STM32CubeIDE installation

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The development tool used for the tutorial is the STM32CubeIDE software

1. Software download

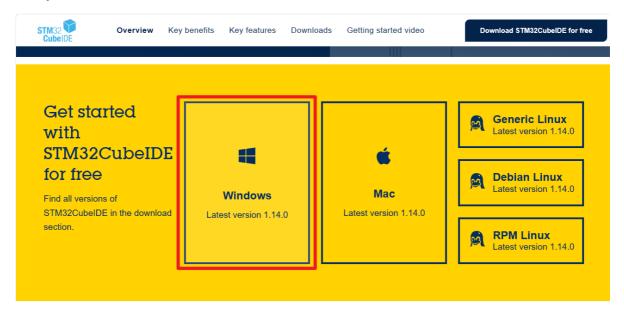
1.1、Software download

ST office website: https://www.st.com/content/st com/en/stm32cubeide.html



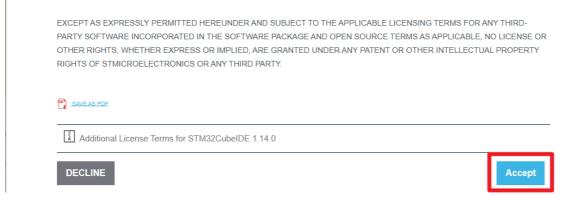
1.2. Choosing a platform

• platform: Windows



1.3. Filling in information

• Agreement of consent



• Filling in information

Get Software

If you have an account on my.st.com, login and download the software without any further validation steps.



If you don't want to login now, you can download the software by simply providing your name and e-mail address in the form below and validating it.

This allows us to stay in contact and inform you about updates of this software.

For subsequent downloads this step will not be required for most of our software.



Please review our Privacy Statement that describes how we process your profile information and how to assert your personal data protection rights





The email address needs to be filled in accurately, and the software download link will be sent to you by email

• Complete submission

Your registration has been successfully submitted!

To validate your e-mail and start the download, please click on the link inside the e-mail that has been sent to you.

This link will be valid for 24 hours.

Please check your spam filters in case you did not receive the e-mail.



• Email to download the installer



Start your software download

Hi ML

Please click on this button to validate your email address and start the download of STM32CubeIDE-Win



If you have any further issues, please send your request to the support using the subject line: Software download issues.

Thank you,

STMicroelectronics

www.st.com

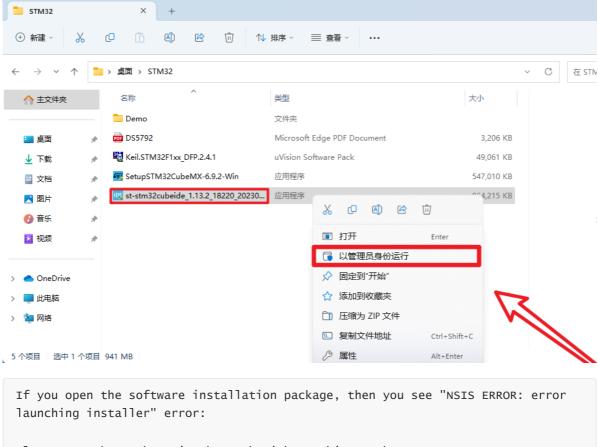
Click on the link to go to the official website, the website will automatically jump out of the software compressed package download window

2, Software Installation

2.1. Open the installer

Administrator

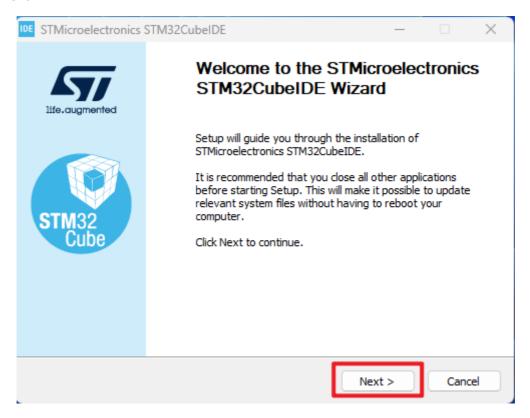
Open the installation package as an administrator



