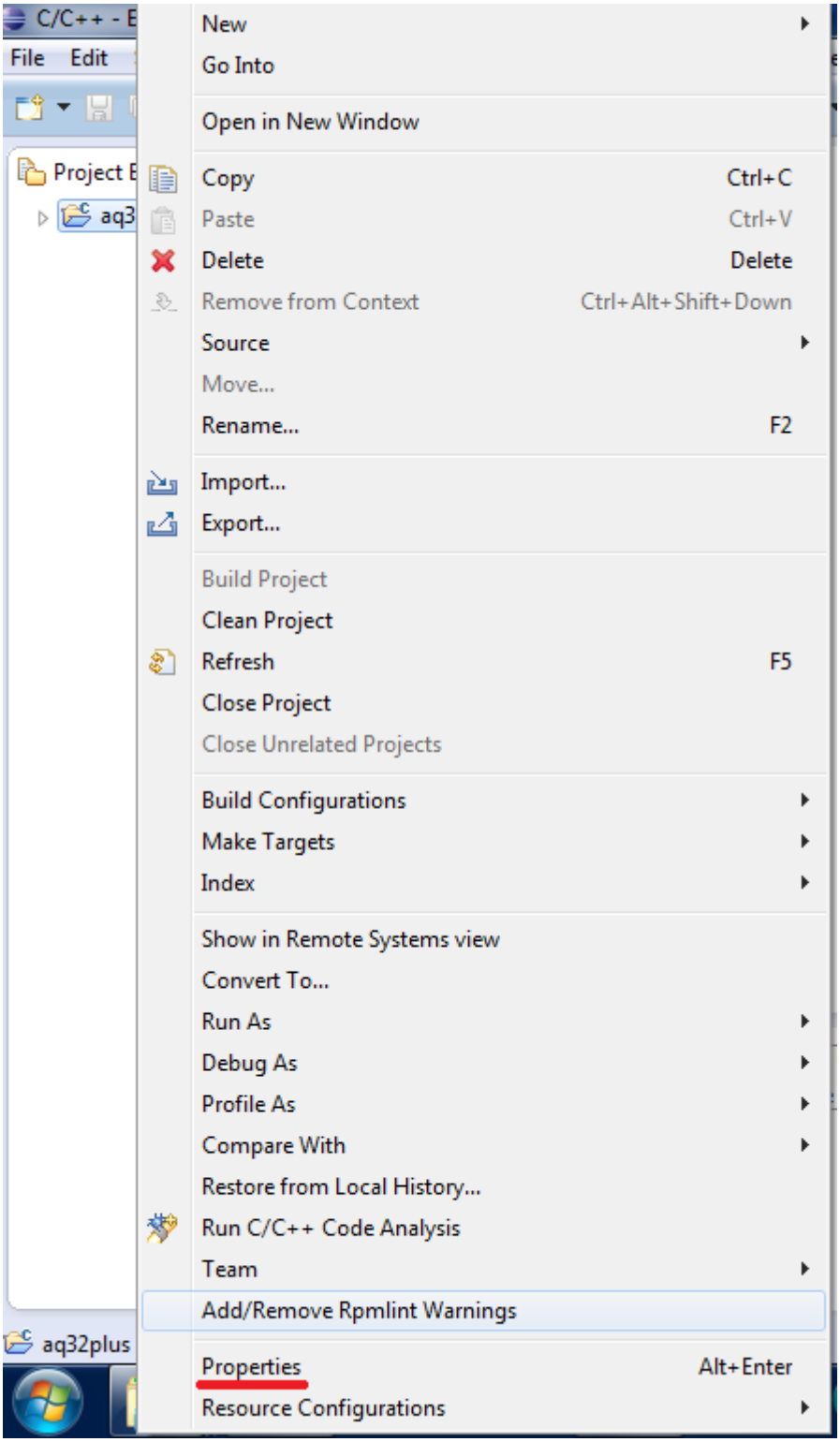
13)Choose import source, select Next



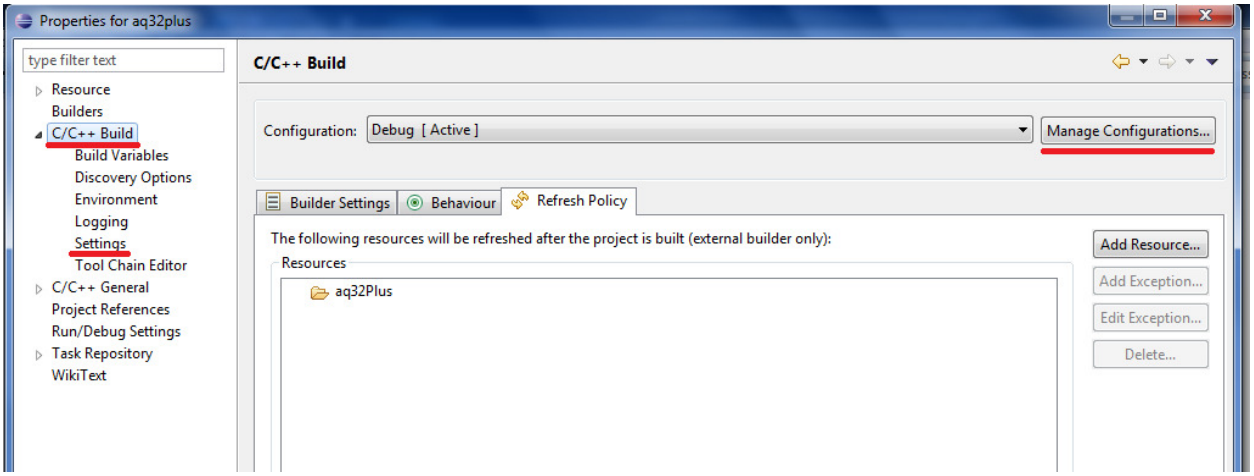
14)Browse to project folder, select Finish



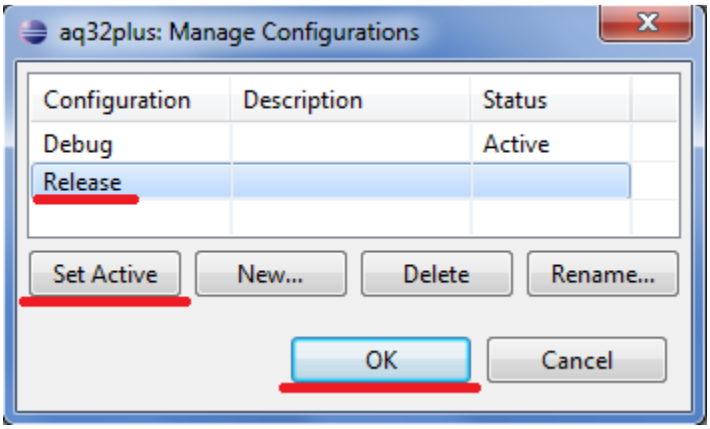
15)In the Project Explorer tab, right click on aq32plus, select properties



