

Project - Properties - C++ Build - Settings - Build Steps - Post-build steps. Place:

```
arm-none-eabi-objcopy -O ihex ${BuildArtifactFileName}.elf  
${BuildArtifactFileName}.hex && arm-none-eabi-size  
${BuildArtifactFileName} && arm-none-eabi-objcopy -O binary  
${BuildArtifactFileName}.elf ${BuildArtifactFileName}.bin
```