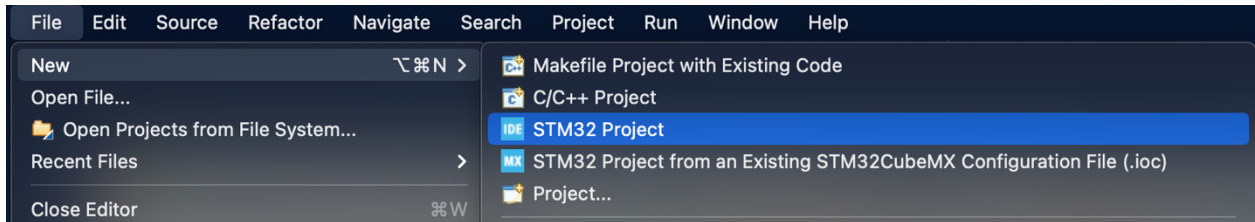


1. Go to File → STM32 Project

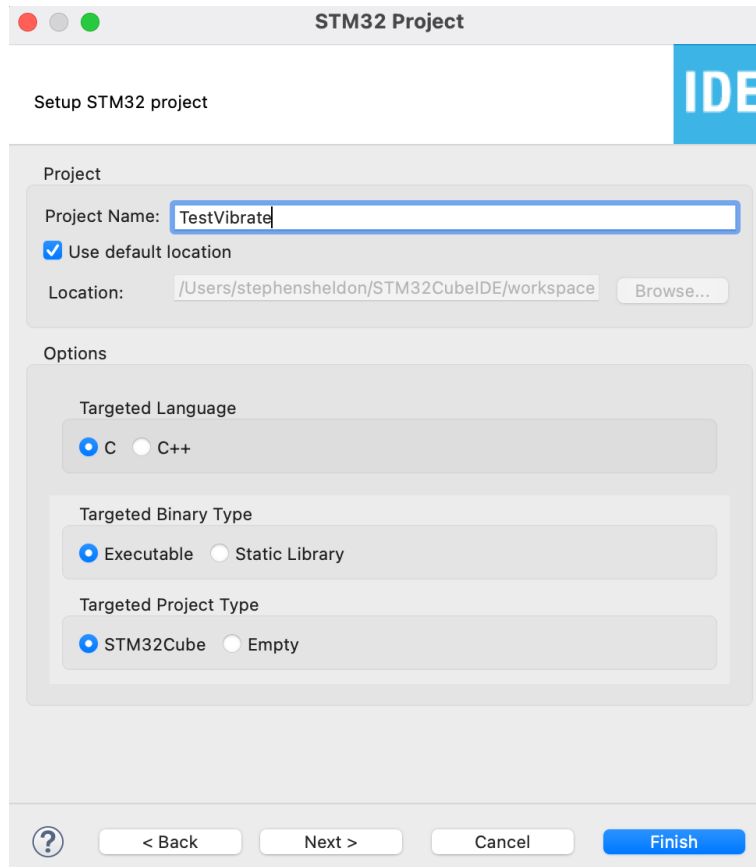


2. In the Part Number text box type “stm32l476jg.” You will see two options come up under the MCUs/MPUs List. Select the STM32L476JGYx option as shown below then hit

