sPrinter development guidelines

1. Clone code

```
$ git clone -b ohl-control https://github.com/xgallom/sprinter.git
```

2. Build code (Linux)

```
$ sudo apt install gcc-arm-none-eabi
$ cd <path-to-repository>/sprinter
$ mkdir build
$ cmake ..
$ cmake --build
```

3. Download STM32CubeProgrammer

4. Connect to the Nucleo board with USB cable

5. Launch STM32CubeProgrammer and click **Connect**

6. Download the code to the Nucleo board From the left-side menu select "Erasing & programming".
   Browse the path to the `sprinter.bin` file, then click **Start programming**

STM32
CubeProgrammer

Download

File path   `<path-to-repository>/sprinter/build/sprinter.bin` ▾   Browse

Start ad…   `0x08000000`

☐ Skip flash erase before programming

☑ Verify programming

☑ Run after programming

Start Progra…

Automatic Mode

☐ Full chip erase

☑ Download file

☐ Option bytes commands

Start automatic mode