16)Select C/C++ Build Settings, then select Manage Configurations

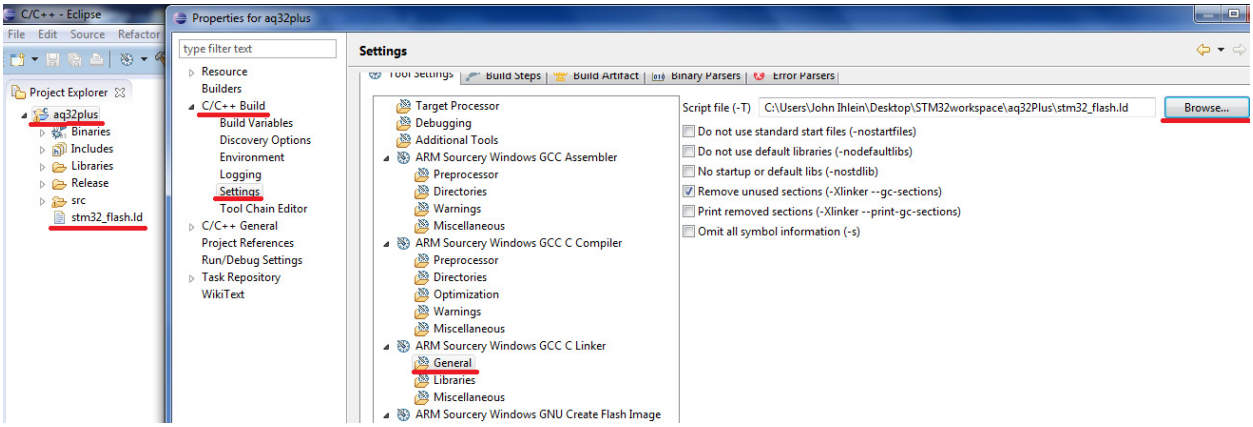


17)Select Releae, Set Active, and OK and OK again

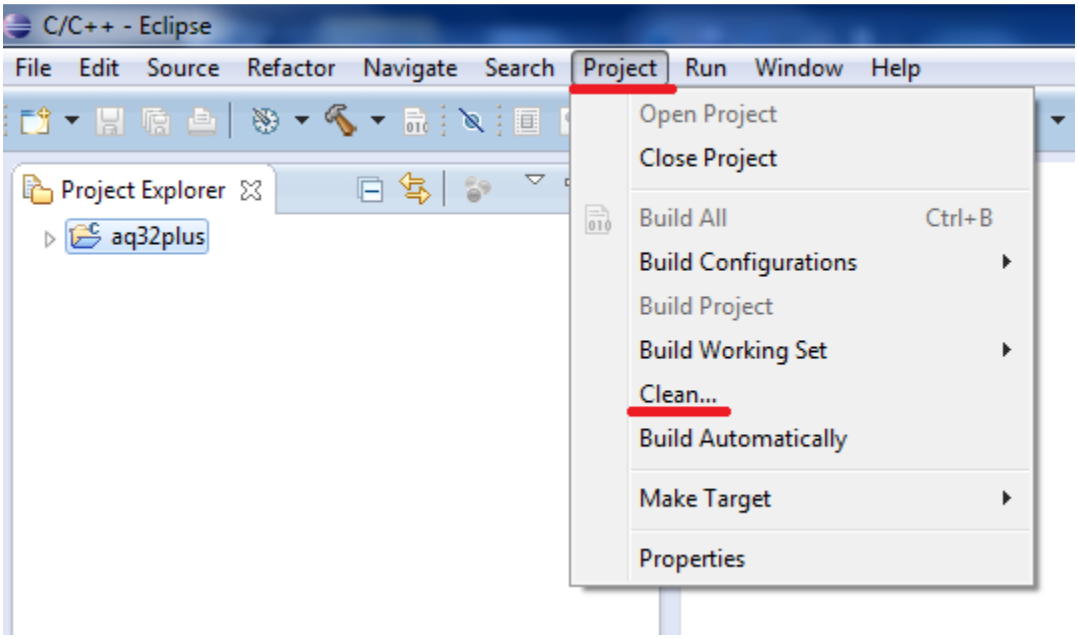


18)Verify the aq32plus directory tree in the Project Explorer pane is as shown below. It must have this structure in order for the following steps to work correctly.

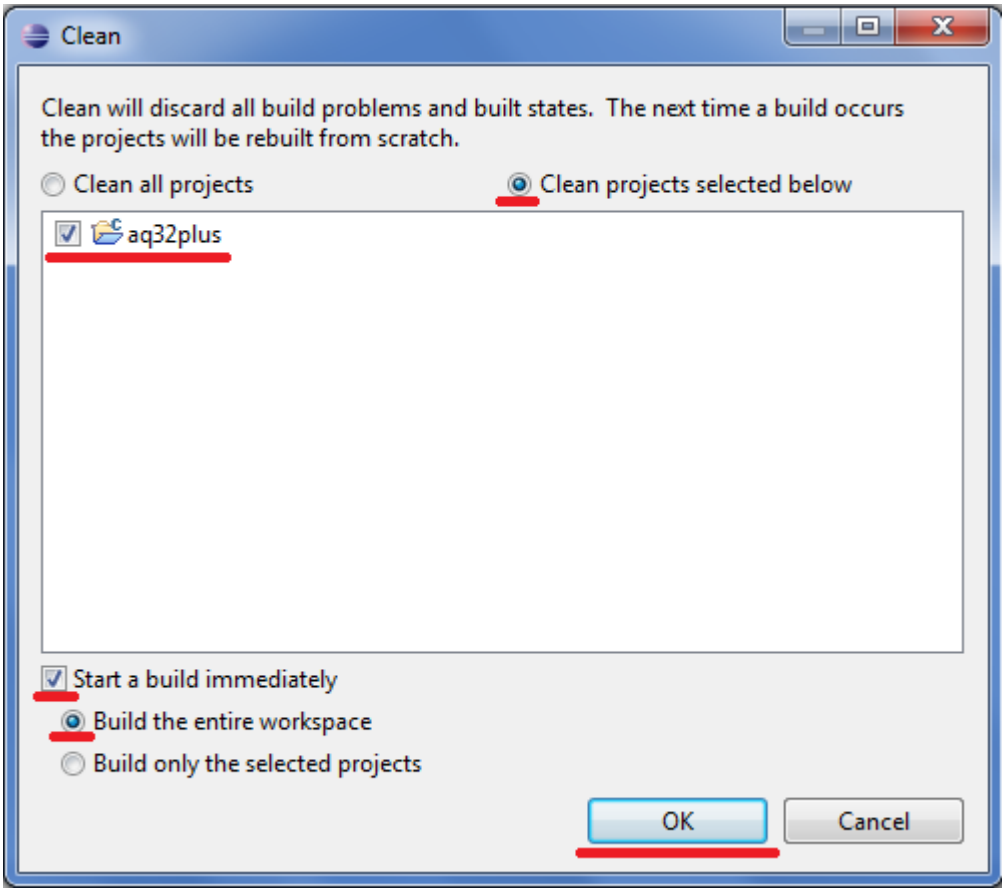
In the Project Explorer tab, right click on aq32plus, select properties. In the Properties window, select General under ARM Sourcery Windows GCC Linker. Browse to the location of the stm32_flash.ld, then select OK.



19)Select Project – Clean…



20)Set up the window as shown below, then select OK.



21)After about 30 seconds (that's what it take on my laptop), the build should complete. Navigate to the release directory in your workspace, verify date and time of aq32plus.hex to make sure the file was built.