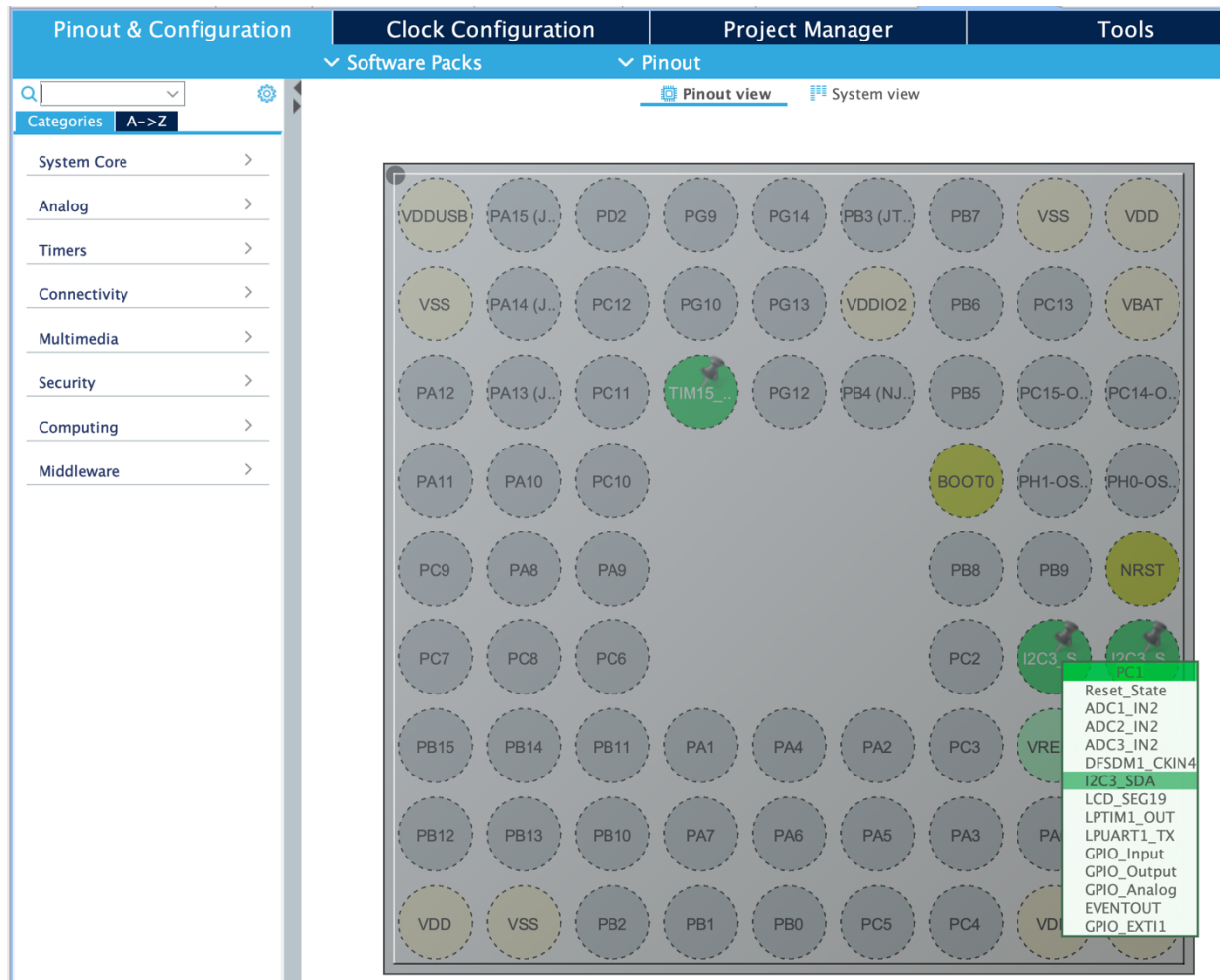
The screenshot shows the 'Target Selection' window in the IDE. The 'MCU/MPU Selector' tab is active. The 'Part Number' text box contains 'stm32l476jg'. Below the text box, the 'Core' section is expanded, showing a list of ARM Cortex-M cores. The 'STM32L4 Series' is selected, and the 'STM32L476JG' part is highlighted. The 'Features' tab is active, showing details for the 'STM32L476JG' part, including its description, unit price, and package type (WLCSP72). At the bottom, the 'MCUs/MPUs List' shows two items, both of which are 'STM32L476JG' with a unit price of 4.103. The first item is highlighted in blue, and the second item is highlighted in red.

* Part No	Reference	M... Unit Price f...	Board	Package	Flash	RAM	IO	Freq.
STM32L476JG	STM32L476JGYx	Act... 4.103		WLCSP72	1024 kBytes	128 kBytes	57	80 MHz
STM32L476JG	STM32L476JGYxP	Act... 4.103		WLCSP72	1024 kBytes	128 kBytes	55	80 MHz

