

Download ts sdk client

Step 1: Go to the github and clone the develop stream.

Step 2: Set the configuration environment for example -

```
source tools/scripts/config_build_env.sh
chipset_family=stm32l4
mcu=stm32l476rgt
dev_board=nucleo
modem=toby201
protocol=OTT_PROTOCOL
host=""68.128.212.248:8883""
```

Step 3: To get ts_sdk_client.tar execute below script. ts_sd_client.tar will be created at /ts_sdk/sdk/cloud_comm/ path.

```
tools/scripts/build.sh create_platform_sdk_zip
```

Create and build ts sdk project on Atollic TrueStudio

Step 1: Install Atollic truestudio

Go to <https://atollic.com/resources/download/windows/> enter your details, it will take you to the download page. Download and install 7.1.2 version. i.e Atollic_TrueSTUDIO_for_ARM_windows_x86_v7.1.2_20170322-1909.exe

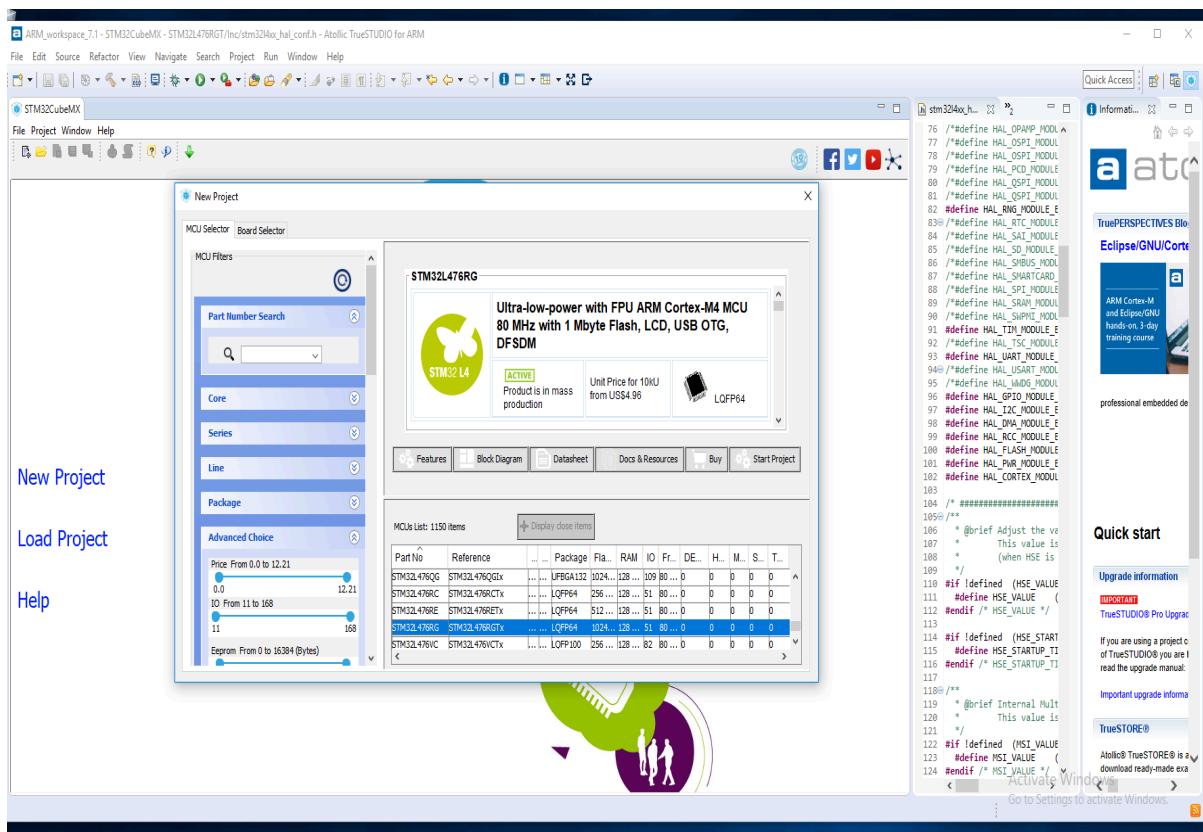
Step 2: Install plugins in for STM32CubeMX

