TESA TOPGUN

Getting Started

B-L475E-IOT01A (Discovery Kit for IoT Node, STM32L)

STM32CubeIDE (IDE for STM32)

ผศ.ดร.สันติ นุราช

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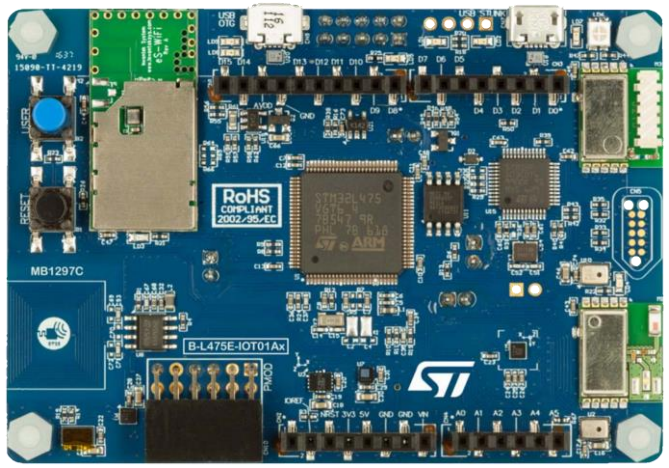
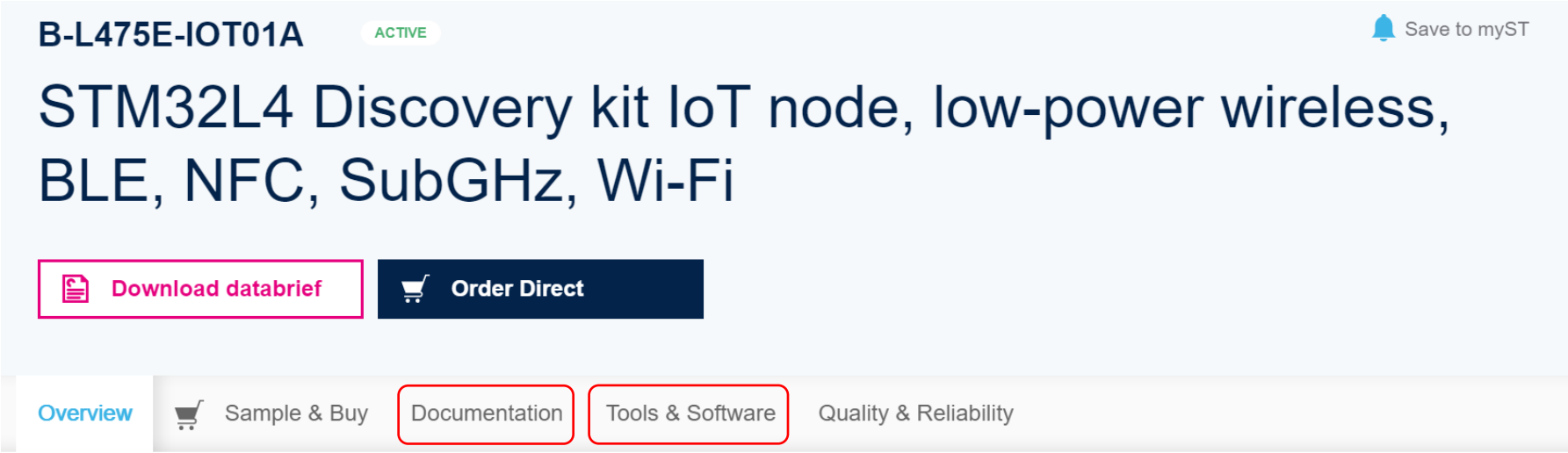
Documents and Software Tools



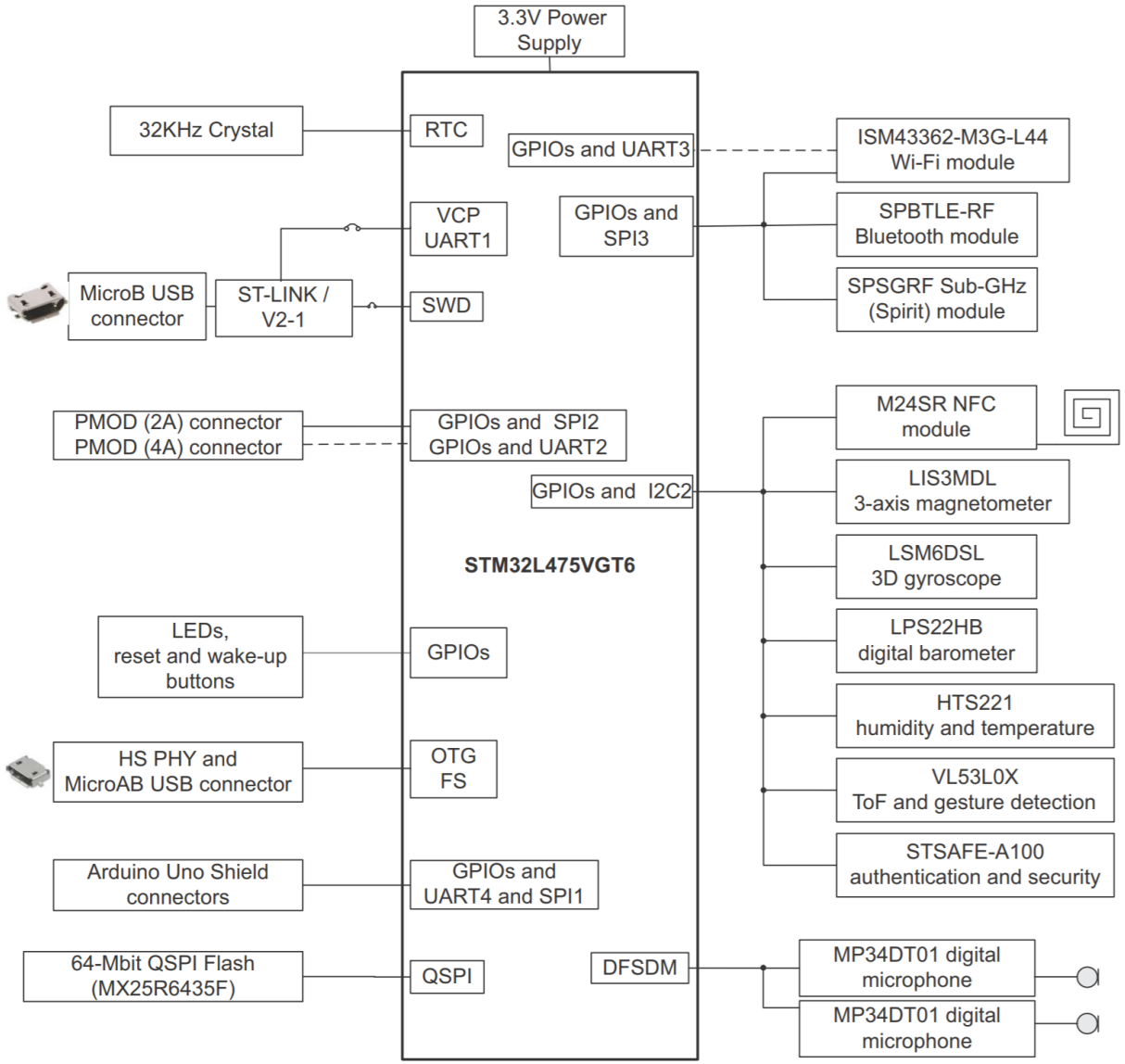
B-L475E-IOT01A

Documents & Software Downloads:

https://www.st.com/en/evaluation-tools/b-l475e-iot01a.html

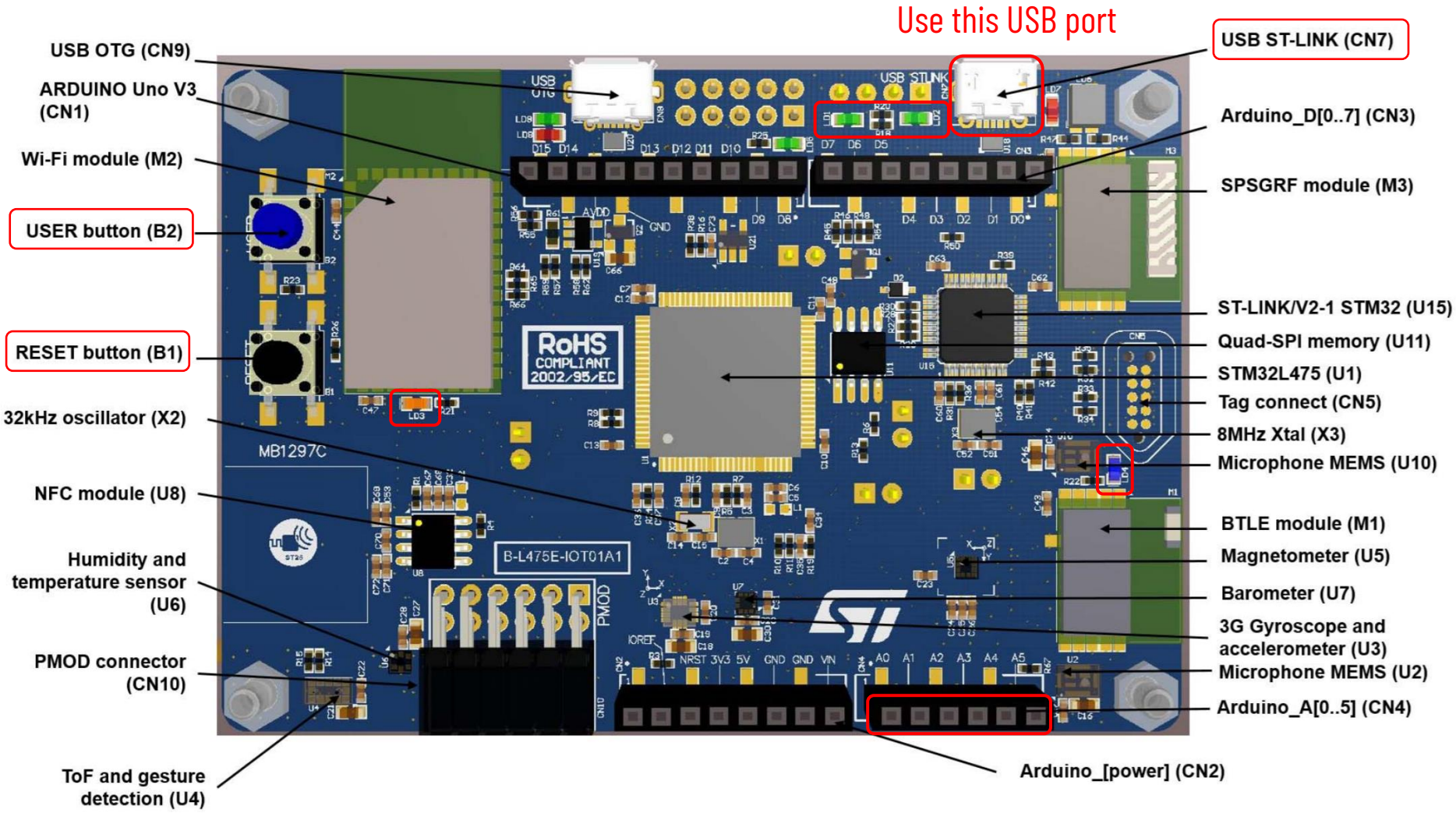


Hardware Block Diagram



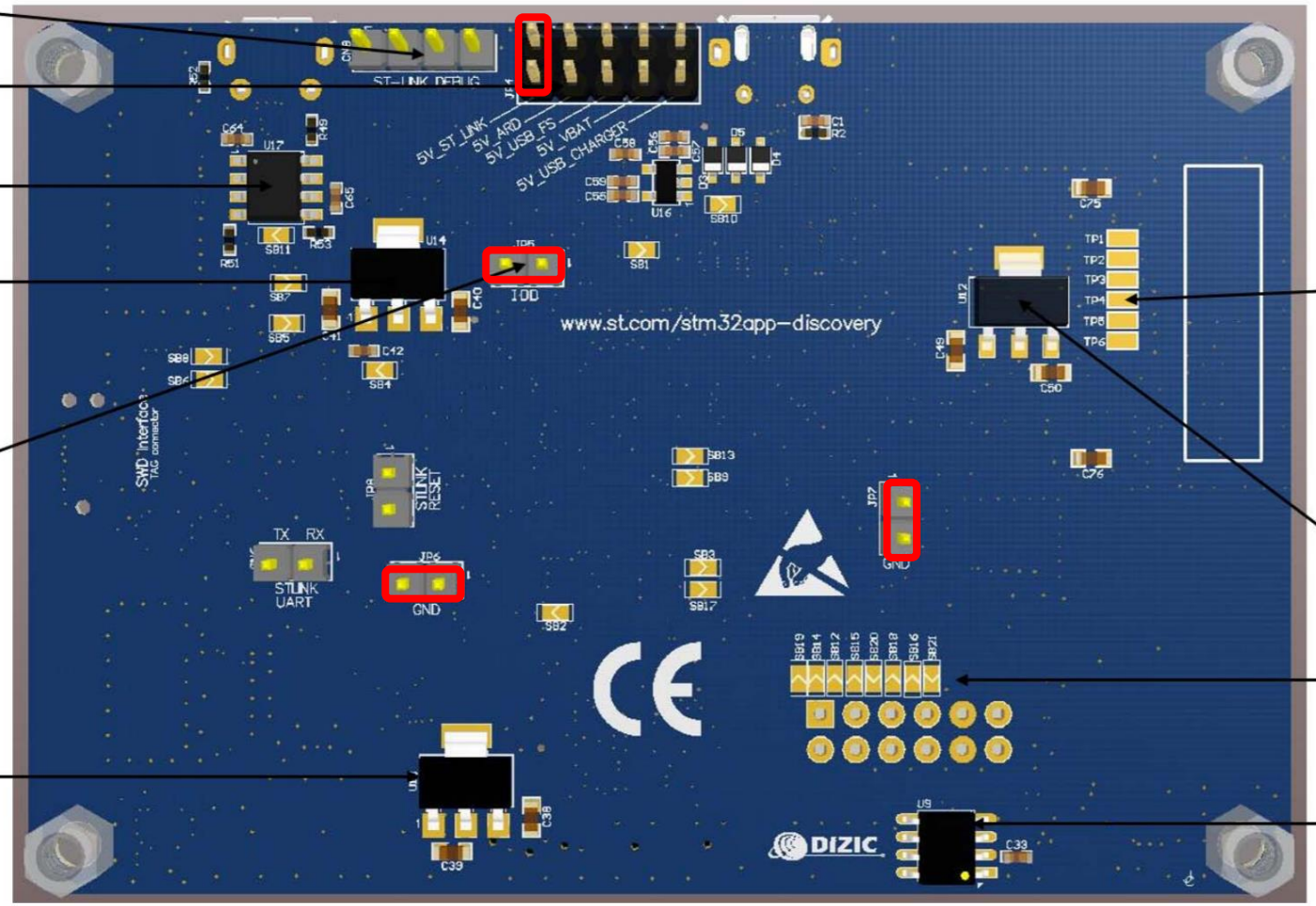
More Details:

Top View (LEDs and Connectors)



More Details:

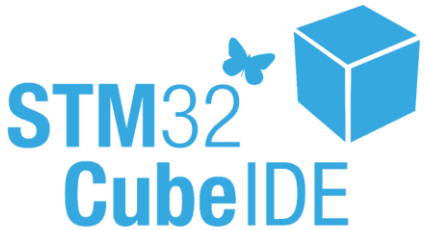
Bottom View (Jumpers)



Note: Check the position of jumper

More Details:

Required Software Tools



STM32CubeIDE

Integrated Development Environment **(IDE)** for STM32

STSW-LINK007

ST-LINK, ST-LINK/V2, ST-LINK/V2-1, STLINK-V3 **Boards Firmware Upgrade**

STSW-LINK009

ST-LINK, ST-LINK/V2, ST-LINK/V2-1 **USB Driver**

Update Board Firmware

1) Extract the STSW-LINK007 a new directory, **stsw-link007**, will be created)

2) Connect the MCU board to the USB port (USB 2.0 or USB 3.0 port is recommended)

3) Run the **STLinkUpgrade.jar** located in **the stsw-link007/AllPlatforms**

Windows: Run the **ST-LinkUpgrade.exe** located in **stsw-link007/Windows**

Linux/Mac: Run the **STLinkUpgrade.jar** located in **stsw-link007/AllPlatforms**

ST-LinkUpgrade.exe

STLinkUpgrade.jar

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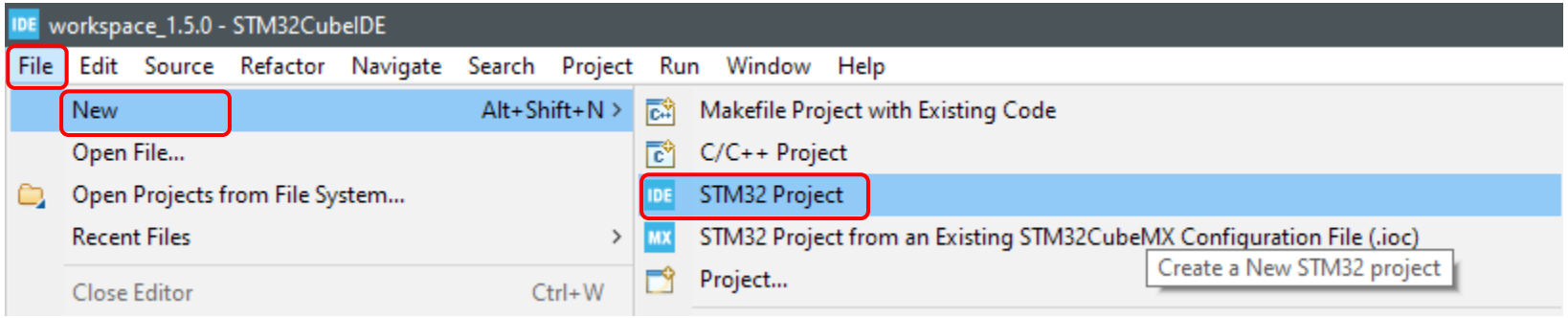
STM32CubeIDE

v1.0.0

1) Run the STM32CubeIDE and Create a **STM32 Project**



2) Select a target board and (B-L475E-IOT01A1)

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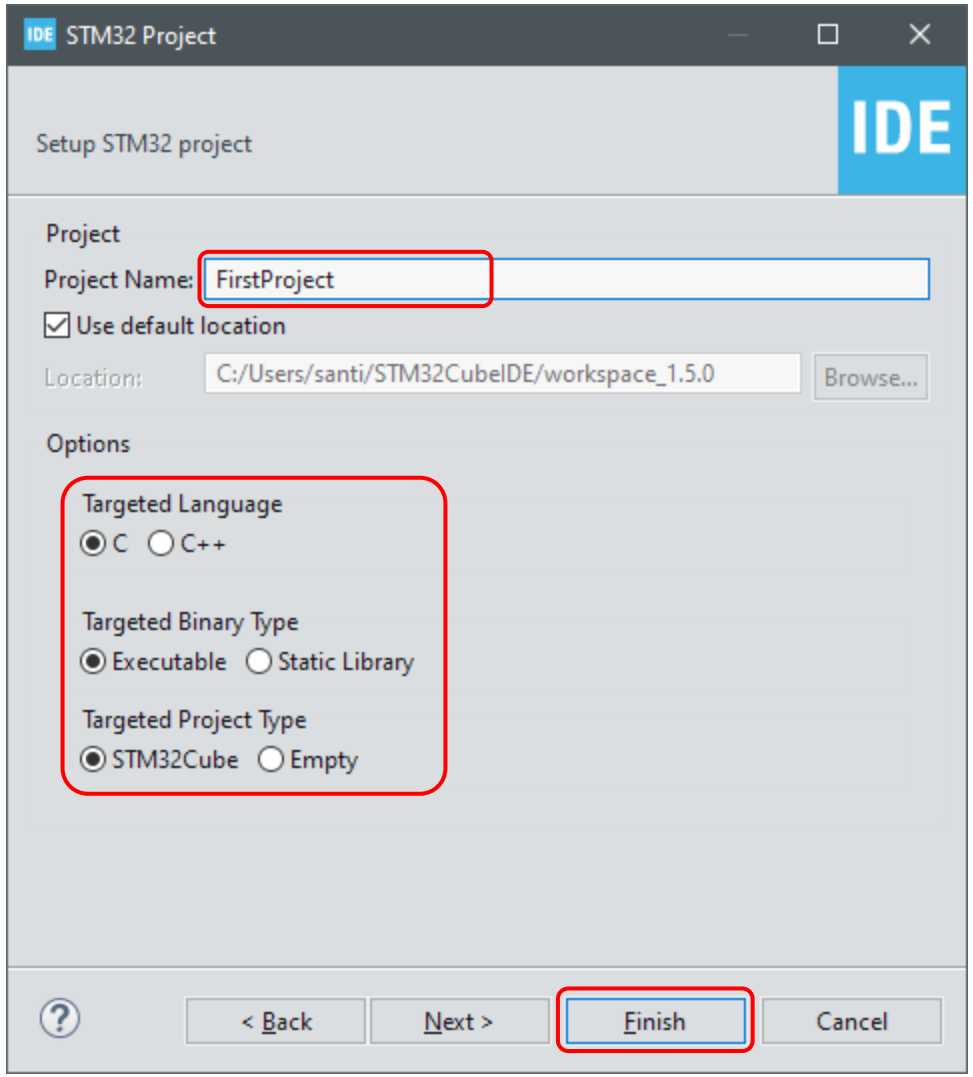
STM32CubeIDE

