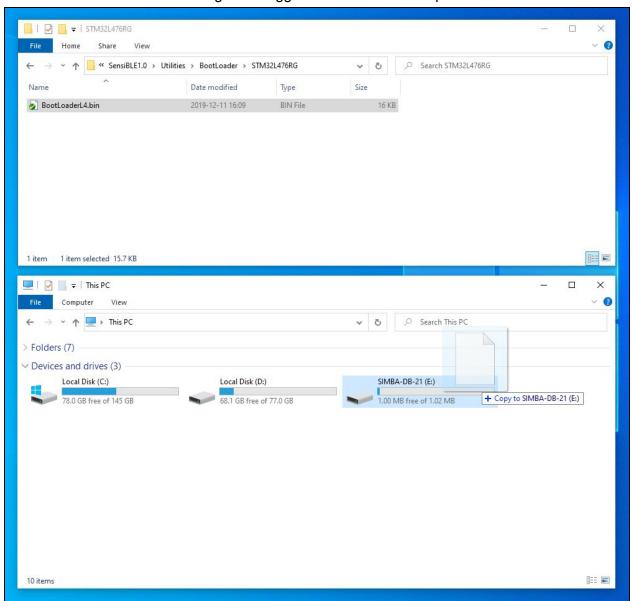
Write bootloader to MCU memory

Example project expected to work with bootloader (Bootloader implements OTA functionality). When bootloader used main program write address must be 0x08004000. This value already set in LinkerScript.ld file and no changes needed. To restore bootloader

SensiBLE1.0\Utilities\BootLoader\STM32L476RG\BootLoaderL4.bin must be written to MCU. It can be done with file drag to debugger disk in Windows Explorer.



Open project in CubeIDE

Right click on CubeIDE Project Explorer -> Import -> General -> Existing Project into Workspace -> Select root directory -> Browse

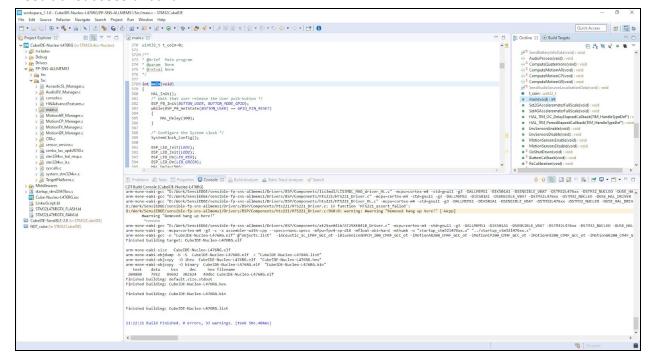
Select path to CubeIDE project folder:

d:\Work\SensiEDGE\SensiBLE1.0\Projects\Multi\Applications\ALLMEMS1\CubeIDE\ST
M32L476RG-Nucleo\STM32L4xx-Nucleo\