Follow the steps mentioned in

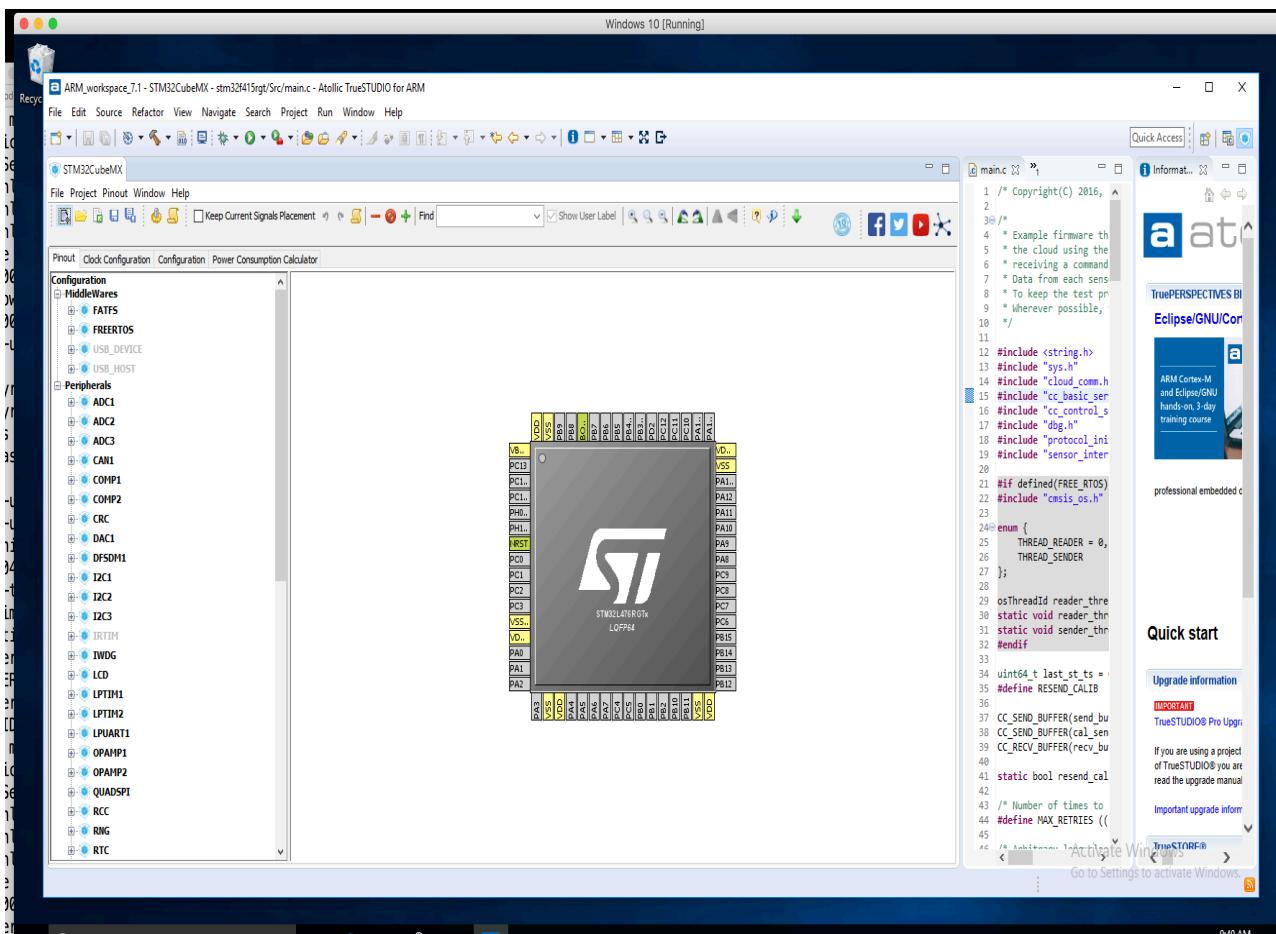
http://gotland.atollic.com/resources/applicationnotes/CubeMX_installation_in_TrueSTUDIO.pdf guide.

Step 3: Creation of STM project

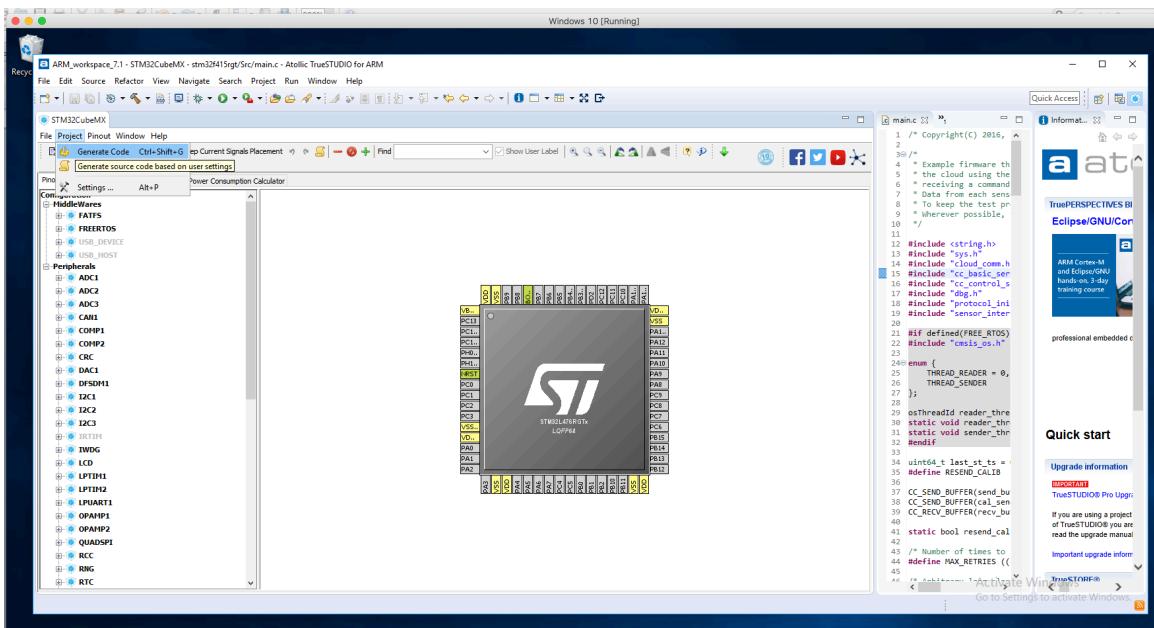
- Open STM32CubeMx perspective
- Click on new project
- Select the part number like STM32L476RGT