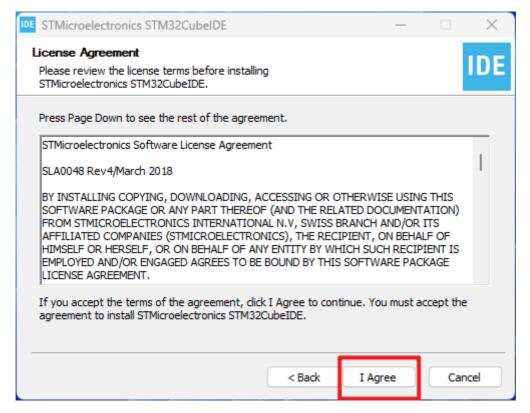
Please put the package in the path without Chinese characters

2.2、Installation Process - Setup

Next

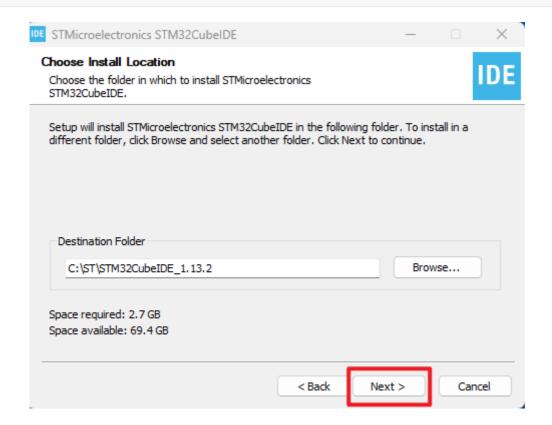


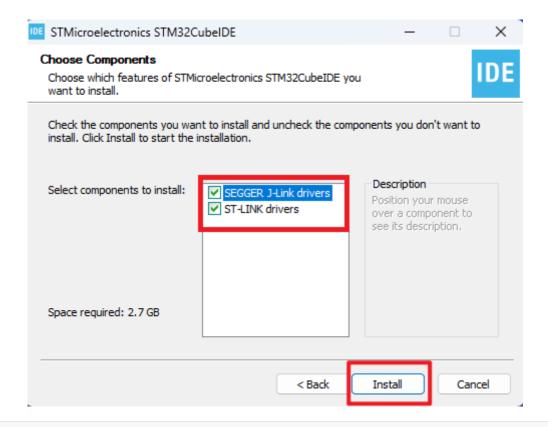
• Agreement of consent → I agree



• Location of installation → Next → Install

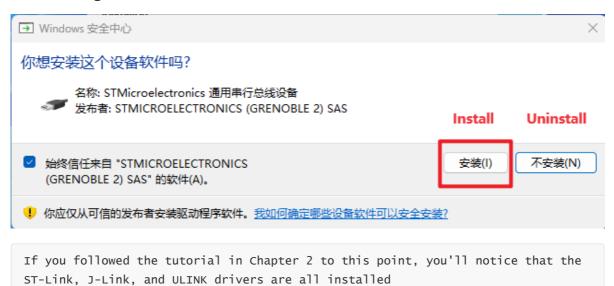
The following are recommended to use the default installation location of the software and the path does not contain Chinese characters