3) Give it a project name, for example, **FirstProject**, and click Finish button



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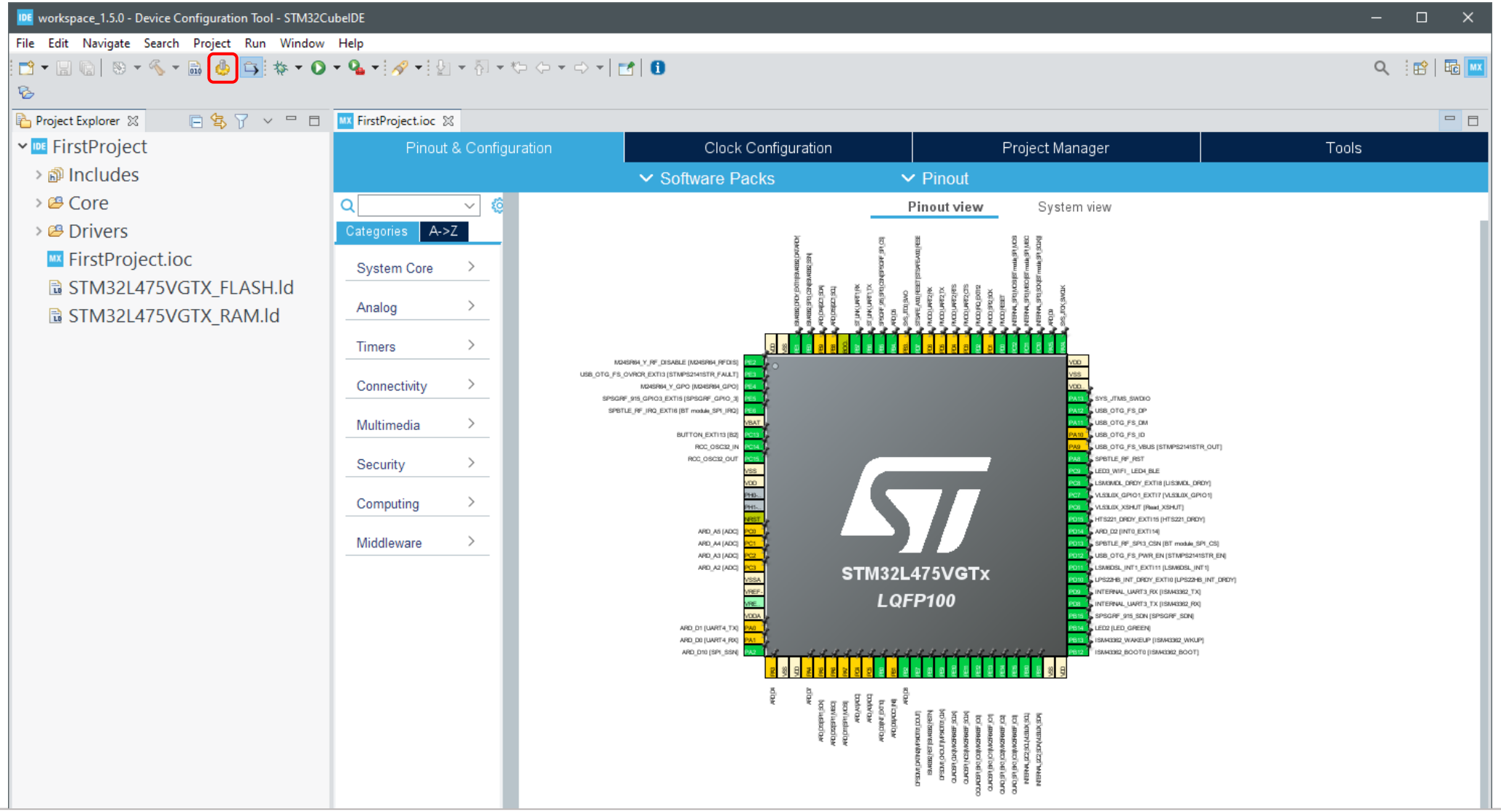
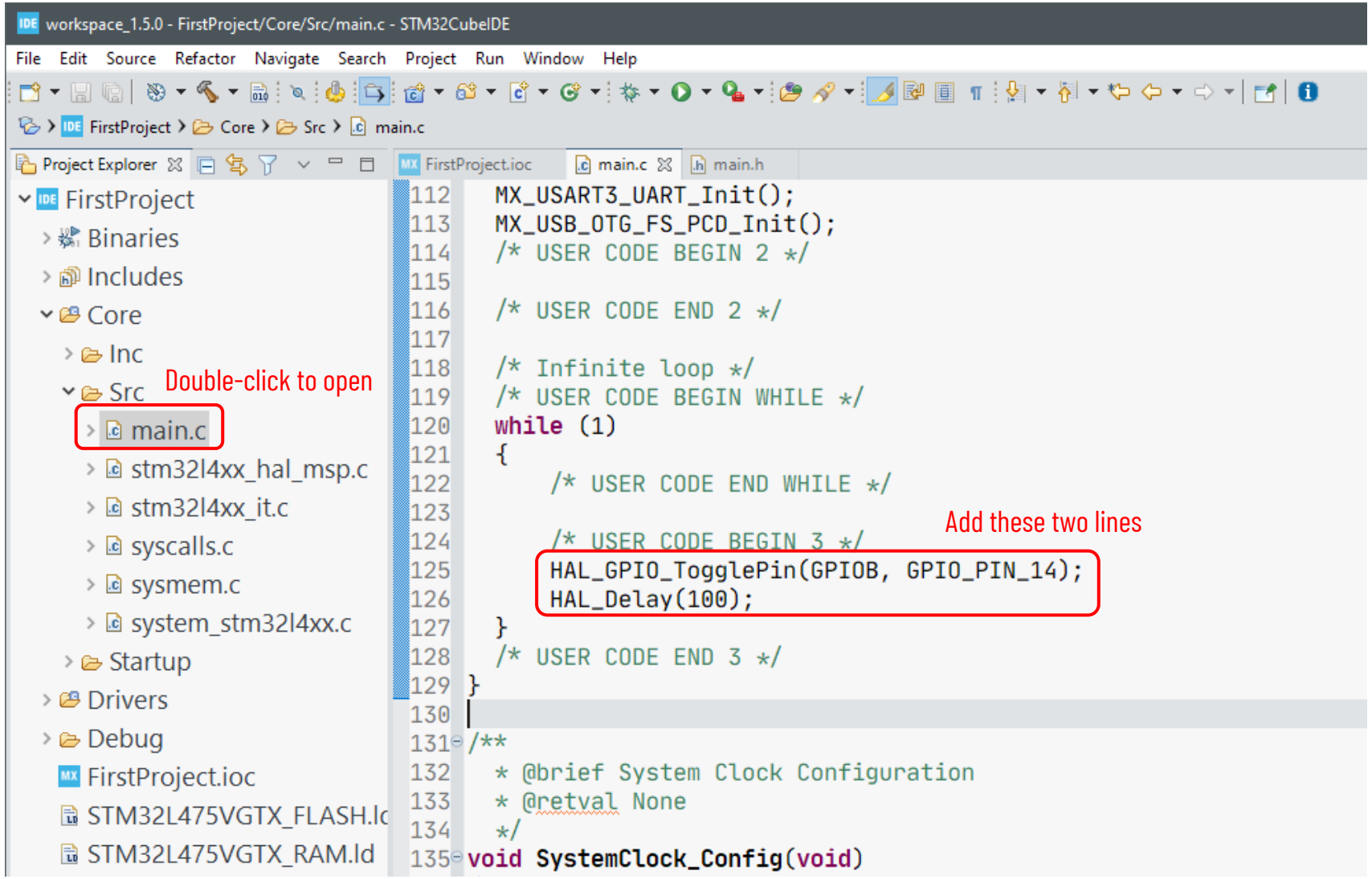
4) The project is created. Click the **Code Generation** to generate source code



STM32CubeIDE

5) Open the **main.c** and add two lines of code



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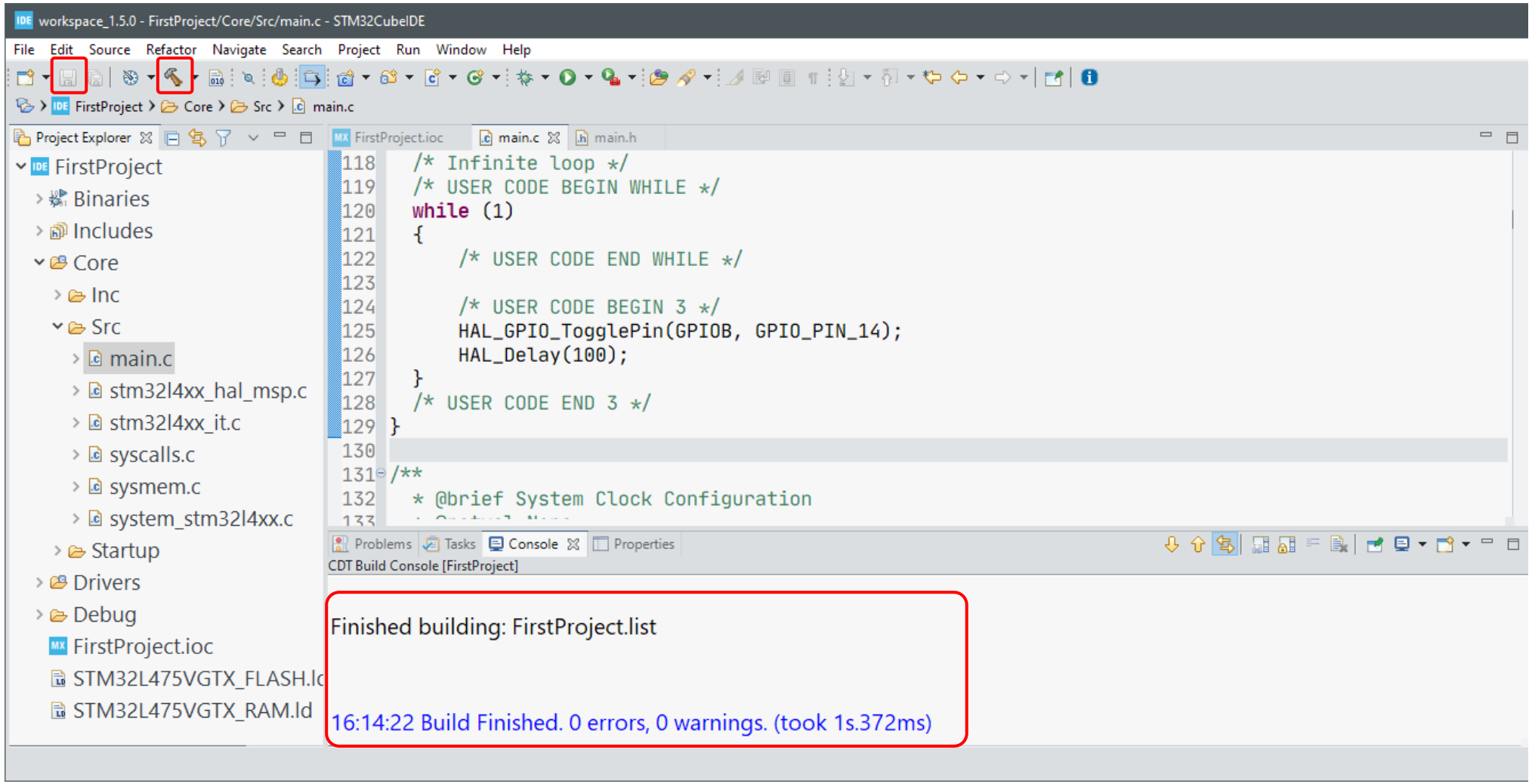
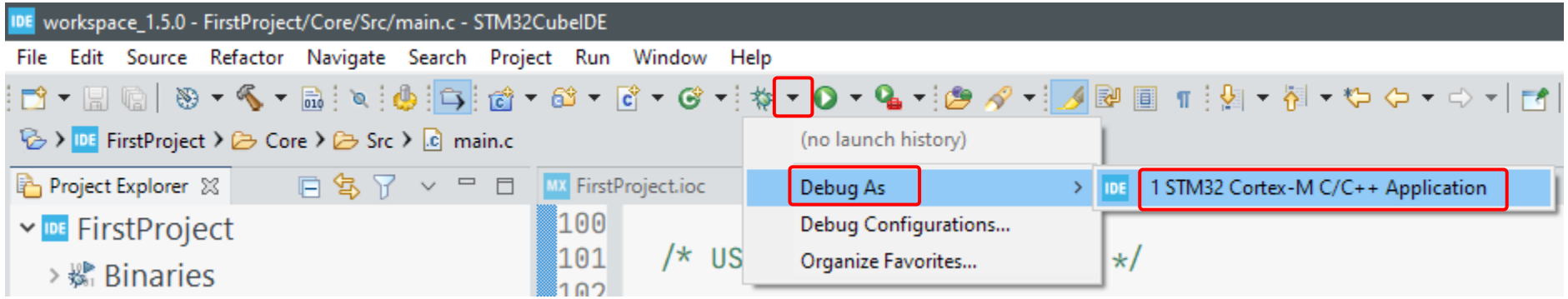
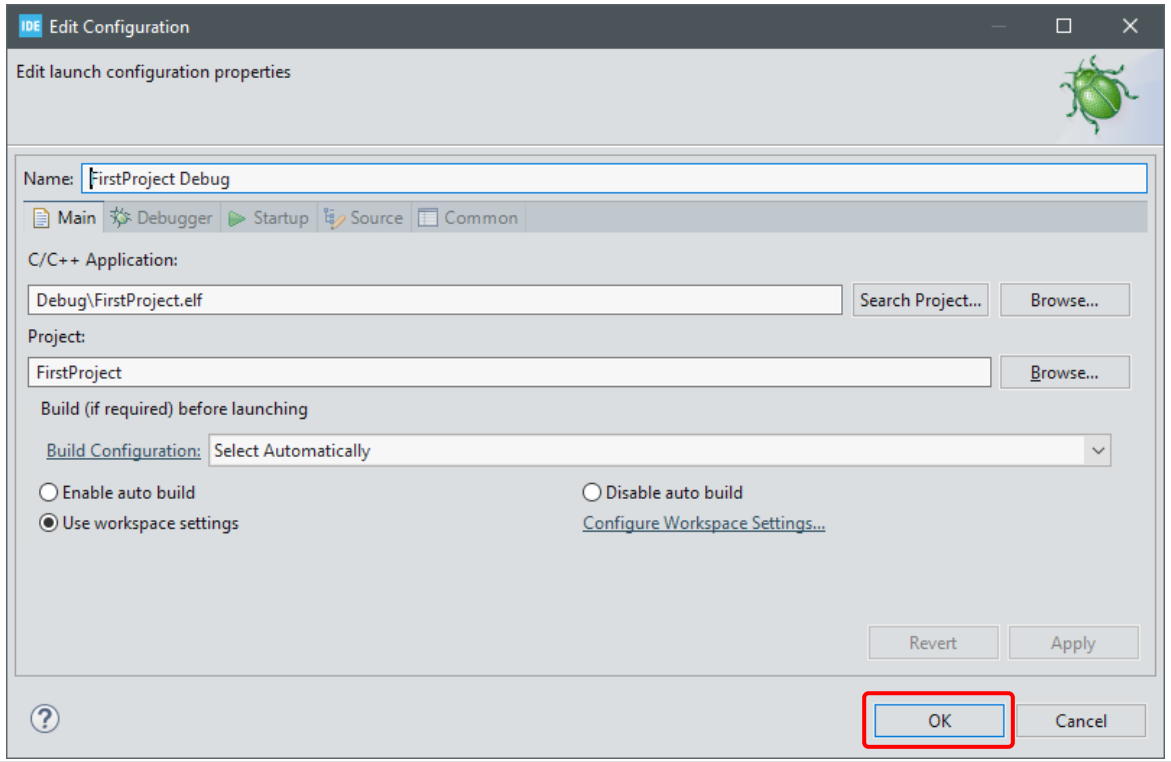
STM32CubeIDE

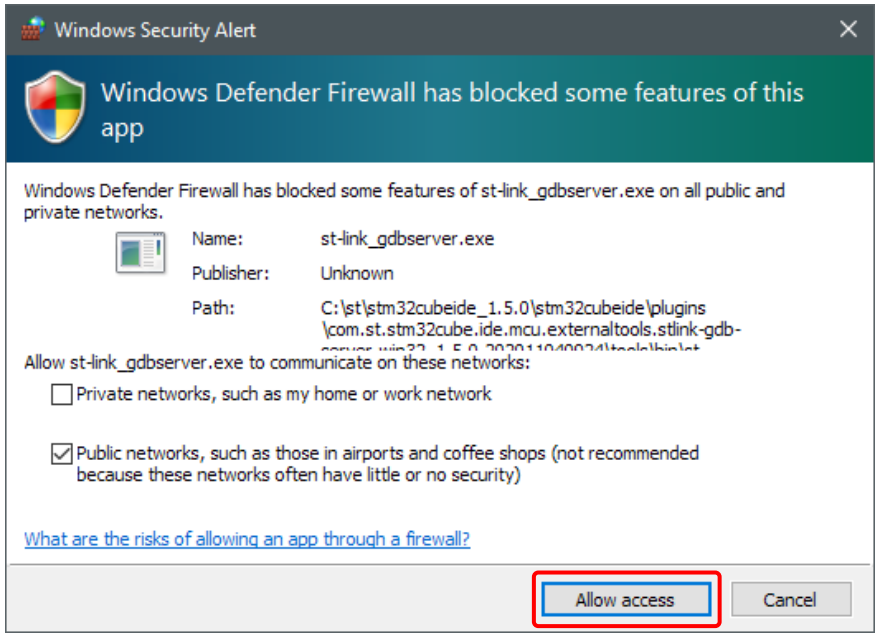
6) Save and Build. Check the output window (no warning, no error).



7) Start Debugging (For the first time)