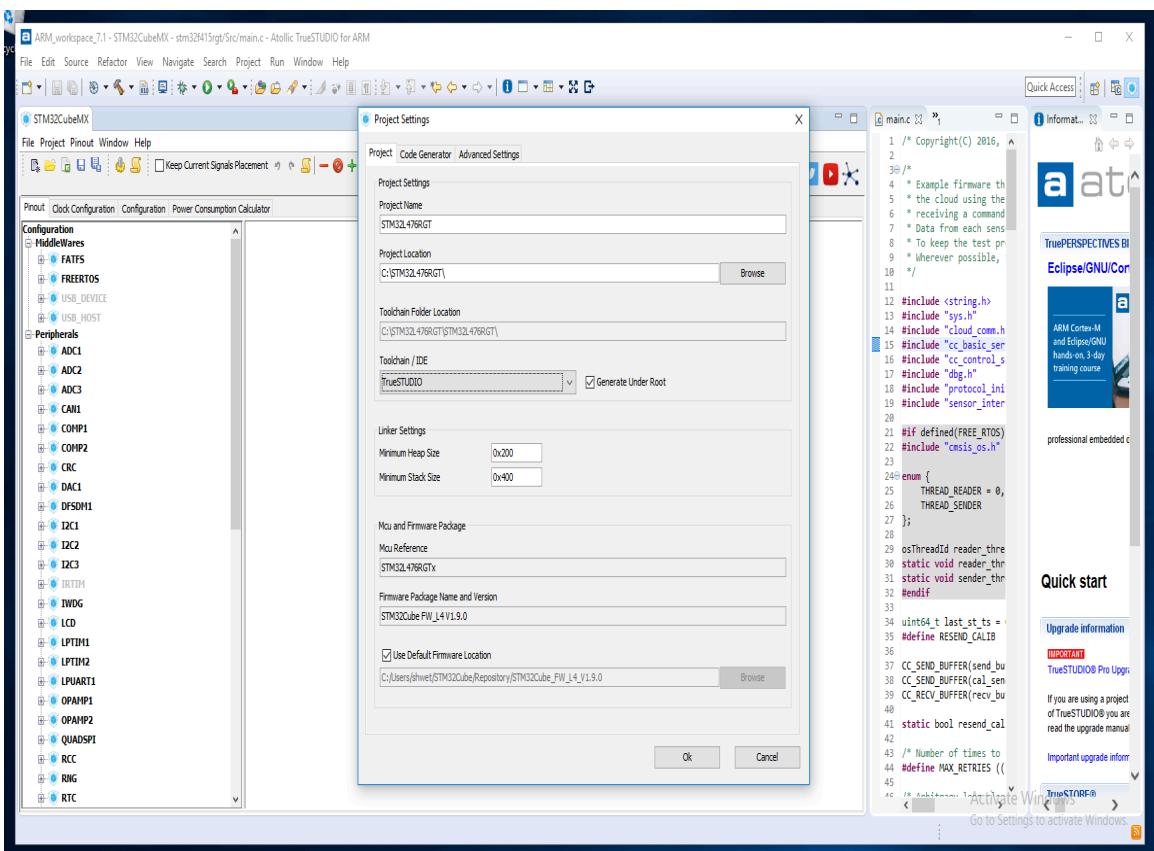
- Click on start project, it will take little time to start.
- Window will open like below