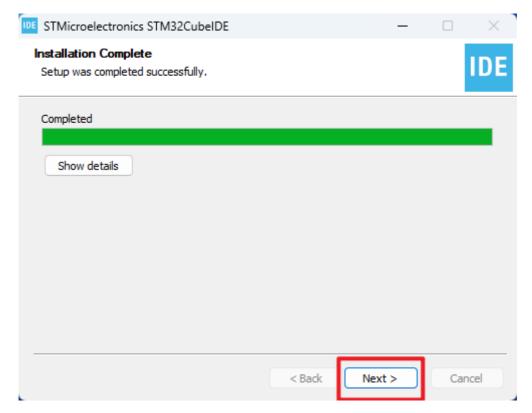


Check the option to install ST-Link and J-Link drivers

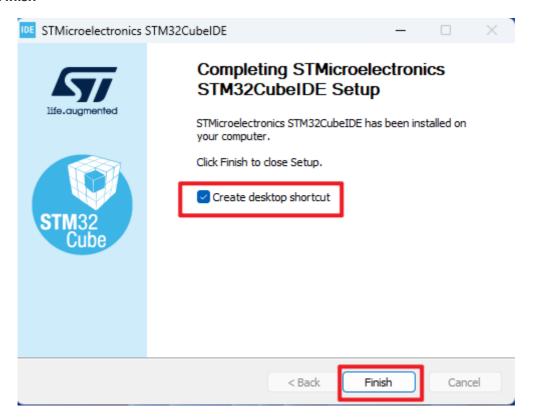
· Installing the driver



Waiting for installation → Next



• Finish



3. Software configuration

Familiar with software options and functions.

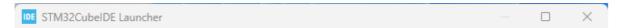
3.1. Open the application

• Click on Left mouse button: double-click the desktop app



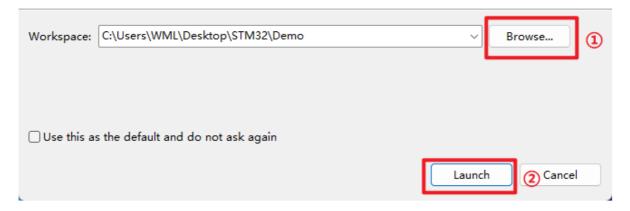


· Choosing a workspace

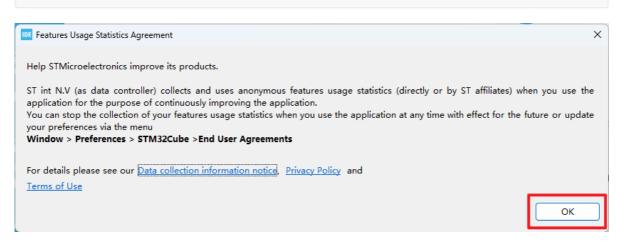


Select a directory as workspace

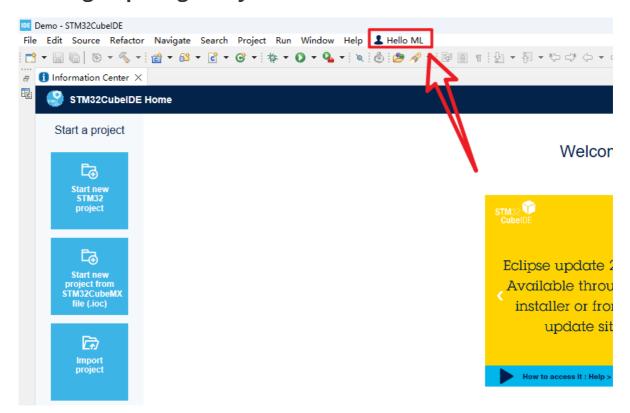
STM32CubeIDE uses the workspace directory to store its preferences and development artifacts.



You can create a new folder, the folder path can not contain Chinese characters



3.2、Sign-up - Login to your account

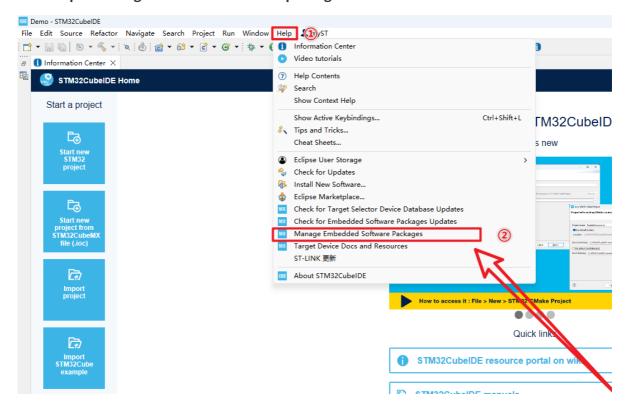


Since I installed STM32CubeMX before and logged in my account on that software, the system logged in my account by default