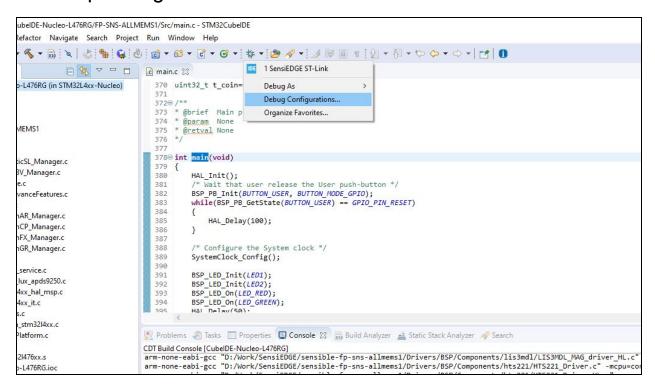
Build project

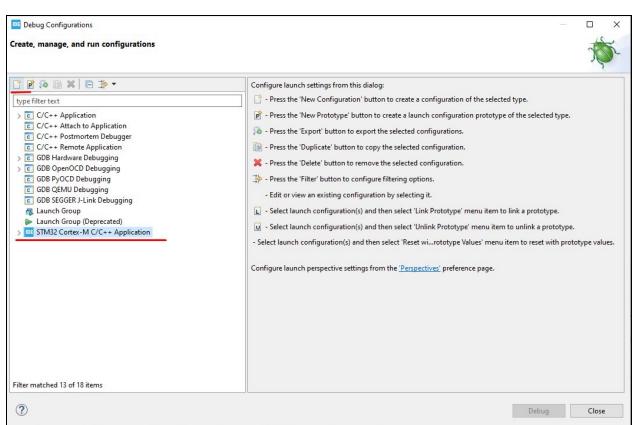
Project -> Build All (Ctrl-B)

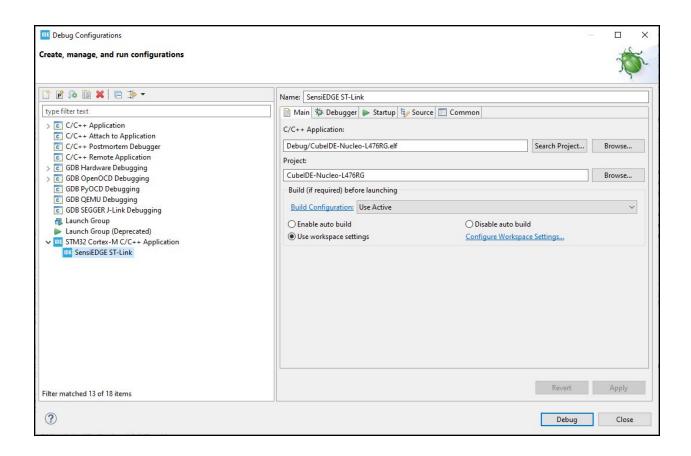
Result of successful build:

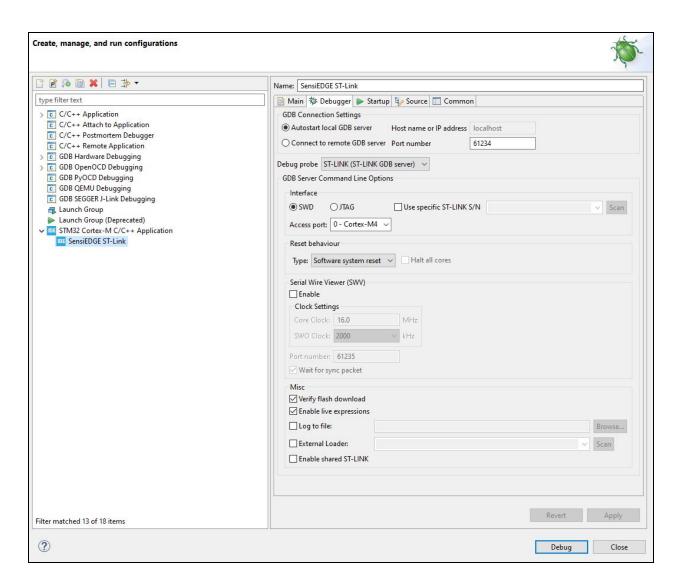


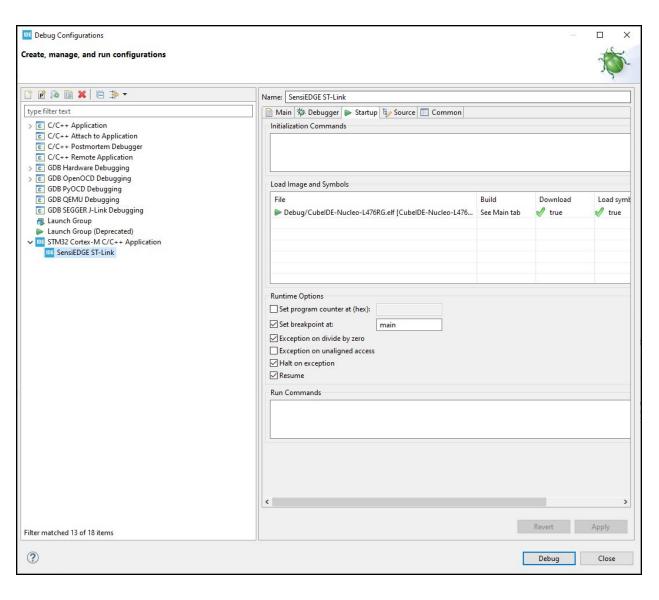
Setup debug

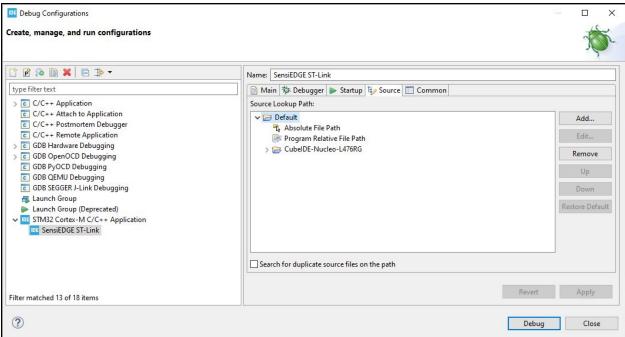


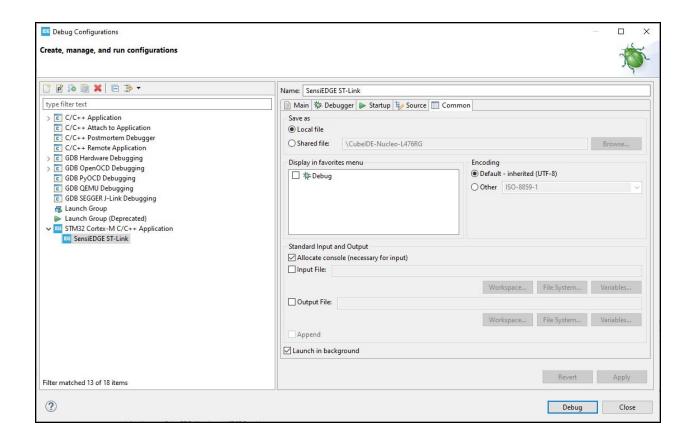












Run debug

Press Debug button on Debug Configuration Window or select configuration from Debug button on toolbar

```
ubelDE-Nucleo-L476RG/FP-SNS-ALLMEMS1/Src/main.c - STM32CubelDE
Refactor Navigate Search Project Run Window Help
 1 SensiEDGE ST-Link
           □ 🔄 🗸 🗆 🗎 🖟 main.c 🖂
o-L476RG (in STM32L4xx-Nucleo)
                              370 uint32_t t_coin=
                                                       Debug As
                                                       Debug Configurations...
                               373 * @brief Main p
374 * @param None
375 * @retval None
                                                       Organize Favorites...
MEMS1
                               376 */
                               378⊖ int main(void)
ticSL_Manager.c
                               379 {
BV_Manager.c
                               380
                                       HAL Init();
                                       /* Wait that user release the User push-button */
                               381
                                       BSP PB Init(BUTTON USER, BUTTON MODE GPIO);
lvanceFeatures.c
                               382
                                       while(BSP_PB_GetState(BUTTON_USER) == GPIO_PIN_RESET)
                               384
nAR_Manager.c
                               385
                                           HAL_Delay(100);
nCP_Manager.c
                               386
nFX_Manager.c
                               387
nGR_Manager.c
                               388
                                       /* Configure the System clock */
                               389
                                       SystemClock_Config();
                               390
                               391
                                       BSP_LED_Init(LED1);
_lux_apds9250.c
```

Successful debug start:

