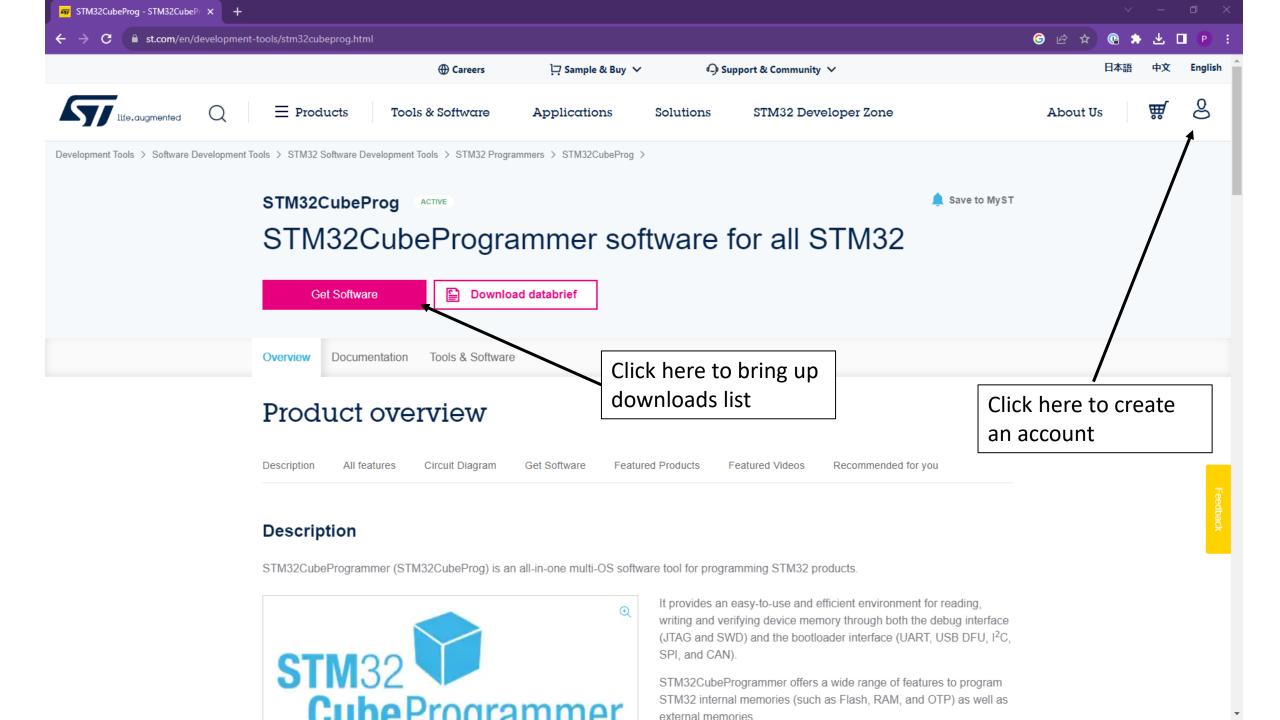
How to program a microSWIFT V2

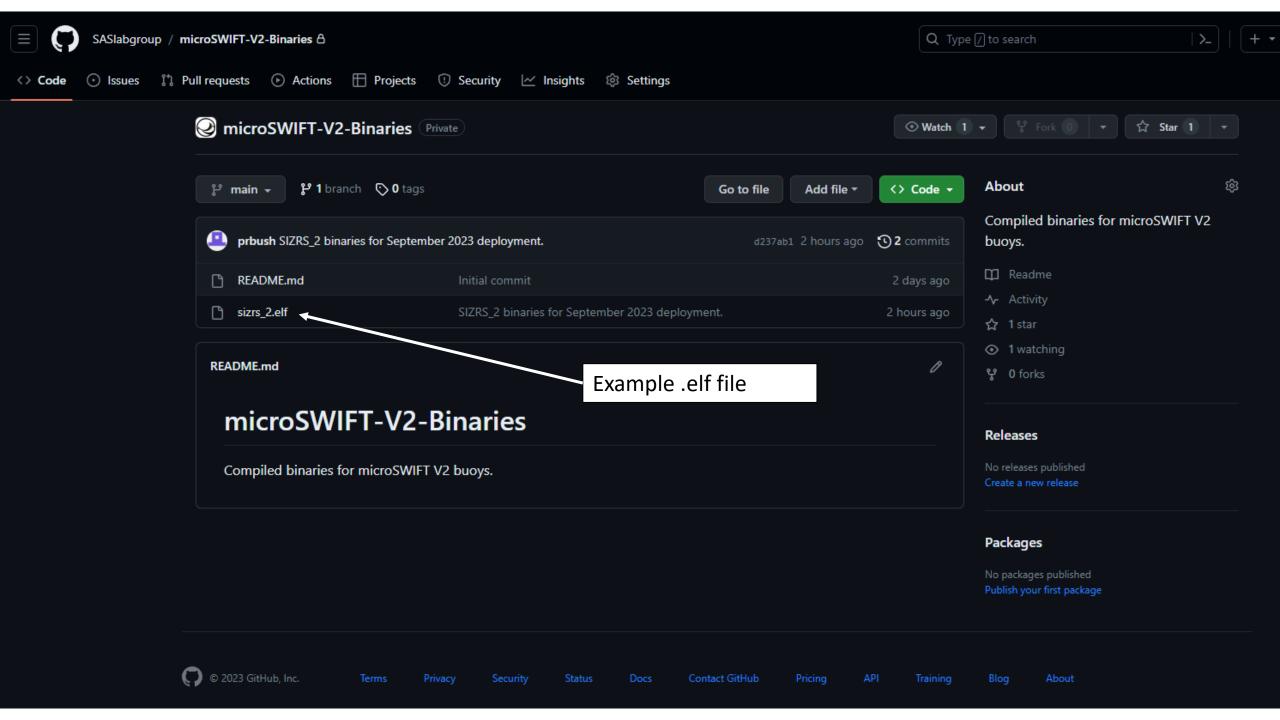
Download STM32CubeProgrammer

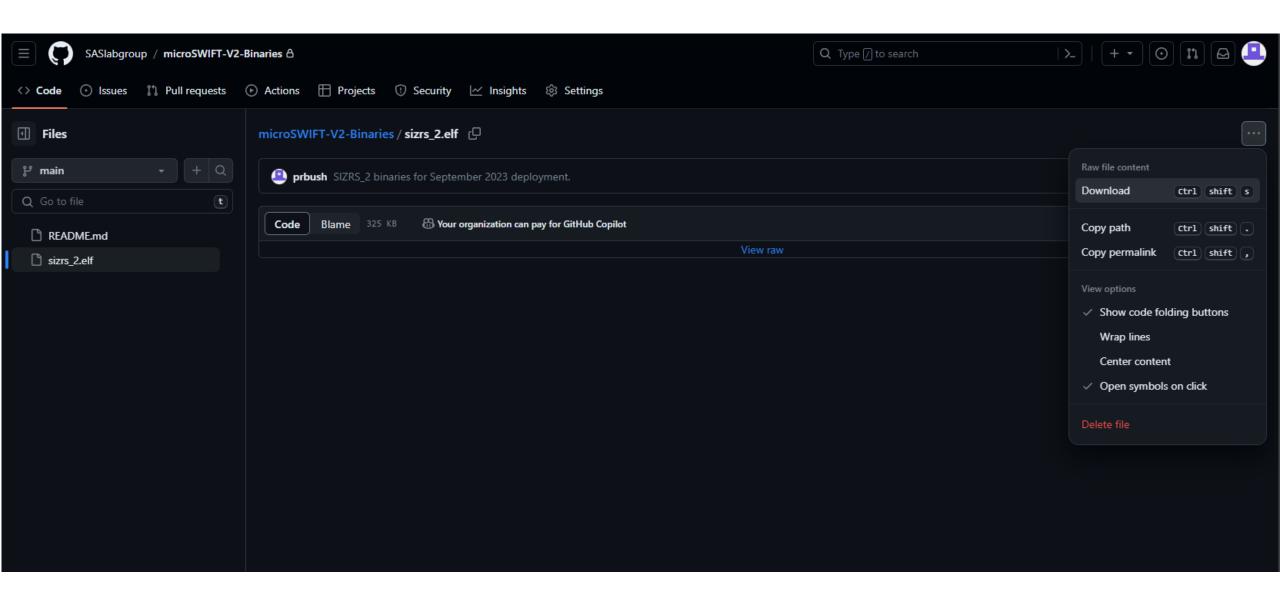
- Go to https://www.st.com/en/development-tools/stm32cubeprog.html (or just Google STM32CubeProgrammer) and download the correct version for your Operating System.
 - You will need an ST account. Registration is quick and easy.



Download the appropriate binaries

- All binaries are in the main branch of the microSWIFT-V2-Binaries repo within SASLabGroup organization:
 - https://github.com/SASlabgroup/microSWIFT-V2-Binaries
 - This repo is private if you are unable to access this repo, speak to someone
 in SASLabGroup to have your github account added to the organization
- Binaries are file that end in the extension .elf, with the files named based on the deployment they are supporting





Clicking on the file brings you to a page with an option to download the file

Setting up STM32CubeProgrammer

- There are two options for programming the STM32 Nucleo boards:
 - 1. Program the board directly using the onboard ST-Link. For this to work, solder bridge SB-1 must be connected. This is a good option with a fresh, straight out of the box board.
 - 2. Program with external debugger. This is a great option when the microSWIFT V2 has already been assembled.