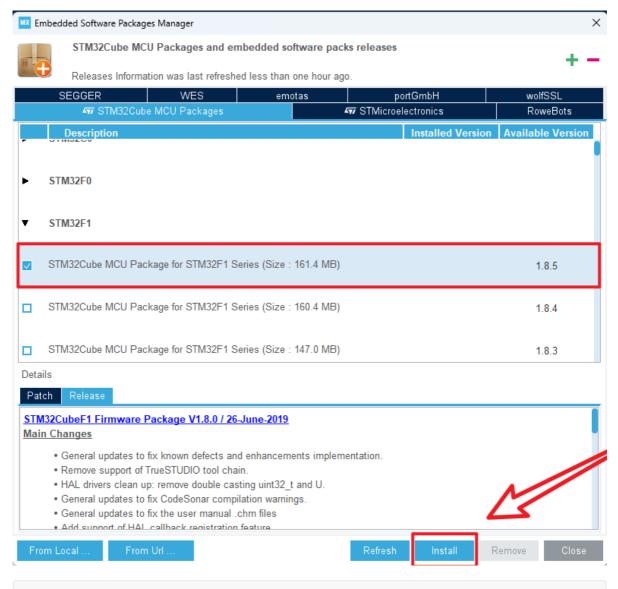
Do not register and login accounts can refer to the "STM32CubeMX installation" tutorial

3.3. Installing the firmware package

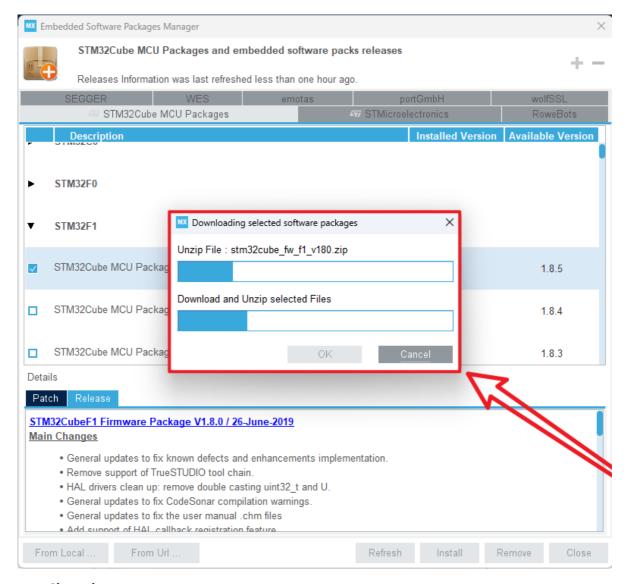
Help → Manage embedded software packages



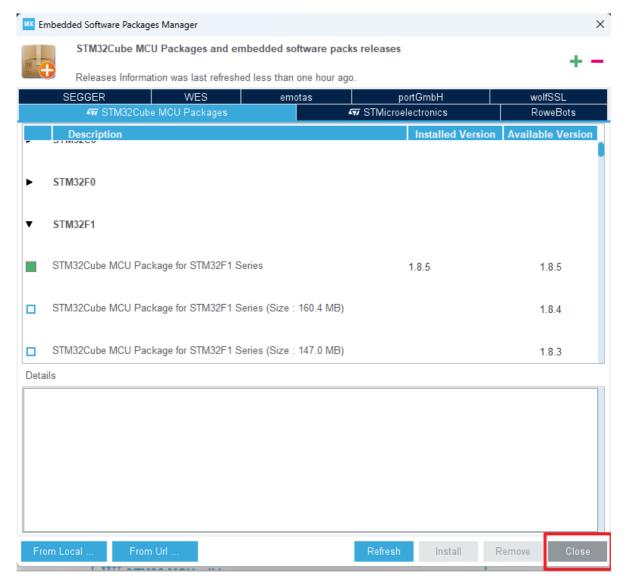
• Install the latest firmware package of the STM32F1 series



- 1. The chip firmware package cannot be installed without logging into the account
- 2. To install or uninstall, check the box in front of the chip firmware package. Click this option and there will be no install and uninstall options
- Waiting to download



