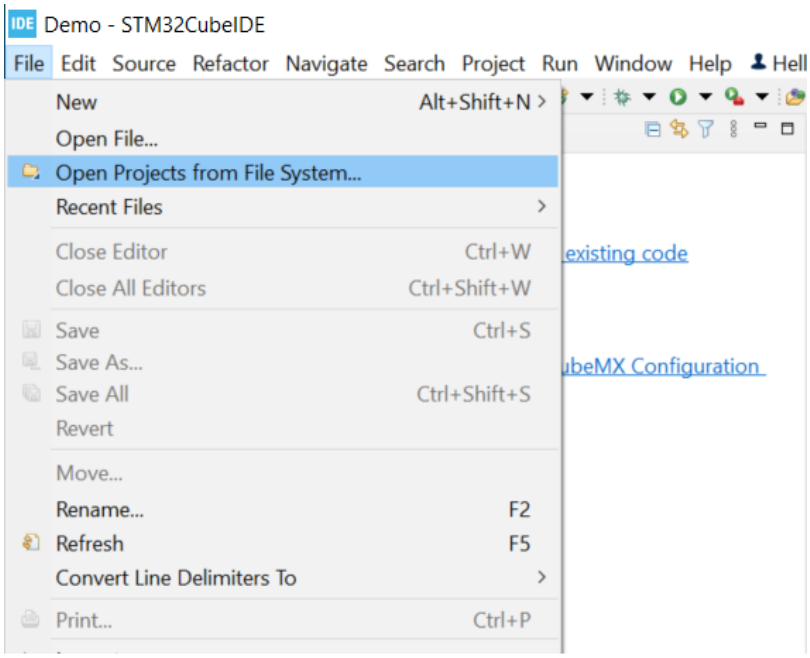
COMPILATION INSTRUCTIONS FOR THE DEMO APPLICATION

Instructions for Windows

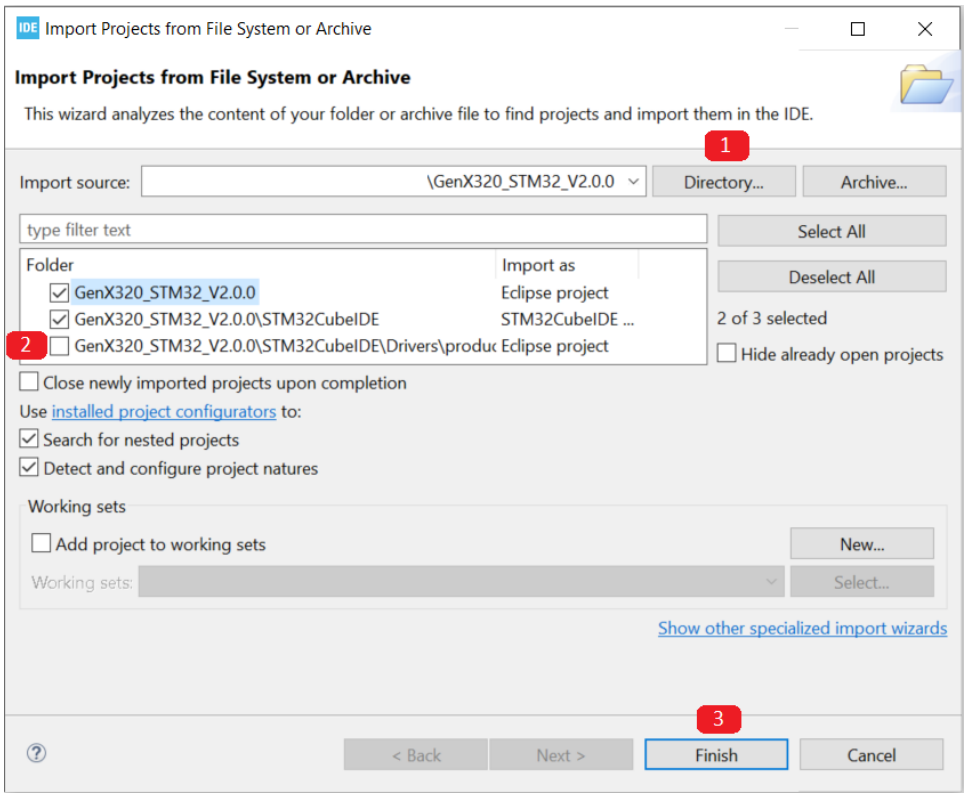
1. Download the development tool STM32CubeIDE:
   The IDE can be downloaded from the ST's website: https://www.st.com/en/development-tools/stm32cubeide.html

2. Download the demo application source code:
   The source code for the demo application can be downloaded from Prophesee's Knowledge Center: https://support.prophesee.ai/portal/en/kb/articles/stm32-discovery-board-for-genx320

3. Compiling and working with the source code:
   After setting up STM32CubeIDE, the application can be imported using the "**Open Projects from File System**" option.



In the "**Import Projects from File System or Archive**" window, select the directory where the demo application was extracted. After selecting the source directory, uncheck the third folder (Drivers) and finish importing by clicking the "Finish" button as shown in the image below.



After importing, the application would be ready to be compiled, and modifications to the application can be made as per the user's requirements.

4. Working with the GUI designer (Optional):
   The graphical user interface (GUI) for this application has been developed using TouchGFX Designer from ST. To modify the GUI, users can install TouchGFX Designer by following the instructions provided on the ST website:
   https://support.touchgfx.com/docs/introduction/installation

Instruction for Linux

1. & 2. Download the development tool & demo application source code:
   The instructions for downloading the development tool and source code on Linux are similar to those on the Windows operating system.

3. Compiling and working with the source code:
   As previously mentioned in the Windows setup instructions, the graphical user interface (GUI) of this application has been designed using TouchGFX Designer, primarily intended for use on the Windows platform. However, if compiling and executing the application on Linux is desired, users can adhere to the instructions provided on the website.
   https://support.touchgfx.com/docs/introduction/prerequisites#using-touchgfx-on-ubuntu-2004

4. Working with the GUI designer (Optional):
   As of February 2024, a Linux version of TouchGFX Designer is unavailable. Users must resort to either utilizing a virtual machine or switching to the Windows operating system to utilize the designer.