Setting up with the onboard ST-Link

- When programming with the onboard ST-Link, you simply need to connect a micro USB to the board and program
 - Prior to programming, verify the jumpers on the Nucleo board are in the correct configuration. The configuration straight out of the box is correct for this, as noted in the photo.

Micro USB port for programming



Setting up with an external debugger

- When programming an already assembled microSWIFT V2, use an external debugger and a power source, either battery pack or DC power supply
 - Prior to programming, verify the jumpers on the Nucleo board are in the correct configuration

Pin assignments

(ST-Link \rightarrow Nucleo):

SWO → PB3

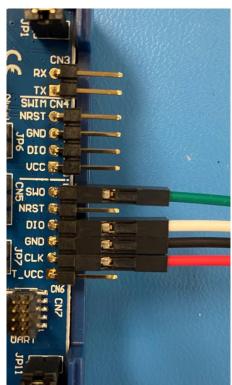
DIO \rightarrow PA13

GND → Nucleo Ground

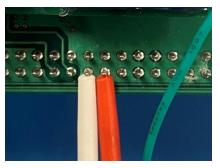
CLK \rightarrow PA14

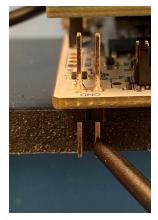
Pins are labelled on the bottom of the Nucleo Board











STM32CubeProgramming

- Open STM32CubeProgrammer
- Power on the microSWIFT
- Connect the ST-Link
- Click on the "Erasing and Programming" tab
- Set the filepath for the downloaded binaries
- Check the following boxes:
 - Verify Programming
 - Full Flash Memory checksum
 - Run after programming
- Click on "Start Programming"

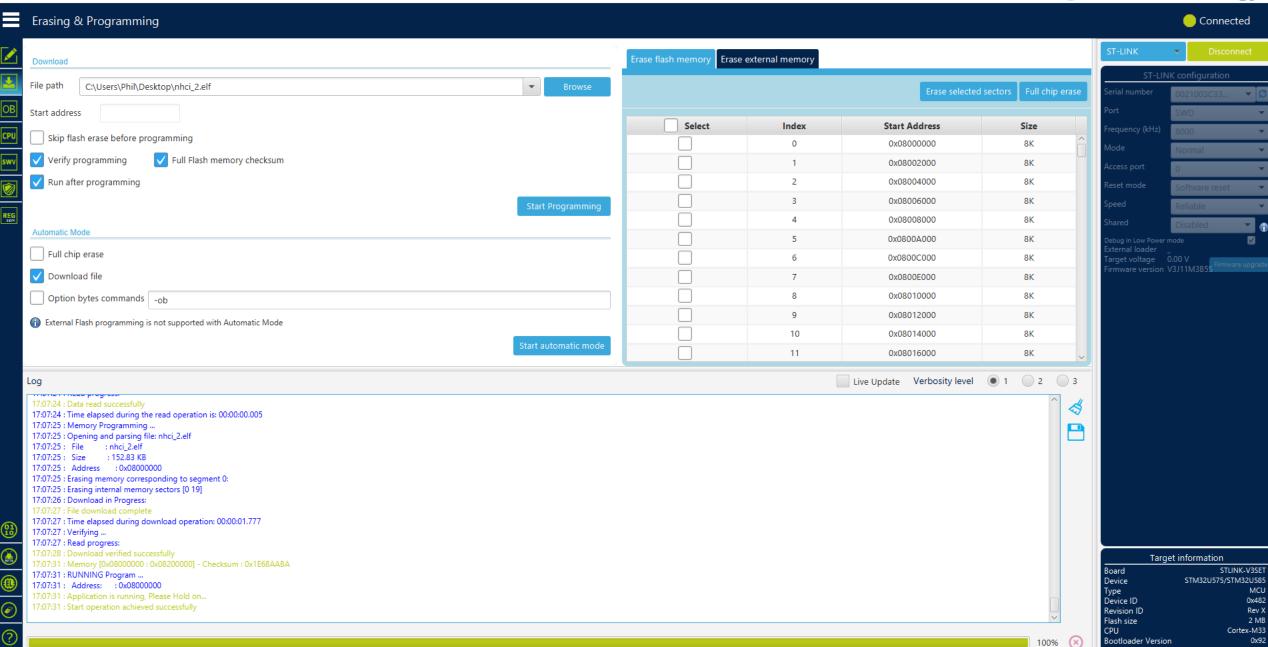












If it doesn't work

- Verify that the connections are solid. It is easy for adjacent connections (PA13 and PA14 on Nucleo board) to touch
- Ensure you have powered on and then connected to the MCU
- Check that the ST-Link has a solid green light
- Check that jumpers on the Nucleo are correct