• Close the page

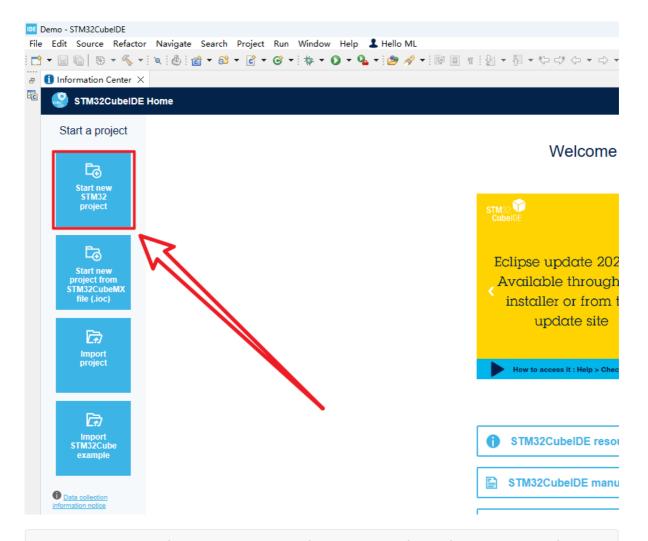


4. Software Usage

STM32CubeIDE integrates STM32CubeMX functions, which can be used for pin configuration, and can be directly used for code writing and debugging.

Tips: The following are required for almost every project. Later in the Peripheral driver tutorial, we will skip the following steps and walk through the pin layout and configuration options to guide the user through the configuration.

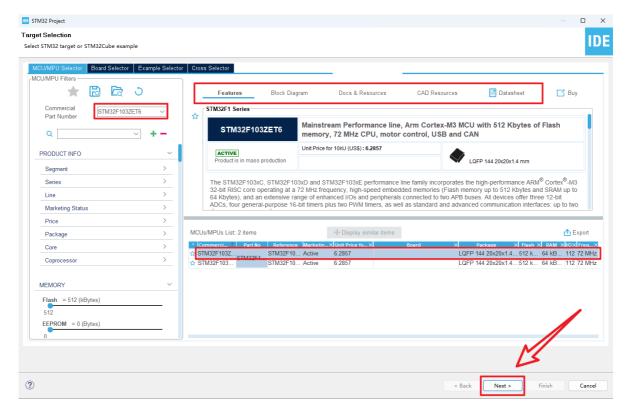
4.1. New construction



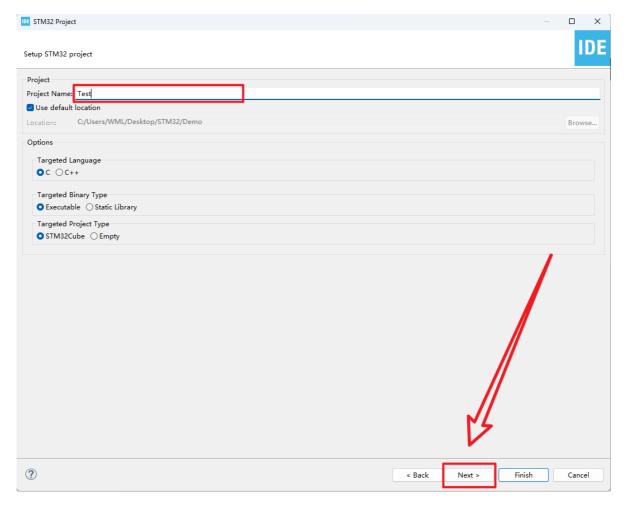
Generally, new projects can only be built through this option when the software is used for the first time, and new projects in the later period can be referred to [9, new construction again].