STM32CubeIDE

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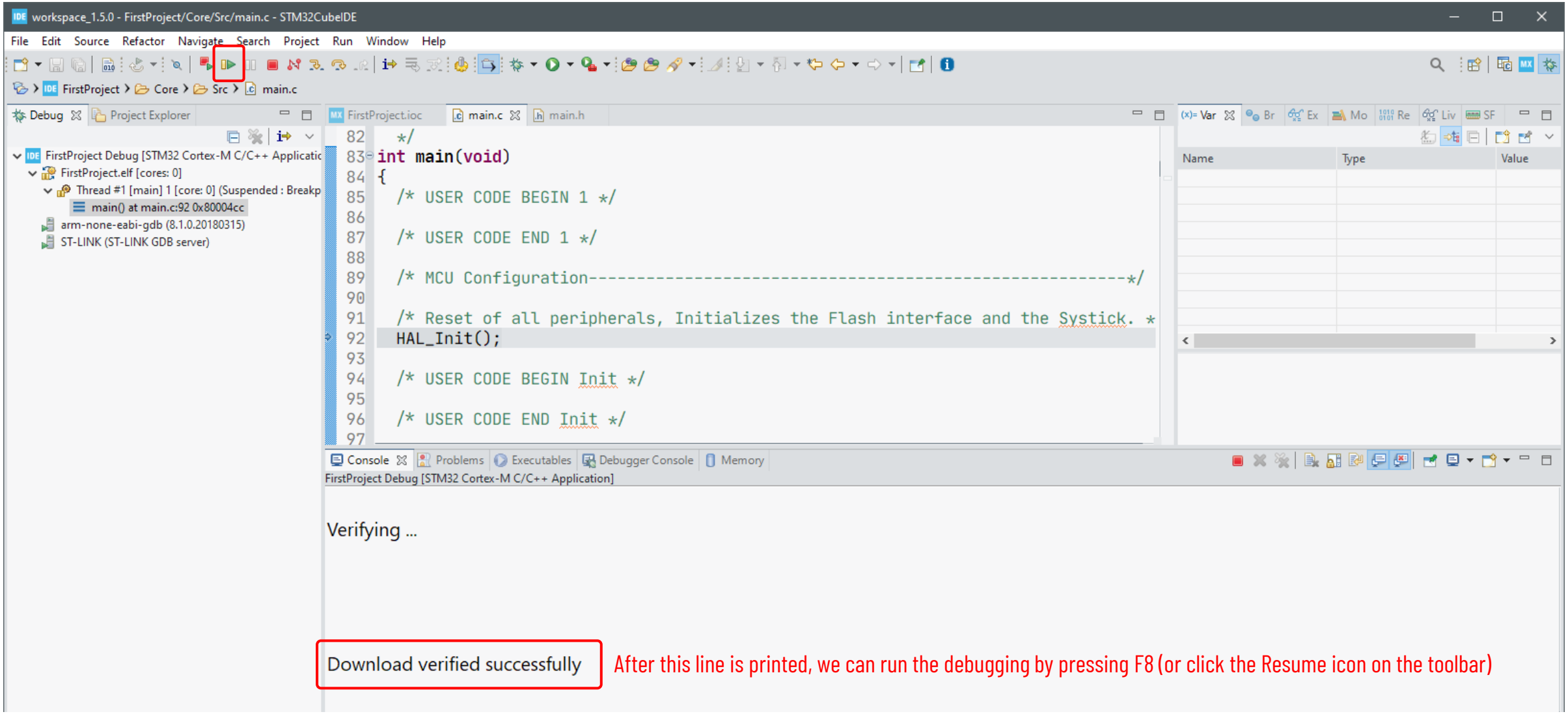
8) After the debugger is started, we have to wait the “Download verified successfully” message, then press F8 (or click the Resume button)



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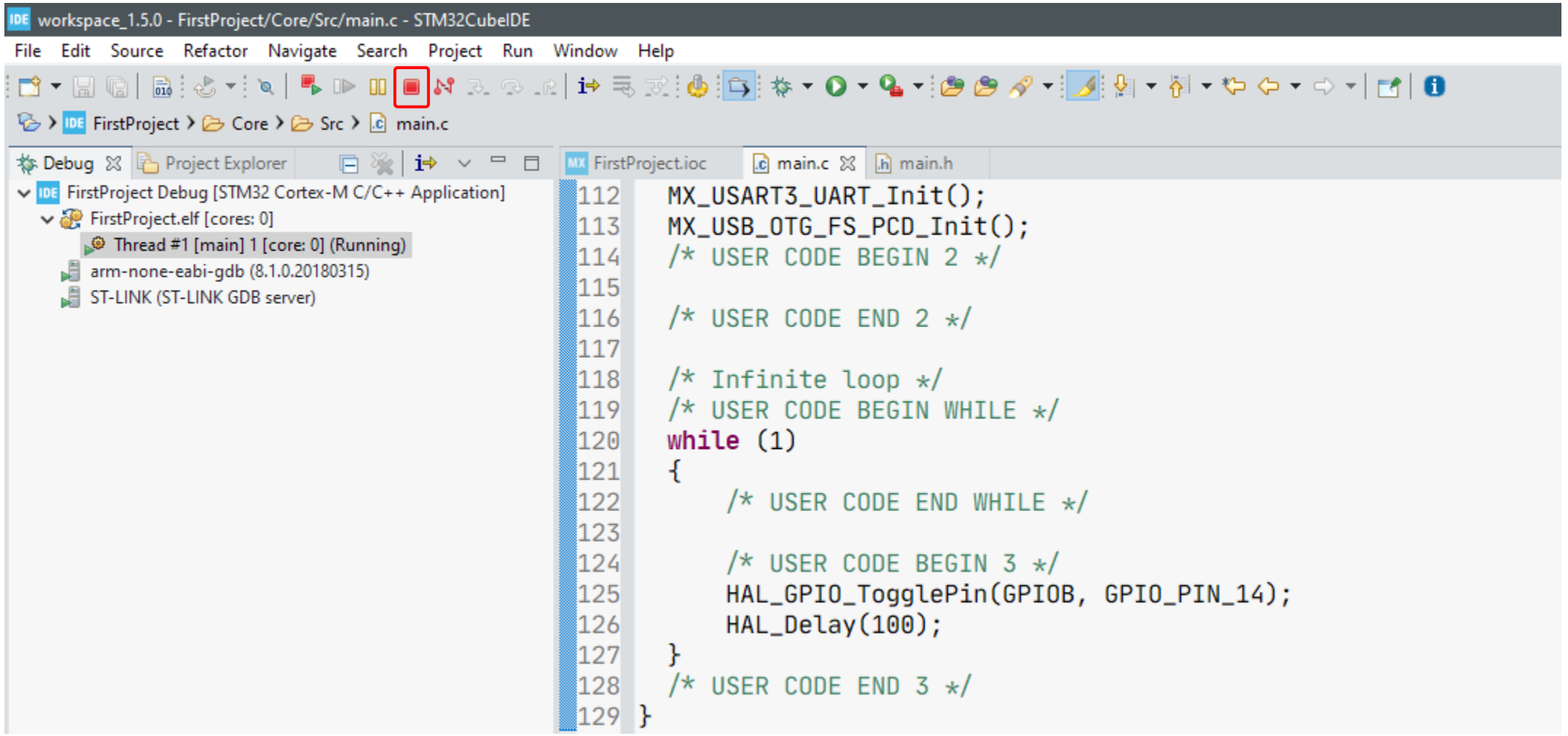
STM32CubeIDE

9) Check the **LED2** on the board. It is now blinking.

