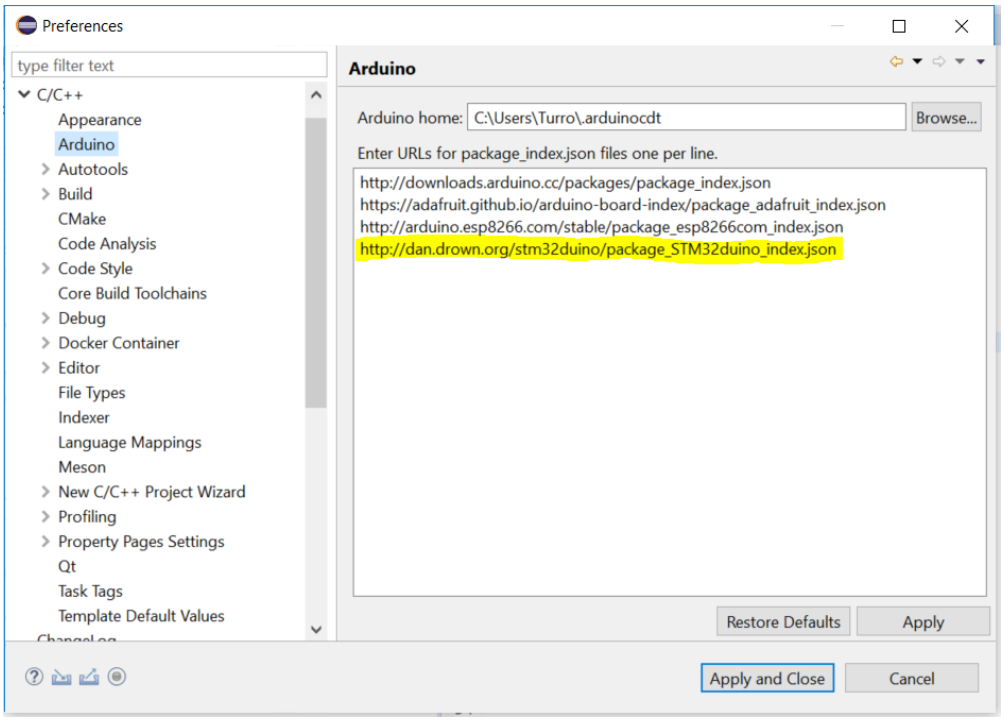
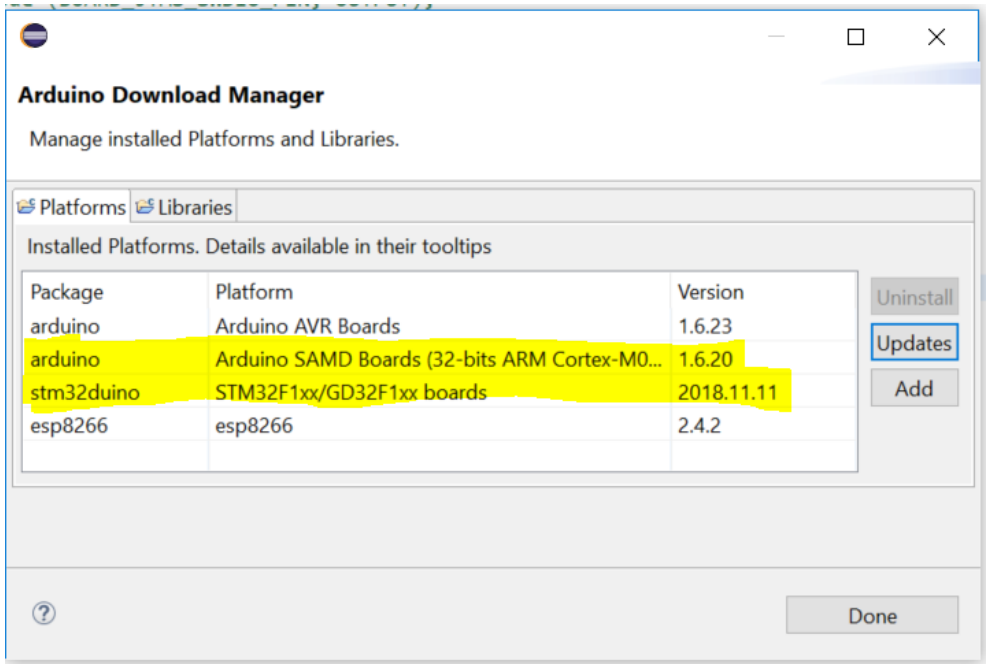
How to setup Eclipse ide to compile, flash and debug Gevino (aka arduino zero) and generic STM32F103 (aka blue pill)

1) Setup Eclipse as Arduino IDE:

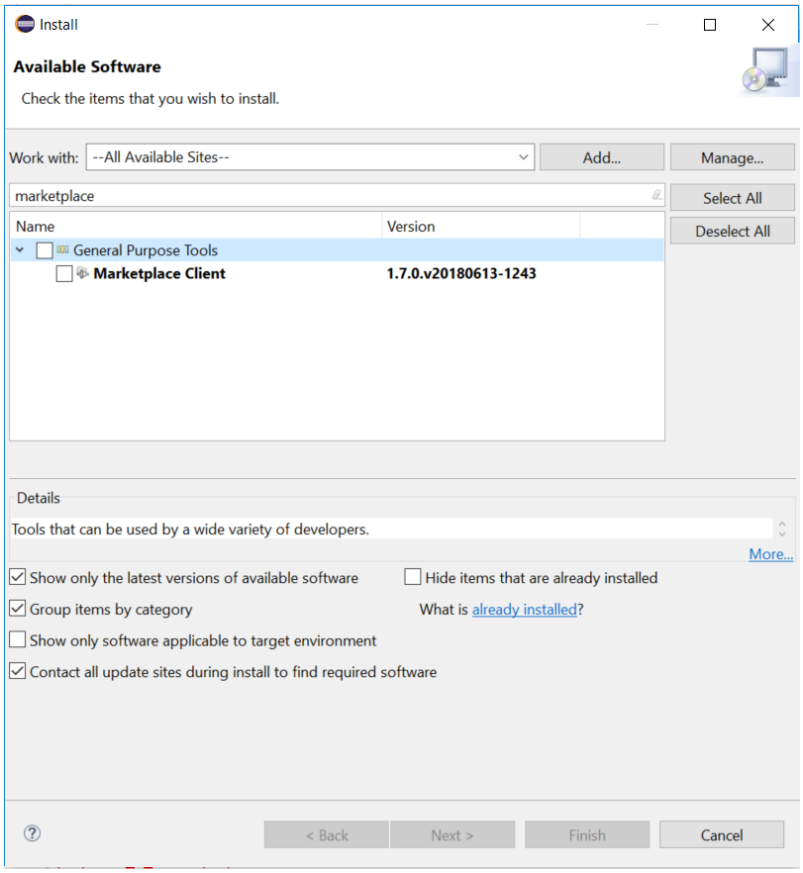
   I followed instructions reported here : [Lean Eclipse IDE Setup]

2) Install also arduino samd boards support





3) Install marketplace through help->install new software…



4) In help->marketplace install GNU MCU Eclipse Plugin

5) Gevino: edit boards.txt

In order to avoid failures in the code indexer which is IMO one of the main benefit on using eclipse instead of arduino ide (i.e. autocompletion of the code, finding declarations,etc…)

```
27 //  pinMode();
28 //  pinMode (PB14, OUTPUT);
29 //  pinMode (LED_BUILTIN, OUTPUT);
30
31 }
32
33 void
34 myloopfunc (void)
35 {
36   digitalWrite (MY_LED, HIGH);
37 //  digitalWrite (BOARD_JTMS_SWDIO_PIN, HIGH);
38 //  digitalWrite (BOARD_JTCK_SWCLK_PIN, HIGH);
39 //  digitalWrite (PB14, HIGH);
40 //  digitalWrite (LED_BUILTIN, HIGH);
41   delay (100);
42 //  delay(1000);
43   digitalWrite (MY_LED, LOW);
44 //  digitalWrite (BOARD_JTMS_SWDIO_PIN, LOW);
45 //  digitalWrite (BOARD_JTCK_SWCLK_PIN, LOW);
46 //  digitalWrite (PB14, LOW);
47 //  digitalWrite (LED_BUILTIN, LOW);
48   delay (900);
49 //  delay(1000);
50
51 }
52
53 #endif /* MYLIB_H_ */
```

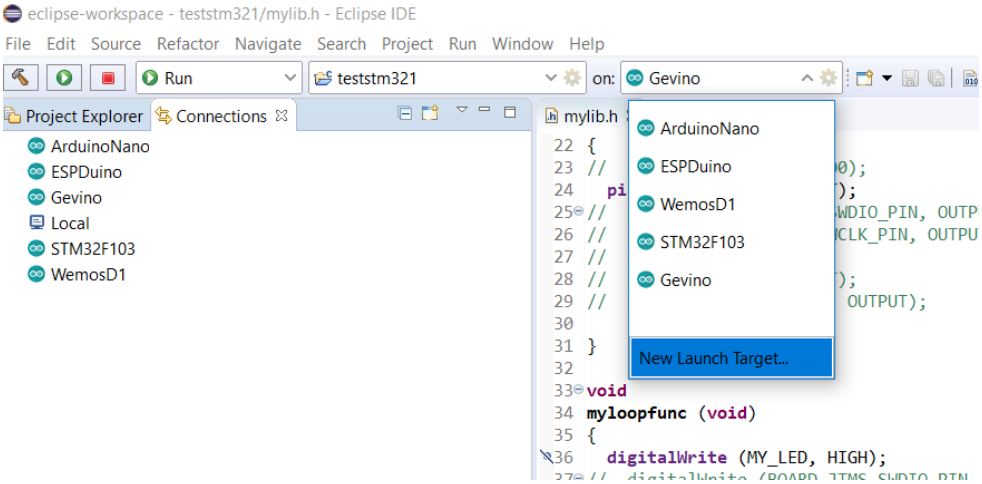
edit the samd boards.txt as below:

```
44
45 # Arduino/Genuino Zero (Native USB Port)
46 # ------------------------------------
47 arduino_zero_native.name=Arduino/Genuino Zero (Native USB Port)
48 arduino_zero_native.vid.0=0x2341
49 arduino_zero_native.pid.0=0x804d
50 arduino_zero_native.vid.1=0x2341
51 arduino_zero_native.pid.1=0x004d
52
53 arduino_zero_native.vid.2=0x2341
54 arduino_zero_native.pid.2=0x824d
55 # If the board is a 2341:824d use 2341:824d for build and set other parameters as well
56 arduino_zero_native.vid.2.build.vid=0x2341
57 arduino_zero_native.vid.2.build.pid=0x824d
58 arduino_zero_native.vid.2.build.usb_product="Genuino Zero"
59 arduino_zero_native.vid.2.bootloader.file=zero/samd21_sam_ba_genuino.bin
60
61 arduino_zero_native.vid.3=0x2341
62 arduino_zero_native.pid.3=0x024d
63 # If the board is a 2341:024d use 2341:824d for build and set other parameters as well
64 arduino_zero_native.vid.3.build.vid=0x2341
65 arduino_zero_native.vid.3.build.pid=0x824d
66 arduino_zero_native.vid.3.build.usb_product="Genuino Zero"
67 arduino_zero_native.vid.3.bootloader.file=zero/samd21_sam_ba_genuino.bin
68
69 arduino_zero_native.upload.tool=bossac
70 arduino_zero_native.upload.protocol=sam-ba
71 arduino_zero_native.upload.maximum_size=262144
72 arduino_zero_native.upload.use_1200bps_touch=true
73 arduino_zero_native.upload.wait_for_upload_port=true
74 arduino_zero_native.upload.native_usb=true
75 arduino_zero_native.build.mcu=cortex-m0plus
76 arduino_zero_native.build.f_cpu=48000000L
77 #arduino_zero_native.build.usb_product="Arduino Zero"
78 arduino_zero_native.build.usb_product="Arduino_Zero"
79 #arduino_zero_native.build.usb_manufacturer="Arduino LLC"
80 arduino_zero_native.build.usb_manufacturer="Arduino_LLC"
81 arduino_zero_native.build.board=SAMD_ZERO
82 arduino_zero_native.build.core=arduino
83 arduino_zero_native.build.extra_flags=-D__SAMD21G18A__ {build.usb_flags}
84 #arduino_zero_native.build.ldscript=linker_scripts/gcc/flash_with_bootloader.ld
85 arduino_zero_native.build.ldscript=linker_scripts/gcc/flash_without_bootloader.ld
86 arduino_zero_native.build.openocdscript=openocd_scripts/arduino_zero.cfg
87 arduino_zero_native.build.variant=arduino_zero
```