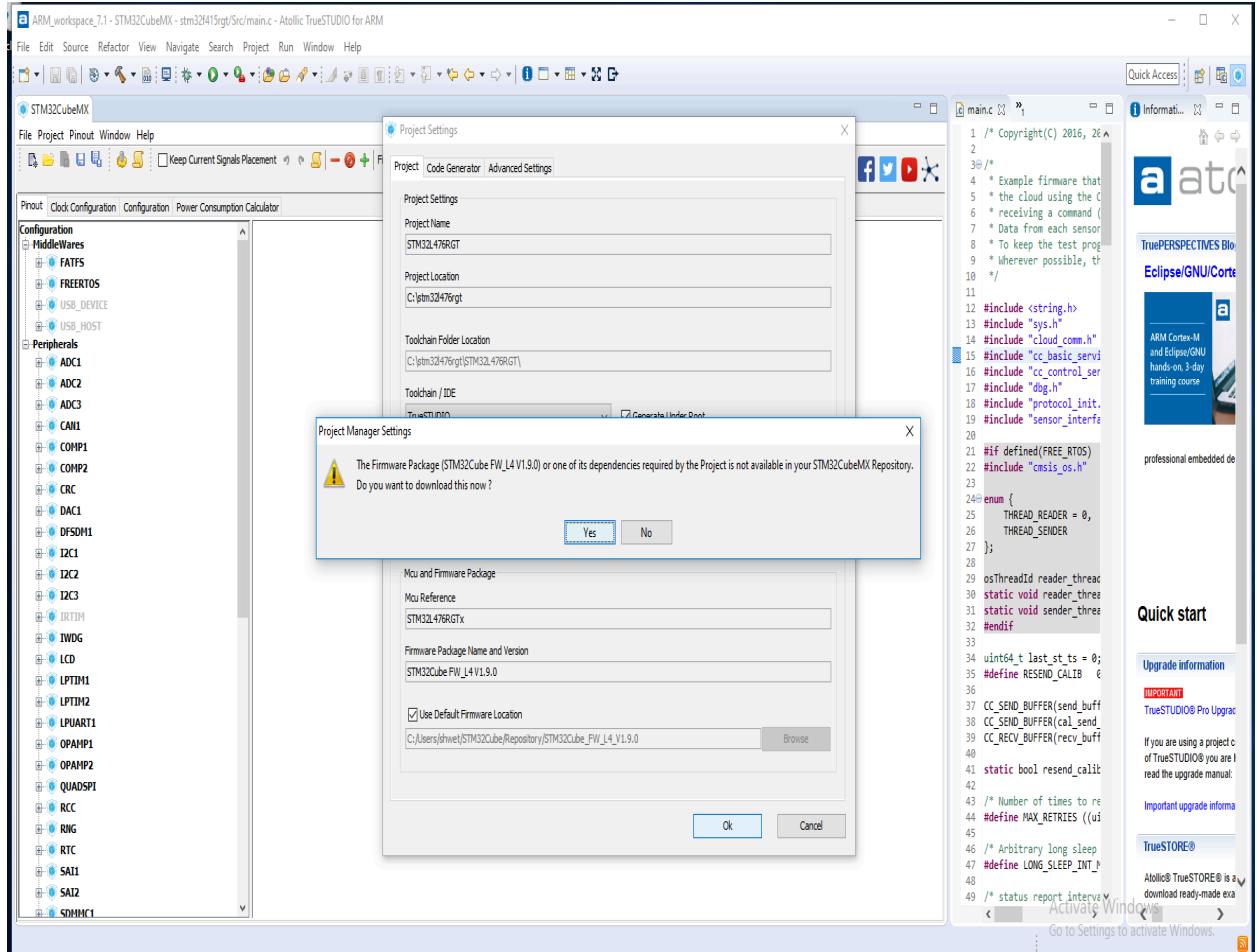
- Click on the Project -> Generate Code



- Enter the new project details, like project name, tool chain as Truestudio and firmware package. After entering the details press OK.



- As soon as you press OK, you might get the below pop up for STM32Cube firmware library. Press Yes and download the firmware.