10) Click the Terminate button or **CTRL+F2** to stop the debugging



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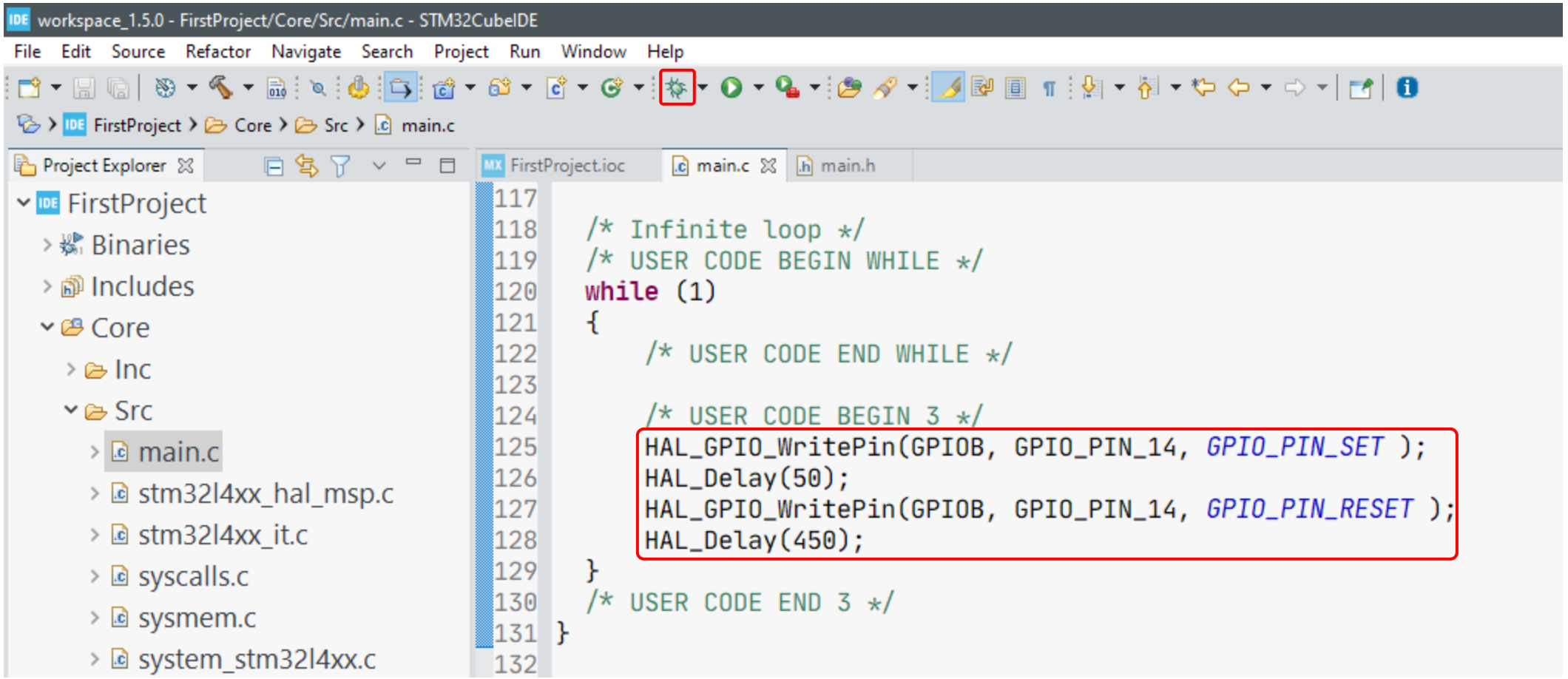
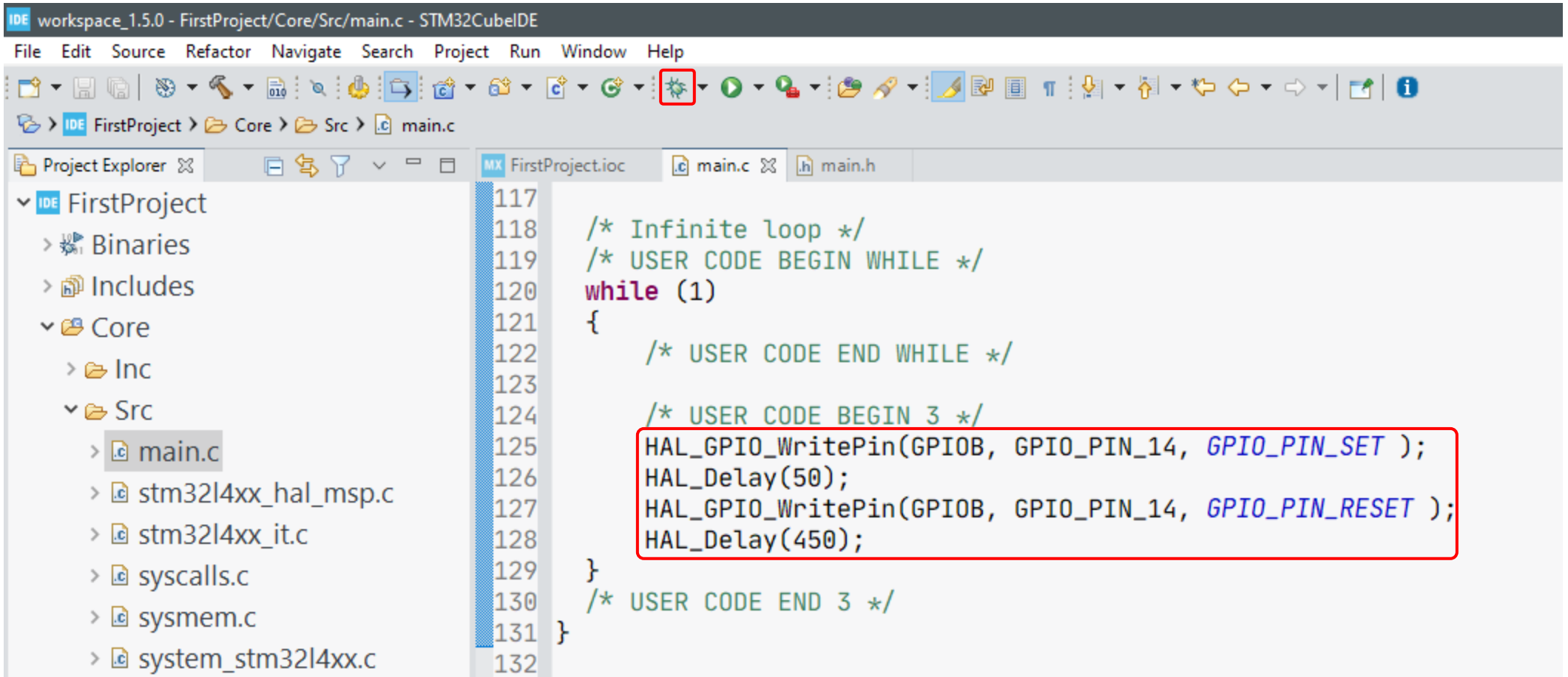
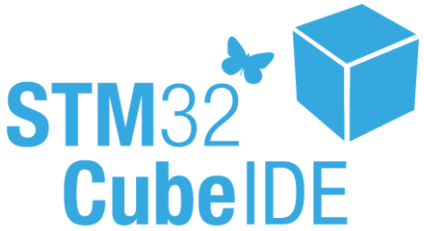
11) Modify the code, Save, Build and then click the **Debug** button



12) Modify the code, Save, Build and then click the **Debug** button



STM32CubeIDE Documents and Tutorials



STM32CubeIDE Documents

STM32CubeIDE Basic Tutorials

THANK YOU!

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