4.2. Chip selection

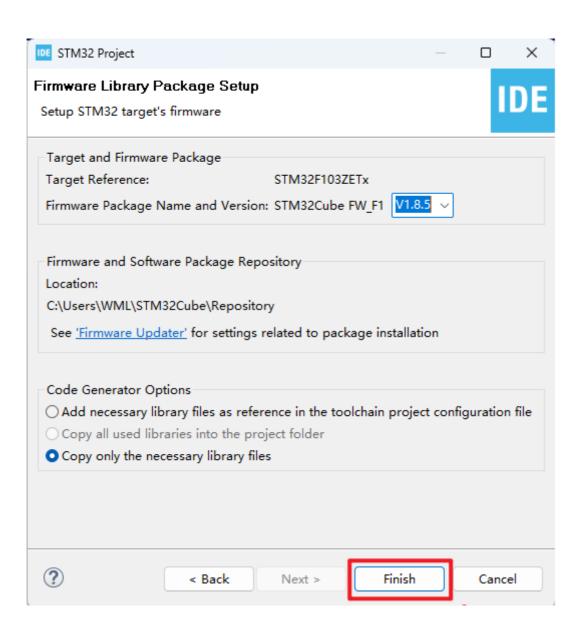
• Chip selection and interface

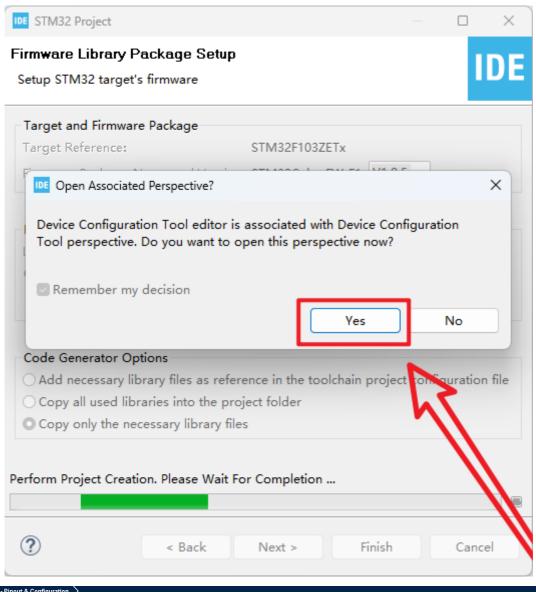


4.3、Project setup



The default configuration is enough, and the project file name can be customized





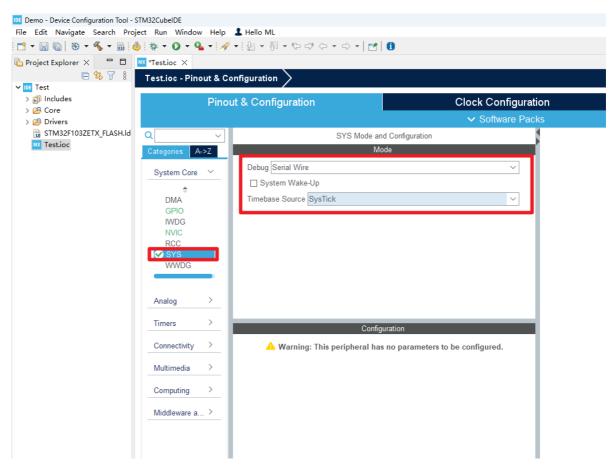


The interface is the same as STM32CubeMX

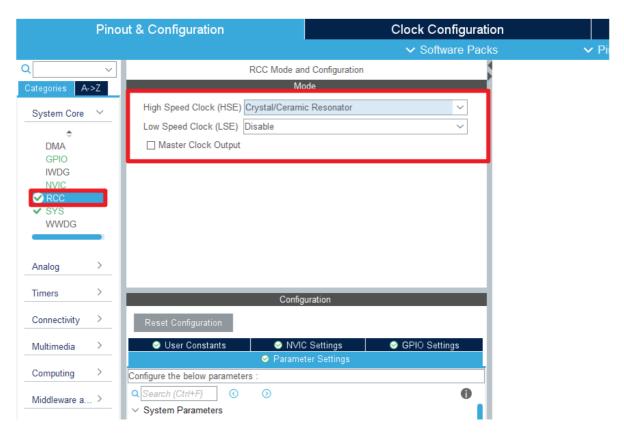
4.4. Pin layout and configuration



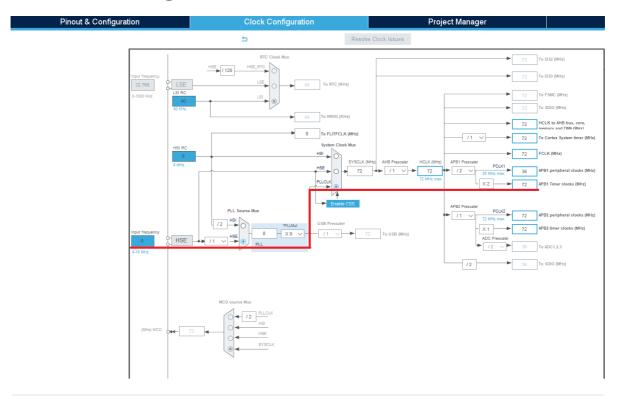
• SYS



• RCC



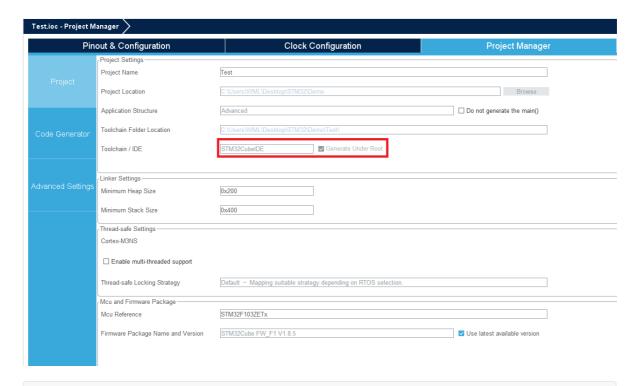
4.5、Clock configuration



refer to the options involved in the red line

4.6. Project management

• Project

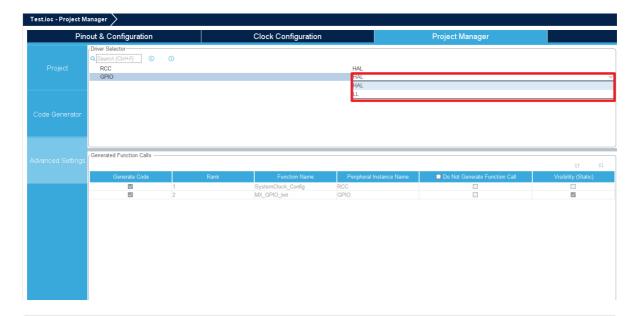


Using STM32CubeIDE can not export other project files (such as MDK-ARM project files)

• Code Generator

Test.ioc - Project Manager			
Pinout & Configuration		Clock Configuration	Project Manager