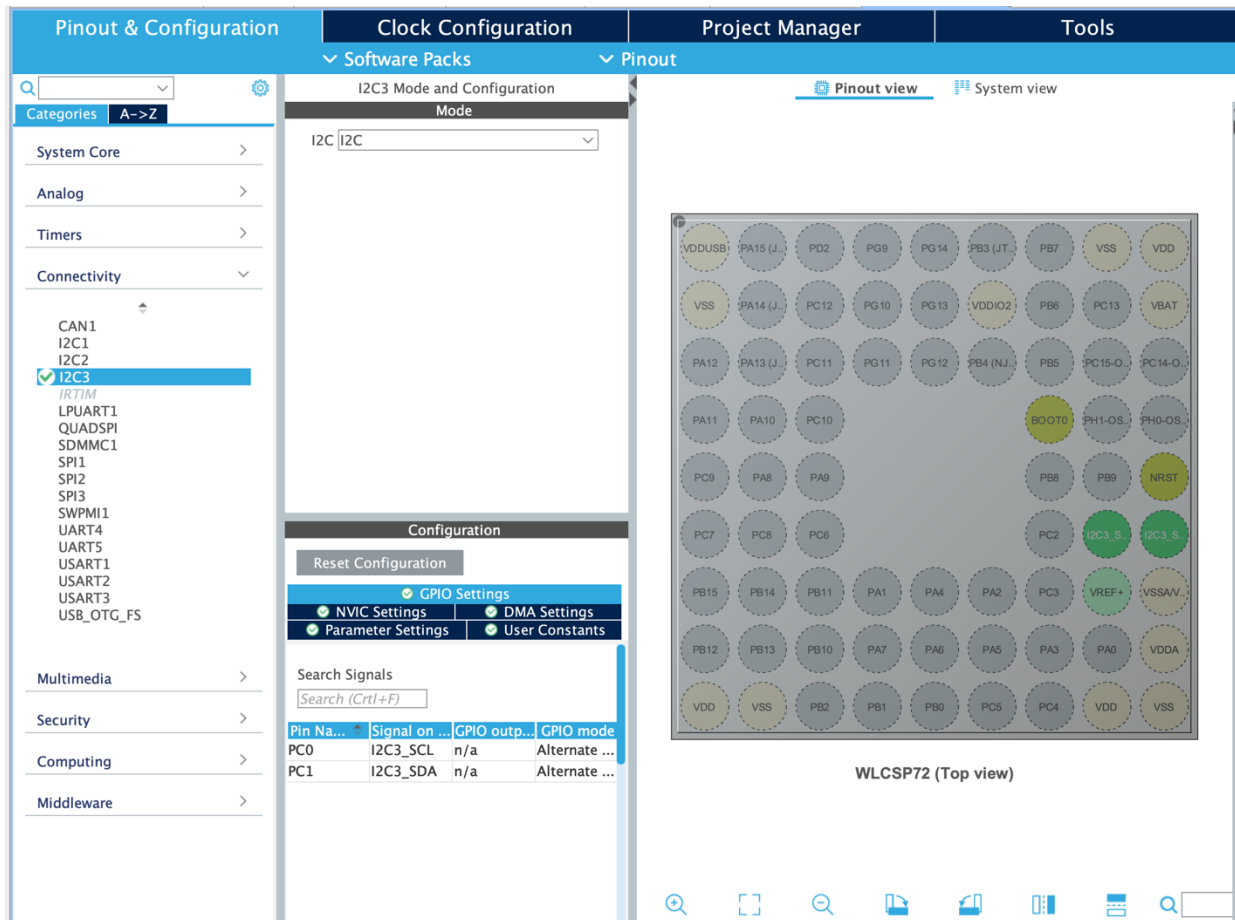
3. Give your project any name you want. For this example, we will use name the “TestVibrate.” Once you have entered the Project Name hit the Finish button.



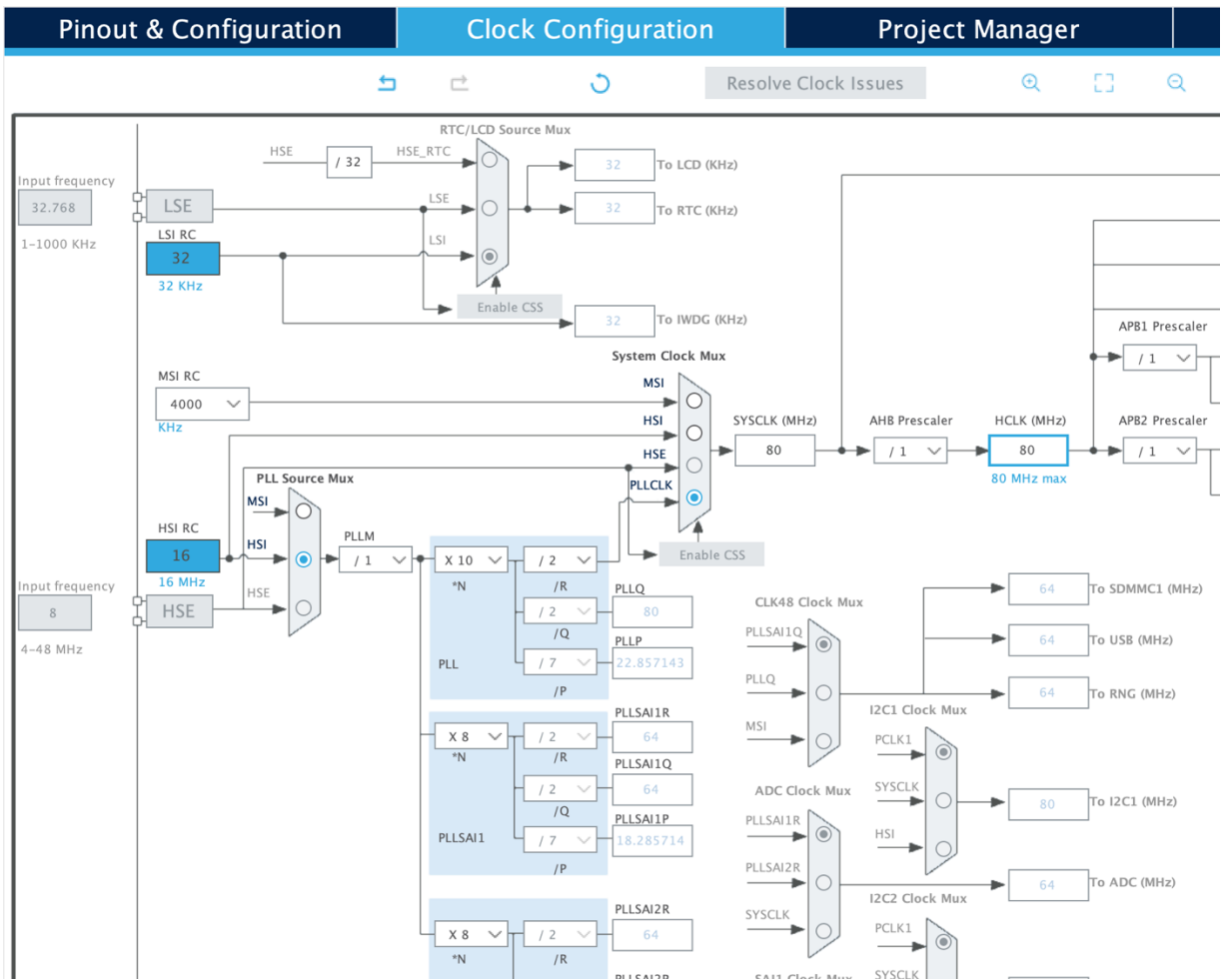
4. You will see the ioc file displayed showing the pinouts for the MCU. Click the PC1 pin and select I2C3_SDA. Then click the PC0 pin and select I2C3_SCL.



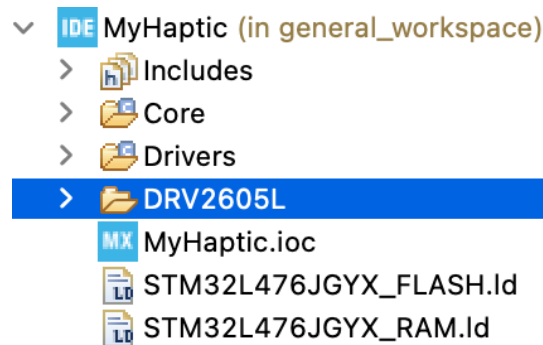
- Next click the “Connectivity” dropdown. Click on “I2C3” to bring up the settings for this I2C line. In the Mode window click on the drop down and select “I2C.”