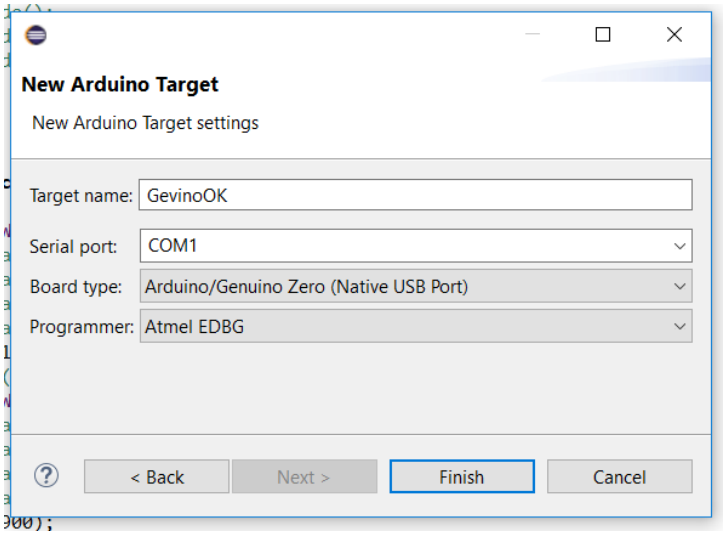
Edit the ldscript only if You have a valid cmsis-dap debug adapter