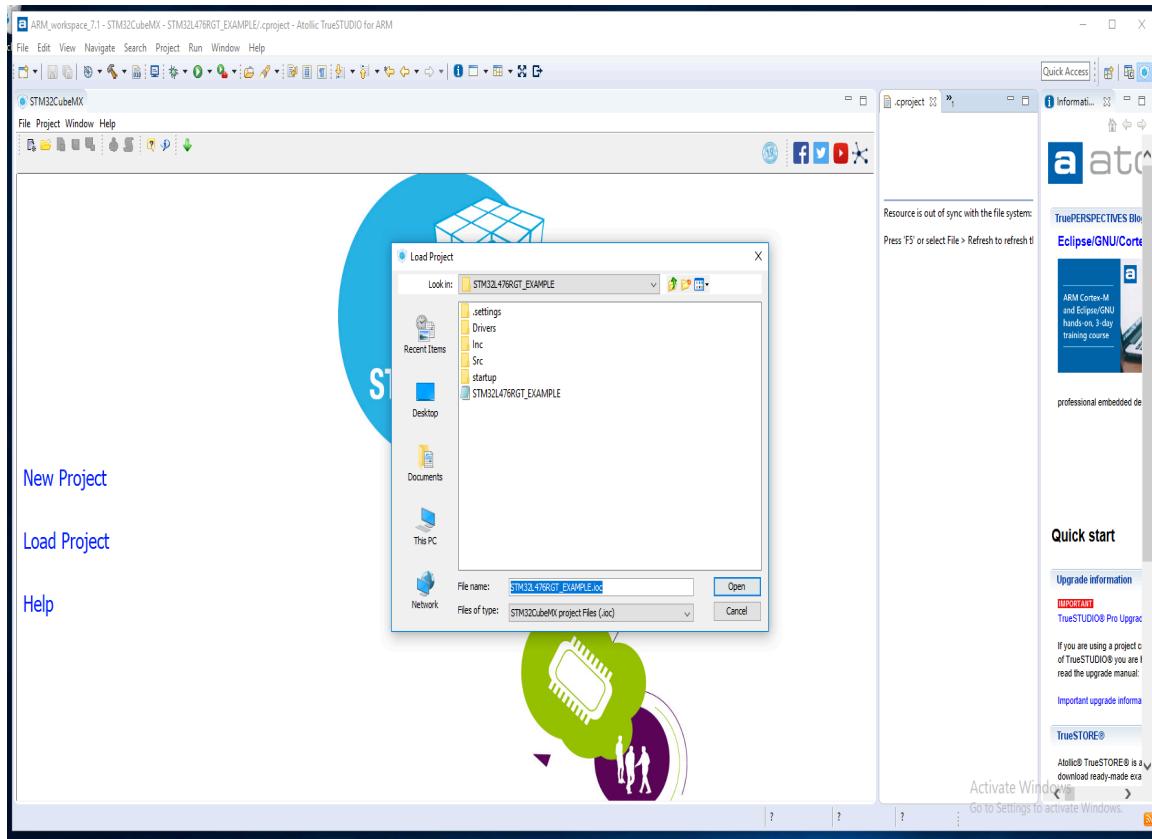


- Once the code is generated press Open Project.
- Project is generated with the default peripheral HAL files.
- To copy sdk_client, app and other project related setting execute below script from command prompt.

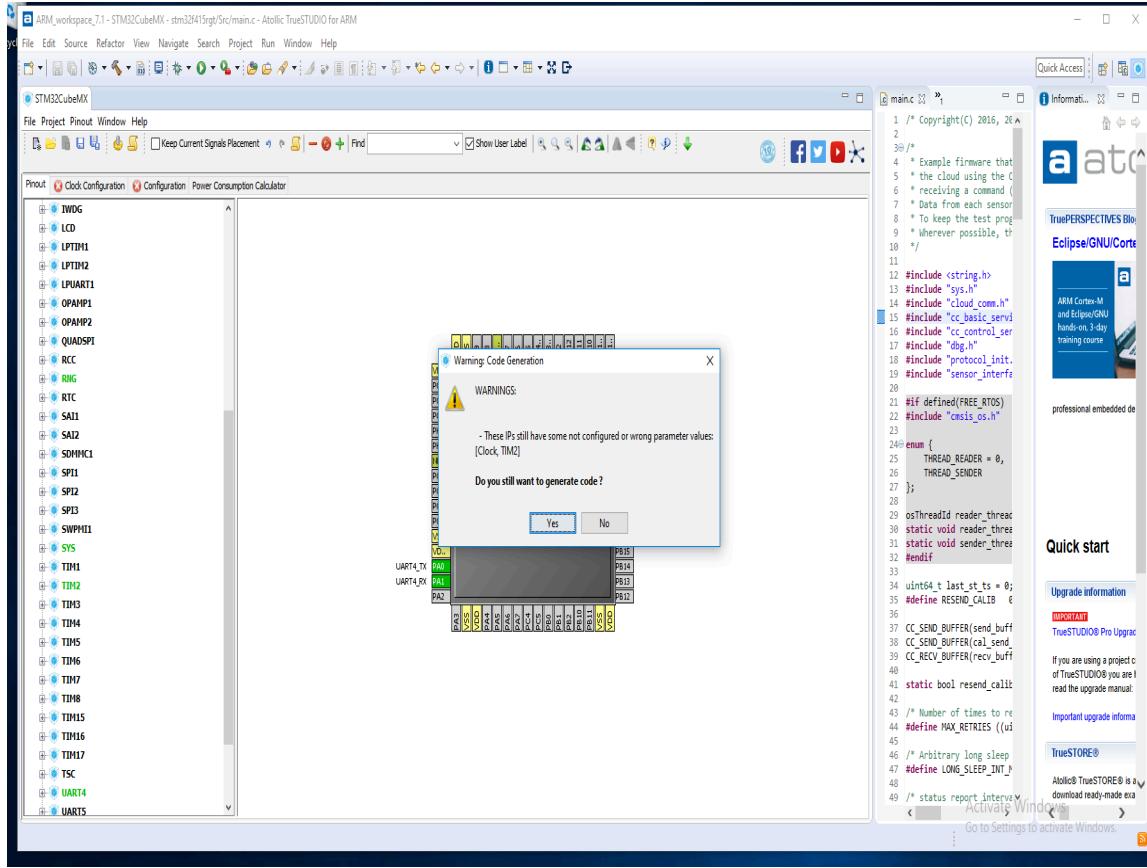
Truestudio_project.bat <project directory path>