Project	STM32Cube MCU packages and embedded software packs Copy all used libraries into the project folder Copy only the necessary library files Add necessary library files as reference in the toolchain project configuration file		
Code Generator	/Generated files		
Advanced Settings	 ☑ Keep User Code when re-generating ☑ Delete previously generated files when not re-generated 		
	HAL Settings Set all fee pins as analog (to optimize the power consumption) Enable Full Assert		
	/ User Actions ————————————————————————————————————		Browse
	After Code Generation		Browse
	Template Settings Select a template to generate customized code Settings		

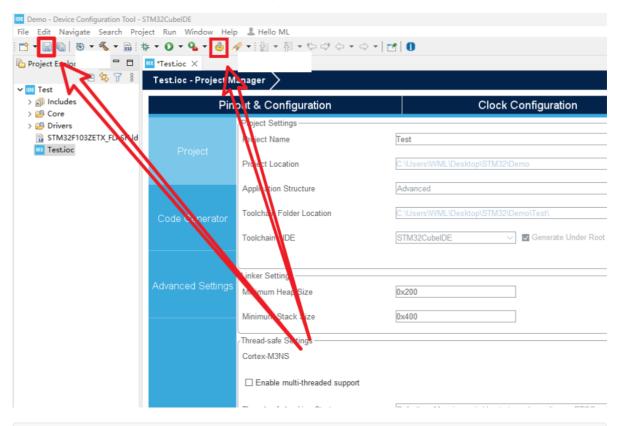
• Advance Settings



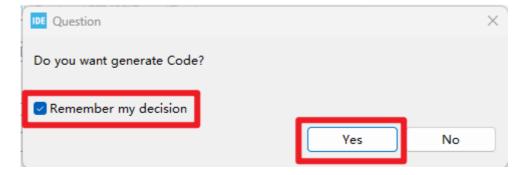
Choose the library to use for your initialization code: the HAL library is demonstrated here