Save the file and restart eclipse to let the ide reading the new setting

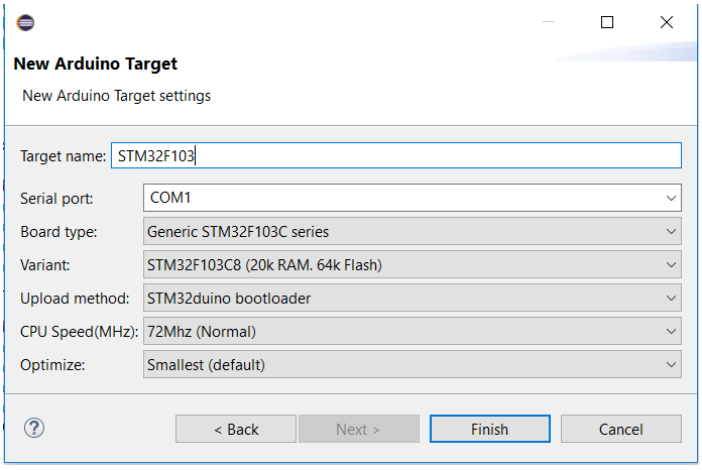
6) Create an Arduino connection



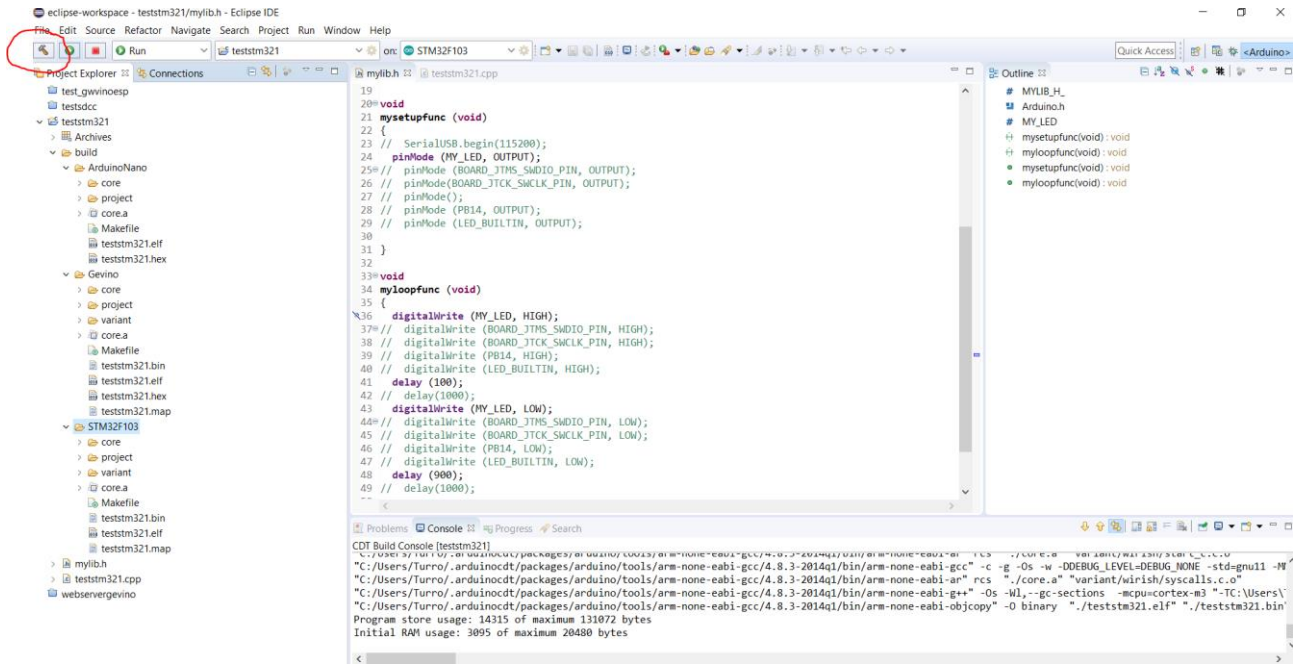
Like this for Gevino:



Like this for STM32F103:

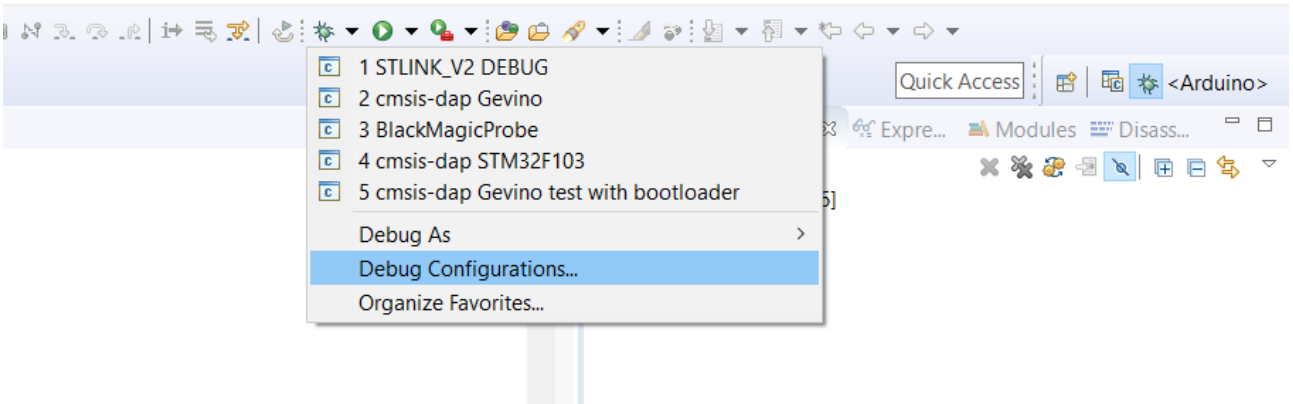


This is a really useful benefit of arduino plugin as the same code can be compiled (click the hammer button) for different target just by setting the launcher