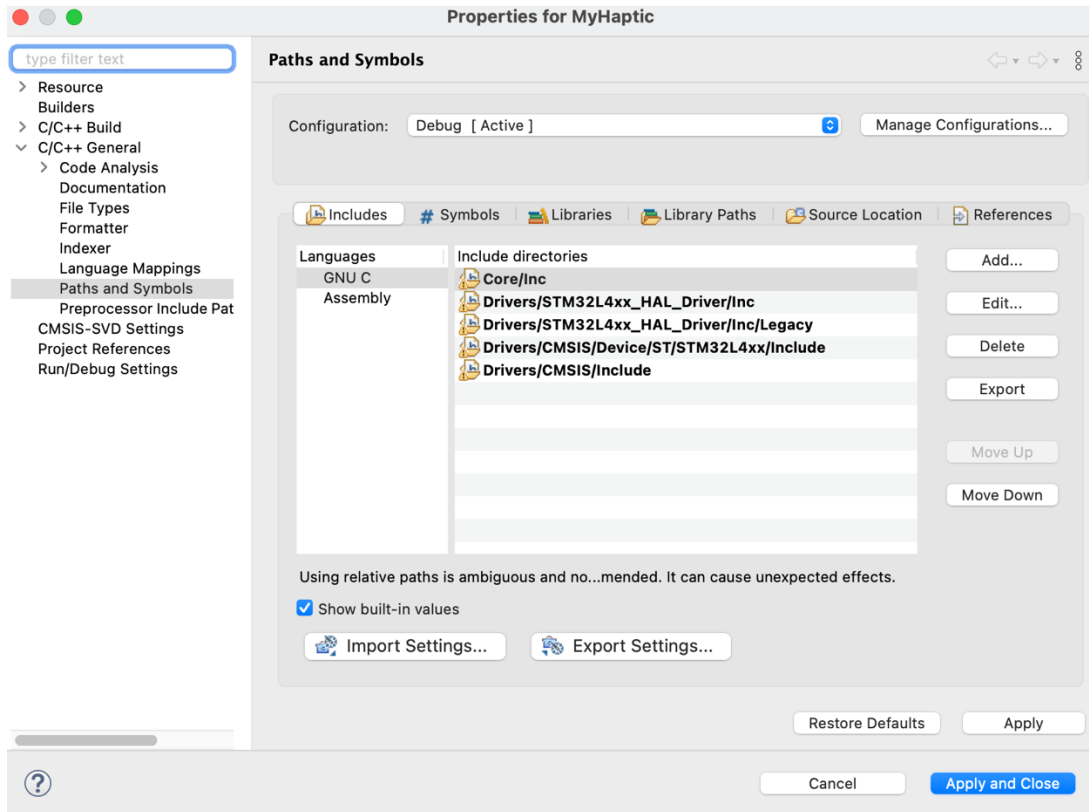
- Next click on the "Clock Configuration" tab. For the PLL Source Mux change it from MSI to HSI. Change the *N prescaler from x 8 to x 10. Then under "System Clock Mux" change it from HIS to PLLCLK. This should result in the SYSCCLK being set to 80 MHz.