- Since Sdk_client needs uart, timer and RNG modules HAL too which is not been generated as part of default configuration. To generate those go to TrueStudio, open STM32CubeMx perspective and Close the project.

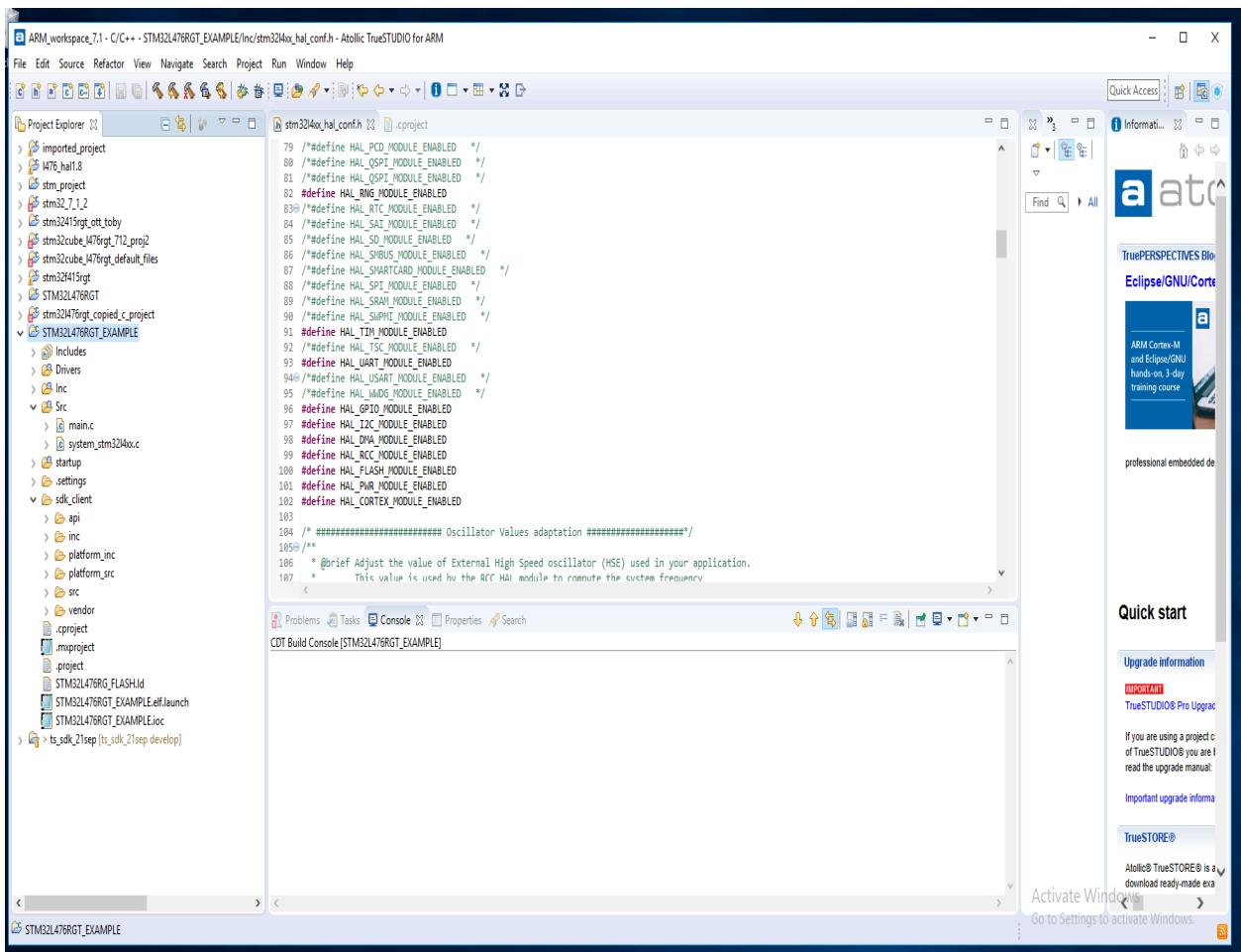
- Now click on Load the project and select the <project_name>.ioc and generate the code once again.