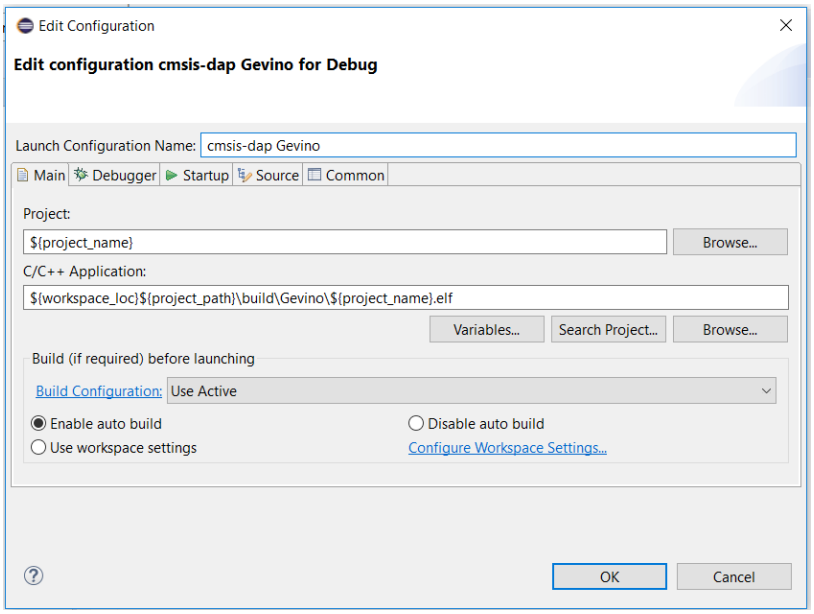


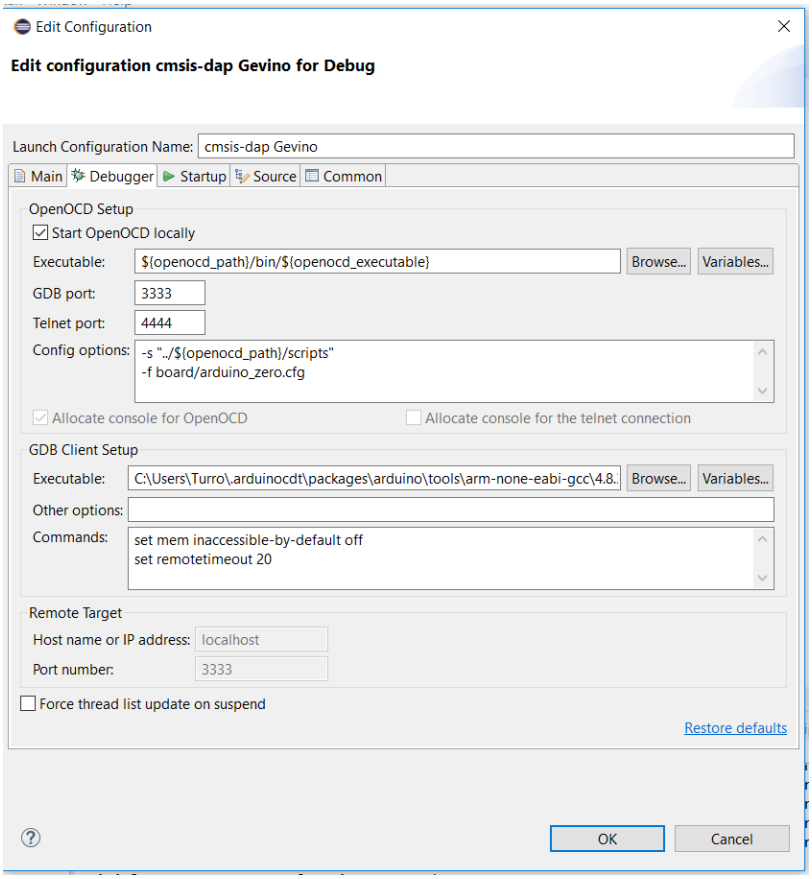
The following make sense only if You have a valid CMSIS-DAP debugger adapter

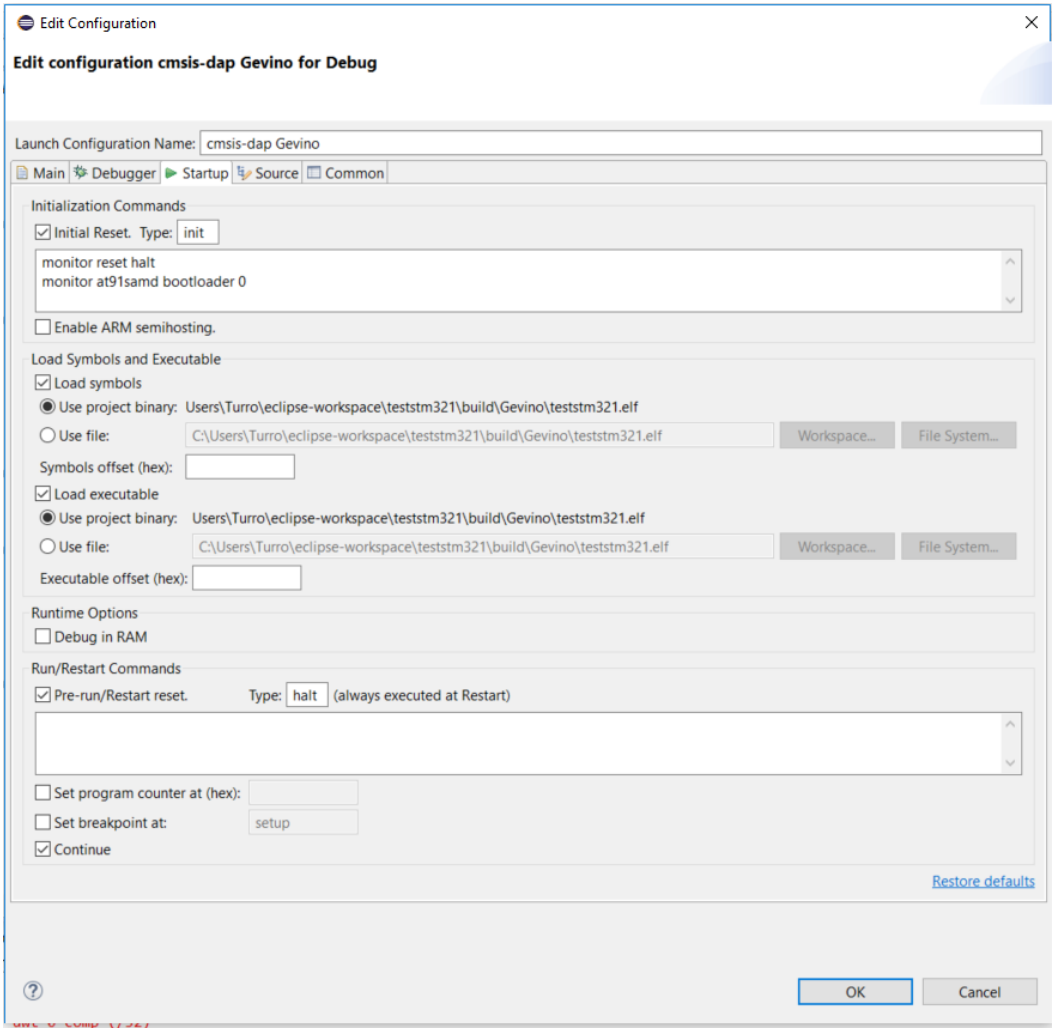
7) Now create the debug configuration
   Switch to Debug perspective and create a new debug configuration