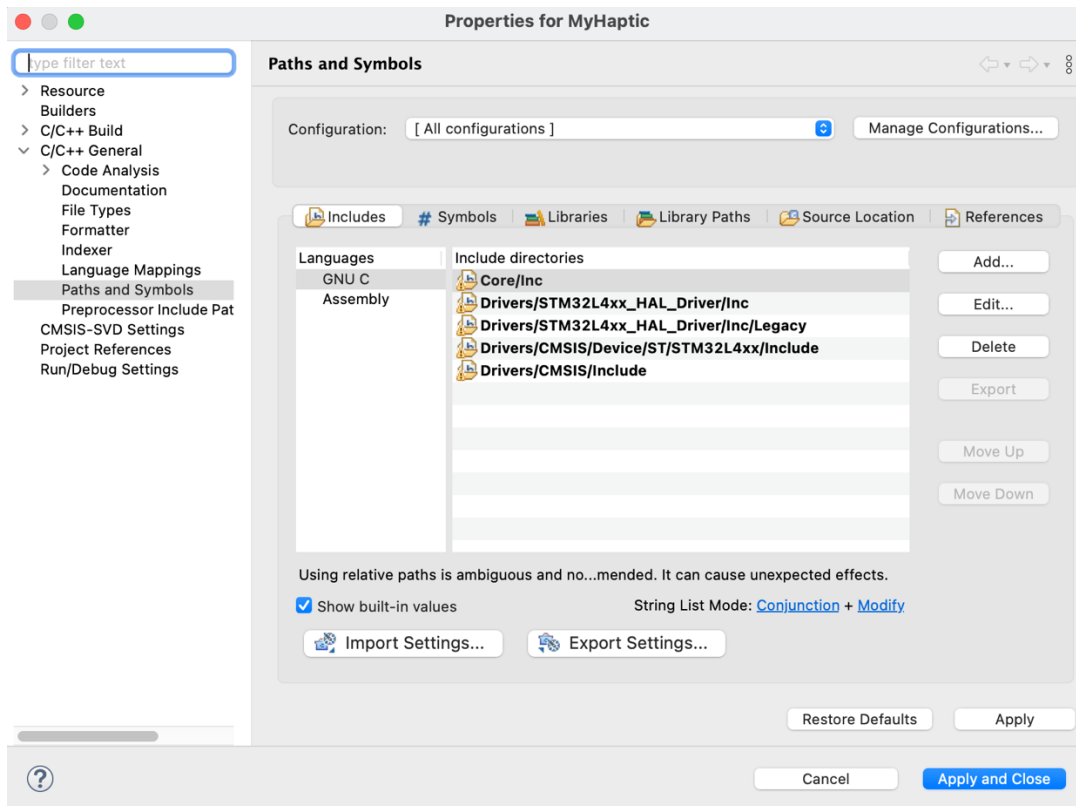
7. At this point save the file. You will receive a prompt “Do you want to generate code?,” click “Yes.”
8. At this point you can drag and drop the DRV2605L library folder into the project. Your project explorer should look like the below image.



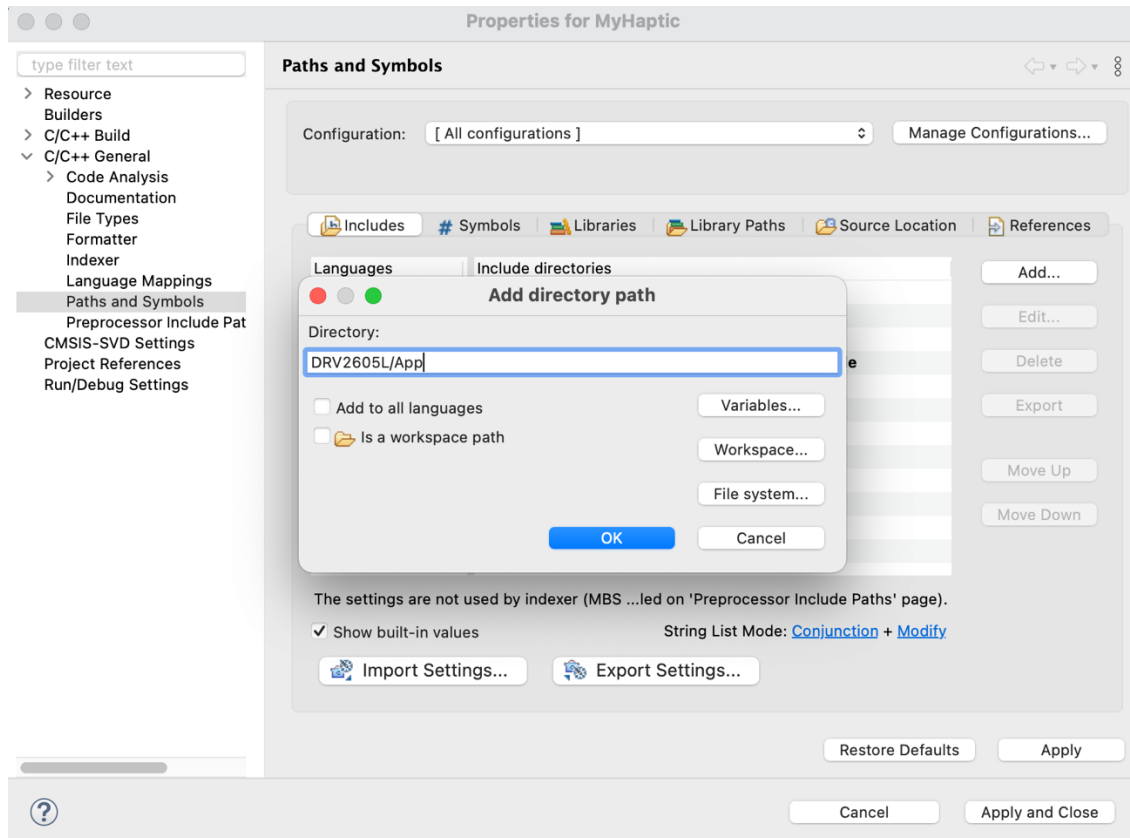
9. Right click on the project in the explorer window and go to “properties.” Then expand the “C/C++ General” dropdown and click on “Paths and Symbols.”