4.7、Generate initialization code

Click the Code Generate or Save button to generate the initialization code



Using Ctrl+S to save will also generate initialization code



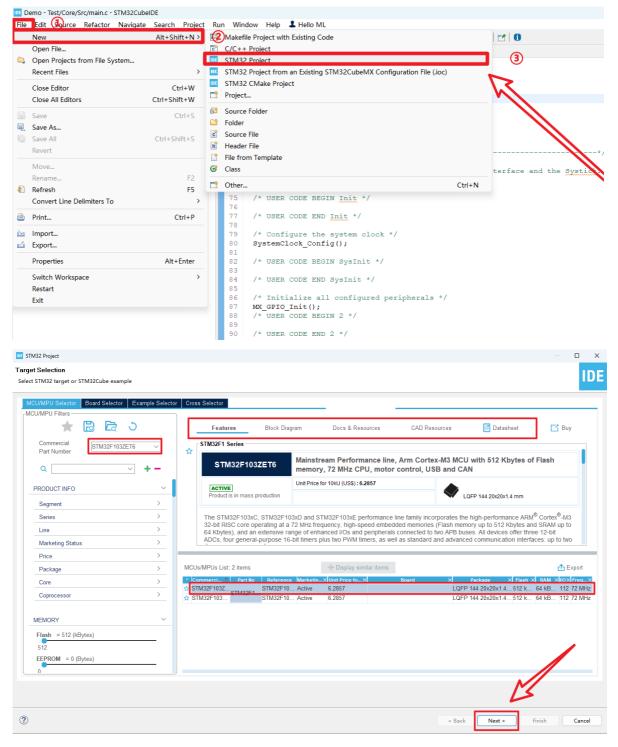
4.8. Writing the code

USER CODE must be located between USER CODE BEGIN and User code END, otherwise the next time you use the STM32CubeMX peripheral configuration feature it will remove code outside that location.

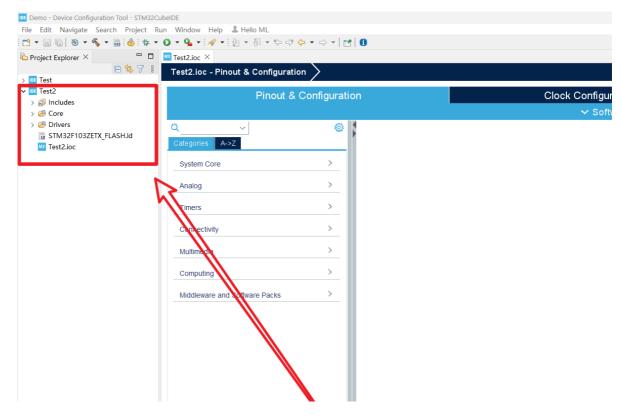
```
62 * @retval int
 640 int main(void)
      /* USER CODE BEGIN 1 */
 68
      /* USER CODE END 1 */
 69
 70
      /* MCU Configuration-----
 72
      /st Reset of all peripherals, Initializes the Flash interface and the Systick. st/
 73
     HAL_Init();
 74
      /* USER CODE BEGIN Init */
 75
 76
 77
      /* USER CODE END Init */
 78
 79
      /* Configure the system clock */
 80
      SystemClock_Config();
 82
      /* USER CODE BEGIN SysInit */
      /* USER CODE END SysInit */
 85
 86
      /* Initialize all configured peripherals */
     MX_GPIO_Init();
 87
 88
      /* USER CODE BEGIN 2 */
 89
 90
      /* USER CODE END 2 */
      /* Infinite loop */
     /* USER CODE BEGIN WHILE */
```

4.9. New construction again

Demonstrate how to create a new project in the project file, which is often used in real development



The project file management area will appear for the new project



Refer to the previous steps for the next steps.

5, Q&A

5.1. Encoding format problem

Tip: Project '***' has no explicit encoding set

solution: Change the file encoding → UTF-8

