**Adding new module to STM32Cube IDE**

1. Add your folder inside project folder.
2. Refresh your project, right-click on Project name in STM32Cube IDE and click refresh.

**For Adding header files**

1. Open project properties, right-click on Project name in STM32Cube IDE and click properties.
2. In C/C++ General tab, open Settings, go to Paths and Symbols, in includes tab, click on Add.
3. Choose all options and click on Workspace and select the folder containing .h files

**For Adding source files**

1. Open project properties, right-click on Project name in STM32Cube IDE and click properties.
2. In C/C++ General tab, open Settings, go to Paths and Symbols, in Source Location tab, click on Add.
3. Click on Add Folder and choose all folders containing source files and click ok.