

STM32 configuration and initialization C code generation



Product status link

STM32CubeMX





Features

- Intuitive STM32 microcontroller and microprocessor selection
- Rich easy-to-use graphical user interface allowing the configuration of:
 - Pinout with automatic conflict resolution
 - Peripherals and middleware functional modes with dynamic validation of parameter constraints for Arm[®] Cortex[®]-M
 - Clock tree with dynamic validation of the configuration
 - Power sequence with estimated consumption results
- Generation of initialization C code project, compliant with IAR Embedded Workbench[®], MDK-ARM and STM32CubeIDE (GCC compilers) for Arm[®] Cortex[®]-M core
- Generation of a partial Linux® Device Tree for Arm® Cortex®-A core (STM32 microprocessors)
- Development of enhanced STM32Cube Expansion Packages thanks to STM32PackCreator
- Integration of STM32Cube Expansion packages into the project
- Availability as standalone software running on Windows[®], Linux[®] and macOS[®] (macOS[®] is a trademark of Apple Inc. registered in the U.S. and other countries.) operating systems and 64-bit Java Runtime environment



Description

STM32CubeMX is a graphical tool that allows a very easy configuration of STM32 microcontrollers and microprocessors, as well as the generation of the corresponding initialization C code for the Arm[®] Cortex[®]-M core or a partial Linux[®] Device Tree for Arm[®] Cortex[®]-A core, through a step-by-step process.

The first step consists in selecting either an STMicrolectronics STM32 microcontroller, microprocessor or a development platform that matches the required set of peripherals, or an example running on a specific development platform.

For microprocessors, the second step allows to configure the GPIOs and the clock setup for the whole system, and to interactively assign peripherals either to the Arm[®] Cortex[®]-M or to the Cortex[®]-A world. Specific utilities, such as DDR configuration and tuning, make it easy to get started with STM32 microprocessors. For Cortex[®]-M core, the configuration includes additional steps that are exactly similar to those described for microcontrollers.

For microcontrollers and microprocessor Arm[®] Cortex[®]-M, the second step consists in configuring each required embedded software thanks to a pinout-conflict solver, a clock-tree setting helper, a power-consumption calculator, and an utility that configures the peripherals (such as GPIO or USART) and the middleware stacks (such as USB or TCP/IP).

The default software and middleware stacks can be extended thanks to enhanced STM32Cube Expansion Packages. STMicrolectronics or STMicrolectronics' partner packages can be downloaded directly from a dedicated package manager available within STM32CubeMX, while the other packages can be installed from a local drive.

Moreover, a unique utility in STM32CubeMX delivery, STM32PackCreator, helps developers to build their own enhanced STM32Cube Expansion Packages.

Eventually the user launches the generation that matches the selected configuration choices. This step provides the initialization C code for the Arm[®] Cortex[®]-M, ready to be used within several development environments, or a partial Linux[®] Device Tree for the Arm[®] Cortex[®]-A.

STM32CubeMX is delivered within STM32Cube.

macOS® is a trademark of Apple Inc., registered in the U.S. and other countries macOS^s Initialization code Embedded software for STM32 Examples and demos Middleware components Hardware abstraction layer Available for all STM32 MCUs and MPUs Wireless MCUs **High Performance MCUs** Mainstream MCUs Ultra-low-power MCUs MPII STM32 F4 H5 **H7** CO FO F3 GO L4 L4+ L5 WB WBA WL MP1*

Figure 1. STM32CubeMX within STM32Cube

Note: * available for Cortex-M4 side only

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1 What is STM32Cube?

STM32Cube is an STMicroelectronics original initiative to improve designer productivity significantly by reducing development effort, time, and cost. STM32Cube covers the whole STM32 portfolio. STM32Cube includes:

- A set of user-friendly software development tools to cover project development from conception to realization, among which are:
 - STM32CubeMX, a graphical software configuration tool that allows the automatic generation of C initialization code using graphical wizards
 - STM32CubeIDE, an all-in-one development tool with peripheral configuration, code generation, code compilation, and debug features
 - STM32CubeCLT, an all-in-one command-line development toolset with code compilation, board programming, and debug features
 - STM32CubeProgrammer (STM32CubeProg), a programming tool available in graphical and command-line versions
 - STM32CubeMonitor (STM32CubeMonitor, STM32CubeMonPwr, STM32CubeMonRF, STM32CubeMonUCPD) powerful monitoring tools to fine-tune the behavior and performance of STM32 applications in real time
- STM32Cube MCU and MPU Packages, comprehensive embedded-software platforms specific to each microcontroller and microprocessor series (such as STM32CubeF4 for the STM32F4 Series), which include:
 - STM32Cube hardware abstraction layer (HAL), ensuring maximized portability across the STM32 portfolio
 - STM32Cube low-layer APIs, ensuring the best performance and footprints with a high degree of user control over hardware
 - A consistent set of middleware components such as RTOS, USB, TCP/IP, and Graphics
 - All embedded software utilities with full sets of peripheral and applicative examples
- STM32Cube Expansion Packages, which contain embedded software components that complement the functionalities of the STM32Cube MCU and MPU Packages with:
 - Middleware extensions and applicative layers
 - Examples running on some specific STMicroelectronics development boards

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2 Ordering Information

STM32CubeMX is available for free download from http://www.st.com/en/product/stm32cubemx.

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3 License

STM32CubeMX is delivered under the SLA0048 software license agreement and its Additional License Terms. The STM32CubeMX embedded software package runs on STM32 microcontrollers and microprocessors, based on Arm® cores.

Note: Arm is a registered trademark of Arm Limited (or its subsidiaries) in the US and/or elsewhere.

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Revision history

Table 1. Document revision history

| Date | Revision | Changes |
|-------------|----------|--|
| 14-Feb-2014 | 1 | Initial release. |
| 19-Jun-2014 | 2 | UpdatedSection Description and Figure 1. STM32CubeMX within STM32Cube. |
| 16-Jan-2015 | 3 | STM32CubeMX extended to all STM32 series. |
| 08-Feb-2016 | 4 | Added Windows® and Linux® operating systems in Section Features. |
| | | Removed mention of MicroXplorer tool in Section Description. |
| | | Updated Figure 1. STM32CubeMX within STM32Cube. |
| 29-Apr-2016 | 5 | Added OS X operating system. |
| 28-Jun-2017 | 6 | Add low-layer APIs. |
| | | Replace OS X by macOS operating system. |
| | | Updated Figure 1. STM32CubeMX within STM32Cube |
| 04-Jul-2017 | 7 | The footnote on cover page related to macOS has been embedded in the list of features. |
| 14-Nov-2017 | 8 | Updated Section Description and Figure 1. STM32CubeMX within STM32Cube |
| 03-Jul-2018 | 9 | Updated Section Description |
| | | Added Section 3 License |
| 20-Nov-2018 | 10 | Added STM32CubeMX logo on cover page. |
| | | Updated Section Features and Section Description. |
| | | Updated STM32CubeMX GUI on cover page and Figure 1. STM32CubeMX within STM32Cube. Updated web page url in Section 2 Ordering Information. |
| | | Updated Section Description and Figure 1. STM32CubeMX within STM32Cube. |
| 13-Dec-2018 | 11 | Added What is STM32Cube?. |
| 22-Feb-2019 | 12 | Updated the whole document to support STM32MP1 microprocessor Series. |
| | | Updated Figure 1. STM32CubeMX within STM32Cube to add STM32WB microcontroller. |
| 03-Jun-2019 | 13 | Added STM32G4 microcontroller Series. |
| 08-Oct-2019 | 14 | Added STM32L5 microcontroller Series. |
| 09-Jul-2020 | 15 | Updated Section Features and Section Description. |
| 12-Nov-2020 | 16 | Replaced Keil [®] by MDK-ARM, and IAR Systems [®] by IAR Embedded Workbench [®] . |
| | | Added STM32WL Series in Figure 1. STM32CubeMX within STM32Cube. |
| | | Replaced STM32CubeMonitor-Power by STM32CubeMonitor in Section 1 What is STM32Cube?. |
| 08-jul-2021 | 17 | Added STM32U5 Series in Figure 1. STM32CubeMX within STM32Cube. |
| | | Updated Section 3 License. |
| 11-Feb-2022 | 18 | Added STM32C0 Series in Figure 1. STM32CubeMX within STM32Cube. |
| 22-Feb-23 | 19 | Updated Figure 1. STM32CubeMX within STM32Cube to add STM32H5 and STM32WBA series. |
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