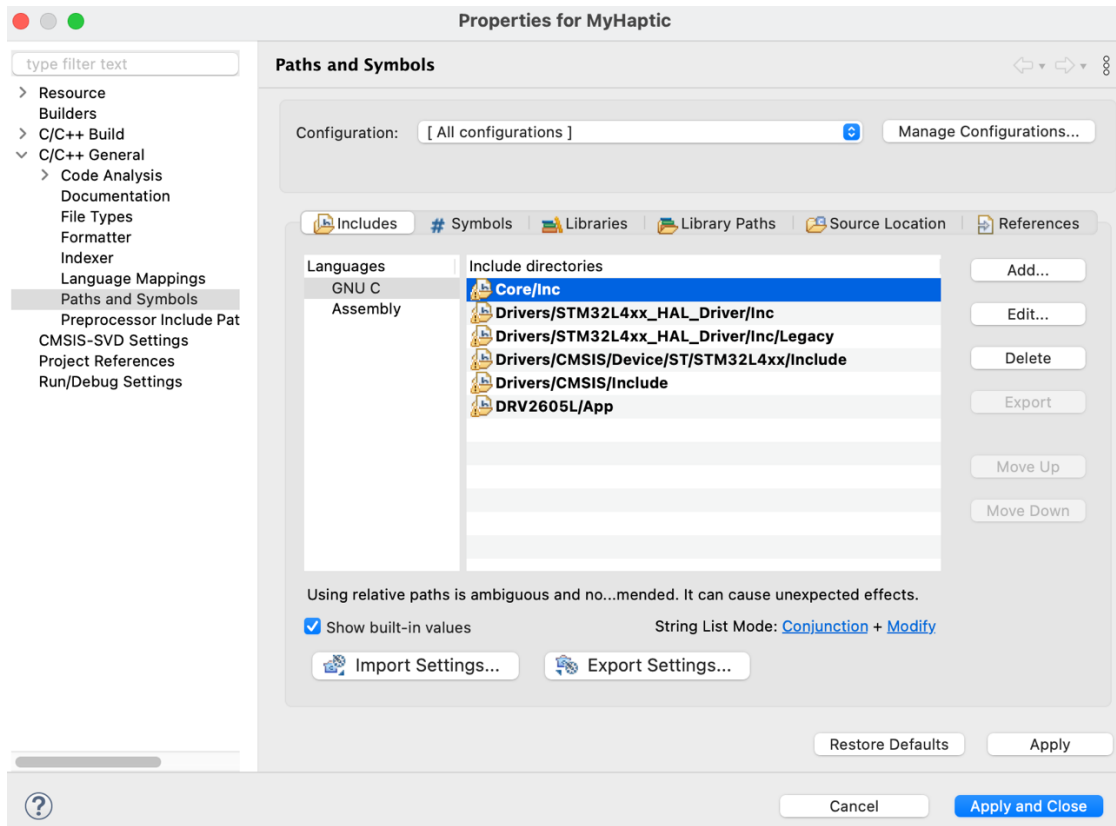
10. We must add the library to the build path for the project. In the “Configuration” dropdown select “All Configurations.”



11. Next click on “Add.” Type “DRV2605L/App” into the directory textbox and click “ok.”



12. You will see that this directory has been added to the “Include directories” list. Click the “Apply and Close” button. Your project will need to be rebuilt in order for these changes to take affect.



13. Next right click on the project in the file explorer and click on “properties.” In the properties window click on the “C/C++ General” dropdown and then click on “Paths and Symbols. Select the “Source Location”

tab. Click on “Add Folder” and add the folder “/{Project_Name}/DRV2605L/App”. Click on “Apply and Close”.