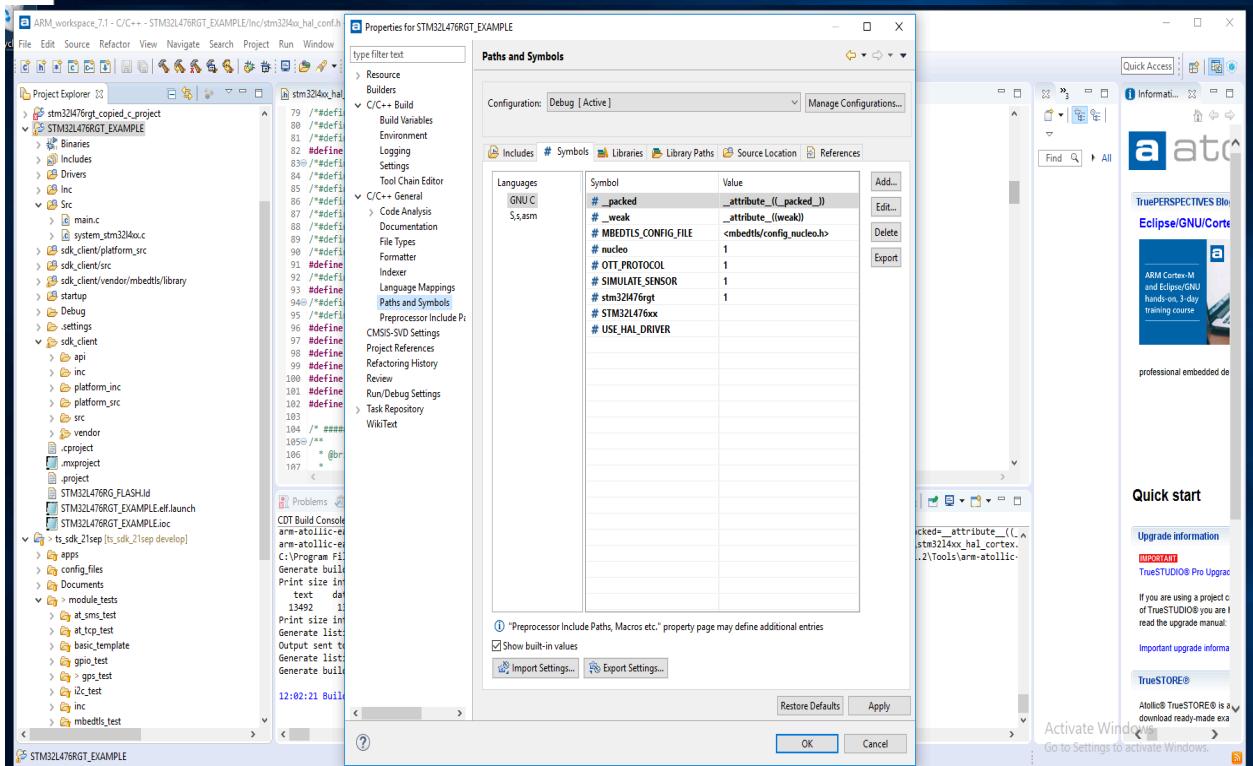
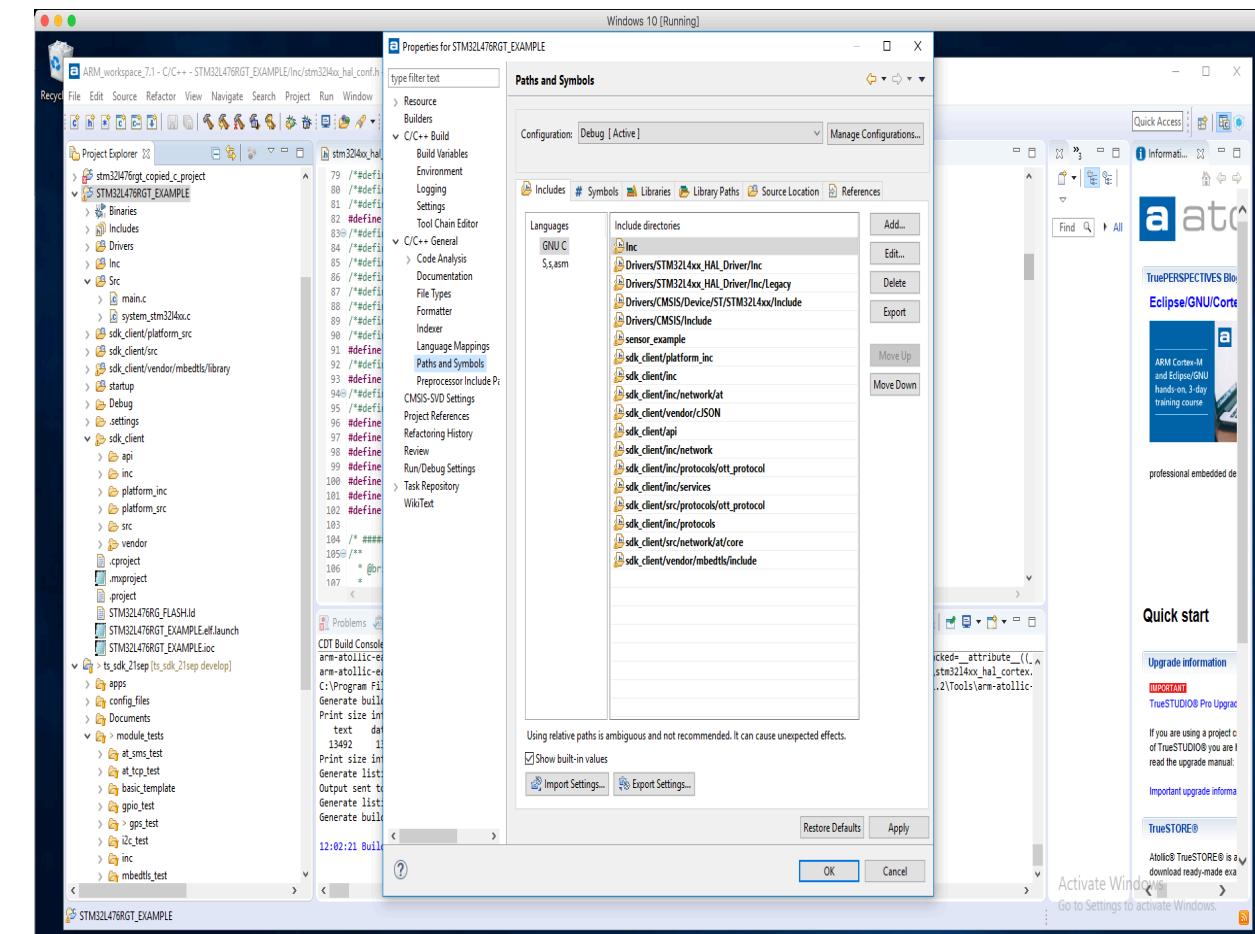
- Below window will pop up, press yes and once the code is generated press Open project.

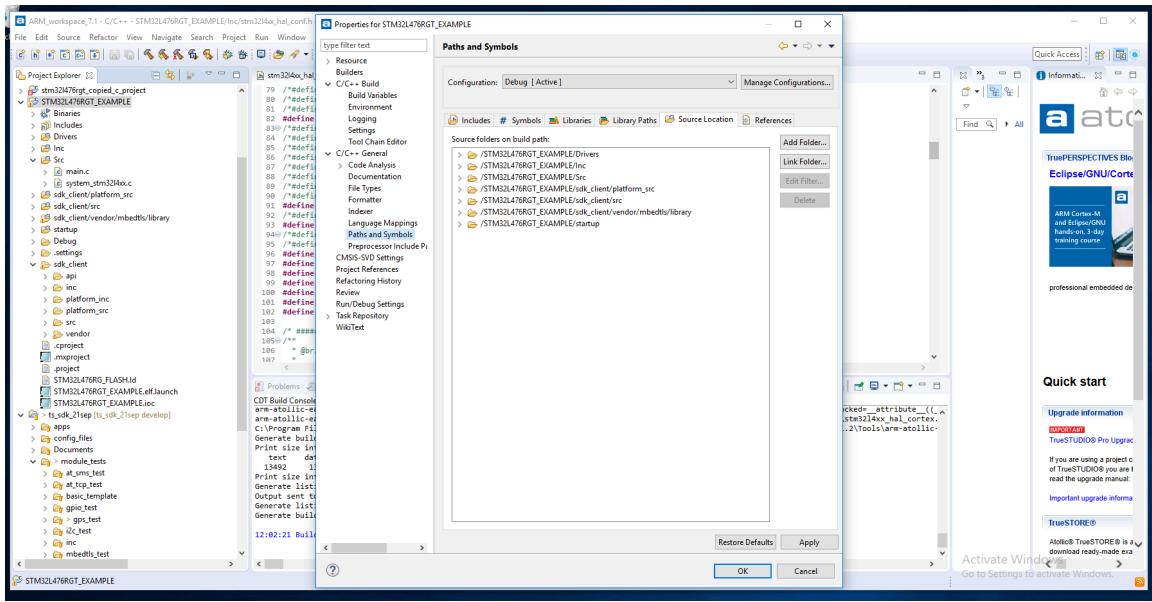


- Open C/C++ perspective.
- Project is created with STM32Cube library. Since it got created with default files then manually delete main.c, stm32l4xx_hal_msp.c and stm32l4xx_hal_it.c files from Src folder.
- Project explorer window will look like as below.



- To verify include, src paths and compilation flags go to Project -> Build settings -> C/C++ General-> Paths and Symbols.





Build the project, build logs will be visible in on console window and <project_name>.elf will be created in Debug folder.

Note - For stm3f415rgt <project_name>.bin will be created in Debug folder.