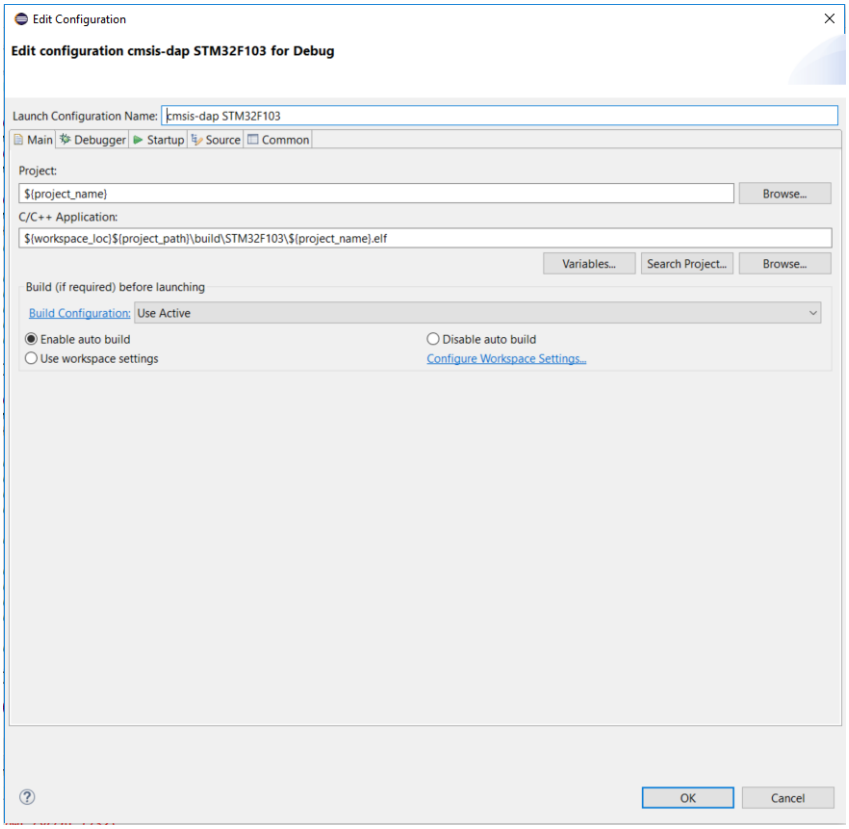
For Gevino create an OpenOCD Debug configuration as below:

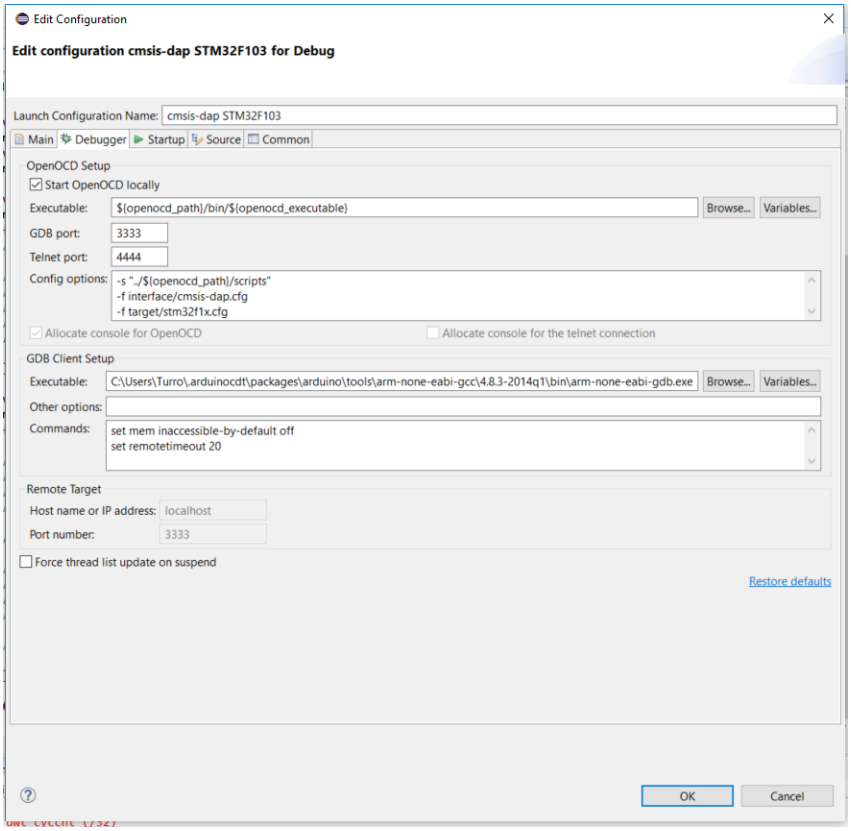


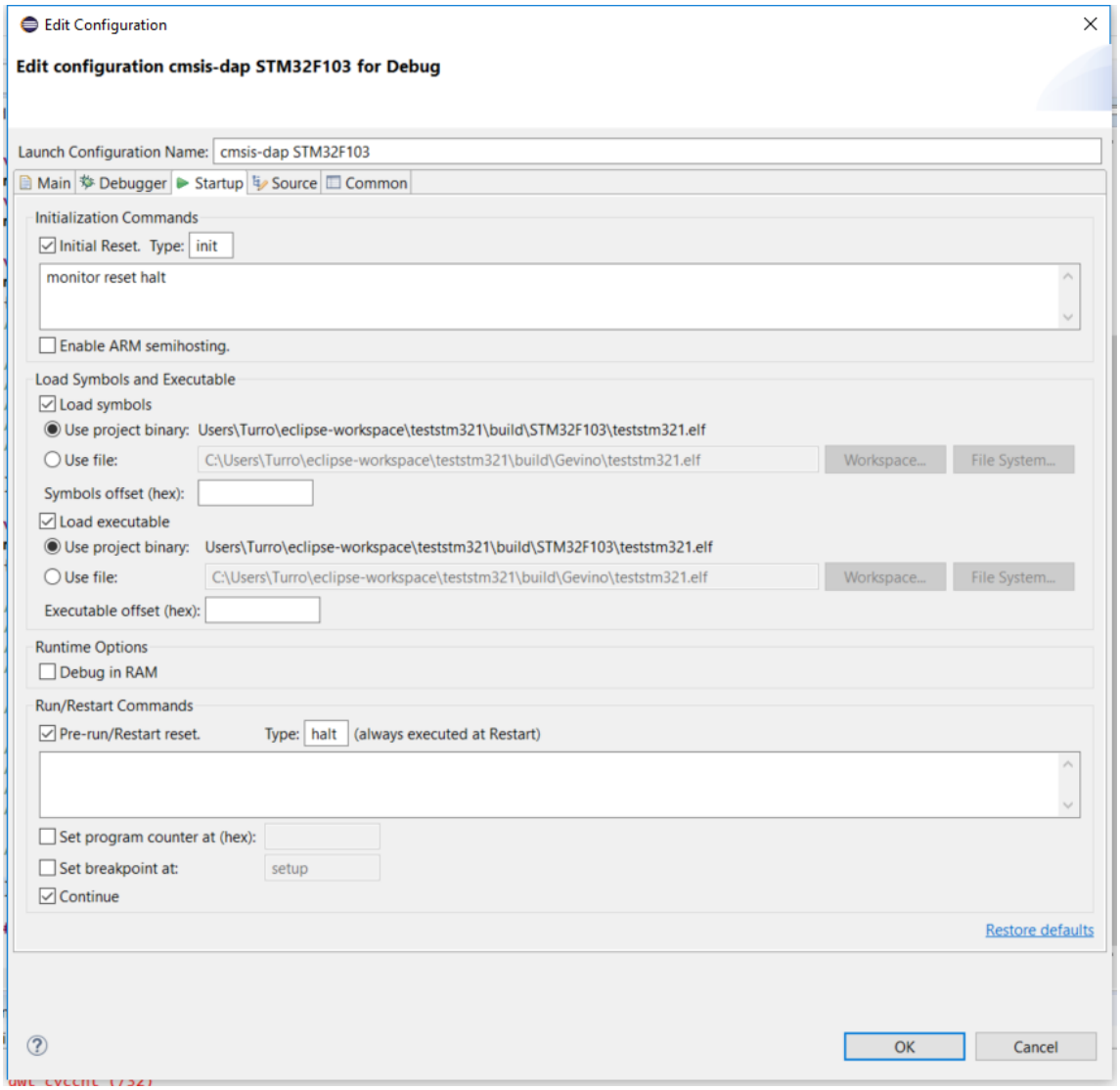



Edit Configuration
Edit configuration cmsis-dap Gevino for Debug
Launch Configuration Name: cmsis-dap Gevino
Main
Debugger
Startup
Source
Common
Initialization Commands
Initial Reset. Type: init
monitor reset halt
monitor at91samd bootloader 0
Enable ARM semihosting.
Load Symbols and Executable
Load symbols
Use project binary: Users\Turro\eclipse-workspace\teststm321\build\Gevino\teststm321.elf
Use file: C:\Users\Turro\eclipse-workspace\teststm321\build\Gevino\teststm321.elf
Workspace...
File System...
Symbols offset (hex):
Load executable
Use project binary: Users\Turro\eclipse-workspace\teststm321\build\Gevino\teststm321.elf
Use file: C:\Users\Turro\eclipse-workspace\teststm321\build\Gevino\teststm321.elf
Workspace...
File System...
Executable offset (hex):
Runtime Options
Debug in RAM
Run/Restart Commands
Pre-run/Restart reset.
Type: halt
(always executed at Restart)
Set program counter at (hex):
Set breakpoint at:
setup
Continue
Restore defaults
OK
Cancel

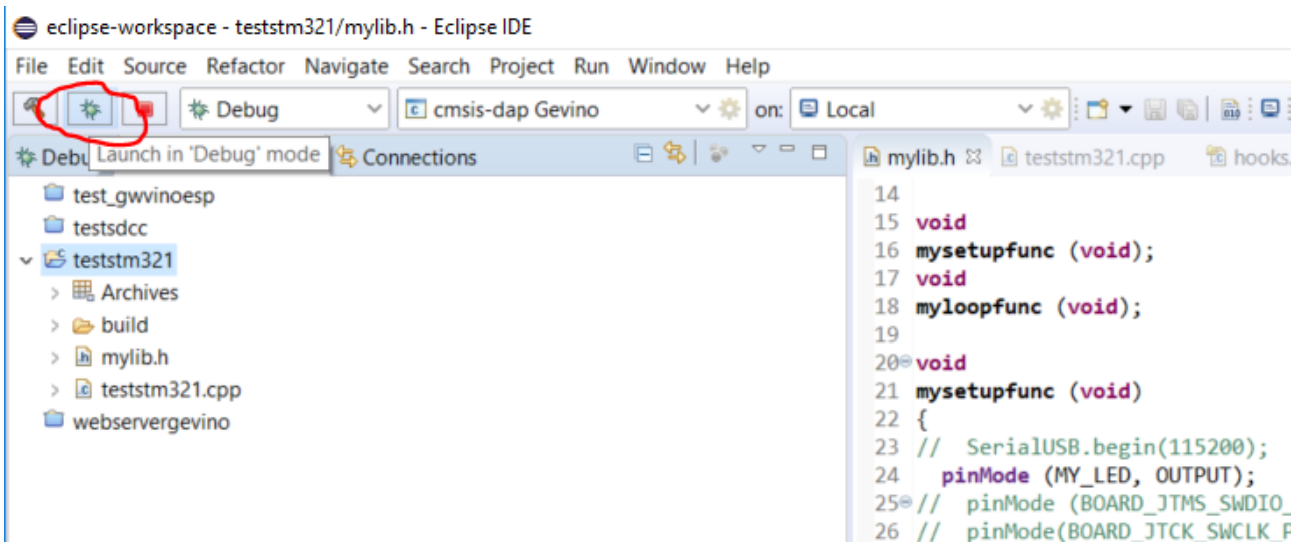
For STM32F103 create an OpenOCD Debug configuration as below:

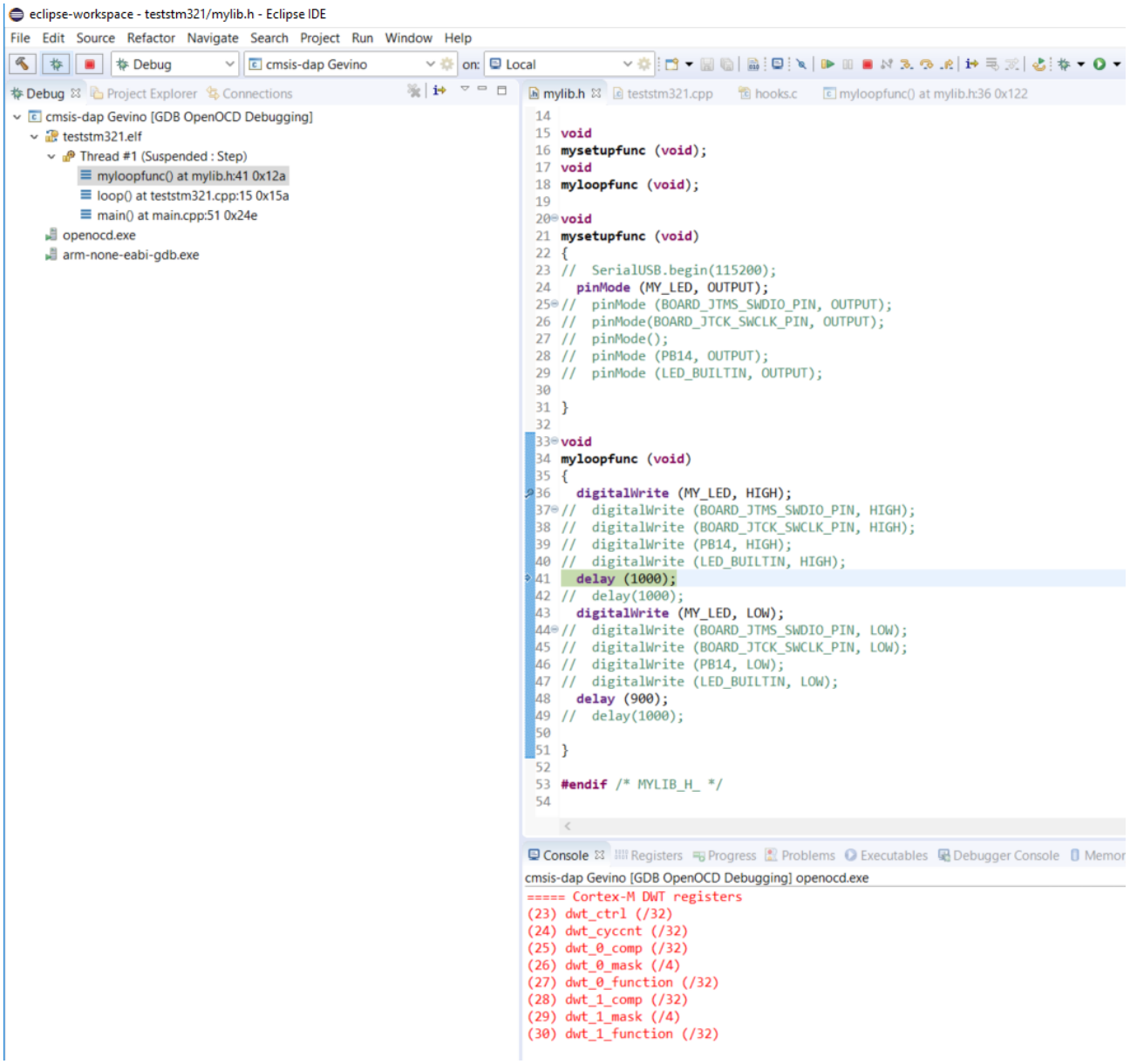






That's it, be sure the current project is selected then switch to the debug configuration You need, by clicking debug button You flash the code and now You can debug with variables watching, instruction steps and so.





How to get a CMSIS-DAP:

I had a couple of st-link v2 clones, I found quite easy (and cheap) converting one of them to CMSIS-DAP by following these instructions: [cmsis-dap-on-a-cheap-st-link-v2-mini-adapter]

When converted to CMSIS-DAP it works even on STM32F103.

I tried BlackMagicProbe, it works quite well on Gevino but I wasn't able to get it working on STM32F103.